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>THE BEST GAME COVERAGE

Halo 2
EGM's Dan Hsu played the Xbox's biggest game ever, and he'd like to tell you all about it.

Platform: **Xbox**
Publisher: **Microsoft** Developer: **Bungie**
Rating: Mature Genre: Action

by **Dan Hsu**
07/15/2004

Halo, nice to meet you

The level Bungie's allowing the press to play is called Zanzibar, and it represents a contested African beachfront between the human race and the alien Covenants. (Yes, the multiplayer action now has a backstory.) The game of choice was four-on-four Capture the Flag. In Halo 2's version of this mode, one team's on offense, trying to capture the enemy's flag while the other team defends. After three minutes, the sides switch.

The very first impression we got is how *tricky* Halo 2 feels. Remember those early screenshots, featuring multi-hued Master Chiefs jumping way up into the air? Those pics were no exaggeration. A simple press of the A button sends you flying high, prompting us to ask two different product managers whether we were playing on a low-gravity stage (we weren't). It felt so airy that we tried fidgeting with the look sensitivity to adjust for the seemingly sluggish movement. But after a few rounds, we got used to the air up there and were able to use it to our advantage, jumping over walls you wouldn't think you'd be able to jump over. The developers attributed the new vertical leap on the Spartans (the armored-warrior unit of which main protagonist Master Chief is a member) to their "improved Mark of suits."

Halo... have we met before?

Next, we see some reminders that we're still in Halo's world. Except for the new submachine gun in our right hands, it all looks very familiar. On offense, we see a Warthog jeep and two Ghost single-pilot hovercrafts on the beach, waiting to take us into the enemy base. After we climb in, we see all the changes. The Ghost, for example, now has a turbo boost, activated by the left trigger. Hit it and you'll go zoom-zoom -- but you can say goodbye to quick handling, or your forward-firing lasers, while boosting.

User Hype
Average Member Rating: ★★★★★ [Write Your Own Hype!](#)

drywallis (08/03/2004)
anticipation

Warning dont go into halo 2 with high expectations, people are jaded especially with video games , if you go into halo 2 reading all these reviews of people drooling over the game its only gonna do 2 things, 1) Its just gonna make you itchy for release of a ...

XBMasta04 (08/01/2004)

...full hype >

haloman92 (07/22/2004)
halo 2 :)

halo 2 sounds even better than i thought. it rocks, but will they ever send put a playable demo?...

...full hype >

[See All User Hype](#)

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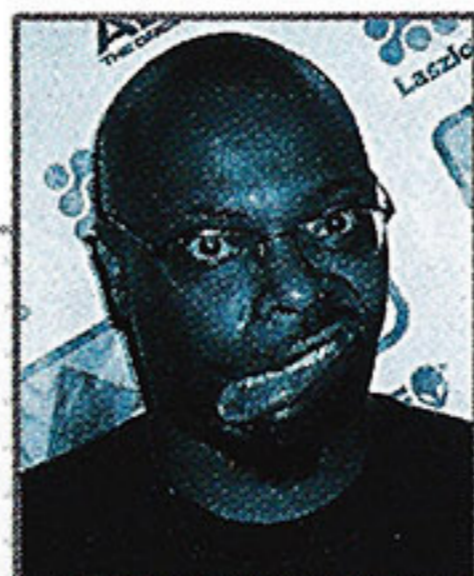
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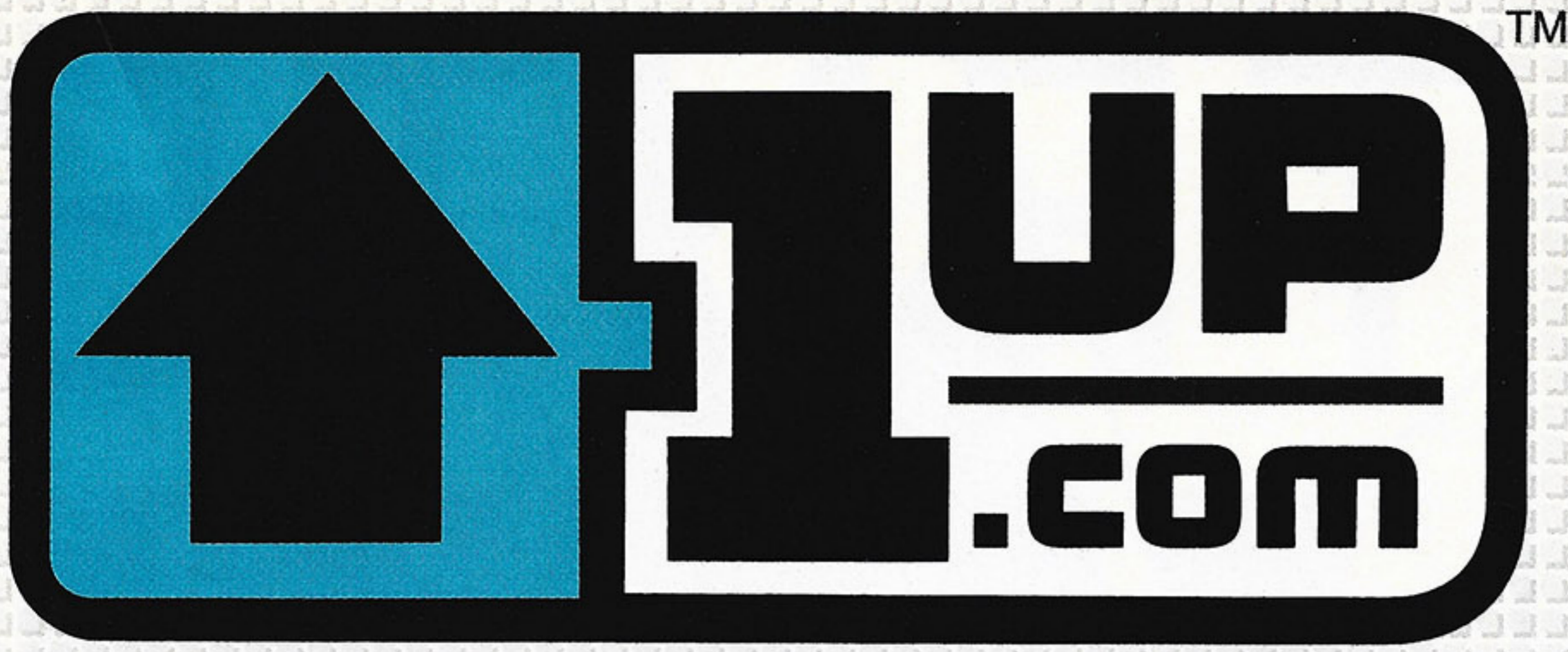
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Dan Hsu
 "EGMShoe"

Rank: Lurker
 Current Points: 12555
 Total Points: 12555

Personal Website

About Dan
 Gender: M
 Status:
 Age: 33
 Location:

Dan's Faves
 Favorite Music: Beastie Boys, U2, Missy Elliott, Beatles, Amon Tobin

Favorite Books: The Ultimates, The Sandman

Favorite TV Shows: Aqua Teen Hunger Force, Jamie Kennedy Experiment, Arrested Development, Seinfeld, The Simpsons, Futurama

Favorite Movies: Spider-Man 2, Heat, Last of the Mohicans, Shawshank Redemption, Aliens, Matrix, The Empire Strikes Back, Garbage Pail Kids

Dan's Interests
 My Interests: snowboarding, soccer, college football, Michigan Wolverines, Detroit Red Wings, Splinter Cell Pandora Tomorrow, Soul Calibur II

Where I work: Electronic Gaming Monthly

Dan's Desktop Picture

Dan's Journal
 Check out that Splinter Cell contest...
 ...the one I've been blabbing about in my blog. [HERE](#).
 08/05/2004 03:15 AM EDT

Money plays...so not money?
 Recently, a friend of mine at Midway, in his annual effort to tell me why EA Sports football games aren't as good as everyone thinks they are, brought up this point: You can beat just about anyone in NFL Street with some money plays. Does this constitute a bad game?

I found this argument ironic, as this friend used to be a big NFL Blitz rival of mine--we both loved that series. I remember falling in love with the first Blitz for arcades. That game rocked--and I only used 2-3 plays tops for both offense and defense. I ended up office Blitz champion twice (two interoffice tournaments: one-man team then two-man team). Money plays? Yup, we both used 'em, but that didn't lessen our love for the game.

Dan's Games

Collection	Tracked Games	Wish List	Faves				
	PC (12)	1UP Rank	Trade	Play Online	Expert	Value	
<input type="checkbox"/>	Ultima VIII: Pagan (Add to Faves)	0	N	N	N	\$49.95	
<input type="checkbox"/>	Ultima VII: The Black Gate (Add to Faves)	0	N	N	N	\$49.95	
<input type="checkbox"/>	Ultima VII Part II: Serpent's Isle (Add to Faves)	0	N	N	N	\$49.95	
<input type="checkbox"/>	Ultima VI: The False Prophet (Add to Faves)	0	N	N	N	\$49.95	
<input type="checkbox"/>	Ultima V: Warriors of Destiny	0	N	N	N	\$49.95	

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We like games so much that we spend all day playing them just so we can write stories so you can learn everything we've learned. (But without all the hard work.) Come see the results of all that hard work at www.1up.com.

<http://gba.1up.com/>

Here's the main spot for all your GBA News, Previews, Reviews and Strategy needs. Plus, there's message boards where you can talk about all the latest GBA games and even make new friends in the many handheld-related clubs!



Mario Freaks

This club is for Super Mario freaks. There have been eight games about Mario and you can talk about

all of them here. Just don't talk about the *Super Mario Bros.* movie here please.

<http://smb-club.1up.com>

I Dropped my GBA On the Ground!

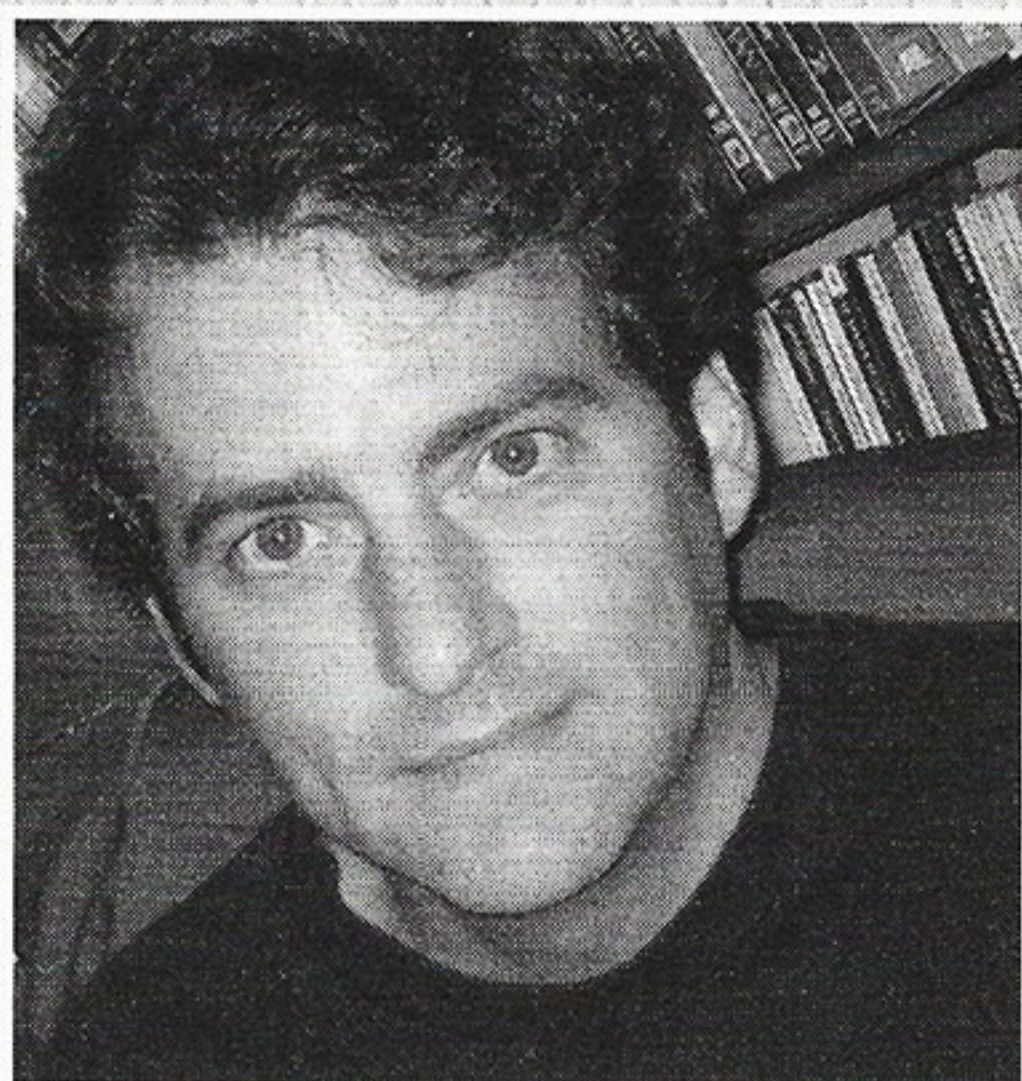
For those of you who keep dropping your GBA, mobile phone, or designer sunglasses for that matter, by accident. Tell us what happened. Did you cringe or cry? Name a funny time/place this has happened to you. Did your device still power up after sliding across the floor? Was it scratched/scuffed Don't you just hate it when it happens? Was it your flimsy hands, or was it your pocket's fault?

<http://ldroppedit-club.1up.com>

DS Vs. PSP!!!

The hot debate of which handheld system will rule them all is discussed here. Fans of both systems unite to talk specs, game lineups and even battery life. Sure to be the busiest club for handheld fans.

<http://dsvsp-club.1up.com>



THE HANDHELD WARS BEGIN!

For the moment, Nintendo is the reigning king of the handheld videogame market—a spot it has held comfortably for more than a decade.

2005 may see the end of Nintendo's dynasty, however, with Sony launching the more powerful PSP (larger screen, MP3 and video playback) at an estimated price under \$200, and bringing with it a stellar list of games including *Gran Turismo 4* and *Metal Gear Acid*.

Sure, the Nintendo DS has some radically innovative technology under its hood, and companies like EA, Square-Enix, Konami, Sega, and Namco are aboard and seemingly anxious to take advantage of the system's new dual-screen and touch-screen features.

But whether or not these features are used and how they ultimately enhance gameplay is truly the million-dollar question. There's not exactly an abundance of games making good use of these features at launch, that's for sure.

To me, it seems to be asking an awful lot for developers to design a game exclusively for the DS, at least in ways that use its unique hardware features as something more than an afterthought.

If Nintendo does concede the lead in the handheld market to Sony, that would make the Big N the number-two handheld maker and the number-three console maker. Could the end of their hardware-producing days be near?

Meanwhile, Sony would be the leader in both the console wars and the handheld wars. Can one company spread itself out that much? No one's done it before.

And what about Microsoft? Are the bunch in Redmond quietly watching all this, letting the other two fight it out, so they can launch their own handheld a few years from now to a weakened Sony and a white-flag-waving Nintendo?

One thing's for sure; the only thing we'll have to worry about is how to limit ourselves from buying everything on store shelves that these behemoths produce trying to outdo one another.

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EARLY ANSWERS TO ALL YOUR BURNING QUESTIONS

Nintendo DS!

When Nintendo announced they would release an all new handheld platform, one with two screens, two processors, wireless capabilities and more power than the Nintendo 64, my little hearts skipped a beat and we started counting the days to the Nintendo DS's holiday release.

Now that we have had a chance to actually play the unit, look at it and see some of its potential hands-on, we're more excited than ever.

Right out of the box you can tell Nintendo's reputation for making sturdy, high-quality hardware is intact. The clamshell design resembles a couple of GBA SPs side by side. With the screens open, the unit feels comfortable and natural in your hands. It's much like the original GBA with an extra screen on top and a couple of more buttons.

There are spaces for both a DS cart (on the top) and a GBA cart on the bottom, and with both cards inserted you can choose which to play from the system's opening screen. The built-in Picto Chat program is fun and easy to use, and shows off the system's wireless capabilities, but most players beyond their teenage years won't find a tone of use for it.

GBA games look great on the top screen and the controls are as good as ever. But what was really surprising was how good the DS games look and feel. Every system comes packed with a demo of *Metroid Prime: Hunters*, which is a decision Nintendo will be lauded for once players give it a try.

The default controls for this game have players moving with the D-pad and aiming their weapon (as well as controlling a few other functions) with the touch screen. At first this seems a bit awkward, but we're here to tell you the secret of this control—use the attached wrist-strap with the built-in thumb pad to control the touch-screen action.

By keeping the default weapon fire the shoulder buttons (your choice) the effect is remarkably similar to the keyboard and mouse control of PC shooters, the control scheme considered the best by all serious gamers.

There are still a few questions to be answered, and only time will tell how well the DS will hold up against the PSP, but it looks like Nintendo is off to a great start.

>>NINTENDO'S REPUTATION FOR MAKING STURDY, HIGH-QUALITY HARDWARE IS INTACT.>>

Q&A With The Madden 2005 Team

DB = DAMION BANKS, ASSISTANT PRODUCER,
EXIENT = EXIENT LTD. (DEVELOPER)

Q: With the Nintendo DS having such radically different hardware to other games systems out there, how do you approach making games for this system?

[DB] It was not easy at first. During design for console or PC the process doesn't include using multiple screens and touch screens. Instead of

thinking about new controls for a controller and thinking about screen space we had to step back and think of ways the user would want to use a touch screen to play *Madden* and what would be good use of a second screen in terms of interface and gameplay.

Q: How long does it take to "learn" a system before you can make games for it?

[Exient] In the case of DS, not long at all. The DS is very well designed and is an extremely friendly system to develop for. Certain aspects of the

development system weren't finalized when we started, which meant we did have to learn some things more than once and re-work some things towards the end of the project.

Q: How much of games publishing\developing is a matter of "porting over" programming from other systems and how does the Nintendo DS fit into this (with it being so much in a class by itself design-wise)?

[Exient] Porting is still very useful on DS as it can speed up development in many areas, providing

Sound:

Stereo speakers providing virtual surround sound, depending on the software

Stylus

A small pen-sized stylus can be used to interact with items on the touch screen.

Top Screen:

A backlit, 3-inch, semitransparent reflective TFT color LCD with 256 x 192 pixel resolution and .24 mm dot pitch, capable of displaying 260,000 colors

Touch Screen:

Same specs as top screen, but with analog touch-screen capabilities using a stylus or thumb pad

Controls:

A/B/X/Y face buttons, plus control pad, L/R shoulder buttons, Start and Select buttons

Input/Output:

Ports for both Nintendo DS Game Cards and Game Boy® Advance Game Paks, terminals for stereo headphones and microphone

DS System specs

Size:

148.7 millimeters (5.85 inches) wide, 84.7 millimeters (3.33 inches) long, 28.9 millimeters (1.13 inches) tall

CPUs:

One ARM9 and one ARM7

Wireless Communication:

IEEE 802.11 and Nintendo's proprietary format; wireless range is 30 to 100 feet, depending on circumstances; multiple users can play multiplayer games using just one DS Game Card

Battery:

Lithium ion battery delivering six to 10 hours of play on a four-hour charge, depending on use; power-saving sleep mode; AC adapter

Other Features:

Embedded PictoChat software that allows up to 16 users to chat at once, embedded real-time clock, date, time and alarm, touch-screen calibration

the original system has some similarities to the DS. Taking advantage of the DS's unique features requires all new code, so it's really a case of merging the two together. The DS is bound to have a mixture of both conversions from other systems (with DS features added) and highly original DS specific games.

Q: What does the future look like for the Nintendo DS? Is its quirky design amicable to innovative gameplay, or is it in the realm of being more a "gimmick?"

[DB] I think it is very amicable to innovative gameplay. We have really only scratched the surface of this new system. I have seen a lot of innovative designs just from the launch titles. I think you will be seeing a lot more innovation using this system.

Q: It seems a football title like Madden NFL 2005 lends itself well to the dual-screen feature of the DS. How do you see other sports games using this feature?

[DB] Just take a look at Tiger Woods, they have

come up with some excellent uses of the touch screen to be used to control your swing. There are endless options when using dual screens and touch screen technology. I think we have only scratched the surface and great new ways play and make games are coming.

Q: Is it possible the dual-screen format will become an industry "standard."

[DB] I think only time will give us an answer to this question. Based on what I have seen it could but the real test is if gamers like it.



GBA / DS

Super Mario 64 DS

>>FOUR-PLAYER BATTLE GAME STARRING MARIO, LUIGI, WARIO, AND YOSHI THAT TAKES PLACE IN THE *SUPER MARIO 64* WORLD<<

Pocket
Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Platformer
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

The game that defined what 3D platformer games meant has finally reappeared. Nintendo's newest handheld has its own edition of *Super Mario 64*, and it will surely do again did what it did in 1996: school newcomers, and inspire imitators. *Super Mario 64 DS* preserves everything that was so enjoyable about the game in the past, adds some fun new touches, and instantly raises the bar for what portable gaming can and should be.

Of course, the classic gameplay is retained. Running, jumping, climbing trees—it's all here, as endlessly inventive as it seemed back then, and still great fun. If you've never played the game before, be prepared to spend hours and days—and maybe even weeks or months—hunting in nooks and crannies for those pesky stars.

If you've already thoroughly conquered the N64 original, there's still plenty that's new to see. The second screen is used for a convenient map, but the important additions are a further 30 stars to find (bringing the total up to 150) and three new playable characters: Yoshi, Luigi and Wario.

In fact, you begin as Yoshi, and you have to

save Mario from the king of the Goombas. This comes complete with a brand-new level and boss fight, which already makes the DS version of the game bulkier than the N64 original. But that's hardly all.

You'll find new touches in each and every level you visit: additional stars, new types of puzzles, re-arranged coins and obstacles abound. Two entirely new gameplay modes—Princess Peach's Rec Room minigames and multiplayer battle—have also been added (see sidebars.)

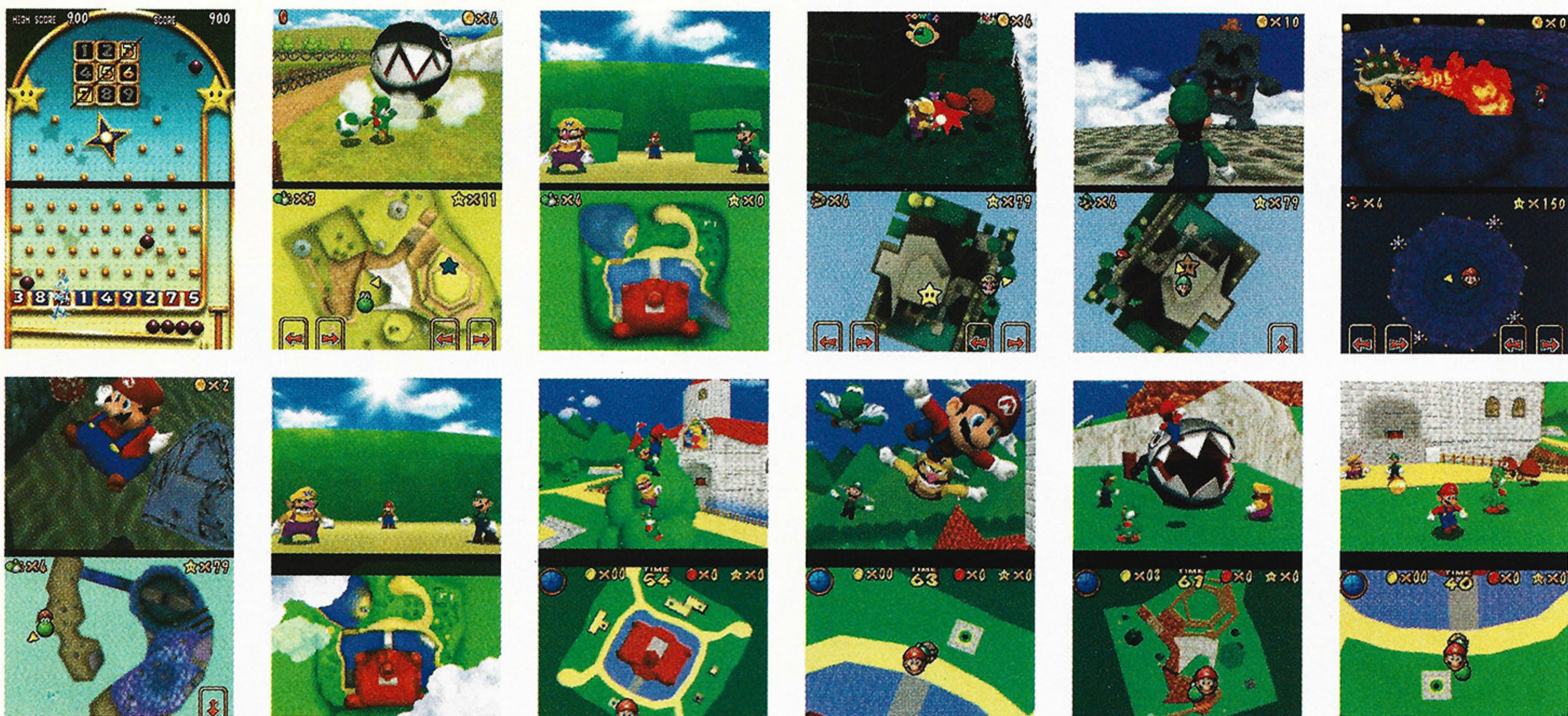
Luckily, *Super Mario 64* makes a perfect portable game because it's broken up into chunks. Each star is a small and relatively short task, allowing the game to be played in bits and pieces almost indefinitely. Just think of it: pull the DS out of your backpack, grab a couple of stars while waiting in line for a movie, and then chuck it back in when the show starts.

If there's anything to complain about, it's the game's control. Using the D-pad to move your character just isn't as precise as the N64's analog stick was, which can result in frustrating missed jumps and even bizarre moments when the characters walk in the wrong direction. There's also an option to use the touch-screen, but it's a bit difficult to come to grips with.

Fortunately, it's not until the later bits of the game where you need full concentration or super-precise jumping to succeed, so it's no big deal for most of the adventure. There's so much to do that even if you get frustrated aiming for one star, you can easily switch to a completely different task in seconds.

Those minor complaints aside, *Super Mario 64 DS* is a superior game complemented by numerous additions Nintendo has made to its core. >> **Christian Nutt**

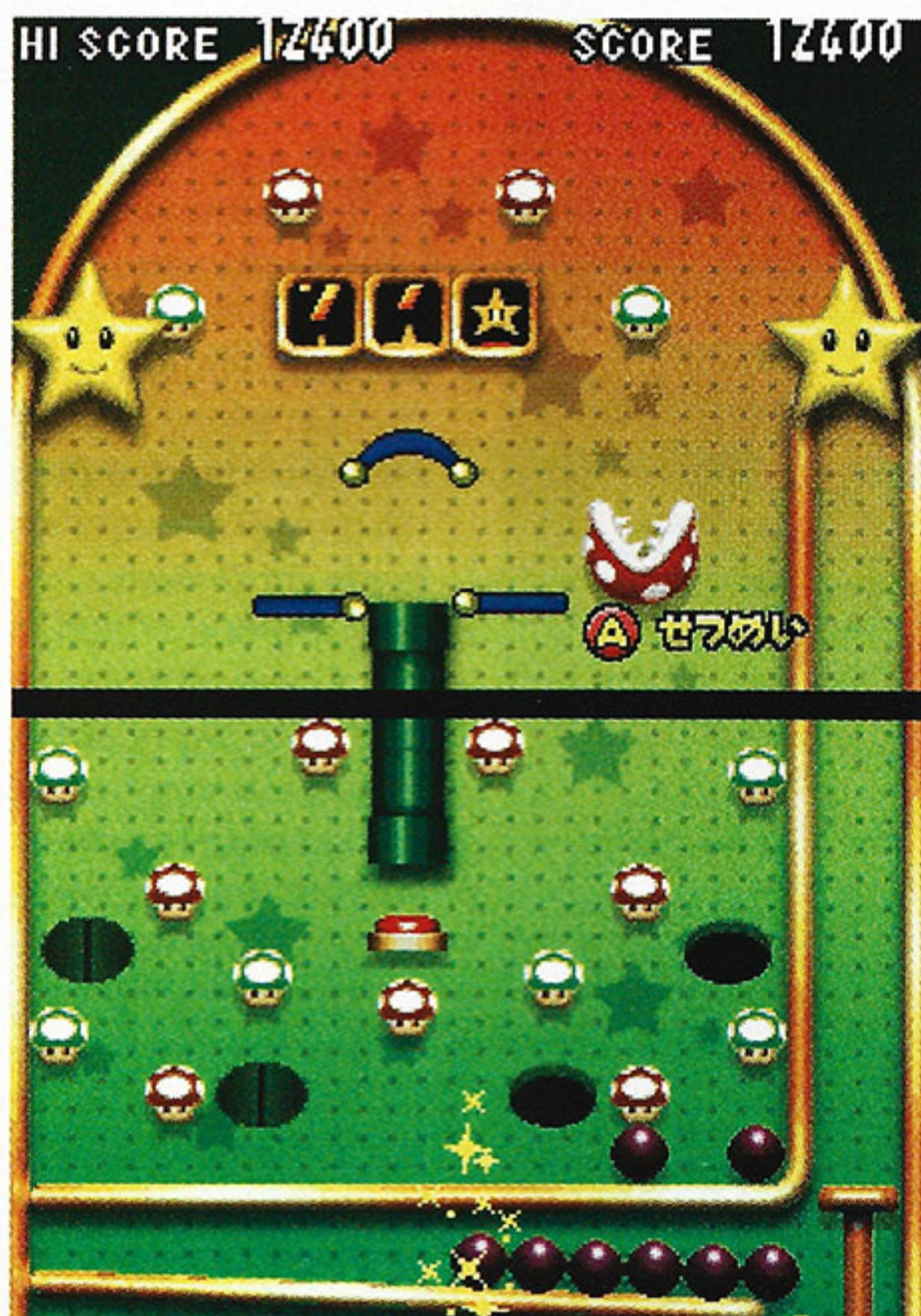
>>A PERFECT PORTABLE GAME BECAUSE IT'S BROKEN UP INTO CHUNKS.>>



MINIGAME MAYHEM

To flesh out this remake—and probably to use up a bunch of ideas Nintendo was toying with while developing new game ideas for the DS hardware—*Super Mario 64 DS* has a generous portion of minigames to play in Princess Peach's Rec Room.

This new chamber in the castle has a chest of drawers crammed full of cool minigames to try. Every one uses the DS' touch screen. Luigi runs a casino with everything from poker to roulette; there are games where you have to draw trampolines to keep Mario from falling into a pit, the shell game with multicolored Yoshies, turtle-shell shuffleboard, Bob-Omb herding, and many more.



MULTIPLAYER MASHING

The second all-new mode is, despite appearances and potential, actually less enjoyable than the more unassuming minigame selection. The versus battle mode could have been amazing, and all the fundamentals are there: the DS wireless linkup makes getting a game together a snap, and the game's control allows for some fancy footwork.

But the bouts are short and there are no options to change the way things work, meaning you're stuck with the restrictions Nintendo's designers set. Worse, only one of the maps was actually made for the battle mode—the other three are just recycled locations from the game. That one rules, but the others don't work as well (one's so bad you'll never use it.)



Pocket Score

GRAPHICS: It may not be the looker it was in 1996, but for a portable it's impressive.

GAMEPLAY: The control isn't perfect but there's so much to do you'll forgive it. The minigames rule; shame the multiplayer doesn't.

SOUND: The game actually makes use of the DS' stereo speakers for new puzzles.

OVERALL: If you don't buy this, you probably don't own a DS—it's too much fun for \$30. A true classic remake.

QUICK TIP!

» Each character has unique abilities—not just the obvious, either. Each has subtle control differences: Yoshi can eat enemies, and Luigi can run on water for a limited time. That's just the tip of the iceberg; be sure to experiment.

9.0

OUT OF TEN

GBA / DS / N-GAGE

FEEL THE MAGIC

>>MODERN LOVE<<

Pocket Data

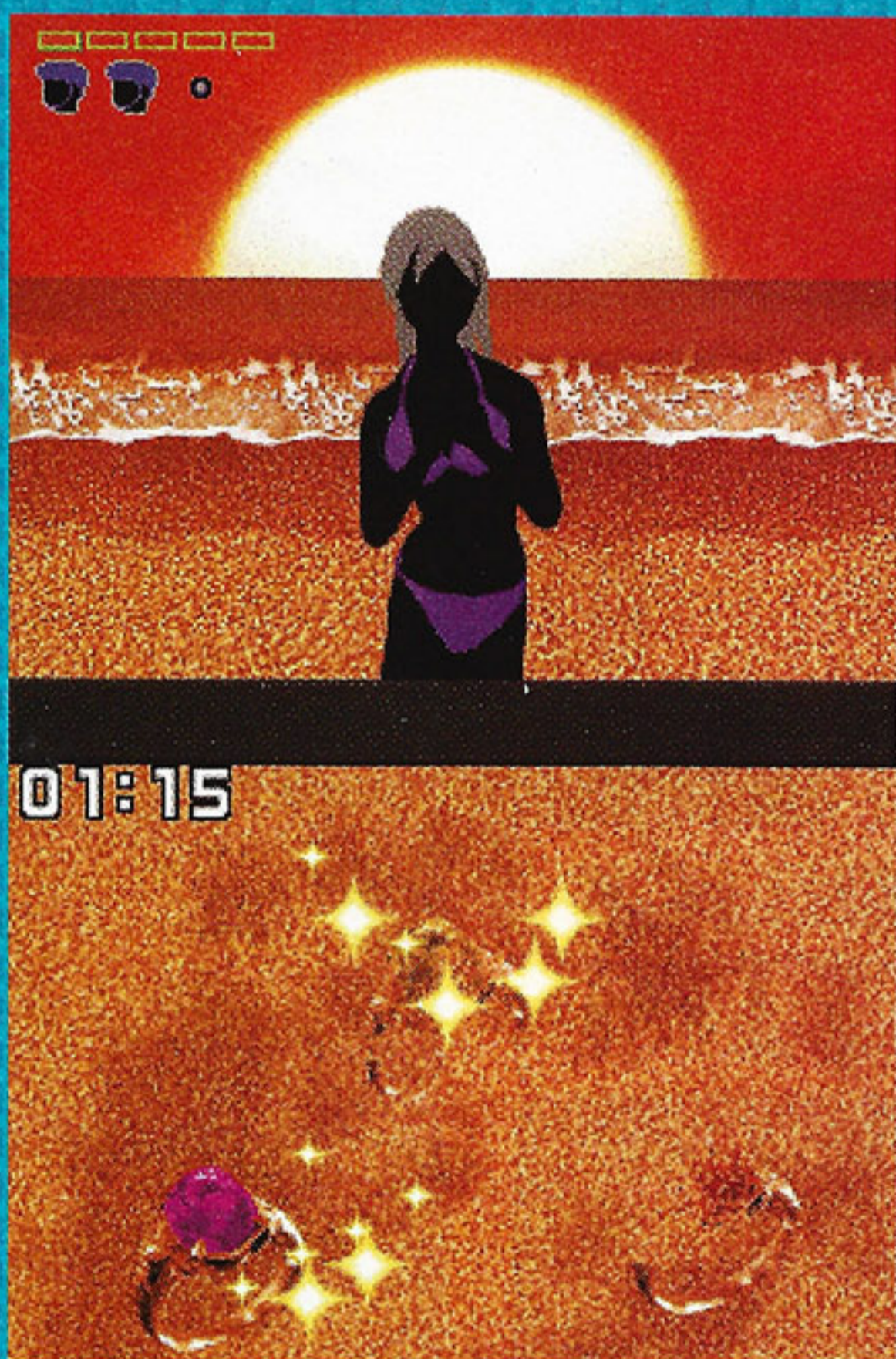


PUBLISHER: Sega
DEV: Sonic Team
GENRE: Puzzle
PLAYERS: 1
ESRB RATING: T
RELEASE: Now Avail.

Love is weird. Well, at least it is in Sega's wonderfully bizarre Nintendo DS launch title, *Feel the Magic*. Here, you play as a nameless, faceless chap who's desperately in love with an equally nameless and faceless girl. This unique courtship transpires through a series of twenty-odd minigames, designed to show off the distinctive abilities of the double-screened, touch-panel-equipped DS hardware.

Unlike the majority of the DS launch games, *Magic* forces you to use the stylus, microphone, and both screens for nearly every challenge. Some tasks are obvious, like swatting insects, holding hands, steering a unicycle over shark-infested waters, and painting, but many require you to think outside of the box—to successfully blow out candles or perform CPR, you'll have to blow into the DS's mic at the right time. And a few tasks border on the erotic, as you help your mysterious paramour out of her wet clothes and clean the filth off her body with a washrag.

Overall, it's a fantastic, creative blitz of bite-sized experiences that use the DS remarkably well...but it's all over a bit quickly. You can easily plow through the 29 minigames in a few hours, but a Hard Mode does invite some replay. Regardless, it's a stylish, creative showpiece for the power of the DS, and the kind of game that you'll want to whip out and impress your friends with. >> **Shane Bettenhausen**



Pocket Score



GRAPHICS: Simple, stark, and stylish—makes good use of 3D characters, colorful backgrounds, and smooth animation.
SOUND: A very cool soundtrack packed with retro-hip '60s-era Japanese pop fits the action perfectly.
GAMEPLAY: Inventive uses of the touch screen and mic demonstrate the DS's unique abilities.
OVERALL: Although *Feel the Magic* is a bit on the short side, you'll want to play through these wacky, romantic minigames time and time again.

8.0
OUT OF TEN

TOP TIP!

>> Throw some Sega-published Game Boy Advance games like the three *Sonic Advance* games, *Sonic Pinball Party*, or *Puyo Pop Fever* in the GBA slot on the DS, then boot up *Feel the Magic*, and you'll unlock cool Sega-themed goodies in Maniac Mode.

GBA / DS / N-GAGE

MR. DRILLER

>>MINE TIME<<



Namco's cuddly miner returns after an extended hiatus, back to tear through terra firma in trippy, day-glo caverns. The Nintendo DS provides a suitable home for *Driller's* simple brand of action-puzzling—with only one button to worry about, two screens of blocks to plow through, and bright, colorful visuals, the standard single-player action comes off without a hitch. Two new modes, *Time Attack* and *Pressure Driller* also help to mix it up a bit, although they're really just variations on the traditional dirt-digging motif.

Ultimately, multiplayer mining steals the show: Hooking up with up to four other DSes to race to the bottom of a mineshaft is wickedly fun—power-ups along the way wreak havoc on your competitors, adding the perfect amount of unpredictability to the proceedings. It's definitely one of those "uno mas" games that will keep you playing 'till the low battery light illuminates.

Drill Spirits does stumble, though, when it comes to touch-screen gameplay. Controlling Mr. Driller with the stylus feels terribly burdensome and weird—you're much better off using the normal d-pad and buttons to navigate the candy-colored chasms.

>> **Shane Bettenhausen**

Pocket Data



PUBLISHER: Namco
DEV: Namco
GENRE: Puzzle
PLAYERS: 1-5
ESRB RATING: E
RELEASE: Now Avail.

Pocket Score



GRAPHICS: A pastel paradise of sickly-sweet cuteness. Hello Kitty fans will swoon...
SOUND: Catchy pop ditties, chirpy sound effects, and high-pitched voice samples slather on the cute.
GAMEPLAY: Simple and addictive, like any great puzzler.
OVERALL: It's not a killer app, but *Drill Spirits* offers enough gameplay to keep your DS chuggin' for months to come.

7.5
OUT OF TEN

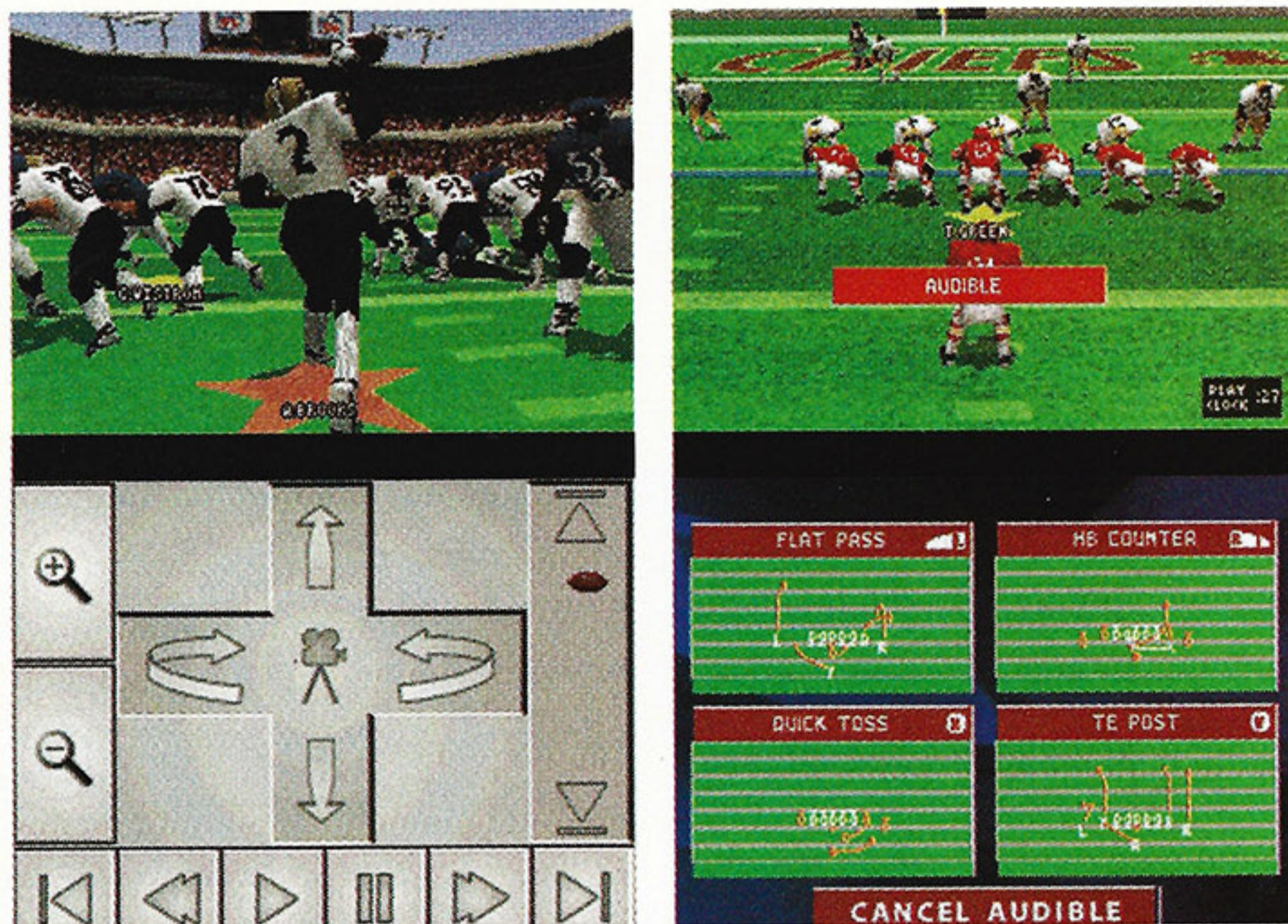
TOP TIP!

>> The different characters you unlock as you progress through the single-player game have different abilities. For example, Puchi, Mr. Driller's faithful mutt, can jump twice as high as the other characters. Experiment with each new driller to find your favorite.

GBA / DS / N-GAGE

NFL MADDEN

>>A SOLID ROOKIE EFFORT<<



If EA asked you what you wanted in a next-generation portable *Madden NFL* game, what would you ask for? A decent season mode, no doubt. Instant replays, PS1-level 3D graphics, statistical pop-ups? How about details like player celebrations, Madden cards, multiplayer support, and the expected solid gameplay? Well, as you could probably guess, that's all in here. Developer Exient has made a neat little *Madden* package for EA, and even better, it has integrated some cool DS features as well.

Using your stylus, you can pick plays, kick the ball, and call audibles. Oddly enough, all these features don't work with the wireless multiplayer action (which worked very well otherwise, by the way). Another clever use of the DS' unique features: The second screen shows the action in an overhead Xs and Os style during plays, so you can see your opponent's formation and decide if you want adjust your play.

Things aren't all rosy in Football Town, U.S.A., however. The A.I., for one, is downright confusing at times. It calls fake punts and field goals way too often and doesn't run out the clock when ahead. Also, player switching doesn't always go to the player you'd expect. Finally, the ball can be hard to follow due to the small screen. But these are relatively small problems in a otherwise solid effort. >> **Greg Ford**

Pocket Data

PUBLISHER: EA Sports
DEV: Exient
GENRE: Sports
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

Pocket Score

GRAPHICS: In motion, the game's 3D graphics look great for a portable.
SOUND: Basically has the sounds you'd expect from a football title, with some licensed tracks as well.
GAMEPLAY: Solid, standard *Madden* gameplay.
OVERALL: If you can ignore some of the A.I. issues, this is a solid effort. Makes us long for next year's version, which will likely be even better.

7.5
OUT OF TEN

TOP TIP!

>> Take the time to set up your audibles to your liking. If you go with preset plays you are unfamiliar with, chances are you won't make the right choice when the pressure's on. Balance a couple screens or runs with a deep route to cover most situations.

GBA / DS / N-GAGE

PING PALS

>>WHAT'S THE POINT OF IT, ANYWAY?<<

Pocket Data

PUBLISHER: THQ
DEV: WayForward
GENRE: Communication
PLAYERS: 1-8
ESRB RATING: E
RELEASE: Dec. 04

One of the neatest things about the DS is *PictoChat*, the wireless messaging system that comes free with every system. It's not a game, exactly, but there's something oddly enthralling about drawing little pictures on the DS screen and sending them off to 15 of your nearby friends—if nothing else, it's a great way to kill time in class or during meetings. *Ping Pals* is an attempt to improve upon *PictoChat*'s formula, but not only does it cost \$30 more, it fails at almost everything it tries.

Basically, *Ping Pals* is a chat program with a cute exterior—you have a virtual avatar, and the virtual cash you earn messaging pals can buy you new clothes, background music, and other stuff. There are some throwaway mini-games, including timeless classic *Guess the Number*, and you can upload the software to multiple DSes so your friends can chat without buying their own cartridge. None of the extra content is particularly exciting, however (your character's just a tiny 2D portrait), and so what you essentially have here is a fancy version of *PictoChat*, the application stored in every DS.

Funny thing is, *PictoChat* is way, way better than *Ping Pals*—the text window's bigger, the keys are easier to press, and you can tap out messages with the control pad, a feature strangely missing in THQ's game. End result: the most skippable game in the DS's early lineup. >> **Kevin Gifford**



TOP TIP!

>> All the items in *Ping Pals* cost money, earned by winning games, typing out special "money words," or simply chatting. You'll need to trade with friends to get certain special items, though.

Pocket Score

GRAPHICS: Not much to the visuals, no, but there's a wide variety of backgrounds to choose from.
SOUND: You can unlock new music to fit with your avatar's "theme," but it's all blippy and annoying.
GAMEPLAY: None to speak of, really: All the mini-games are more easily played with pen and paper.
OVERALL: Strip off the pretty exterior, and this "game" actually does less than the software that comes with the DS. Run away!

2.0
OUT OF TEN

GBA / DS / N-GAGE

RIDGE RACER DS

>>ONE FINGER ON THE WHEEL<<

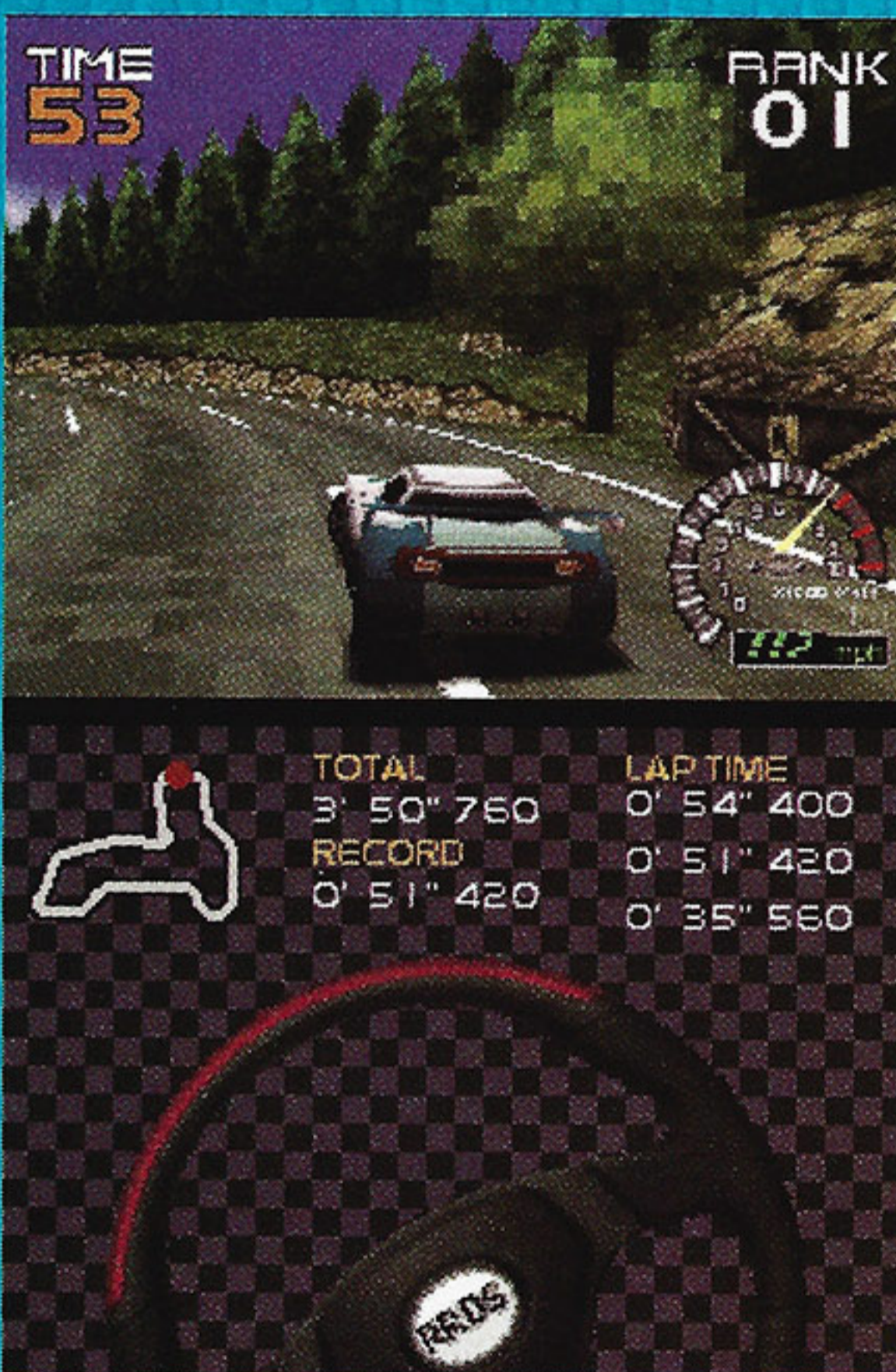
Pocket Data

PUBLISHER: Namco
DEV: Namco
GENRE: Racing
PLAYERS: 1-6
ESRB RATING: E
RELEASE: Dec 2004

Ridge Racer DS can do two very special things, one of which is awesome and the other of which, unfortunately, is totally not awesome. The great bit is the six-player wireless races—only one person needs to have a Ridge Racer cart for everyone to play! That's so damn cool.

And then the other, not-so-good thing is the (thankfully optional) touch screen steering control, where you use the stylus to rotate your steering wheel. It's a perfectly good idea, but in practice it just doesn't work too well, especially considering the nature of Ridge Racer, with its wild, physics- and logic-defying powerslides that demand quick and deft steering input. I'm sure you could get pretty good at it with hours and hours of practice, but the d-pad works just as well. Unfortunately, the d-pad still doesn't work nearly as well as an analog stick would—the digital pad inputs just feel clunky in comparison.

Otherwise, aside from the aforementioned multiplayer, there really isn't much to get excited about. Ridge Racer doesn't look too hot in the graphics department (Asphalt Urban GT for DS has much nicer visuals from what we've seen, and the early screenshots of Ridge Racer on PSP look far more polished), the only real reward for playing through the championship mode is more cars and tracks, and its arcadey-but-dated handling only appeals to a certain few. You know who you are... >> **Demian Linn**



Pocket Score

GRAPHICS: Fast, but totally fugly. Neither the made-up cars nor the environments are very detailed.
SOUND: There are a number of songs to choose from, but none are what you'd call particularly good.
GAMEPLAY: It's Ridge Racer—expect crazy, fun powerslides that have absolutely no basis in reality. But flawed controls are a big problem.
OVERALL: Ridge Racer's multiplayer capabilities are by far its best feature. As a racing game, it's just mediocre.

6.0
OUT OF TEN

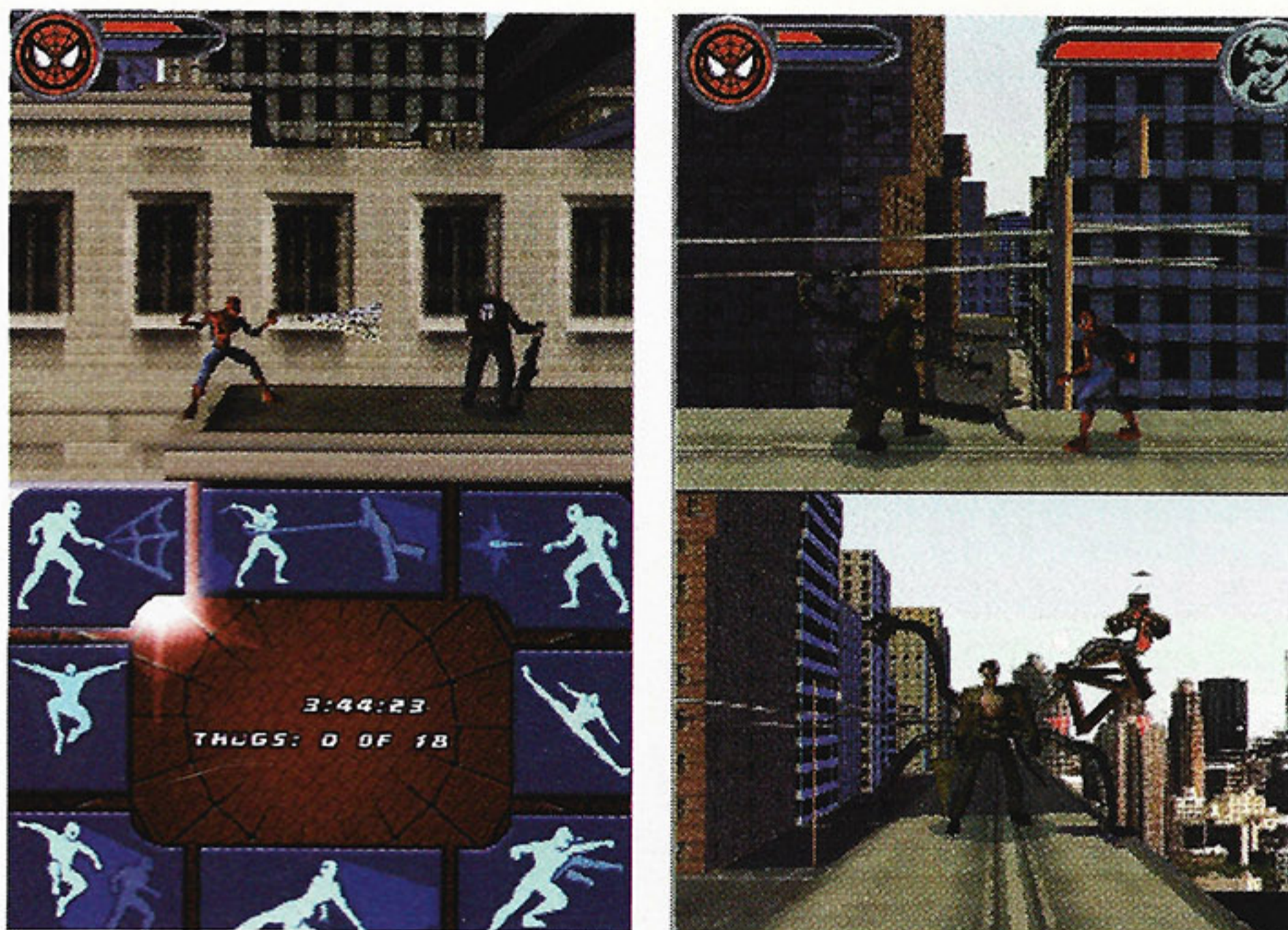
TOP TIP!

>> Ridge Racer is all about mastering the powerslide. Approach a turn from the outside, turn in, let go of the gas and tap the brake, and then punch the gas again. Bingo. It's not realistic and you'll need to practice, but it's vital.

GBA / DS / N-GAGE

SPIDER MAN 2

>>JUST SWINGING IN THE RAIN<<



There's no doubt that a Spider-Man game is a good choice for a DS launch title. Who wouldn't want to be Spider-Man, webslinging around the Big Apple while fighting crime? And fortunately, Spider-Man's superabilities are well reproduced here. Swinging past skyscrapers and walking on walls prove to be supereasy, which is a big plus. Another positive are the sharp graphics. Though the beat-em-up gameplay takes place in classic side-scroller fashion, the backgrounds are all in beautiful 3D.

The DS' touch screen gets some use as well. You use your stylus to select special moves, drag a ball through electrified tunnels in some minigames, and deflect debris thrown at you by some bosses. Nothing revolutionary, mind you, but a decent way to break up the action, which is necessary since the gameplay ain't too hot. Almost all of your objectives involve kicking the crud out of robots, convicts, and other assorted baddies, which gets boring since it's just repetitive punch, kick, punch gameplay. (The supermoves that liven things up are tough to unlock, too.) This boredom is magnified by the big levels—trying to find the last baddie you need to take out becomes an exercise in frustration. Spider-Man 2 isn't bad considering it's a launch title, but it's not great, either. >> **Greg Ford**

Pocket Data

PUBLISHER: Activision
DEV: Vicarious Visions
GENRE: Action
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

Pocket Score

GRAPHICS: Great visuals and varied backgrounds. There's even some full-motion video.
SOUND: The sounds get the job done but offer nothing memorable.
GAMEPLAY: Typical beat-em-up monotony, with some touch-screen minigames to spice things up.
OVERALL: A decent game, especially for a licensed title, but there are better ways to spend your money.

6.0
OUT OF TEN

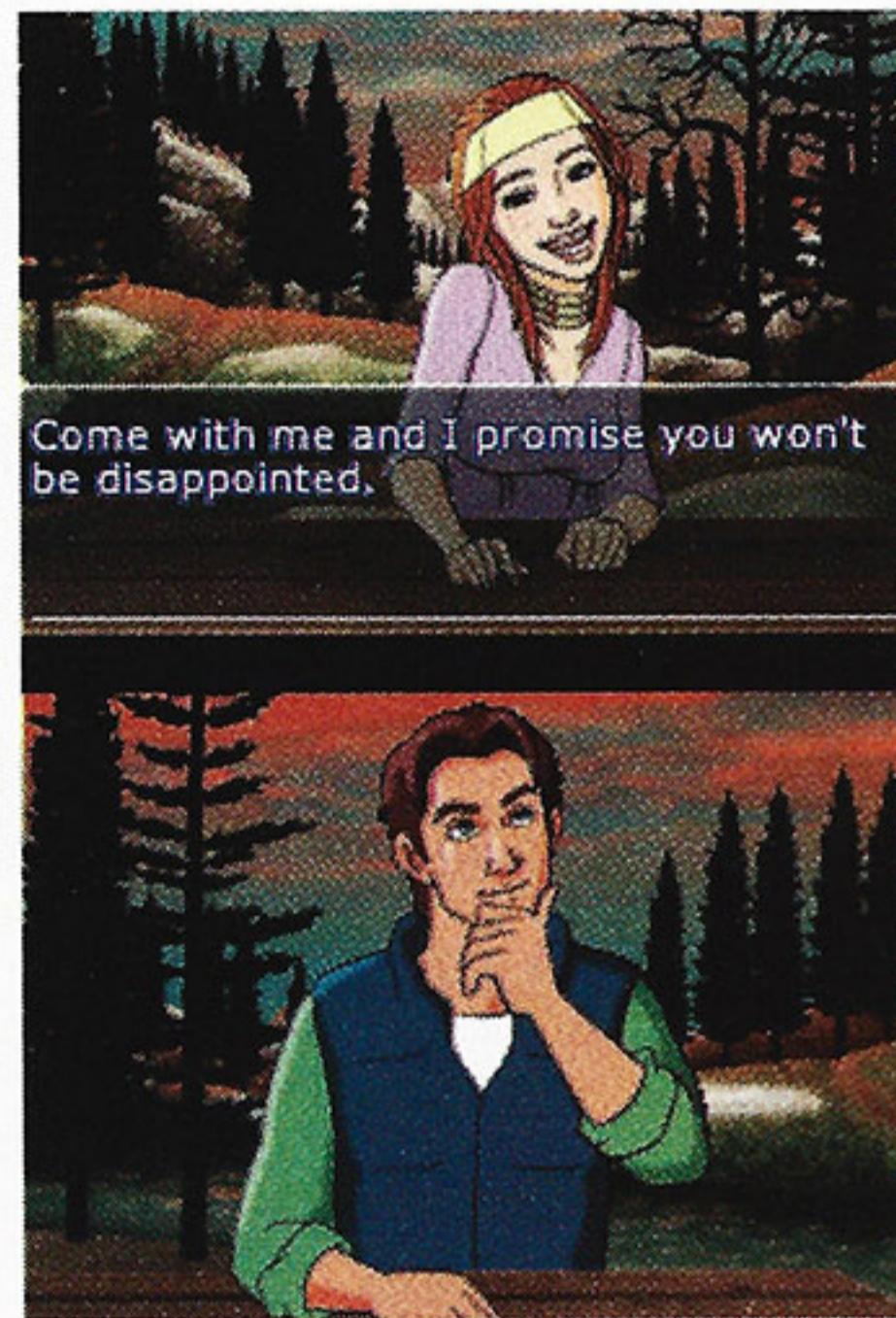
TOP TIP!

>> Along with swinging on your web, did you know you can also shoot it against walls, cars, ceilings, and other objects to pull you in? Even better, if you happen to crash into an enemy as you are zipping toward your target, it's a one-hit kill!

GBA / DS / N-GAGE

SPRUNG

>>FLACCID<<



If you've ever wondered what those popular "dating simulator" games in Japan are like...well, let's hope they're better than *Sprung*. Here, you play as a studly young buck (or a bubbly blonde chick) on a quest to hook up with hotties at a ski resort. The concept is definitely interesting—chat it up with various wacky characters as you attempt to get in their pants—but the execution is sorely lacking.

Basically, you're always selecting from three possible dialogue choices, and only one of them will lead you down the correct, predetermined path to the chapter's end. This leaves you little freedom to pick the funnier, raunchier answers, as you're supposed to follow the game's railroaded story line to its woefully bland conclusion. Occasional timed missions (kiss as many guys as possible in a minute or score as many chicks' phone numbers as possible at a club) break up the conversation monotony a bit, but the majority of this game is still spent playing a tawdry Choose Your Own Adventure dialogue tree. Also, *Sprung* barely uses the DS's unique functionality—it's faster and easier to navigate the menus with the d-pad and buttons than the stylus. >> **Shane Bettenhausen**

Pocket Data

PUBLISHER:Ubisoft
DEV: Guillemot
GENRE: Dating
PLAYERS: 1
ESRB RATING: T
RELEASE: Now Avail.

Pocket Score

GRAPHICS: The character animation is actually quite fluid, although there isn't much variety to it.
SOUND: You'll be totally bored of the game's peppy synth tunes after about an hour.
GAMEPLAY: You can find similar gameplay on an ATM.
OVERALL: Apart from a few funny quips, *Sprung* offers little reward for playing it. Go talk to some real guys (or girls) instead of wasting your cash.

4.0
OUT OF TEN

TOP TIP!

>> There really aren't any tips one can give for this conversation simulator...but the game itself offers some useful life advice, like how to hook up with your boss in a hot tub to make your bastard ex-boyfriend jealous. Ladies, that's the way to succeed!

POCKET NEWS >>

GBA / DS / N-GAGE

THE URBZ

>>THE SIMS: STREET!<<

Pocket Data

PUBLISHER: EA
DEV: Maxis
GENRE: Simulation
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

I have never been the biggest fan of the original *Sims*. Yeah, it was undeniably a well made game, but the frantic and repetitive micro-management wore on my nerves, making me bale about 10 hours in. The console versions, particularly last year's *Bustin' Out*, held my interest much better. The addition of mini-games and an end goal appealed to my short attention span and desire for new challenges.

The Urbz is very similar to *Bustin' Out*. There is a real storyline, goal-based missions, and a game that can actually be beaten. The setting has changed from the farm and surrounding towns, to the big city.

By answering a quiz after character creation, players align with one of several groups: Arties, Streeties, Nerdies, and Richies. Your choice doesn't seem to change the gameplay much, but it does allow for great character personalization.

The DS version makes great use of the touch-screen, allowing for access to game options, missions, dialog choices, maps and more, while the action takes place largely on the screen above. Once I got used to having that auxiliary screen, playing the GBA version felt lacking.

Another great feature of the DS is wireless multiplayer support for up to four-players. However, it would have been nice to have a few more minigames in this mode. >> **Marc Camron**



Pocket Score

GRAPHICS: Cartoony, vibrant and fun. Not the gritty look of the consoles, but well done.
SOUND: Nice tunes that really match the action, but they do get old after a bit.
GAMEPLAY: It takes some getting used to using the touch screen, but it really works well.
OVERALL: Although it's available on every system, EA did a solid job making *The Urbz* different enough on the DS to make it worthy of your simoleans.

TOP TIP!

>> When trying to make friends, make note of which conversation tracks get positive responses and use them whenever possible. And remember, you can play mini-games over, so get good at them before attempting higher levels.

8.5
OUT OF TEN



GBA DS

Game Boy's 15th Anniversary

With all of the buzz surrounding the release of Nintendo's new DS handheld, it's easy to push the good ol' Game Boy aside. Huge mistake! In 2004, the Game Boy celebrated its 15th anniversary in style. Consider a brief history of the best selling game system of all time:

The original Game Boy was released in July of 1989, before much of its current fan base was born. The original system sported a monochrome screen and was positively massive compared to the GBA SP we use today. It ran on four AA batteries and made *Tetris*, the pack-in game, a pop culture sensation. Also debuting in 1989 was a little TV series called *The Simpsons*. It really was a good year for entertainment.

The first real change to the system didn't come for seven years, when the Game Boy Pocket was introduced. This Atkins-approved system was 30 percent smaller than the original Game Boy and about half the weight. The screen was also much improved, even though it still lacked color.

Not quite two years later, in November of 1998, Nintendo finally made the move everyone was waiting for: The Game Boy changed to color.

Somehow, the old B&W system managed to fend off color competitors for years, annihilating The Lynx, Game Gear and Turbo Express, not changing to a color system until Nintendo was good and ready. And if it wasn't a big enough hit on its own, one of the first games to support the color mode was *Pokémon*.

Although all of these innovations were good, each of these iterations were basically the same system with a few new bells and whistles. The games, some in black and white, some in color, all used the same base processor. In 2001 that changed.

The Game Boy Advance was the first true next-generation Game Boy. Boasting a more powerful processor, millions more colors and the capability to link with Nintendo's new GameCube system, the only thing missing from this little powerhouse was a back-light for the screen (this would come with the GBA SP two years later). The GBA was truly the SNES to the original GB's NES.

Selling more than 170 million units and nearly half-a-billion games, the Game Boy family of products is definitely worth a salute.



LOOKING AHEAD

GAMES RELEASED OR CURRENTLY IN DEVELOPMENT FOR THE NINTENDO DS:

- ADVANCE WARS DS
- ANIMAL CROSSING DS
- ASPHALT: URBAN GT
- BOMBERMAN DS
- EGG MONSTER HERO
- FEEL THE MAGIC: XY/XX
- FINAL FANTASY III
- FINAL FANTASY CRYSTAL CHRONICLES
- FROGGER
- GOLDENEYE: ROGUE AGENT
- HARVEST MOON DS
- JAM WITH THE BAND
- LEGEND OF ZELDA DS
- MADDEN NFL 2005
- MARIO KART DS
- METROID PRIME HUNTERS
- MR. DRILLER: DRILL SPIRITS
- NANOSTRAY
- NEED FOR SPEED: UNDERGROUND
- NEW SUPER MARIO BROS.
- PING PALS
- POKÉMON DASH
- POKÉMON DIAMOND
- POKÉMON PEARL
- PUPPY TIMES
- PUYO POP FEVER
- RAYMAN DS
- RIDGE RACER DS
- SONIC DS
- SPIDER-MAN 2
- SPRUNG
- SUPER MARIO 64 DS
- STAR WARS EPISODE III: REVENGE OF THE SITH
- SUPER PRINCESS PEACH
- TIGER WOODS PGA TOUR GOLF
- TOUCH! KIRBY'S MAGIC PAINTBRUSH
- URBZ: SIMS IN THE CITY
- VIEWTIFUL JOE
- WARIO WARE, INC. DS
- YOSHI'S TOUCH & GO

>>THE GAME BOY ADVANCE WAS THE FIRST TRUE NEXT-GENERATION GAME BOY SYSTEM.>>

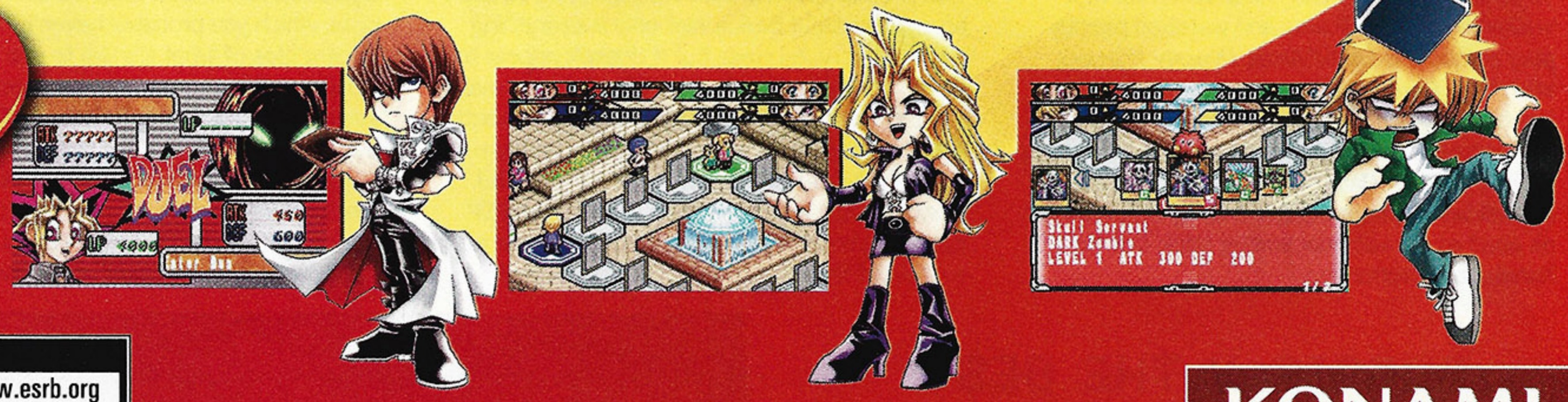
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Coming to Grips

>> HOW DOES THE PSP LOOK AND FEEL? <<

Sony has announced their plans for the launch of their much-awaited PSP handheld system...the Japanese launch that is. On December 12, 2004, our friends in the east will be the first to experience the system many are dubbing the GBA killer.

Industry insiders have long been impressed with the power and overall capabilities of the PSP, but at the same time were reluctant to show too much optimism since the system appeared to be flirting with a restrictive price tag. Most thought the system would launch at \$300, putting it in the range of consumer items like the iPod and out of reach for the Game Boy crowd.

When the Japanese price of 20,790 yen was announced—under \$200 in U.S. dollars—jaws

around the world hit the ground. Although Sony has not made an official U.S. announcement, it is reasonable to expect a similar price.

It is unknown how much Sony stands to make or lose with each system sold, but everyone agrees that by releasing the system within \$50 of the new Nintendo DS is right to capture much of the same market.

In addition to the system, Sony has announced a few accessories: Items like memory sticks and headphones. These will be available separately and as part of a "value pack."

While Nintendo was preparing their DS for a U.S. first launch in November, Sony was completely quiet regarding bringing the PSP to the States, saying only that it is on track for a

March 2005 launch.

It's interesting to note that while many systems look fantastic at first but lose some capabilities before release (see Sony's ambitious PSX), the PSP has kept all of its promised capabilities.

The only possible negative is the shorter-than-expected battery life. Expect to get only four or five hours out of a single charge, whether playing games or watching video.

While it is difficult to predict how consumers will respond to Sony's "Walkman for the 21st century," expect one of the most talked about launches in the history of games, and be sure to check out the next issue of *Pocket Games* for an early hands-on with the system.



ANALOG NUB

To be honest, it's a little weird. When we first walked into the PSP area and watched people play games like *Coded Arms*, *Dynasty Warriors*, and *Ridge Racer*, people were noticeably having trouble steering in a straight line. In fact, it even took some gamers a few moments to stop doing donuts in *Ridge Racer*. We had some problems as well but managed to get a hang of it. It's not as good as a traditional analog stick, but for a handheld, it works fine.

THE SCREEN

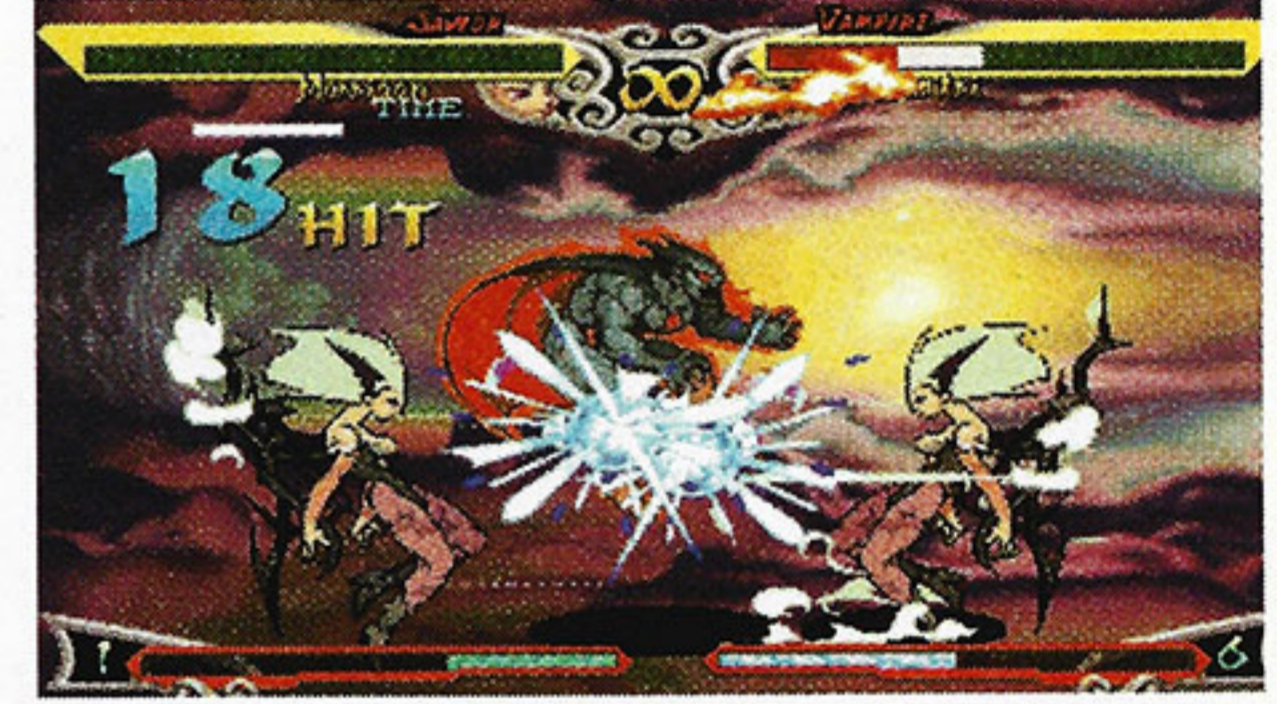
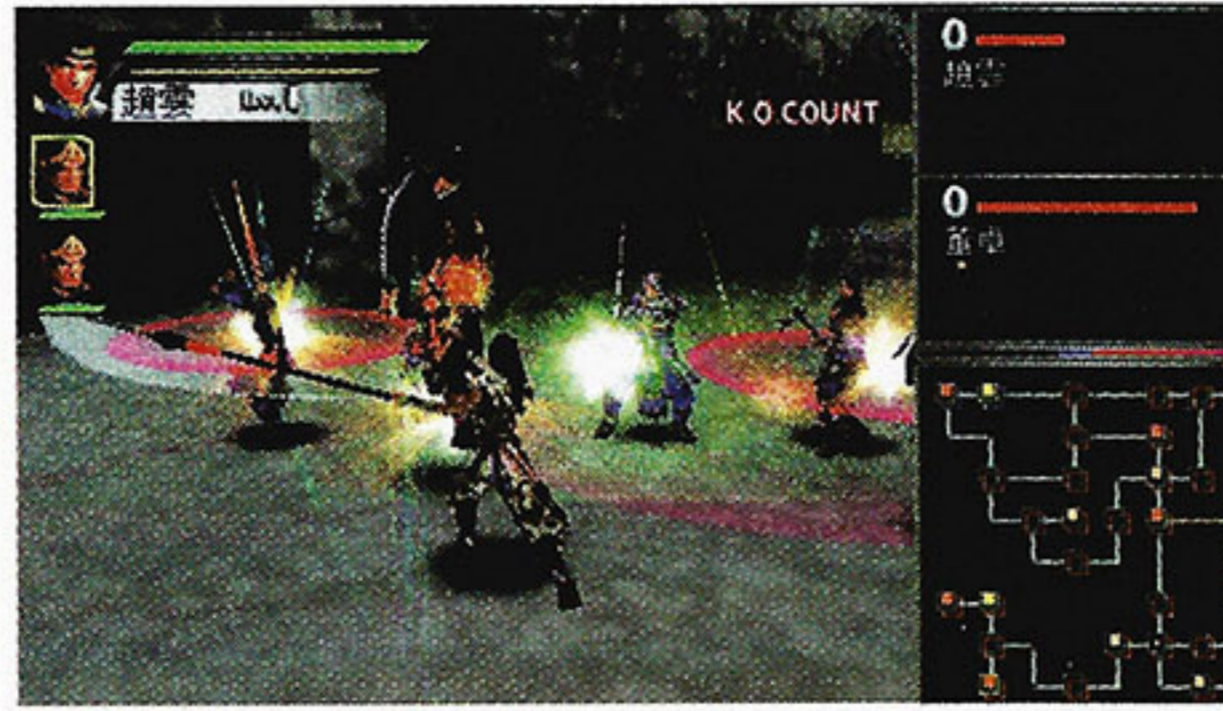
This is quite possibly the best screen we've seen on any handheld device. Not only is everything bright and crystal clear, but it doesn't appear to suffer from ghosting that usually plagues small screens like this when there's a lot of quick action. It also seems like developers have no problem embracing the 16x9 aspect ratio. Sony should release a heavy-duty carrying case for the PSP because you'll want to do everything in your power to prevent that screen from being damaged.

THE SYSTEM

If you've ever held an older version of the Atari Lynx, which you probably haven't, then you have a decent idea of what it's like to use the PSP. Because of the screen, the system is quite long, so you probably couldn't fit it comfortably in your pocket. But it's light, the D-pad and the face buttons are placed well, and the device, overall, looks incredibly slick. The multimedia buttons at the bottom of the PSP are a little small, but you don't really have to worry about them too much.

>>POSSIBLY THE BEST SCREEN WE'VE SEEN ON ANY HANDHELD DEVICE.>>

Without question, the highlight of this year's Tokyo Game Show was the PSP. TGS marked the first time that any real games were playable on the system. Naturally, we ran over to Sony's PSP area to check out some of the more important games that are scheduled for the PSP launch, or close to it. The following page shows but a handful of these games.



Show Stopper

>> THE PSP STORMS THE TOKYO GAME SHOW. <<

CODED ARMS

Konami hasn't released a lot of information on its first-person shooter, but what we saw at TGS was pretty impressive. The controls are like those found in the *Turok* Nintendo 64 games, so you control movement with the PSP's analog nub, and strafe as well as look up and down using the face buttons. It's a little tricky at first, particularly when maneuvering through narrow passageways, but you get used to it. There isn't much in terms of action at this point either but the few firefights in the demo show that Konami is heading in the right direction.

Pub. Konami Dev. Konami

DYNASTY WARRIORS

It's *Dynasty Warriors*, but in handy portable form. The environments and characters aren't quite as detailed as on the PS2, but *Dynasty Warriors* for the PSP has all the same epic battles that its console counterpart is known for, so there are still plenty of enemies for you to fight. However, the map system is a little weird, so it's difficult to know where you're going or what exactly you're supposed to be doing. But we're pretty sure that has to do more with the language barrier than anything else.

Pub. Koei Dev. Koei

METAL GEAR ACID

There was only a single level of *MGA* playable at the show, but it gave a good idea of what to expect from the final game. Essentially, in this level, you play as Snake in a small base where there are six or seven guards patrolling the center area. It's easy to just wait around and let the guards use their turns while waiting for one of them to become isolated from the rest of the

group. When that happens, you just move into position, use one of the weapon cards, and start firing away.

Pub. Konami Dev. Konami

NEED FOR SPEED UNDERGROUND RIVALS

Much like *Tiger Woods*, *Need for Speed* is pretty far along, at least in terms of visuals. Most of the special effects from the recent *Need for Speed Underground* games are in the PSP game, and the car model looks great. Still, there isn't much to demo since there's only one car driving around a single track, and it takes a little while to adjust to driving with the analog nub, but it should be one of the better PSP launch games.

Pub. EA Games Dev. Team Fusion

LUMINES

We're both disappointed and excited by the PSP game coming from Tetsuya Mizuguchi, the creator of *Space Channel 5* and *Rez*. On one hand, it's not really related to *Rez* at all. On the other hand, it's a puzzle game with some awesome music. The mechanics aren't terribly difficult. All you have to do is make a rectangle from two different patterned blocks that drop from the top of the screen. When you match the patterns up, they disappear, but if you fail, then the blocks start stacking up, making the game much more difficult.

Pub. Bandai Dev. Q Entertainment

RIDGE RACER

It's the first PSP game that really makes us say "Wow!" It's not because of the game itself. After all, most of us played *Ridge Racer V* a bunch of

times already, and the demo features a similar track and no other cars. But the fact that it looks nearly identical to, if not better than, *Ridge Racer V* for the PS2 is a sign of how powerful Sony's handheld is. Plus, hearing the old *Ridge Racer* music through PSP headphones makes us all giddy.

Pub. Namco Dev. Namco

TIGER WOODS PGA TOUR

Out of all the PSP games at TGS, *Tiger Woods* felt the furthest along. Nearly all of the features from the PS2 version of *Tiger Woods* are in the PSP version, including impressive custom character options and online play. More importantly, the gameplay is nearly identical since the analog nub faithfully replicates the experience of using a full analog stick to swing. At the current time EA has no plans to support connectivity features between the PSP and PS2 versions of the game.

Pub. EA Sports Dev. Team Fusion

VAMPIRE CHRONICLE: THE CHAOS TOWER

Capcom wanted to do something for the 10th anniversary of the *Darkstalkers* series, so it decided to release a special version on the PSP. It's pretty similar to the collection released on Dreamcast in that it contains the fighting styles and music from previous *Darkstalkers*. There's also a special chaos tower mode that appears to involve objective-based fighting. Interestingly, the producer of the game says this will be closer to arcade-perfect than any previous console port. Online play is also part of the package.

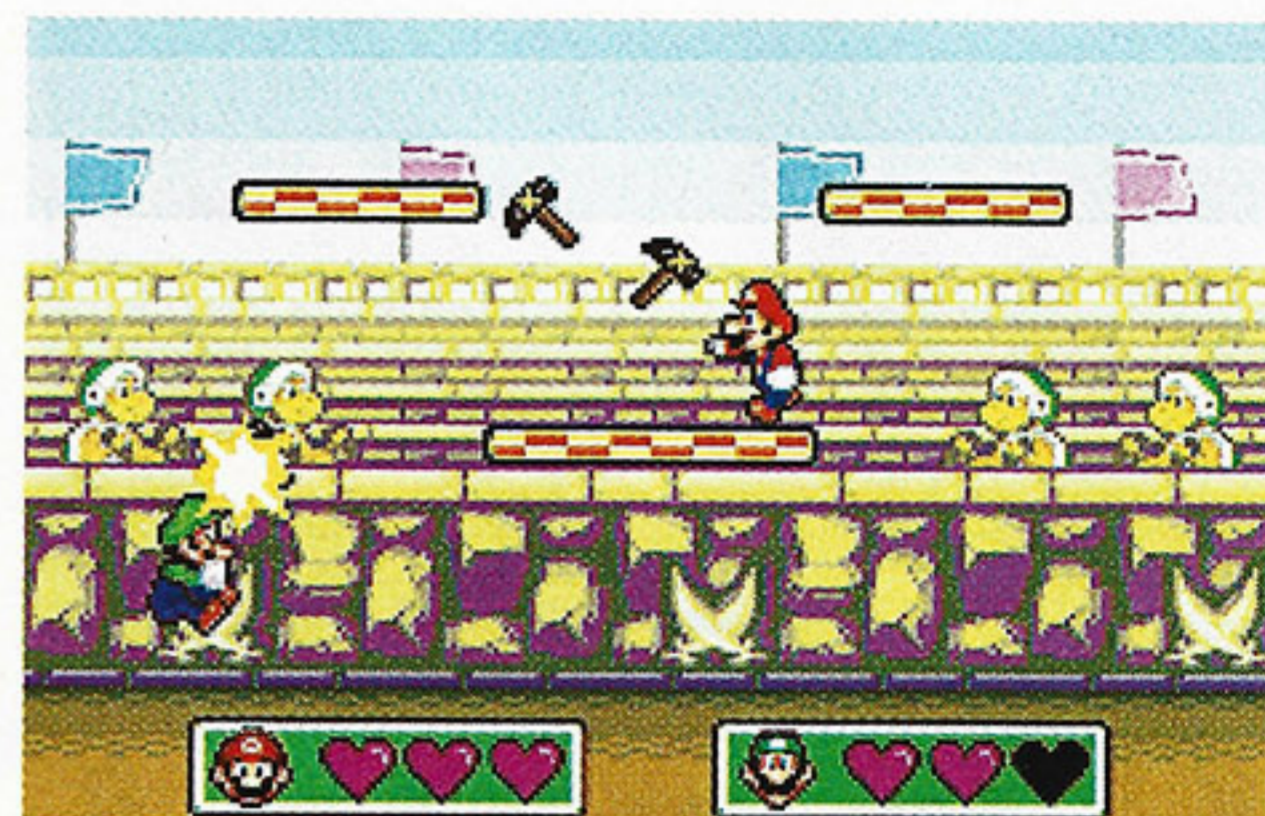
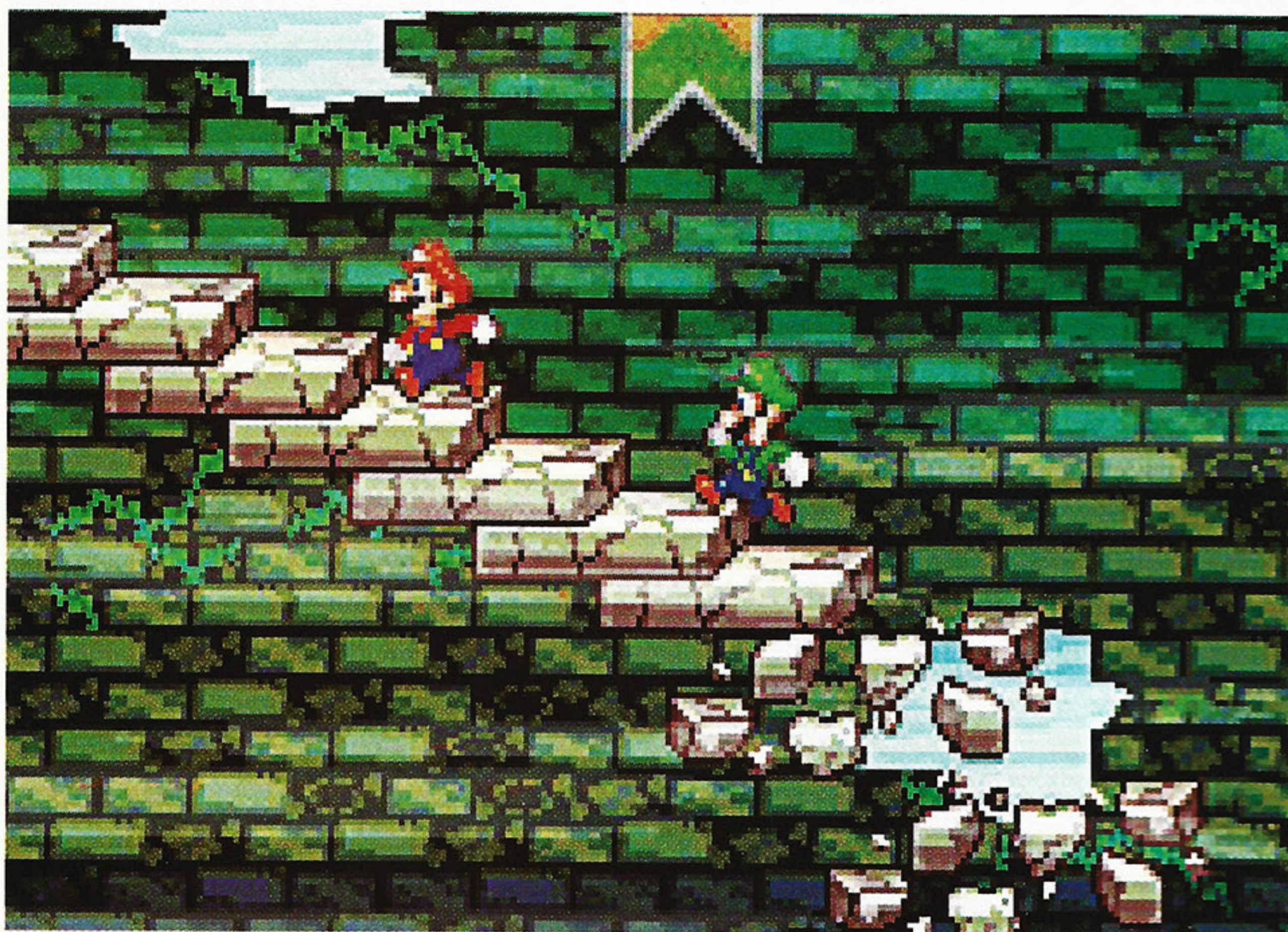
Pub. Capcom Dev. Capcom

POCKET PREVIEW

AND EARLY LOOK AT THE GAMES OF TOMORROW.

THIS ISSUE!

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Clearly the hammer throw event in Athens this year inspired this minigame



Mario Party Advance is as fun as a barrel full of monkeys.



Check out this audition for Cirque Du Soleil.



Could that be a super-sized snow shovel Mario is waving? But where's the snow?

GBA / DS / N-GAGE

Mario Party Advance

>>IT'S A PARTY IN YOUR POCKET AND THREE OF YOUR FRIENDS ARE INVITED

Pocket Data



PUBLISHER: Nintendo
DEV: Hudson Soft
GENRE: Party
PLAYERS: 1-4
ESRB RATING: RP
RELEASE: Dec. 2004

The *Mario Party* style of play is a take-it-or-leave-it genre. It's perfect if you have a few buddies over or want to just kill some time every now and then, but hardcore fans scoff at the lack of gameplay depth.

Nevertheless, that

hasn't stopped several sequels being made for the original GameCube version, and Nintendo has finally decided to create its own title for the Game Boy Advance. *Mario Party Advance*, as it's been aptly titled, includes a whopping 60 minigames for up to four players to unlock via the board map in adventure mode, which can

then be played at any time. The usual roster of characters from the Mario universe will include Mario himself, Luigi, Princess Peach, Yoshi, the Koopa Kids and Professor E. Gadd, a maniacal scientist whose inventions will upend traditional gameplay.

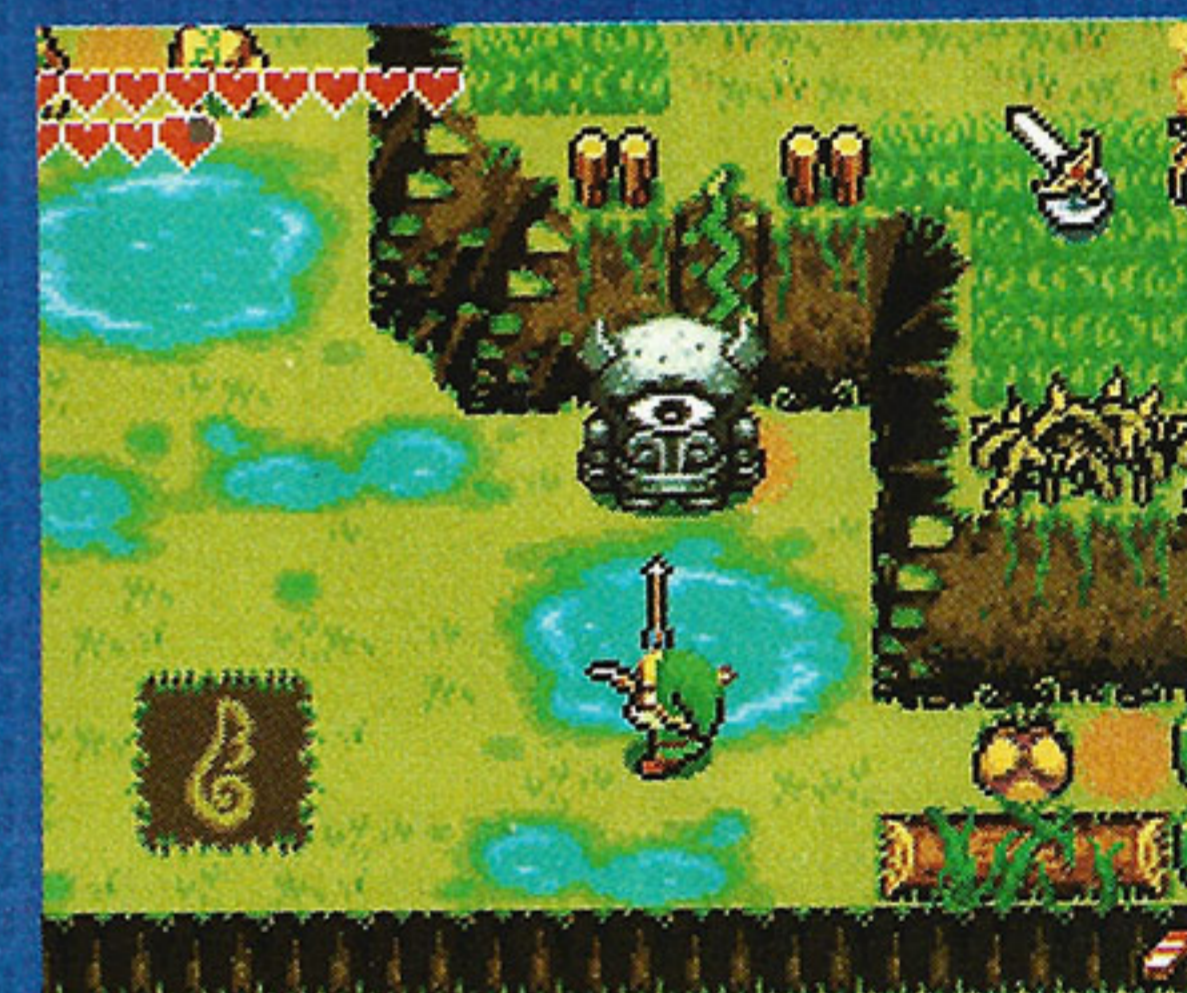
The game features a large variety of Gadd's gadgets, all of which can be traded with other players via the Link Cable, though they first need to be purchased with coins earned by winning the title's minigames. There's the new Finger X-Ray and the Lip Disguise-O-Matic, both of which Nintendo says can be incorporated into the real world. There's even a compatibility meter to see how well two people measure up. The developers have promised even more intriguing gizmos for players to discover, unlock and trade, but are remaining tight-lipped on exactly what they are.



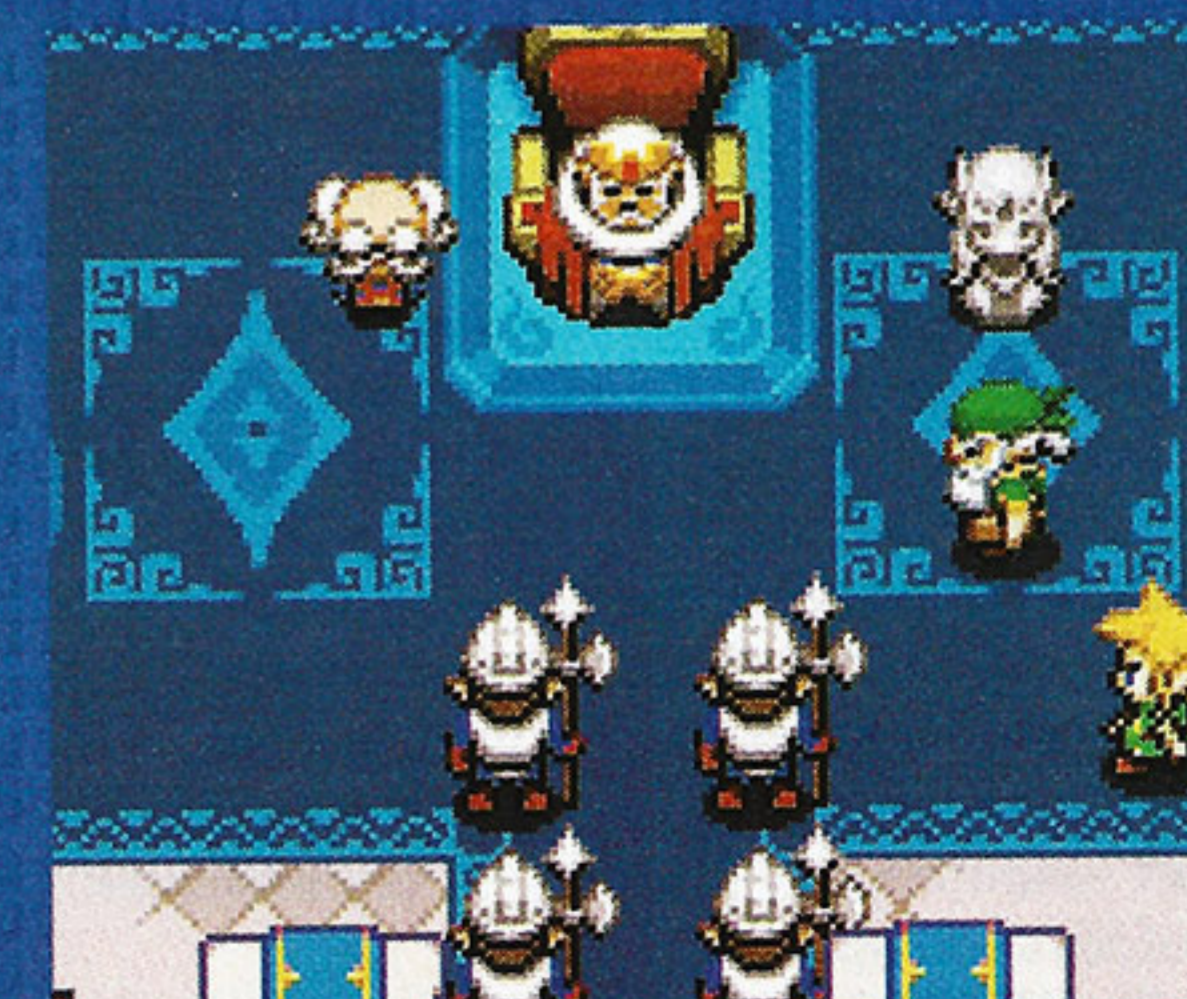
Even simple graphics can create a terrific atmosphere.



Parts of Hyrule resemble the Dark World from *A Link to the Past*.



Link will have an interesting assortment of weapons as well as his trusty old bow.



If that doesn't look like Humpty Dumpty...

GBA / DS / N-GAGE

LEGEND OF ZELDA: THE MINISH CAP

>>SIZE MATTERS NOT

Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Adventure
PLAYERS: 1
ESRB RATING: E
RELEASE: Jan. 2005

While Nintendo hasn't announced when the new GameCube version of *The Legend of Zelda* will ship, they have decided to tide fans over with *The Minish Cap*, an all-new adventure for Link on the Game Boy Advance.

The Minish Cap is another sprawling epic in classic Zelda style, only this title features Link going solo. Set before Vaati the Sorcerer unleashes chaos in *The Four Swords*, Vaati seeks a mysterious force to make him all-powerful. Unfortunately, he turns Princess Zelda to stone in the process and releases monsters all across the peaceful Hyrule. Link is called to rescue the princess, but to do so he'll have to enlist the help of the Minish People, a race that's barely three apples high and cannot be seen by adult eyes. Link befriends the tiny people, then borrows a Minish Cap and is shrunk to the same height. Playing as a miniature version of Link grants access to characters and locations that are otherwise inaccessible and is key to defeating

Vaati. Being tiny also grants certain tactical advantages, like being able to literally enter a foe and defeat it from the inside out.

In addition to his trusty sword and shield, Link will be armed with the new Gust Jar, a magical item that can suck enemies, items and other objects inside, then shoot them out as projectiles. Also new are the enchanted kinstones, a collection of runes which players can fuse with characters to unlock extra rupees and hearts. The extra health will be needed, as the giant bosses of the past titles have been made even larger given Link's now miniscule size.

Graphically, the game looks to be on par with *The Four Swords*, and the audio effects from the previous title will likely be carried over. Classic traps, items and weapons will also come straight from *The Four Swords*, as well as Link's wild blonde hair. Don't count on having a trio of friends to help you out, though: this is a one-player adventure where only your own skills will be able to save Link and Hyrule from disaster.

>>MINISH CAP IS ANOTHER SPRAWLING EPIC IN CLASSIC ZELDA STYLE...>>



Bats and witches and pumpkins, oh my!



It's only fitting that a pumpkin serves as a key to a forcefield.



Is it a scarecrow or a pumpkin? Does it really matter?

GBA / DS / N-GAGE

Tim Burton's The Nightmare Before Christmas: The Pumpkin King

>>>"AND THEY CALL HIM SANDY CLAWS..."

Pocket Data

PUBLISHER: Buena Vista
DEV: TOSE
GENRE: Adventure
PLAYERS: 1
ESRB RATING: RP
RELEASE: March 2005

Tim Burton's *The Nightmare Before Christmas* put the director on the map back in 1993 with his dark sense of humor. The movie tells of Jack Skellington and his attempt to bring Christmas to Hallowe'en Town, a village that's forever

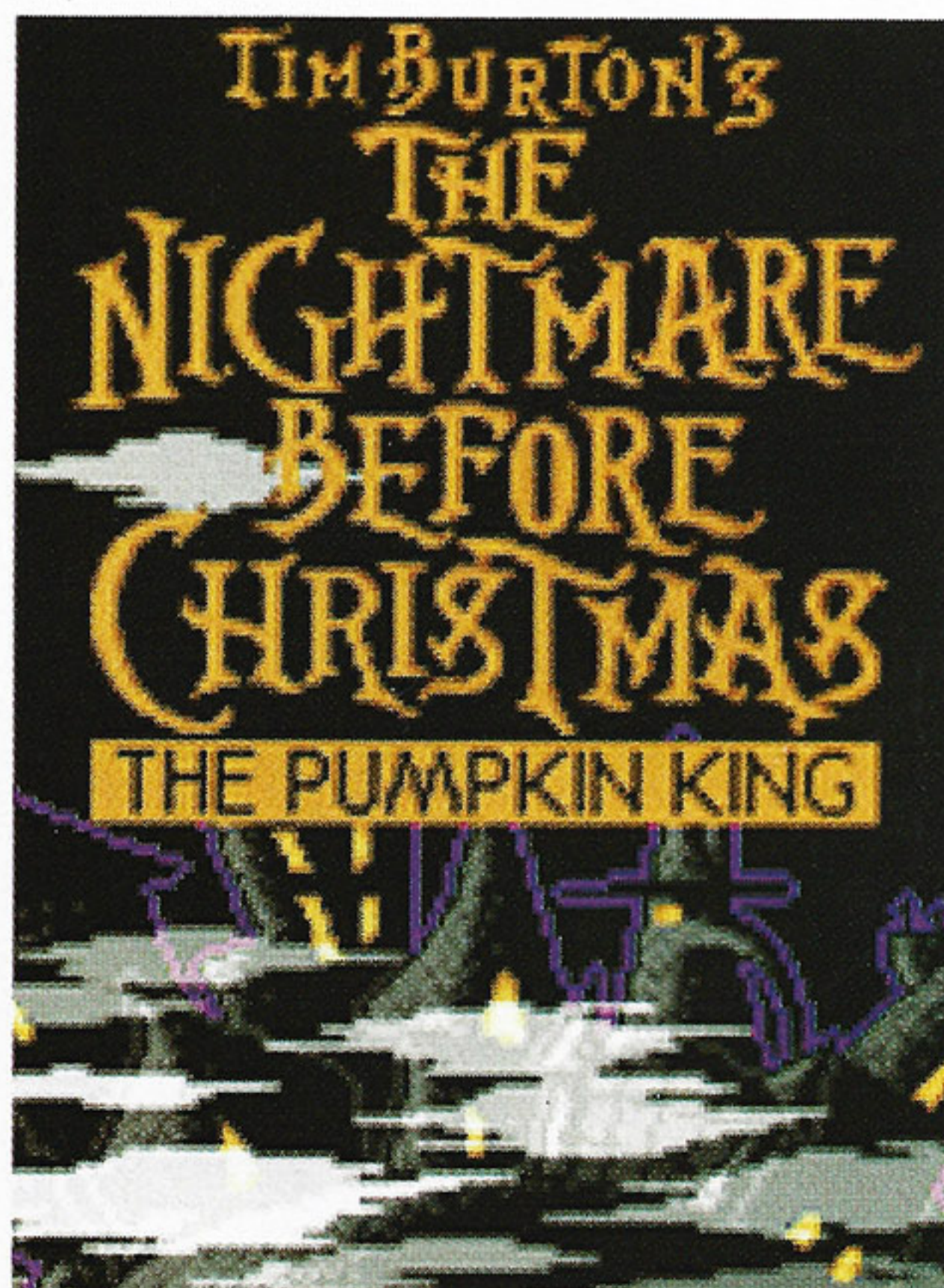
stuck on October 31st. The film was a hit with both children and adults, and established Burton as one of Hollywood's more creative directors. The movie went on to become a cult hit. Both the Game Boy Advance and the PlayStation 2 version are nearing completion, but—ironically—neither will hit store shelves before December 25th.

The Nightmare Before Christmas: The Pumpkin King is a standard sidescrolling platformer. It features Jack and a collection of bizarre weapons, one of which appears to be some sort of haunted whip while another is a toxic gas cloud. Players will need to steer Jack around obstacles while using both his innate

abilities as a creature of the night and the items he obtains. The game's subtitle comes from Jack's ability to transform into a giant, pumpkin-headed monster that lets him barrel through almost anything that gets in his way. There's a fair bit of exploring to be done, and while it can't be compared to *Metroid Fusion*, the general idea of item "lock and key" mechanics is very similar.

But there's more to this game than just controlling a shapeshifting vegetable. During the course of the game, players will encounter Jack's pet ghost dog, Zero. Players who keep a watchful eye on Zero will spot his nose lighting up when secret items and passageways come into range [much more useful than Rudolph—Ed.] Further on into the game, players will actually take control of Zero and use him instead of his master.

Graphically, the game is on par with the visuals of the movie: Jack looks to animate incredibly well (almost as well as the stop-motion animation of the feature film). On the audio side of things, *Nightmare* looks to borrow effects directly from the movie to further immerse the player. If you like platform adventures, snag a copy of this...er, right after Christmas.



Could a made-for-TV movie of the same name be far behind?



GBA / DS / N-GAGE

TOKYO EXTREME RACER WORLD

Pocket Data



PUBLISHER: Crave
DEV: Crave
GENRE: Racing
PLAYERS: TBA
ESRB RATING: RP
RELEASE: Jan. 2005

Crave's *Tokyo Extreme Racer* first hit the Dreamcast back in 1999, and though it wasn't a huge success, it garnered enough attention to spawn two Dreamcast sequels and one on the PlayStation 2. The series has now peeled onto the Game Boy Advance, but instead of limiting players to the freeways of Tokyo, highways in Tokyo, London and Los Angeles are ripe for racing.

But this isn't a race on the open road: players have to maneuver around ambient traffic as

they push their car to beyond 190 miles an hour. Other drivers aren't appreciative of your breakneck efforts, and they might very well force you to the guardrail to shut you down before your race even begins.

Extreme Racer World features 16 different cars to choose from, as well as dozens of style and performance modifications so players can trick out their vehicles exactly as they want. The developers are promising upwards of 60 rivals for players to track down and challenge with a flash of their high beams.

If you're a fan of the gameplay in the earlier titles of the series but other handheld racers just aren't your thing, give *Tokyo Extreme Racer World* a test drive. And don't worry about the rearview mirror. The road ahead is the only thing that matters.



GBA / DS / N-GAGE

Oggy and the Cockroaches



Pocket Data



PUBLISHER: Telegames
DEV: Telegames
GENRE: Platform
PLAYERS: 1
ESRB RATING: E
RELEASE: Feb. 2005

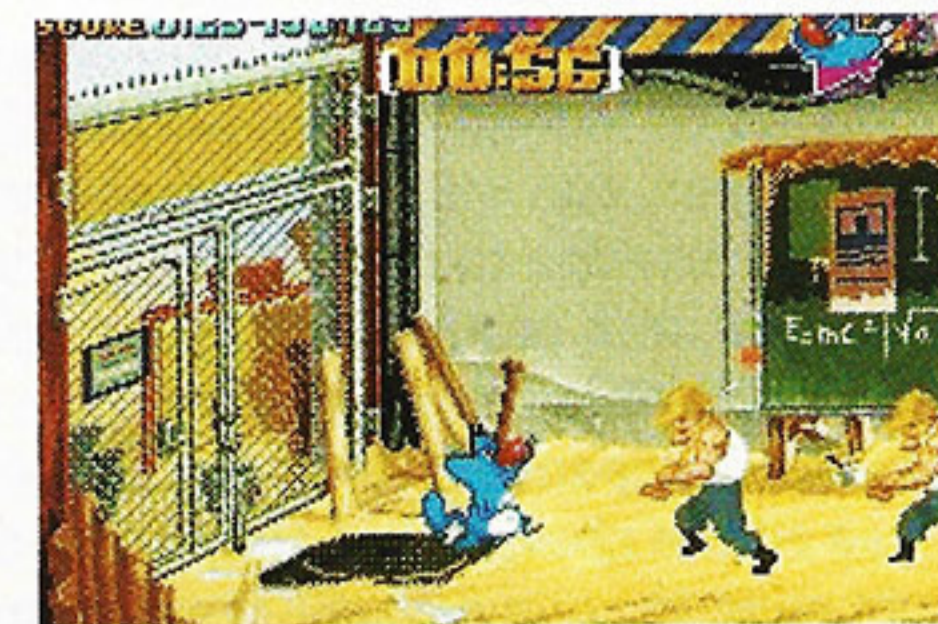
Oggy and the *Cockroaches* is based on a popular children's cartoon that's been aired in over 80 countries since it was created way back in 1999. Oggy himself is a giant, easy-going blue cat whose life would be perfect if it weren't for the hoards of annoying cockroaches that keep interfering. There's never an exterminator around when you need one, so it's up to Oggy to take matters into his own paws.

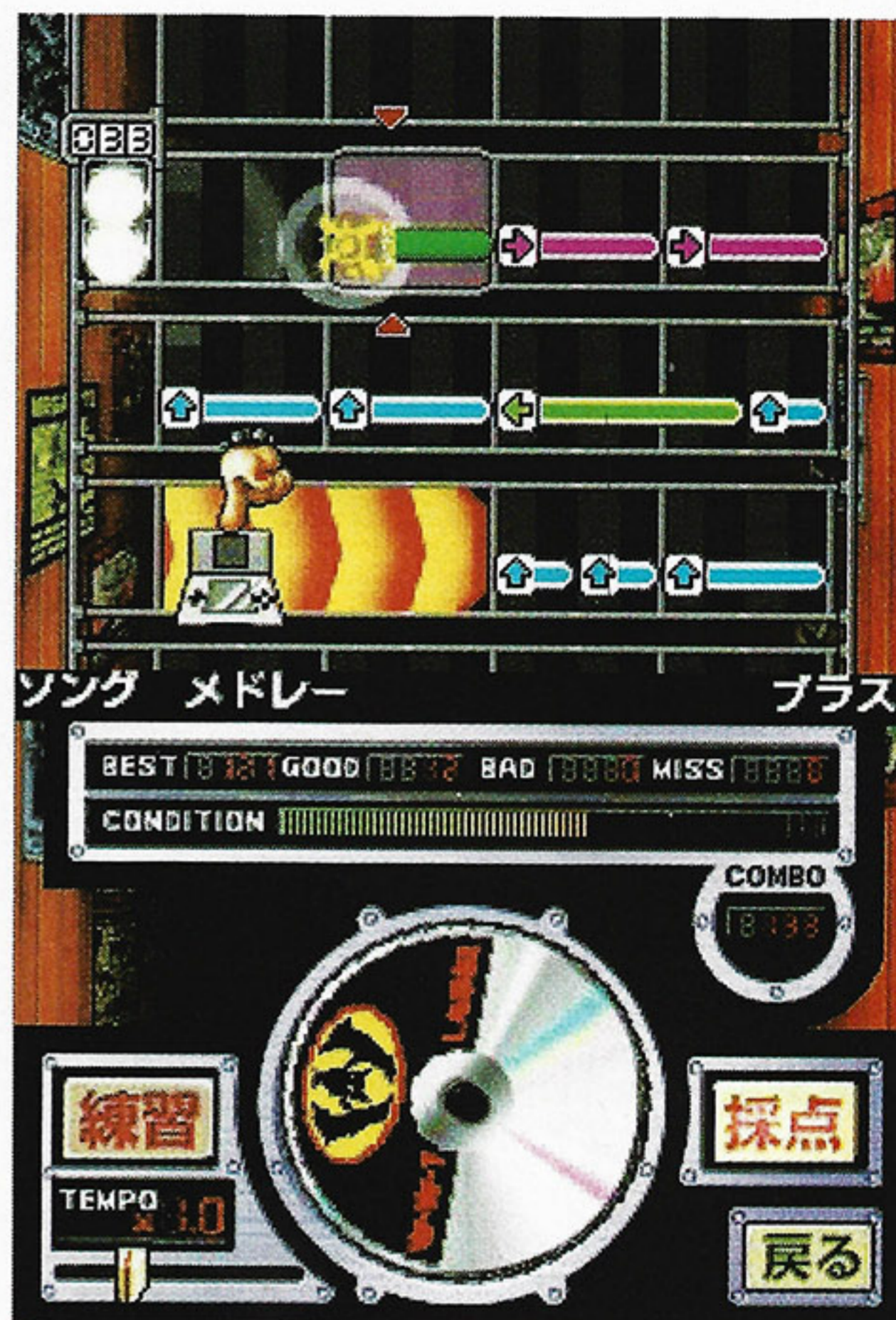
Play is broken into 14 sprawling levels in the tradition of *Super Mario Bros*. There's nothing fancy or complicated about this title: it's just a

straight ahead action platformer with terrific visuals. In addition to the main levels, there are seven bonus stages, each with a massive boss and minigame. Graphics are borrowed directly from the cartoon, giving the title a lush *Rayman*-type feel. Recently, the game won first place at the 2004 International Cartoon Expo, so the visuals are bound to be top-notch.

Naturally, merely running up to a cockroach and defeating it would be rather dull, so the developers at Telegames have come up with 15 different types of behavior for their insect adversaries, ensuring that there's more to the gameplay than run-and-jump mechanics.

Telegames might not be as well known as Electronics Arts, but their production values are high, and our expectations are too.





It's not as complicated as it looks—provided you have a sense of rhythm.

GBA / DS / N-GAGE

Band Brothers

>>NO, IT'S NOT RELATED TO SAVING PRIVATE RYAN

Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Music
PLAYERS: 1-8
ESRB RATING: RP
RELEASE: Dec. 2004

For starters, don't confuse this with the Tom Hanks/Steven Spielberg miniseries *Band of Brothers*. This is a music title, not a World War II epic. With that out of the way, handheld systems and rhythm games haven't traditionally

been friendly bedfellows; the typically underwhelming sound hardware of handhelds has made them unfriendly to anything music-oriented. So technically, saying that *Band Brothers* is the most impressive-looking portable music game to date isn't a particularly bold statement. But as a matter of fact, the game actually looks genuinely impressive.

The key to *Band Brothers'* appeal is its emphasis on multiplayer support. No less than eight players can link together wirelessly from a single cartridge to collaborate on musical creations; each participant takes responsibility for a different instrument. Nintendo's demo was still in Japanese, so we weren't able to parse all the choices, but they seem to vary from song to song anyway: steel drums,

strings, rhythm or rock guitar, pick bass, percussion and more. Each instrument has a slightly different dynamic; rhythm guitar has a rapid, staccato feel, while strings are sustained for entire measures.

Playing the game is simple enough—a dozen rows appear on the dual screens as a sort of simplified musical staff. A large yellow circle on each row indicates a beat; when the game cursor passes over each circle, you simply tap a button. A brown bar after a circle indicates a sustained note, which you duplicate by holding the button down. Occasionally portions of the bar will be obscured, requiring you to press the touch screen to reveal the hidden beats.

It's very simple in execution compared to most other rhythm games, but the appeal lies in the connectivity—with several people playing together, there's a sense of achievement in that the music you're hearing was created by you. Of course, several people playing together badly is somewhat less impressive, but that has its charms, too.

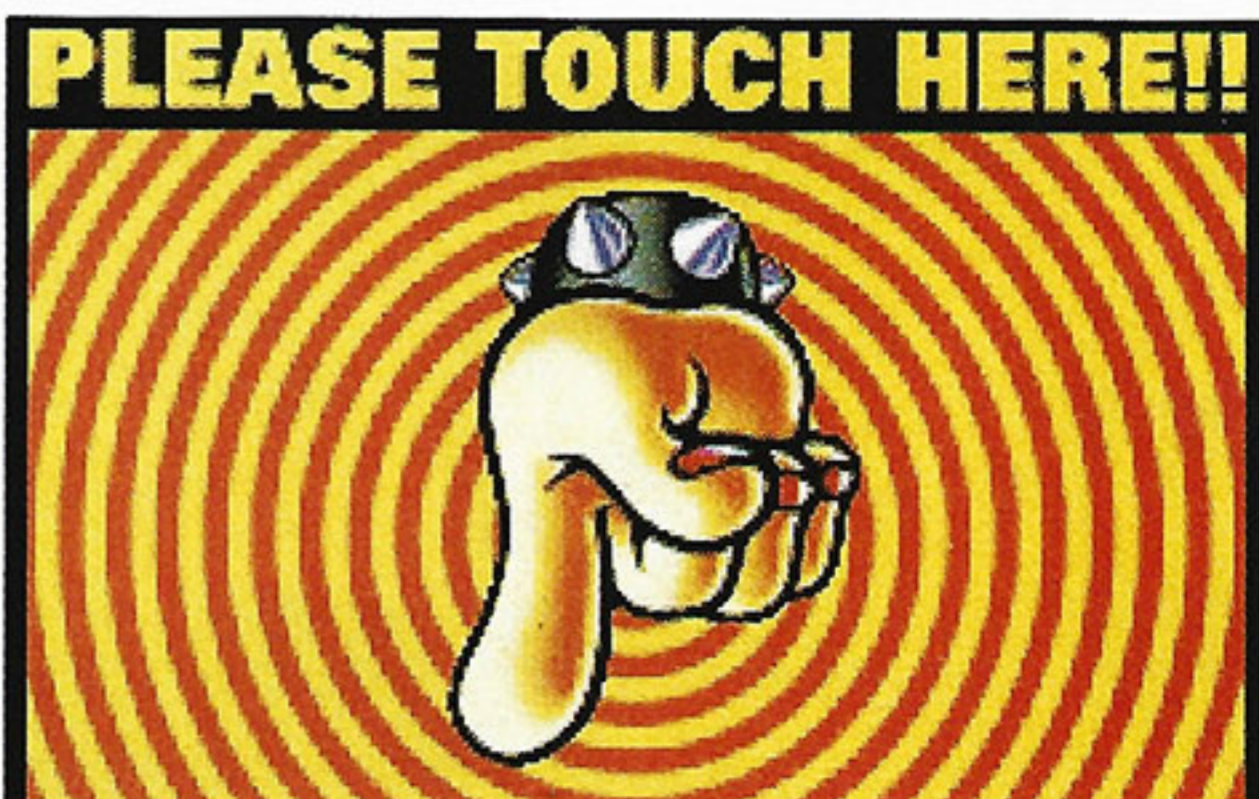
The audio quality is genuinely impressive, with high-quality samples that sound every bit as good as anything on this generation of consoles. Connecting to other players seems simple enough, and the real challenge will likely be finding seven friends with a DS...and a decent sense of rhythm.



音プを選択し、音階をタッチスクリーンで入力してください。
①音プ置く ②消す ③カーソル移動と音階変更
④⑤小節移動



Who needs to learn the guitar when you've got *Band Brothers*?



Playing music is as simple as tapping the screen at the right time.



Pikachu is cute, cuddly, and faster than a speeding bullet.

GBA / DS / N-GAGE

POKÉMON DASH

>>FROM ZERO TO SIXTY IN THE PALM OF YOUR HAND

Pocket Data



PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Racing
PLAYERS: TBA
ESRB RATING: TBA
RELEASE: March 2005

It's a given that a Nintendo portable will eventually see a new *Pokémon* RPG at some point. Until then, though, Pokéfans will have to make do with oddball spin-offs—like, for instance, *Pokémon Dash*.

Dash is, by and large, a racing game. But unlike most mascot racers, no go-karts are involved (at least as far as we've seen). Instead, it's a race on foot; players use the stylus to control a Pikachu in an effort to reach a series of goals before an opponent.

The control works with a series of short, fast strokes—you flick the stylus rapidly in the direction you want Pikachu to run. There are a few odd novelties, like the ability to jump in a hot air balloon and take a leap for a ground-

based target, but the action is really fairly basic. We're a bit concerned about the effects of this sort of gameplay on the DS touch screen, however—the *Pokémon Dash* demo unit unquestionably played host to the single most scratched-up bottom screen in the room.

Dash's gameplay seems incredibly limited. It also seems to be fairly early in development, though, so it's possible Nintendo will add some additional depth.

Graphically, *Dash* looks to be on par with the latest crop of GBA titles, so people who are expecting more than just a cosmetic makeover on the DS might be a touch disappointed with the game's look.

Still, *Dash* is a first-generation title, and developers are still working the kinks out of the system. For now, though, *Dash* looks to be targeted almost entirely toward dedicated Pokémon nuts. If you know you're one of them, then this game is for you.



>>DASH IS, BY AND LARGE, A RACING GAME. BUT UNLIKE MOST MASCOT RACERS, NO GO-KARTS ARE INVOLVED. INSTEAD, IT'S A RACE ON FOOT...>>



GBA / DS / N-GAGE

METROID PRIME: HUNTERS

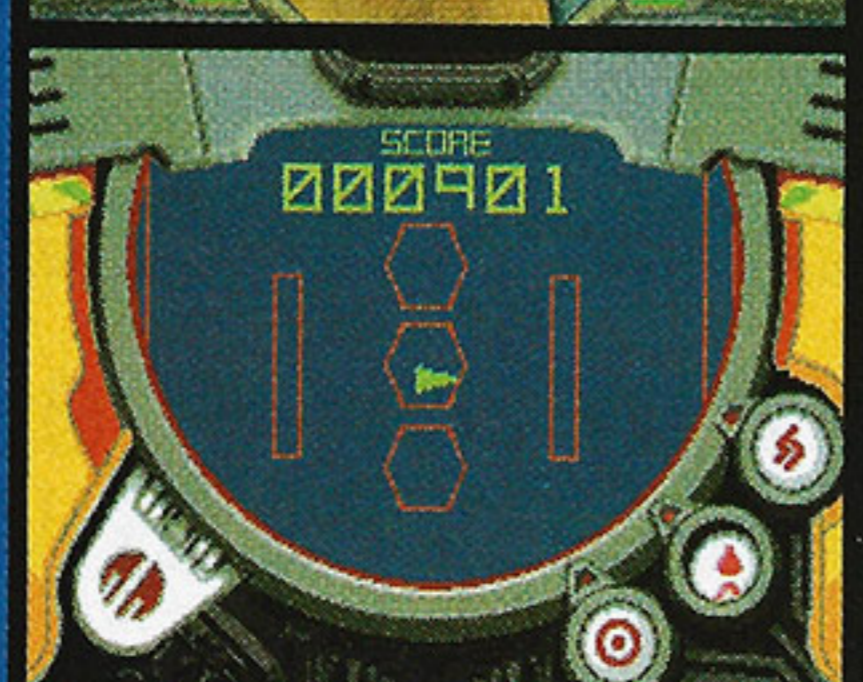
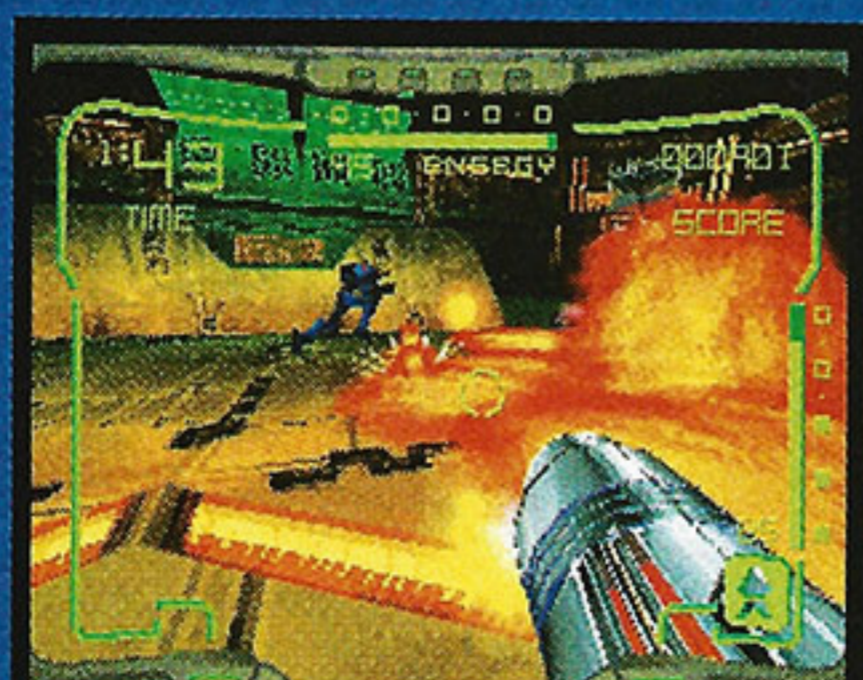
Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Action
PLAYERS: 1-4
ESRB RATING: RP
RELEASE: Jan. 2005

Metroid Prime and Metroid Prime: Echoes were both runaway hits on the GameCube, and fans of the sequel will be happy to know that *Metroid Prime: Hunters* expands on the multiplayer aspect that proved to be so popular. With a tweaked targeting system and weapons, *Hunters* tells of Samus Aran not as the famous intergalactic bounty hunter, but instead preparing to enter combat with other humans of similar abilities. While there will still be a lengthy action mode,

fans who are expecting the traditional gameplay of exploration and upgrading might be surprised to learn that instead the game focuses almost solely on combat. The linear nature of the recent *Metroid* games has also been replaced with a more cyclical style of play, the kind mastered in Capcom's *Mega Man X* titles where revisiting locations is the only way to acquire new abilities and weapons.

Nintendo is currently at work tweaking their battle arenas for up to four players. The wireless connection and use of each individual DS to process its own data means that the frame rate will never drop and that lag is all but nullified. This will come as a welcome relief to both fans of the GBA and to fans of networked gaming, as there are those who believe that even a single drop in frame rate can dramatically alter the outcome of a game.



GBA / DS / N-GAGE

Advance Wars DS



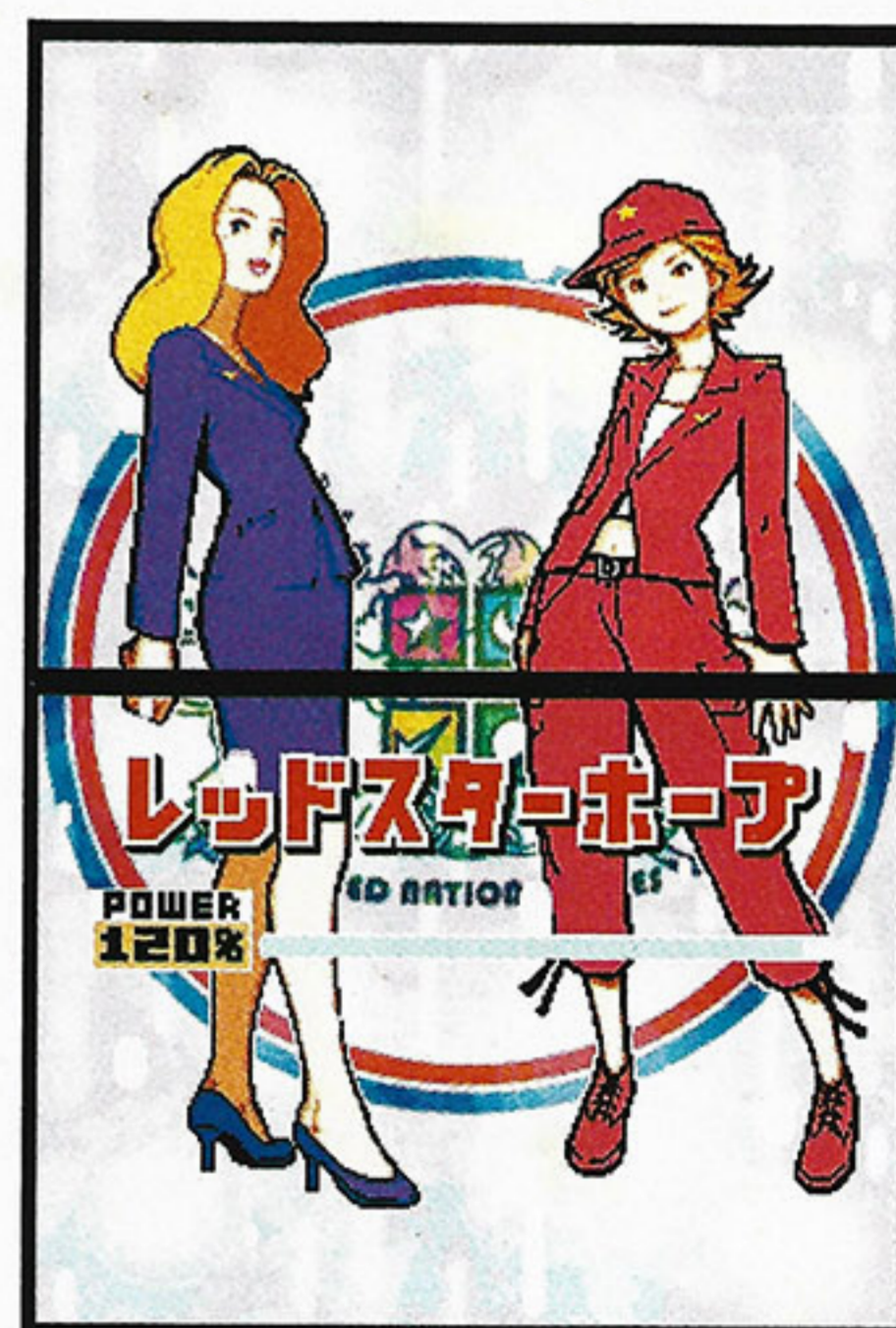
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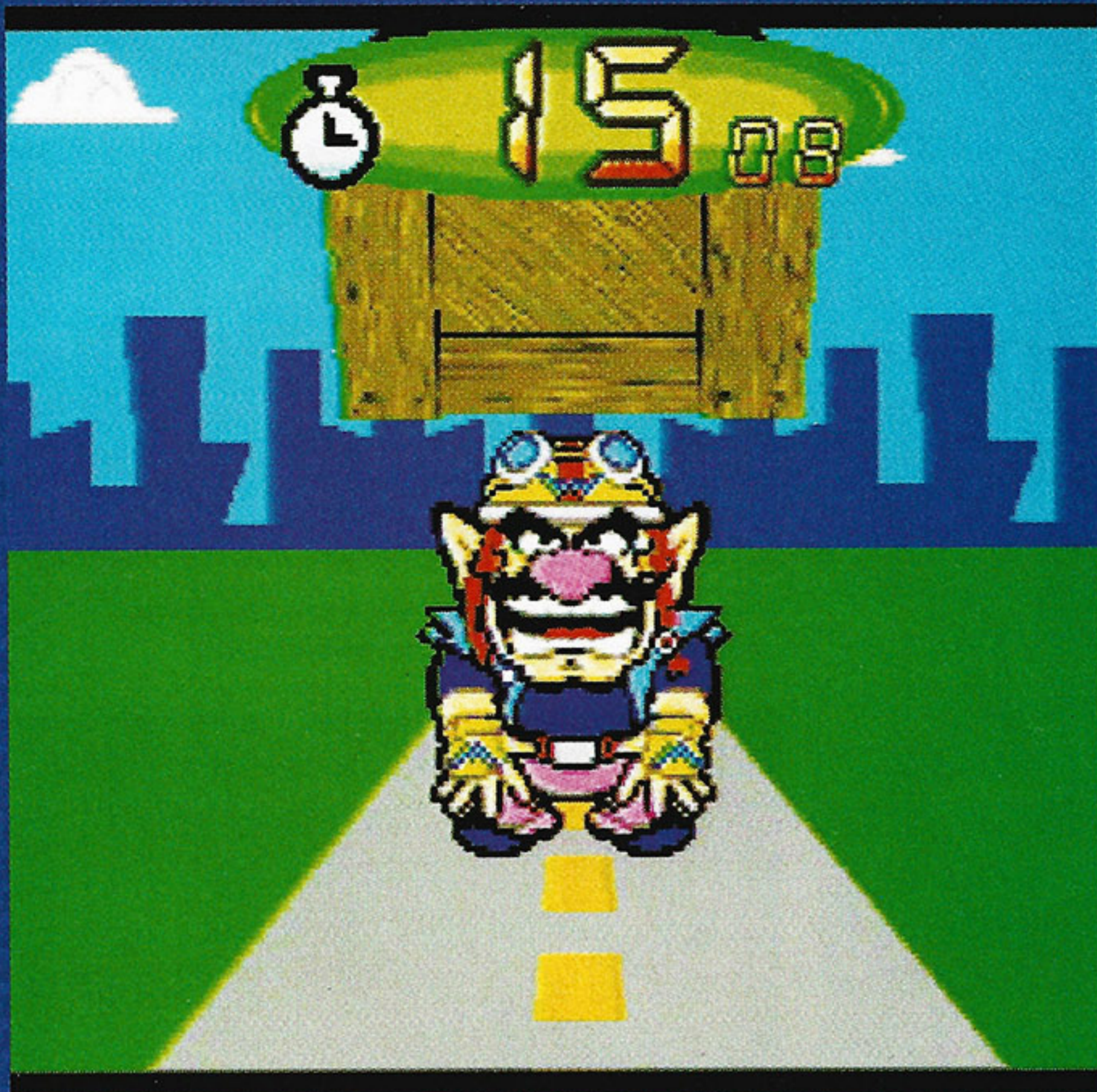
PUBLISHER: Intelligent Systems
DEV: Nintendo
GENRE: Strategy
PLAYERS: TBA
ESRB RATING: RP
RELEASE: TBA

I t's not really an *Advance Wars* anymore, but that's the working title for this new DS strategy game from Intelligent Systems. The two screens serve to display a map view below and a satellite view above, which shows a close-up view of different aspects of the battlefield. Two players can slug it out in the versus modes through their wireless connections, using pairs of generals to perform new tag-team tactics, but Nintendo has yet to comment on whether or not the game will support four-player battles.

Other modes include a story-driven campaign, a nonstop survival mode with more missions to clear, a trial mode for learning basic strategy, and a mysterious "combat" mode that apparently uses the touch-screen interface in some fashion.

Graphically, the game is on par with the rest of the titles in the *Advance Wars* series. It features the crisp sprites that are easily recognizable in the heat of battle on the tiny DS screens. What's interesting is that the developers are making use of the upper screen to display the battle as it plays out—but without removing the map from the lower screen. This could also feature prominently in air-to-ground attacks, like ordering a missile strike. But how the women dressed in fashions borrowed from a Nintendo in the City photoshoot play into the game is anyone's guess.





GBA / DS / N-GAGE

WARIO WARE INC. DS

Pocket Data



PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Puzzle
PLAYERS: 1-2
ESRB RATING: RP
RELEASE: Feb. 2005

If any single series was ever born to be a perfect fit for the DS, it's *Wario Ware*. Not necessarily because the system's distinctive features are ideal for playing the game, but because *Wario's* gameplay is so open-ended and flexible that new forms of input and display can only expand its potential.

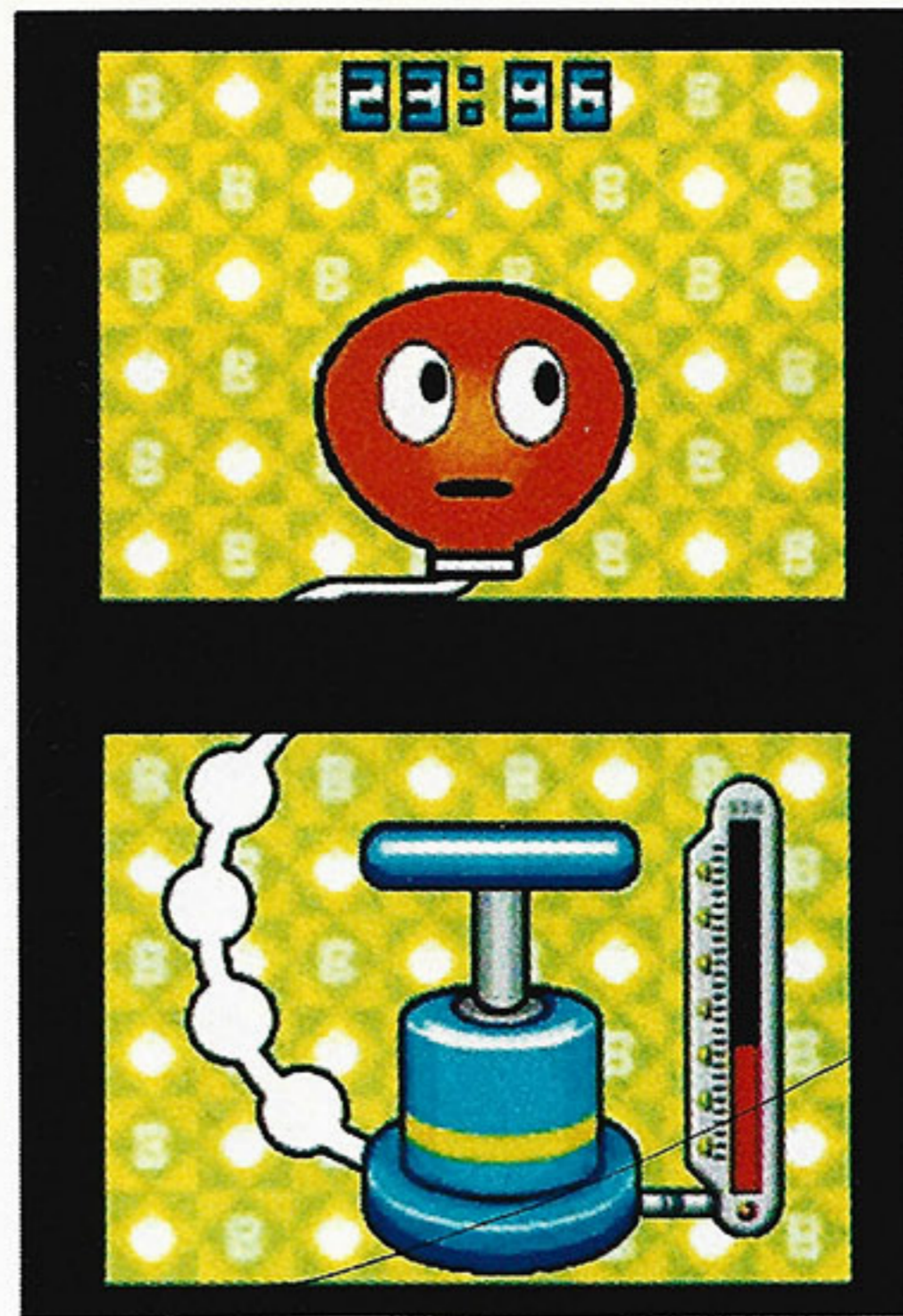
Nintendo's demo of *Wario Ware DS* seems to be much the same as in its E3 showing: at least two dozen microgames that make full

use of the DS' stylus in inventive ways. While we weren't able to catch a glimpse of the overall structure of the final game—the demo offered only a non-stop series of challenges in quick succession—the overall feel is very much like the original GBA and GameCube titles. While the input method is different, the rapid-fire reaction tests remain the same, as does the demented sense of humor.

It would be easiest simply to give a few examples of what we saw, and how each microgame took advantage of the DS hardware. For instance, a few pieces of meat and fruit fly through the air and the stylus is used to slice them in half. Or a firework launches into the air and must be tapped to be detonated. Or toss a shot put onto the top screen by spinning an athlete with the stylus and releasing contact when he's aiming upward.

But wait, there's more: players are asked to scratch Wario's itchy back with rapid strokes. In a strange moment of meta-gaming, gamers must complete the finger-in-the-nose minigame from the GBA *Wario Ware* by tapping the A Button of an onscreen GBA at the proper moment. Finally, you're asked to trace a Japanese kanji character, just like you'd write it.

Nintendo hasn't said precisely how many microgames will be in the final version, but if previous titles are anything to go by it should be plenty. As for the game itself, it looks like the usual *Wario Ware* brilliance rearranged for the DS and will therefore likely be a must-have game.



GBA / DS / N-GAGE

BOMBERMAN DS

Game Data



PUBLISHER: Hudson Soft
DEV: Hudson Soft
GENRE: Action
PLAYERS: TBA
ESRB RATING: RP
RELEASE: March 2005

Bomberman returns to handheld action for another legion of fans. Though what we've seen of the game doesn't take much advantage of the system's dual screens, the incorporation of wireless multiplayer could easily make this the best *Bomberman* to date. Imagine eight- or even 16-player Bomberman chaos. The two screens let players view the action in two different ways (either the classic format or an angled three-dimensional version).

While this isn't the best use of the DS's capabilities (any system could show multiple viewings of the game area, and the stylus could easily be replaced by an analog stick), Bomberman has yet to disappoint.



GBA / DS / N-GAGE

MARIO KART DS

Game Data

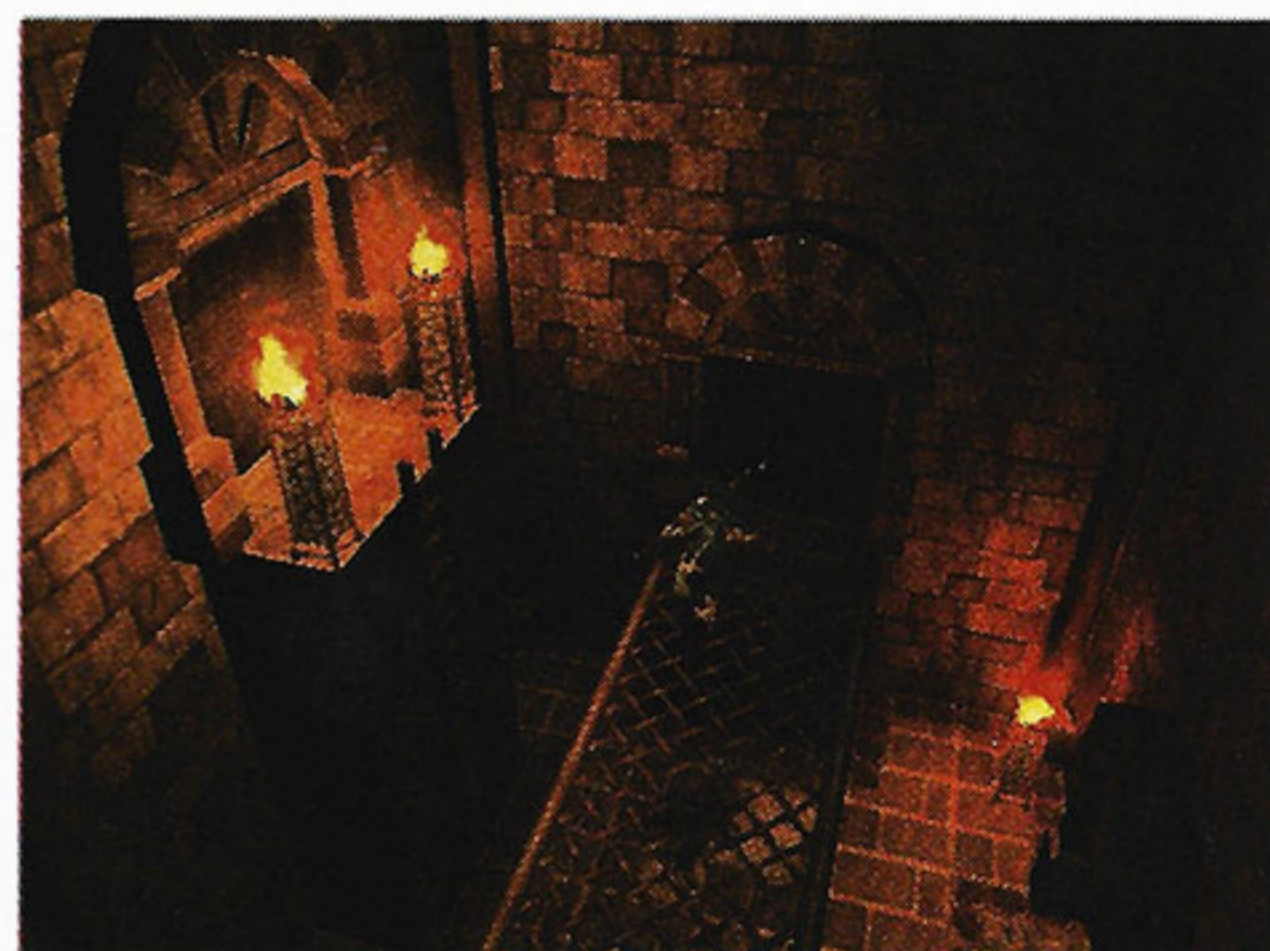


PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Racing
PLAYERS: TBA
ESRB RATING: RP
RELEASE: Jan. 2005

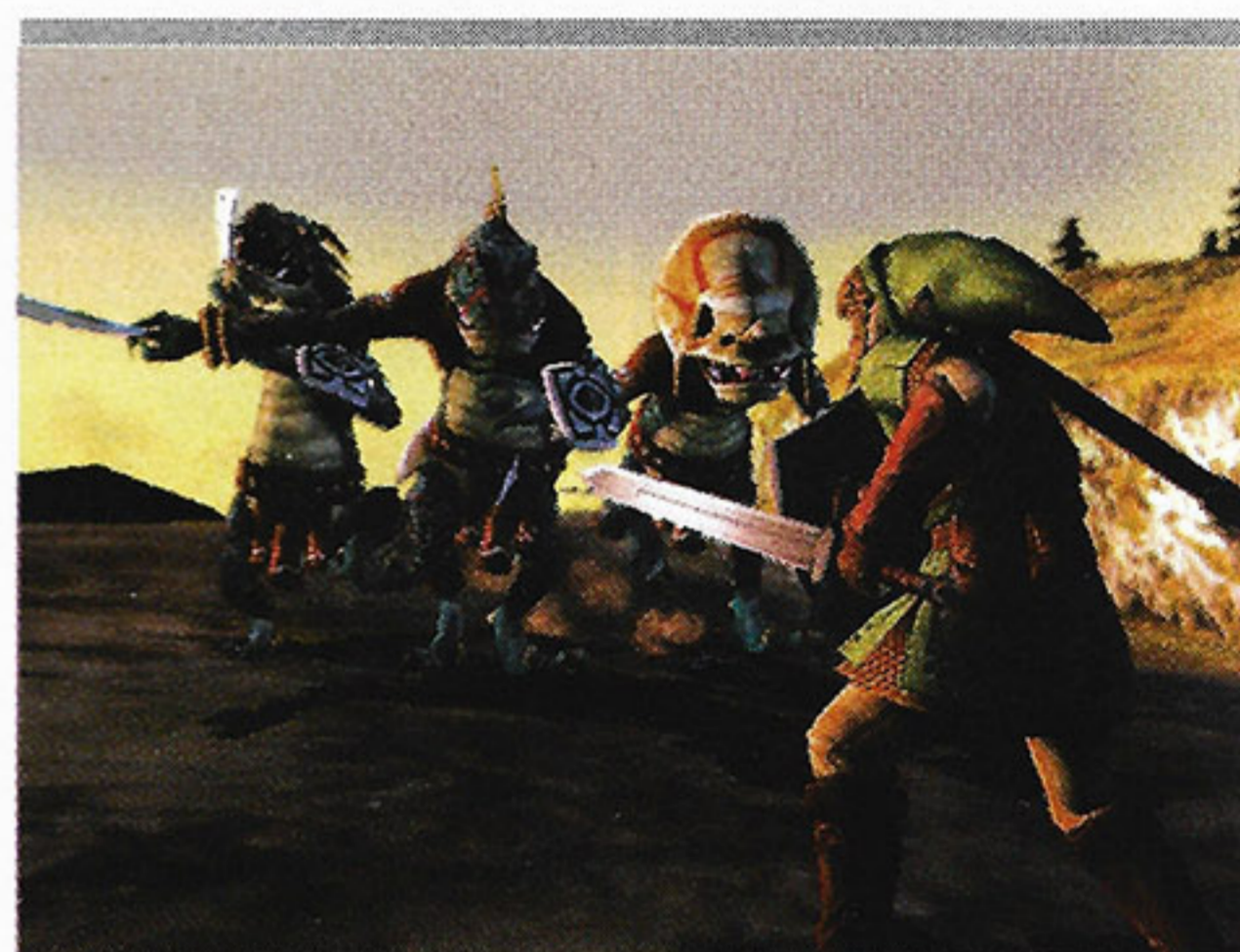
Though many gamers consider *Mario Kart* for the Super NES to be one of the best kart racing titles ever made, there's no question that *Mario Kart: Double Dash!!* gave the original title a run for its money. From what little we've played so far, *Mario Kart DS* resembles *Double Dash!!* in its audio, visual and gameplay aspects. But it doesn't look like there will be the same two-player, two-character interaction as in the GameCube titles. *Mario Kart* is looking like it's going to return to its racing roots by putting each player in charge of only one kart. Though it's early, this could easily be a runaway hit on the DS, simply because of the wireless multiplayer mode.



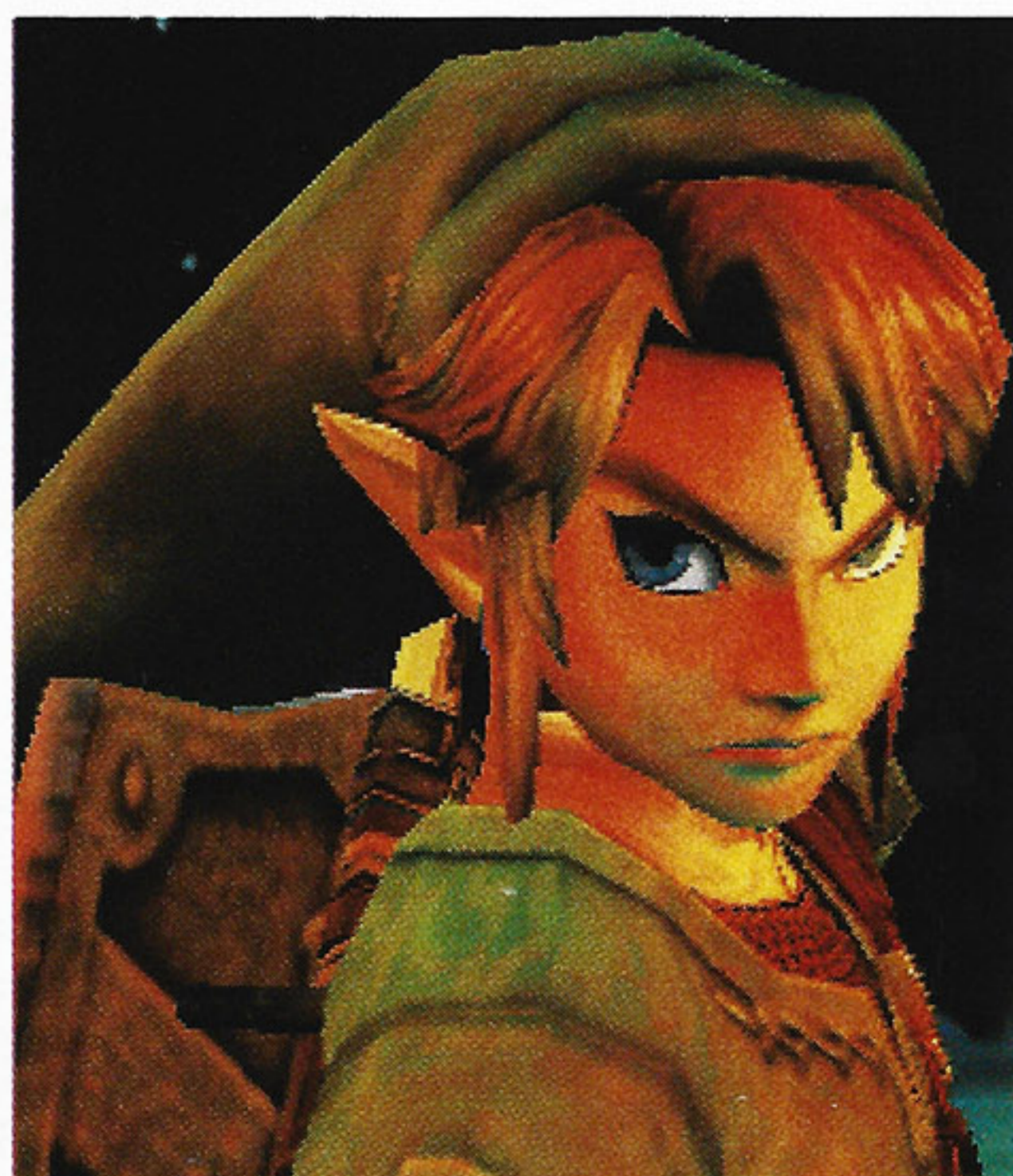
Swords and flaming arrows are standard weapons during equestrian combat.



The insides of dungeons are deep, dark and deadly. Shigeru Miyamoto must be proud.



Link, the most famous southpaw in gaming history, stares down a trio of enemies.



GBA / DS / N-GAGE / GAMECUBE

The Legend of Zelda

>>THE MOST PICTURESQUE ZELDA TO DATE

Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Adventure
PLAYERS: 1
ESRB RATING: T
RELEASE: TBA

There's no question that *The Legend of Zelda* is Nintendo's hottest title. It's surpassed even their Italian plumber in the past few years as *The Wind Waker* crushed *Super Mario Sunshine* in terms of sales,

graphics, hype and critical acclaim. But despite the gorgeous visuals which made gamers feel as though they were inside a living, breathing cartoon, the childish feel put off many fans of the series. Others felt that *The Wind Waker* was far too easy, as even rookies could defeat it without running out of hearts.

Nintendo has responded to these criticisms by creating the most picturesque title yet. While it may or may not be the sequel to *The Legend of Zelda: The Wind Waker*, Nintendo's green-clad action-RPG hero is back in a big way. *The Legend of Zelda* promises a return to the mature Link that players bonded with in *Ocarina of Time* and puts the adventure back on solid ground instead of the rolling seas. Gameplay sequences show a much faster, action-oriented style than *Wind Waker* or other Zelda action-RPGs. With a more mature Link comes more difficult opponents, tasks and

riddles. Link hacks and slashes through groups of enemies, four or five at a time, in a fashion more reminiscent of a 3D action game than a slower-paced adventure. He can fight on foot or on horseback, bringing to mind the *Dynasty Warriors* games, but the enemies are more typical Zelda foes, from small monsters to a flaming boss perhaps 10 times Link's size.

Expect the classic sound effects like Link's grunts as he swings his sword and the warning meter when his health slips to dangerous levels. Koji Kondo will provide the musical score, and gameplay mastermind Shigeru Miyamoto will oversee the mechanics that make the game compelling for players of all ages. Like *The Wind Waker*, it's highly likely that there will be a connectivity feature between the GameCube and the Game Boy Advance that will reveal hidden treasure.

Visually, Link himself will no longer look like the blonde boy-child of the previous title, but instead resembles a more detailed model of the character from Namco's *Soul Calibur 2*, albeit a little less flashy, a little less colorful, and a little more realistic.

While Nintendo is remaining silent on most of the other gameplay mechanics, it's safe to assume that they'll include fairies of all sizes, an evil wizard named Ganon and a trio of golden triangles. It's a smash in the making.



GBA / DS / N-GAGE / GAMECUBE

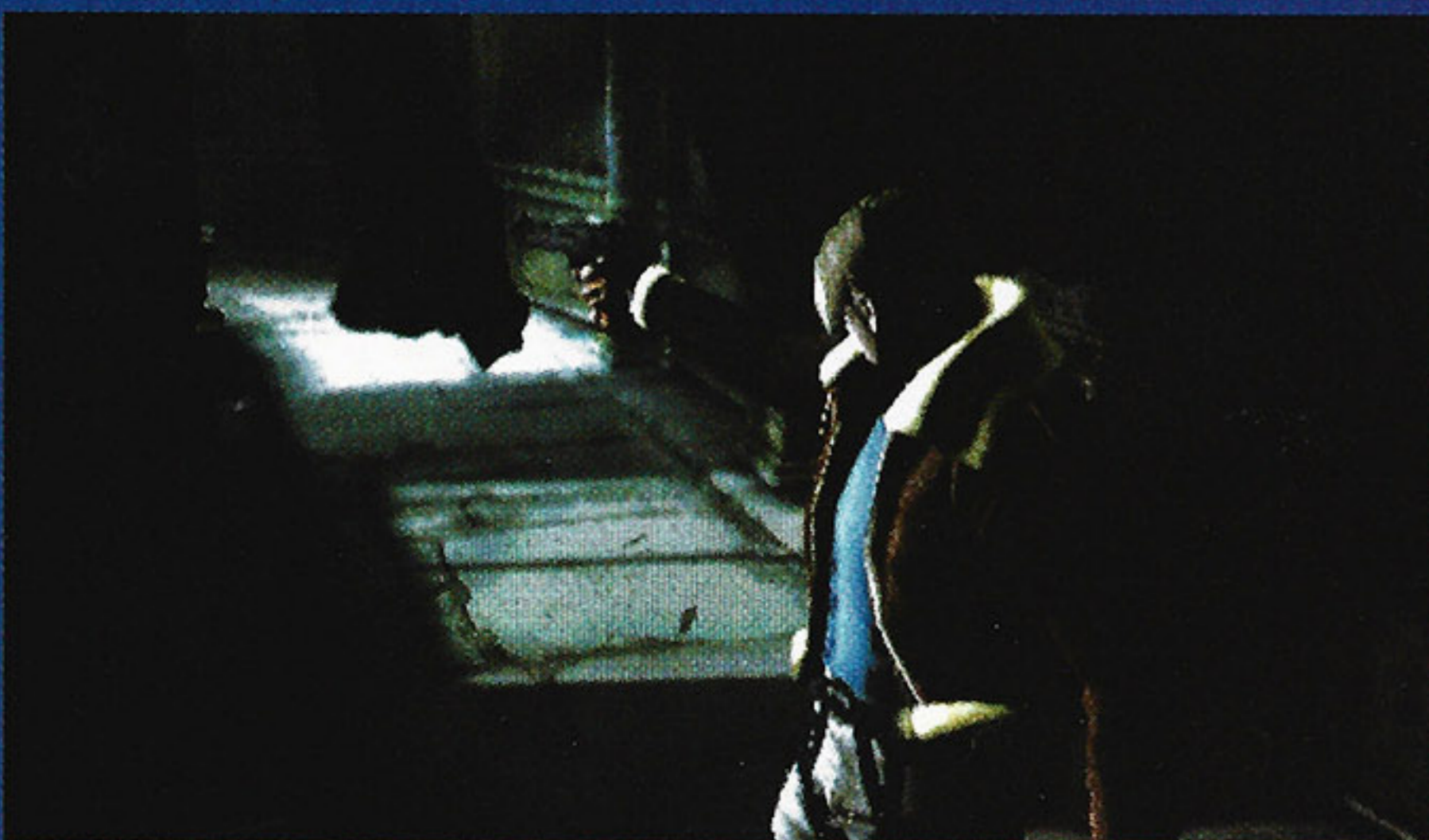
RESIDENT EVIL: 4

Pocket Data
PUBLISHER: Capcom
DEV: Capcom
GENRE: Survival Horror
PLAYERS: 1
ESRB RATING: M
RELEASE: Jan. 2005

Resident Evil 4 continues the story of Leon S. Kennedy, but he's no longer the rookie cop he was in his debut on the original PlayStation. His experience in Raccoon City led to his acceptance as a trainee in the F.B.I., and he's been assigned to investigate the mysterious disappearance of the president's daughter. All the clues point to a small town in rural Europe, and the game begins shortly after he arrives. But he finds more than just the missing young lady; to his terror, Leon discovers he's unwittingly

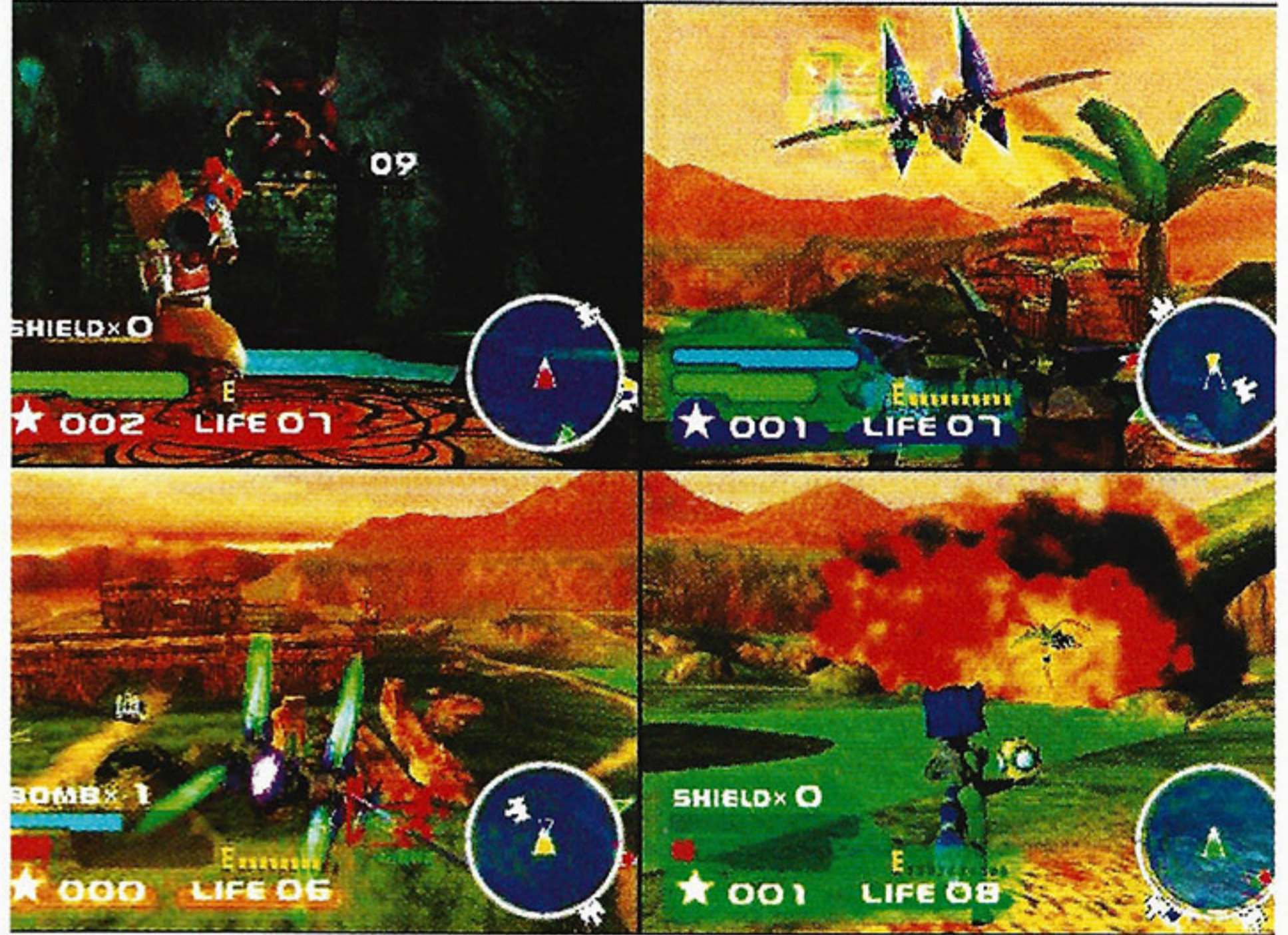
found himself back in the world of survival horror. The town has been overrun with the living dead, and nothing tastes better than the meat of authority.

Capcom has promised many improvements to the classic *Resident Evil* gameplay, the most noticeable of which are visual. The confusing cinematic camera angles have been replaced with an over-the-shoulder view which lets players target creatures with ease, aiming is now assisted with a laser sight and the graphics are stunning. Despite their (literal) lack of brains, enemies react much more realistically than in the past, to the point where they will follow the player into buildings and up staircases. To this effect, Capcom has crafted an action button which will let players dive through windows, kick over ladders and perform various other acts that will allow them to escape when ammunition runs scarce.



GBA / DS / N-GAGE / GAMECUBE

Starfox: Armada



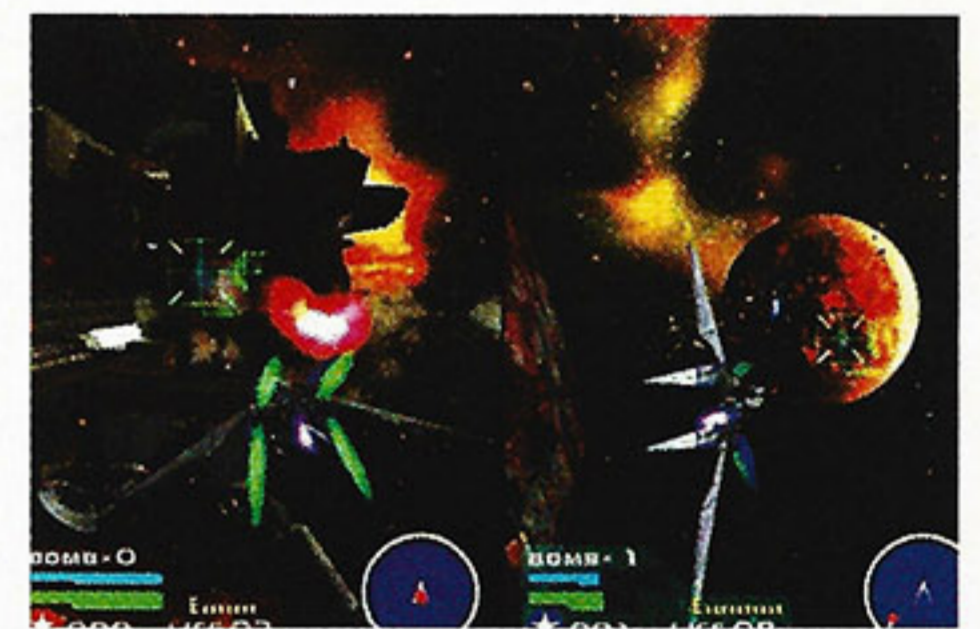
Pocket Data
PUBLISHER: Nintendo
DEV: Namco
GENRE: Action
PLAYERS: 1-4
ESRB RATING: RP
RELEASE: TBA

Starfox appeared on the Super NES as one of the first cartridges to be based solely on textured polygons instead of animated sprites. Though the title only found a niche market, ironically, it set the stage for almost every videogame to follow. *Starfox: Adventures on Dinosaur Planet* performed well on the GameCube, despite many critics' complaints that it was little more than a foxy *Zelda*. But the franchise has since left development house Rare and is now in the hands of Namco.

Set several years after the events on *Dinosaur Planet*, *Starfox: Armada* again tells of Fox McCloud and his team of Slippy Toad, Peppy Hare, and Falco Lombardi. They're dispatched by General Pepper to investigate a space-time anomaly which quickly reaches perilous heights and threatens the entire galaxy.

While the game will feature the usual mechanics that the series was previously known for, Namco is adding a multiplayer mode that will support four-player battles both on foot and in vehicles like the new Landmaster Tank and the classic Arwing. Vehicles support multiple players, so it's possible to grab a friend, commandeer a tank and head for an objective while your pal shoots at the opposition.

While Fox's staff represented a medieval approach to weaponry in *Dinosaur Planet*, he's gone high tech in this title, getting his paws on blasters, sniper rifles and rocket launchers.

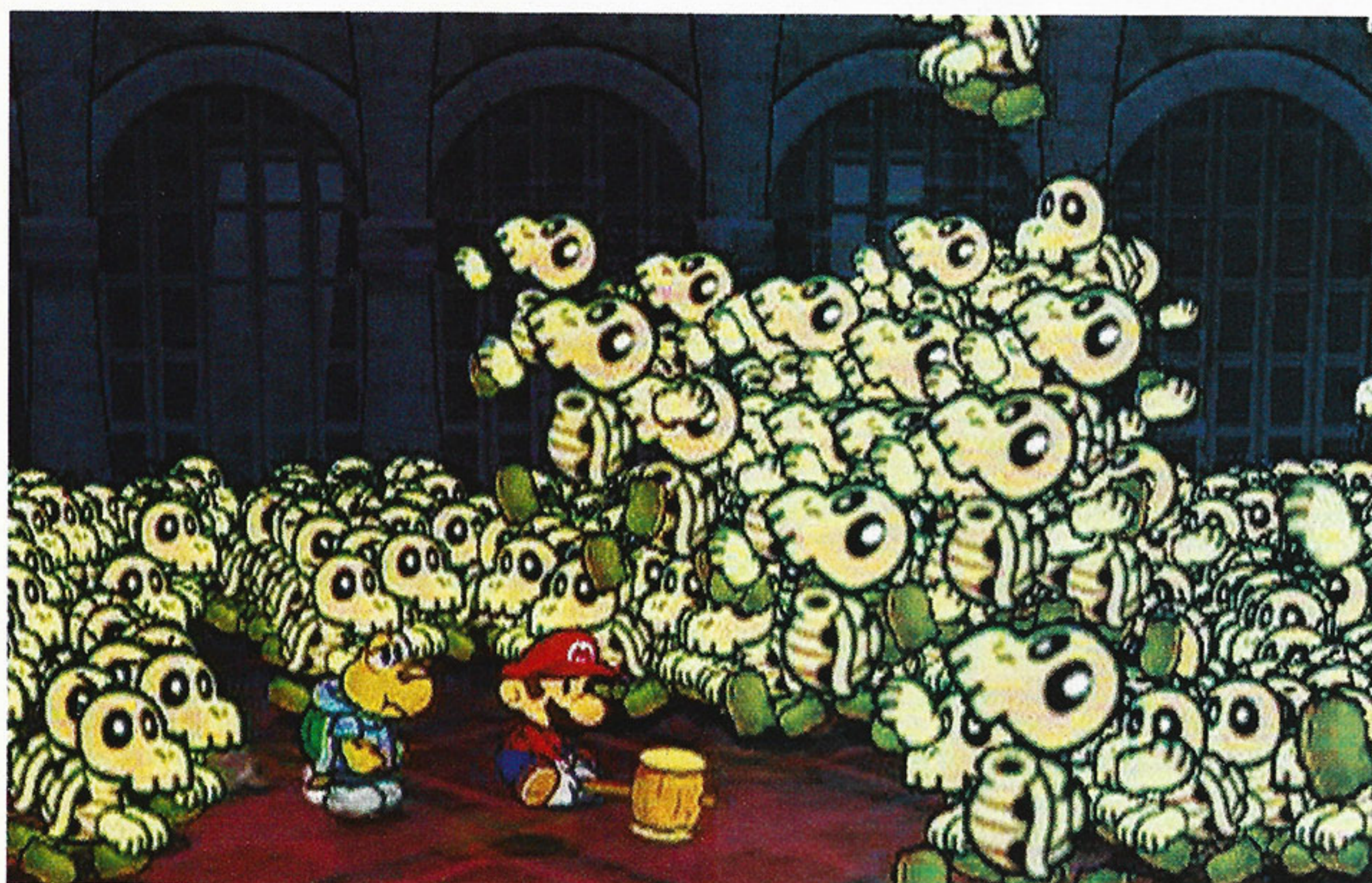


POCKET REVIEWS

HONEST OPINIONS ON TODAY'S GAMES. PERIOD.

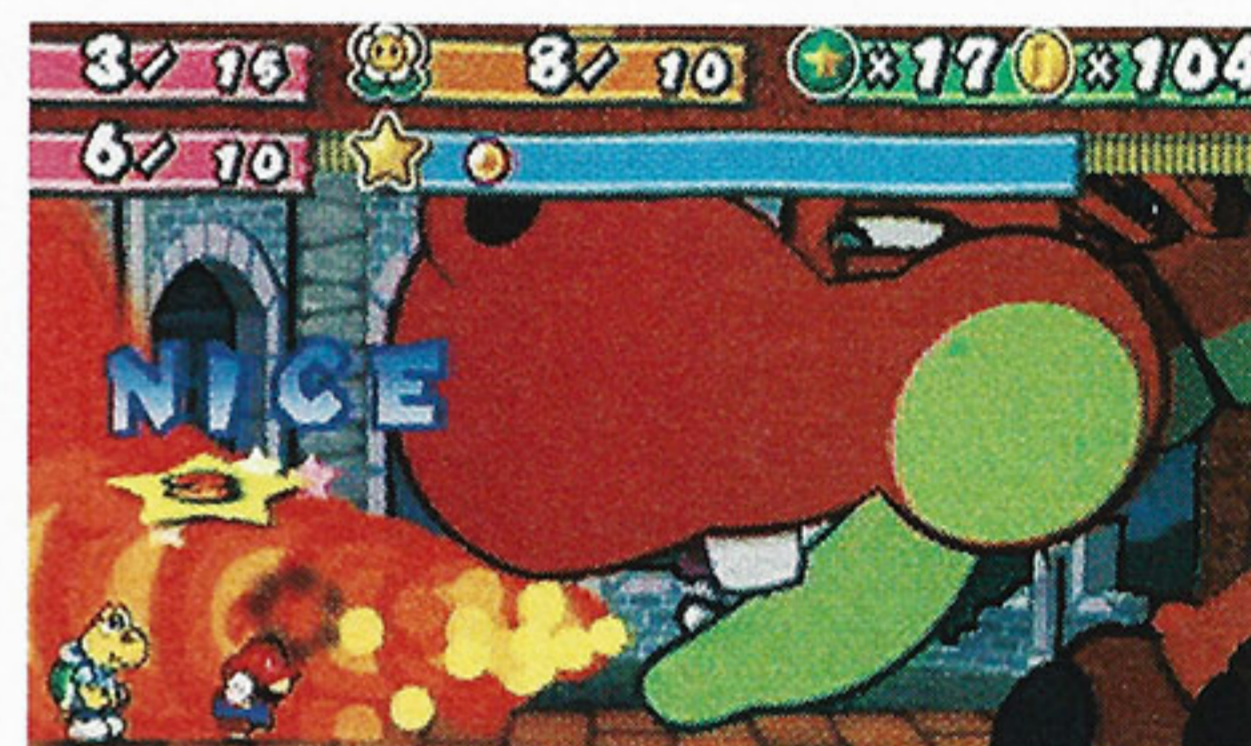
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QUICK TIP!

» Mixing and matching badges is the key to effective combat. When you level up, don't be afraid to spend points increasing your BP for important flexibility.



■ The environments mix familiar Nintendo gameplay with sharp new locations. As always, precise timing is required on defense, as each enemy attacks differently.

GAMECUBE

Paper Mario

» MARIO IS BACK ON THE GAMECUBE AND IN TOP RPG FORM

Pocket Data

PUBLISHER: Nintendo
DEV: Intelligent Systems
GENRE: RPG
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

Anybody can make a videogame, but not everybody can make an inspired one. That's exactly what you get with *Paper Mario: The Thousand Year Door*. It may be a sequel, but the creativity squeezed onto this disc should be obvious to anyone.

It's been nearly four years since the original *Paper Mario* hit the N64. It was a rare RPG on the system, but it arrived

late in the system's life and was missed by most. Bringing flat 2D characters humorously into a 3D world, both games combine a great story with innovative battles and a clever presentation.

Mario fights with a sidekick, each of whom has a unique ability in and out of battle. You can switch sidekicks during battle, plus equip a number of badges to customize your jumps, hammers, and more. More detailed customization is possible with every level gained.

No random battles here. Mario can jump on enemies to gain the advantage in battle or avoid them entirely. You'll love fighting, though, with attacks that rely on timing and skill instead of just pressing a button.

All this returns in *Thousand-Year Door*, with an even deeper battle system and new cast of characters. Every battle happens in front of an audience—please them to earn more support, often in

ways that shouldn't be spoiled here. Defense is the most dynamic ever found in an RPG, with the option of deflecting attacks or trying difficult timed counters.

A well-written and sometimes dramatic story powers the action, which is long and full of sidequests and hidden challenges. An experience this fun and this complete should be missed by no gamer. » **Ed McGlothlin**

SECOND BANANA

Learn how to use the abilities held by each of your sidekicks. Each comes from a familiar Nintendo family of creatures, like the Goomba or Yoshi, and each

provides unique support during battle. Your first sidekick, Goombella, can provide valuable information on every enemy in the game, while others are more offensive or defensive in nature.

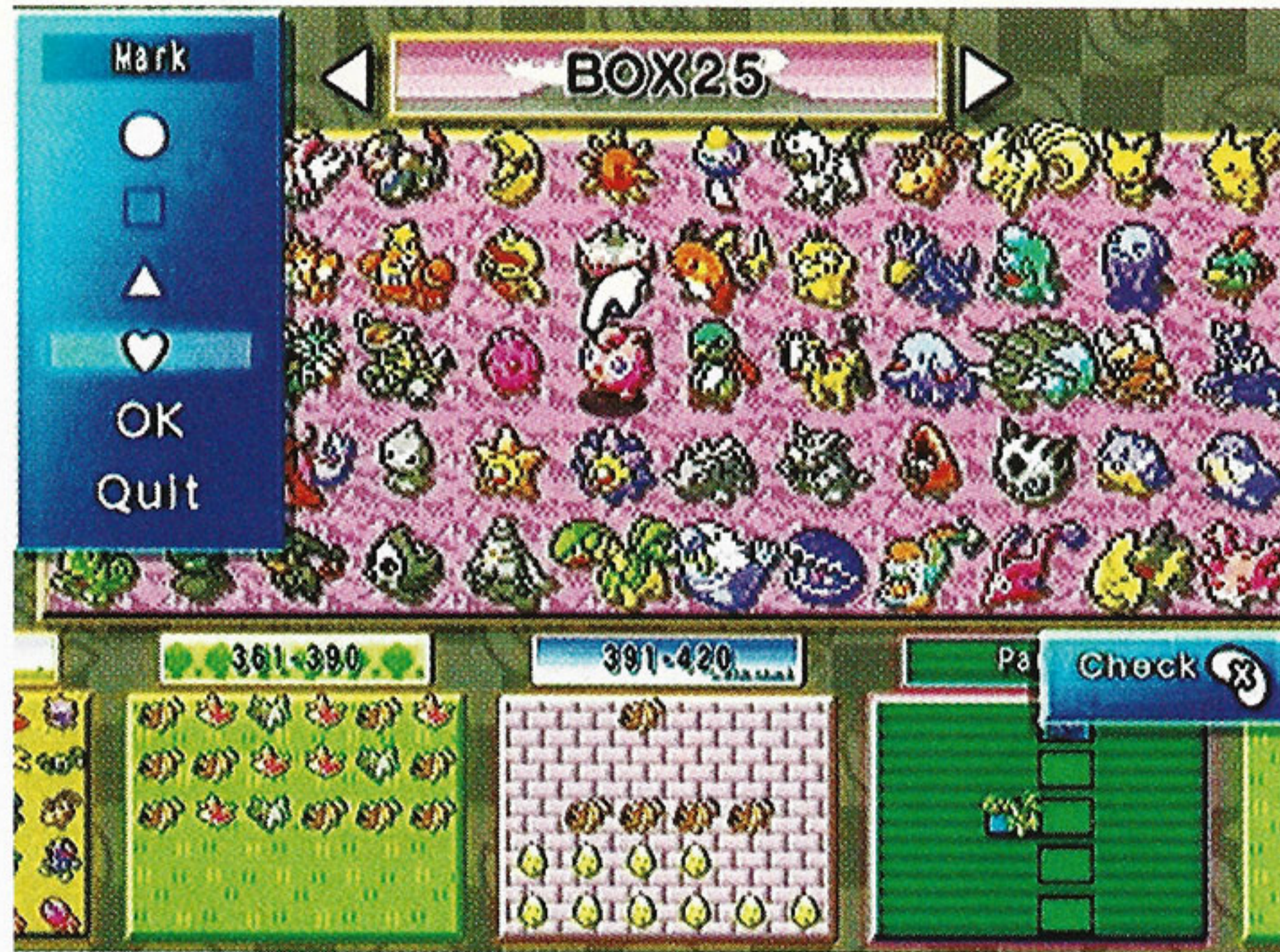
The sidekick also speaks for Mario during story scenes, and each has different dialogue, so be sure to switch around and enjoy the vivid personalities. Also be sure to switch your sidekicks in battle and learn to fight well with each.



Pocket Score

GRAPHICS: Great hand-drawn art combined with a 2D-meets-3D concept.
GAMEPLAY: No pushing a button and just watching allowed here.
SOUND: Music ranges from standard Mario to more dramatic fare.
OVERALL: Great RPGs are rare, exceptional ones with famous characters only happen when Paper Mario games arrive.

9.5
OUT OF TEN



GAMECUBE

Pokémon Box

Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Productivity
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

You may have never heard of *Pokémon Box*, likely because it isn't even a game and is only sold at one store and its Web site. The ultimate tool for any collect 'em all addict, this *Pokémon* title turns your GameCube into a storage unit and sorting database, and at 20 bucks, the package may even appeal to *Pikachu* haters.

After a half-dozen different games, a *Pokémon* collection may get scattered. With the included Memory Card 59 and link cable, you can finally

centralize your vast zoo of creatures, sorting them by name, number, type, and gender. You can customize the storage boxes by taking screenshots in the game for use as backgrounds, but don't expect visual flair.

The game does emulate *Pokémon Ruby and Sapphire*, but there is no way to link battle, and one emulated game is not exactly a reason to hold off on that Game Boy Player. A bigger problem is the outright insulting "Showcase" mode, which eschews the detailed *Pokémon Colosseum* models for "showcasing" low-res, flat sprites attached to blocks of wood. Huh?

When you consider the link cable, special edition Memory Card 59, and storage for up to 1,500 creatures, *Pokémon Box* isn't such a bad use of \$20. But that doesn't explain why this wasn't included in *Pokémon Colosseum* or as a pre-order bonus with the next Poké-epic. >>Ed McGlothlin



QUICK TIP!

>> To save on distribution, Nintendo is selling this game itself at New York's *Pokémon Center* store or online at Pokemoncenter.com.

Pocket Score

GRAPHICS: Minimal but functional.
GAMEPLAY: Move the Pokémon back, then move him forth. Maybe back again.
SOUND: The emulated sound for *Pokémon Ruby and Sapphire* has no problems.
OVERALL: The memory card, link cable, and novelty value are a pretty good buy. But the features here should be integrated elsewhere.

6.0
OUT OF TEN

GAMECUBE

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

Pocket Data

PUBLISHER: Konami
DEV: Konami
GENRE: Action
PLAYERS: 1-4
ESRB RATING: T
RELEASE: Now Avail.

Oh, how the mighty have fallen. Once the gold standard for beat-em-up gameplay, the *TMNT* series had gamers excited at the prospect of a return to glory when it reappeared on consoles last year. But with spectacularly dumb enemies and tedious combat, the game failed to realize the series' potential.

The sequel makes some decent attempts to fix those problems, but the result is largely the same.

The combat is undermined by unresponsive control and lazy enemies. A pause before jumps will often mean death in platform areas, and other quirks abound, like the inability to throw a shuriken while jumping.

The enemies here must not get paid much, as they often don't even turn around to face you, earning a nunchaku to the back of the skull. After about 20 such nunchakus, the thrill is gone.

Each turtle has some unique abilities, but nothing diverse enough to really affect the gameplay. Four players can now fight cooperatively or against each other, but four players in a dull game isn't that much better than two.

There is one saving grace here—a great home conversation of the seminal 1989 *TMNT* arcade beat-em-up, complete with four-player support. The only thing wrong with it is how bland it makes your *new* game look in comparison. >>Ed McGlothlin



Pocket Score

GRAPHICS: Turtles and enemies look fairly good, but areas are bland and empty.
GAMEPLAY: The 1989 classic still reigns supreme.
SOUND: The irritating voice clips that repeated endlessly in the last game are thankfully gone.
OVERALL: More boring than bad—a man can only walk through bare environments killing stupid enemies for so long.

7.0
OUT OF TEN



H
M
F

N-GAGE

ELDER SCROLLS

Game Data



PUBLISHER: Vir2L(r) and TDK
DEV: Vir2L(r) and TDK
GENRE: RPG
PLAYERS: 1
ESRB RATING: T

It seems like role-playing games would be well suited to the N-Gage. A good RPG doesn't rely as much on graphics and concentrate more on gameplay. It's surprising then that there aren't a ton of RPGs available for Nokia's year-old handheld.

Unfortunately, the first big-name RPG release is a little bit lacking. *The Elder Scrolls* is one of the most respected PC RPG series, and with the release of *Morrowind* its appeal has begun to move to consoles as

well. Part of the series' appeal is the first-person perspective. It adds to the immersion of the game, helping to make the game more personal.

The problem is, *Elder Scrolls* suffers from the same problems as most of the N-Gage first-person shooters—it just isn't smooth enough. The control feels floaty and when you start walking it seems like you are pushing a heavy object and need time to really get going.

Beyond that the game itself isn't too bad. *Elder Scrolls* features plenty of depth in the character creation, allowing for deep customization. Most of the classic *Elder Scrolls* character classes and races are present. Players can choose to be a Redguard Nightblade or a Wood Elf Assassin, or any number of other specific characters.

Piles of weapons and monsters await those who can get used to the controls, as characters level-up through more than a dozen outdoor and dungeon stages.

Really, this game isn't a terrible first effort. The graphics and sounds are good and the story is engaging. With tighter controls the game could have scored at least two-points higher.

>> **Marc Camron**

Pocket Score

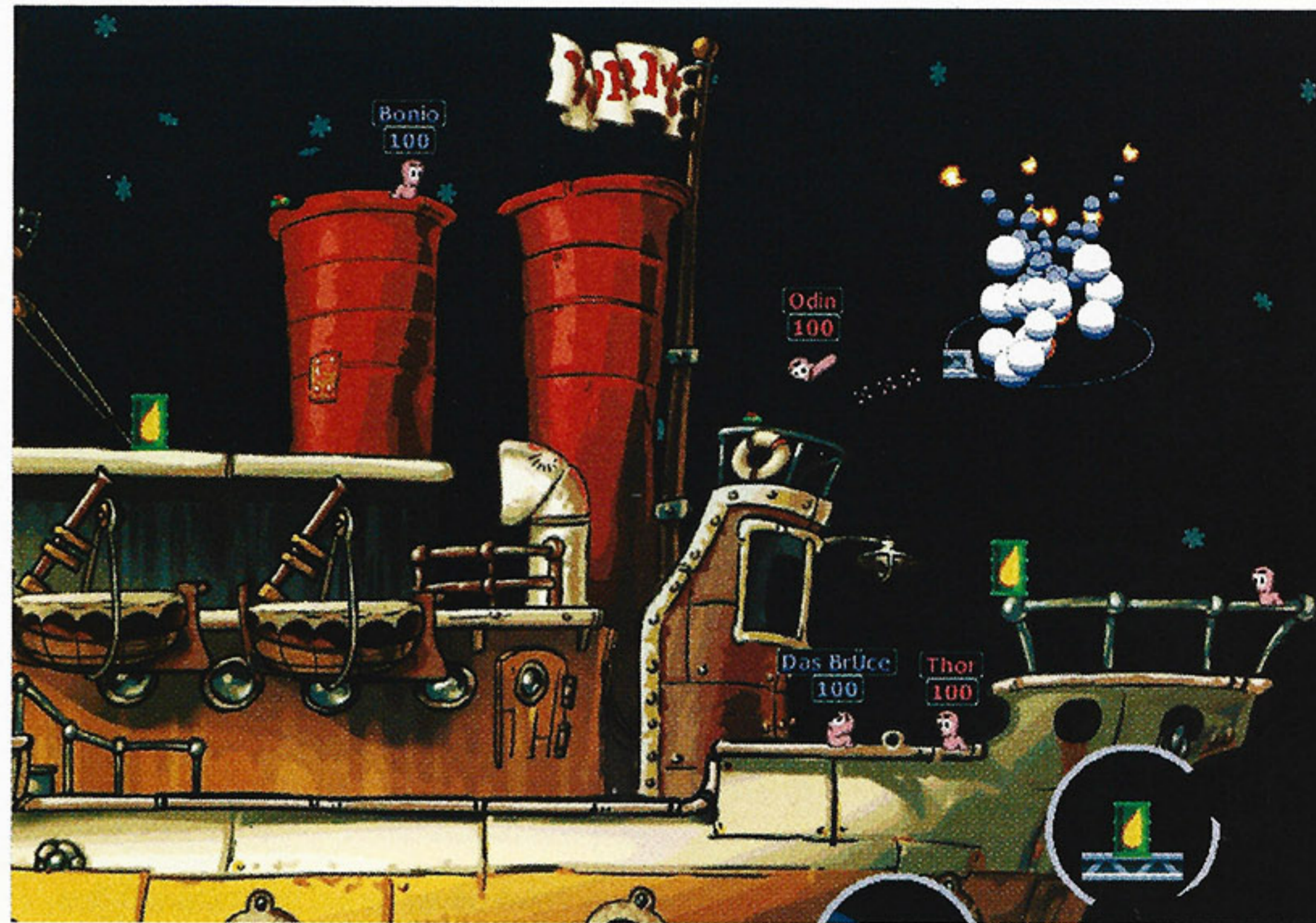


GRAPHICS: Pretty nice graphics, particularly the monsters and varied environments. Very nice detail.
GAMEPLAY: This is where the game really lacks. The controls are just too loose.
SOUND: Not a bad variety of tunage. The soundtrack keeps with the fantasy setting.

6.5
OUT OF TEN

N-GAGE

Worms World Party



Game Data



PUBLISHER: THQ
DEV: Paragon 5
GENRE: Action
PLAYERS: 1-4
ESRB RATING: E

There is something about controlling a bunch of invertebrates with heavy artillery that's just cool. Little wormie dudes firing at each other, blowing each other up, causing oodles of diminutive destruction – it doesn't get much better than that.

The N-Gage version of *Worms World Party* isn't particularly different than any of the other versions that came before it. *Worms* is a turn-based strategy title, where players control teams of worms in a battle to squash each other in spectacular ways.

Those who have never experienced the *Worms* wackiness, will be in for a pleasant surprise. These titles are infused with humor and every time you hear one of the worms cry out in pain, you will chuckle and be disturbed with yourself.

What really makes the *Worms* games so appealing is the easy pick-up and play and easy learning curve. *WWP* comes with a decent tutorial that should get gamers going, and the single-player game will provide plenty of practice for what's really important—multi-player!

The N-Gage version of the game support two-player Bluetooth play and four-player matches over the N-Gage Arena. Compete in online tournaments and take advantage of the exclusive N-Gage matchmaking service that will pit you against other players of your same skill. And being a turn-based game, *WWP* plays perfectly online, since there is no lag.

Worms World Party provides a perfect blend of strategy and action gaming and a great introduction to the N-Gage Arena. >> **Marc Camron**



Pocket Score

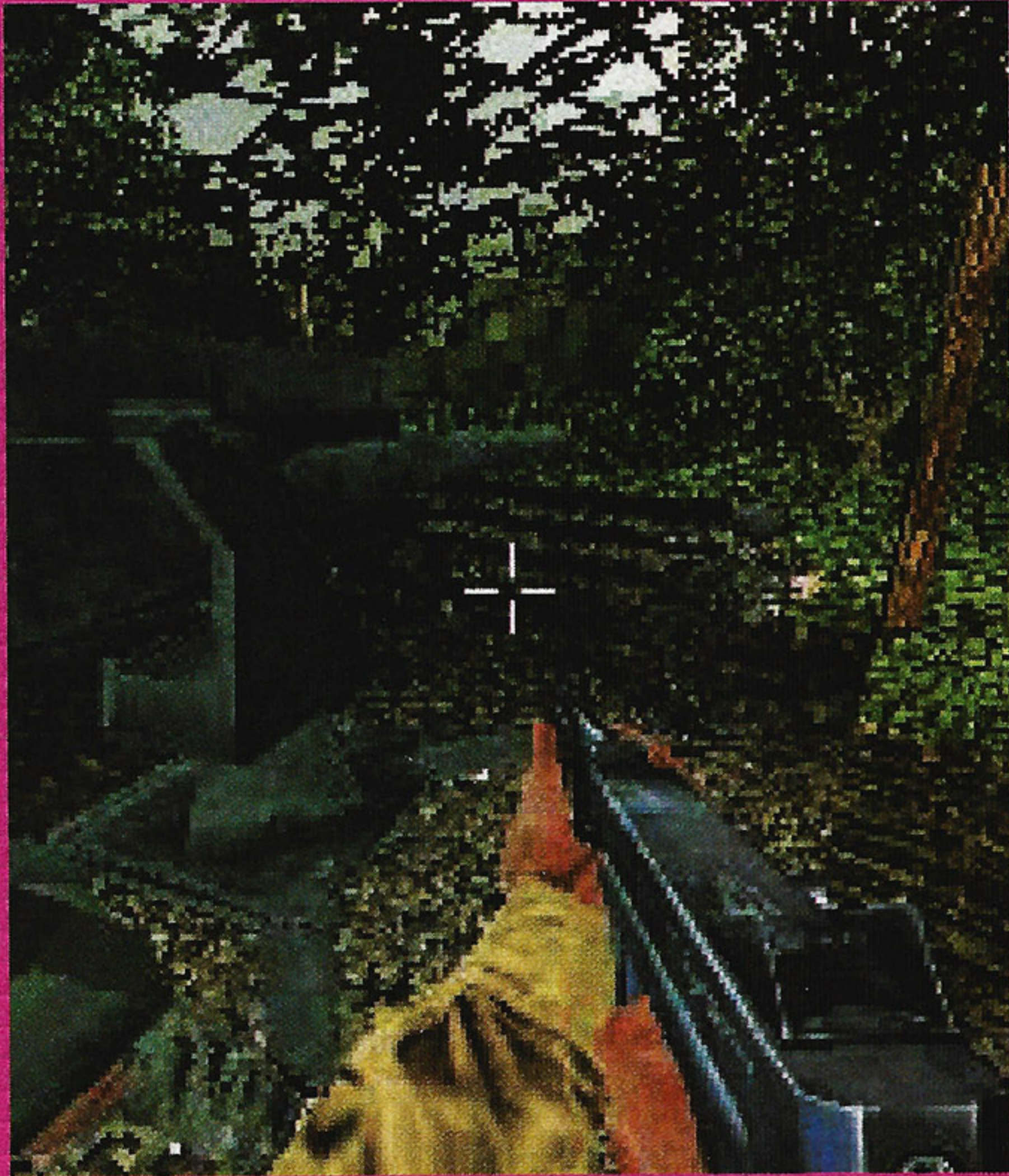


GRAPHICS: Bright, colorful and cartoony.
GAMEPLAY: Easy to control *WWP* has a gentle learning curve.
SOUND: Very good soundtrack and great little worm voices crying out in horror and pain.
OVERALL: Although there is nothing new here, *Worms World Party* is still one of those games that will suck away your time.

9.0
OUT OF TEN

N-GAGE

CALL OF DUTY



N-GAGE

Requiem of Hell

Pocket Data

PUBLISHER: Nokia
DEV: Digital Red
GENRE: Action/RPG
PLAYERS: 1
ESRB RATING: M
RELEASE: Out Now

Requiem of Hell hooked me about five minutes in when I discovered the hero was a resurrected corpse. The game style is reminiscent of *Diablo/Baldur's Gate: Dark Alliance/X-Men Legends*, etc. It seems that these types of action/RPGs are coming out of the woodwork lately, and most of them are pretty good.

Requiem features smooth gameplay from a familiar isometric perspective. Because it was designed specifically for the N-Gage, it controls quite well and doesn't seem awkward on the system's vertical screen.

Players can choose to resurrect either Troy or Linda, two heroes perfectly suited to fight all of Hell's minions. Plenty of weapons and magic are at your disposal, and you'll need all of the power you can muster to traverse the large, randomly generated areas.

Both the graphics and the sounds are good but not exceptional. The small screen combined with the small isometric characters causes the game to sacrifice detail for scope. To be fair, if the game zoomed in closer, you wouldn't be able to scope the surrounding environment as needed.

Where *Requiem* really shows its stuff is in the gameplay. The controls are intuitive and well thought out, although it would have been nice to move conversations along with something other than the action key. When conversation starts immediately after a battle it's really easy to accidentally scroll through the first screen.

Also worth noting is the two-player Bluetooth support, perfect for those who want to hack-and-slash with a friend.

Requiem of Hell is a good game that fills a needed niche. Action/RPG fans should have some fun taking this one on the road. >>**Marc Camron**

QUICK TIP!

>> As you hack your way through enemies, you will build-up your defensive magic. Make sure to save this for when you get surrounded.

Pocket Data

PUBLISHER: Activision
DEV: Activision
GENRE: Shooter
PLAYERS: 1
ESRB RATING: T
RELEASE: Out Now

When the N-Gage first came out, most game critics responded with amusement. The original system design was awkward and the games were mediocre to poor. Now, with the new QD system and the second generation of games hitting stores, it looks like everyone who laughed is starting to eat their words.

Call of Duty is a perfect example of how far N-Gage games

have come. As a huge fan of the PC version, I was really skeptical about the N-Gage version. Additionally, of all the previous N-Gage games, the shooters have been the weakest. Fortunately, Activision has proven they can master any system.

Like the PC and console counterparts, the N-Gage *Call of Duty* allows players to tackle missions from three different countries: The United States, Great Britain and Russia. Each mission takes place in the context of a famous battle, though the characters you play are more of the generic "grunt" variety.

The 11 missions take place in locations as diverse as Normandy and Stalingrad, and each features weapons authentic to the each nation's military.

To solidify the excellent package is the support of Bluetooth for up to four players, as well as the N-Gage Arena for downloadable content.

Call of Duty is one of the best games released on for the N-Gage system and really shows what the little smart-phone is capable of. Absolutely put this on your list to Santa! >>**Marc Camron**

Pocket Score

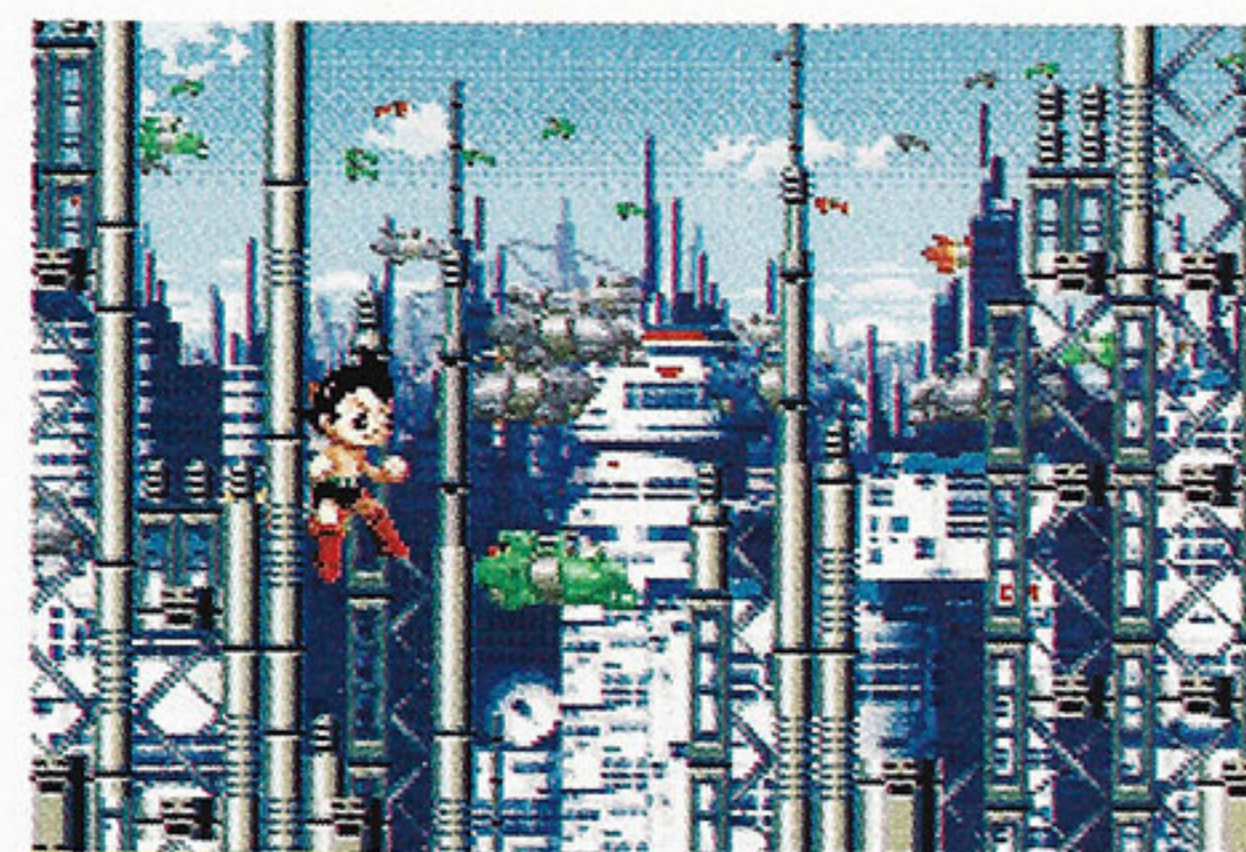
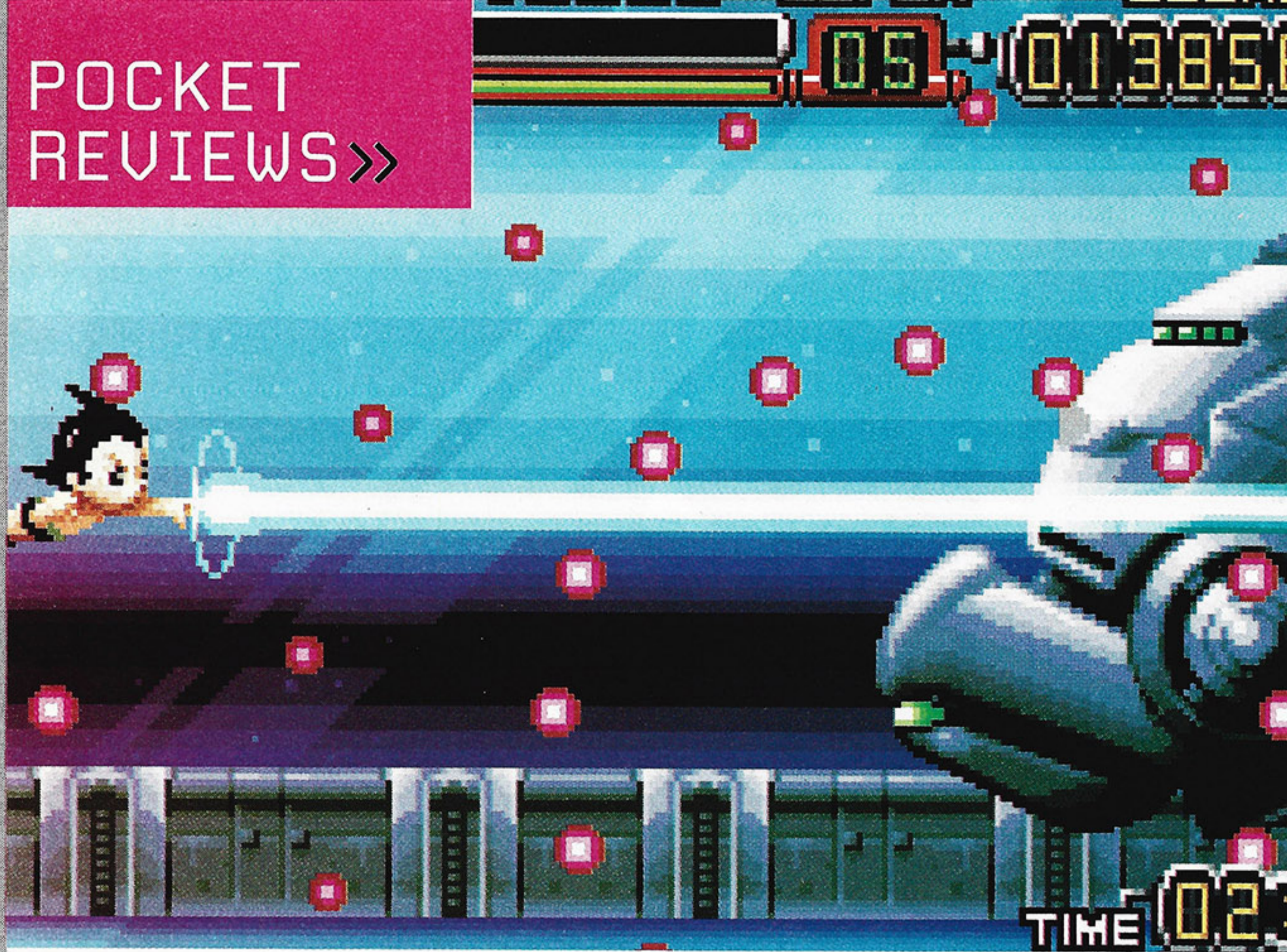
GRAPHICS: Compared to other N-Gage shooters, this game looks like *Doom 3*!
GAMEPLAY: This proves the designers of other N-Gage shooters had no excuse. This game is fun!
SOUND: Competent, but certainly not the revolutionary soundtracks of the PC version.

9.0
OUT OF TEN

Pocket Score

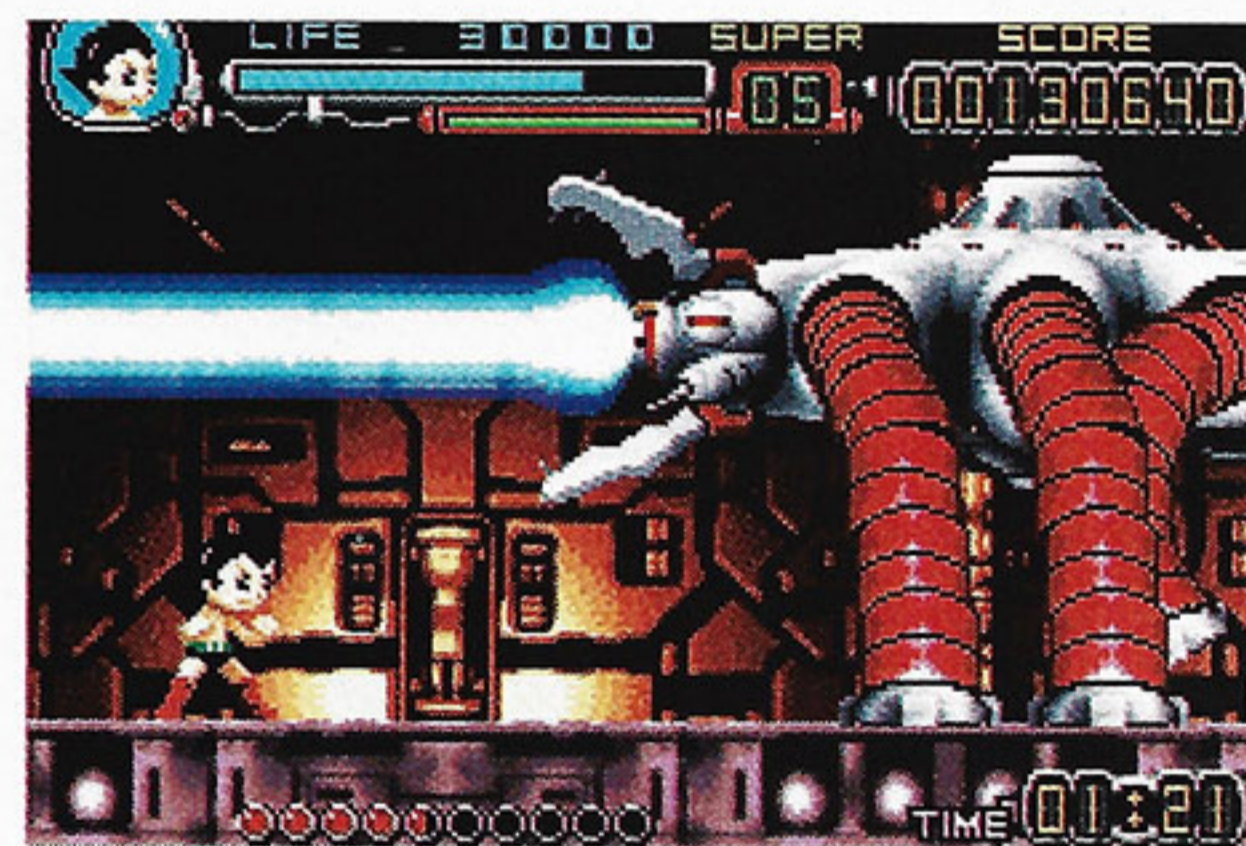
GRAPHICS: Not as crisp and detailed as some of the newer games, but still decent.
GAMEPLAY: Gameplay is good. The developers have a good grasp of the system's strengths and limitations.
SOUND: Mostly the music is generic fantasy tunes for a not-quite-so-generic fantasy game.

7.5
OUT OF TEN



**QUICK
TIP!**

>> After you beat Death Mask and Garon and watch the "real" ending, let the credits roll. After "The End" appears, wait 30 seconds and a bonus scene will appear.



GBA

Astro Boy: Omega Factor

>>BIG LASERS, BIG BOSSES, BIG ACTION, BIG FUN

Game Data



PUBLISHER: Sega
DEV: Treasure
GENRE: Action
PLAYERS: 1
ESRB RATING: E

Astro Boy: Omega Factor is, hands down, one of GBA's best action games. So what if it is based on a kids' cartoon—wanna make something of it?

Treasure developed it, the same people responsible for a dozen classic action romps, including *Gunstar Heroes*, *Ikaruga*, and *Sin & Punishment*. Like those games, *Omega Factor* contains a healthy assortment of "actiony"

goodies, including dozens of gigantic bosses, a decent selection of mid-air flying stages, and level after level (43 in all) loaded with gun-toting goons.

Right in the middle is *Astro Boy*, a cute boy-robot who can beat the tar out of thugs with his karate punches or blast away using his finger laser, machine gun, and arm cannon attacks.

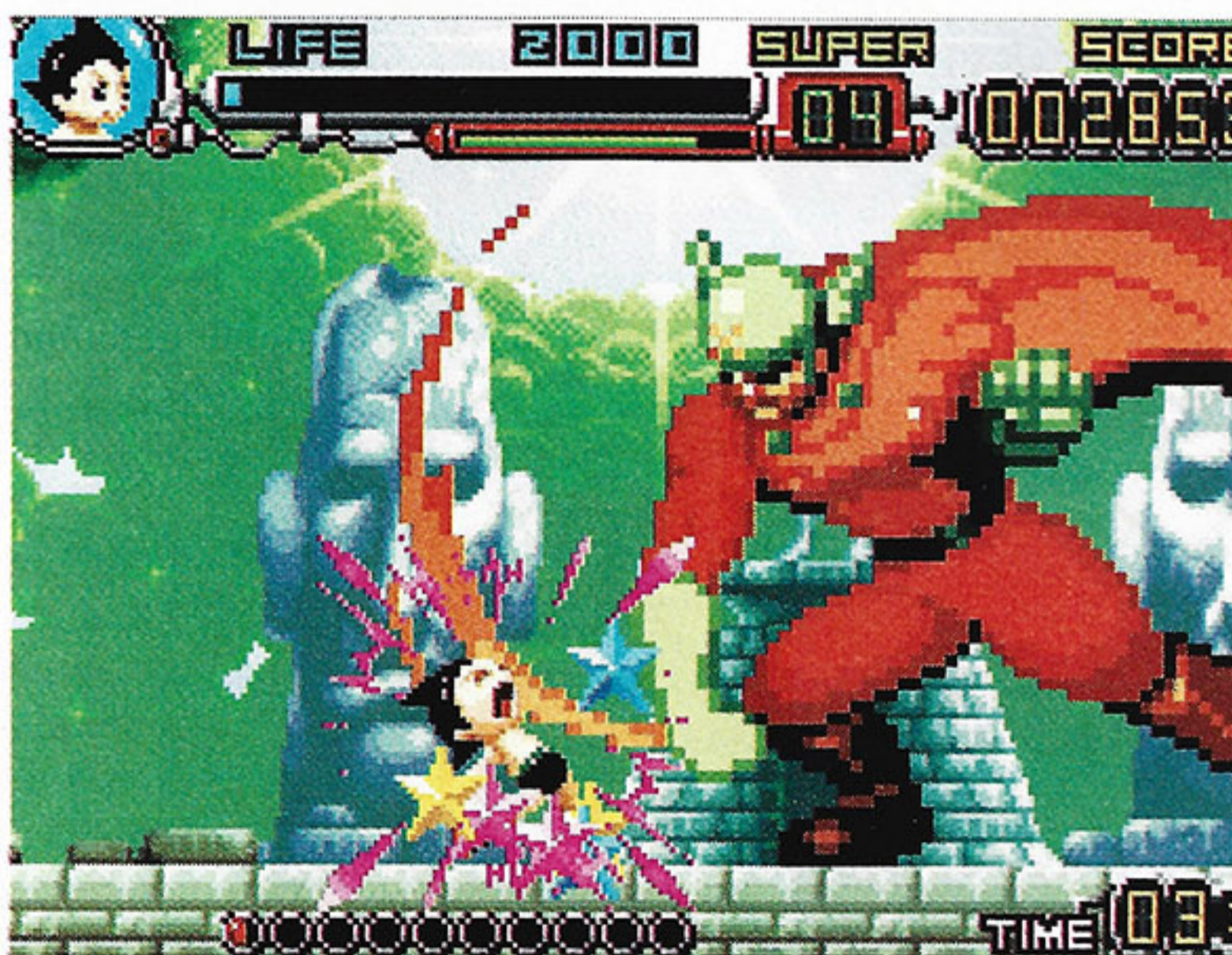
Throughout the game, CPU characters will give players points that can be spent to upgrade Astro's abilities (health, thrusters, lasers, machine guns, and sensors).

Those upgrades also make Astro's attacks more "visually elaborate," which is a good phrase to describe how this side-scrolling masterpiece looks. Multiple background layers give the 2D backdrops a 3D-ish sense of depth, and hardly a moment goes by when you don't see some sort of neat visual effect in use, such as scrolling clouds, day-to-night color changes, or character scaling (meaning you'll run into puffed up or miniaturized variations

of normal enemies).

And the bosses—woah—these behemoths overflow the screen and carry a rather bizarre assortment of weapons. Ever see a man in a cape summon dolphins and whales to do his dirty work? That's the kind of craziness that awaits you in *Astro Boy: Omega Factor*.

The bottom line: This game is fast-paced, good looking, fun to play, and challenging enough to keep you coming back for more. It just doesn't get better than this. >>**Frank Provo**



Most normal enemies are standard size, but you'll also run into inflated versions of regular enemies as well.

Pocket Score



GRAPHICS:

Everything the GBA can do graphically, this game does.

GAMEPLAY: The limits placed on Astro's finger laser, arm cannon, and machine gun attacks are fairly kind, so feel free to fire away.

SOUND: Hats off for the old *Gunstar Heroes* theme at the end.

OVERALL: It's fast-paced, good looking, fun to play, and challenging.

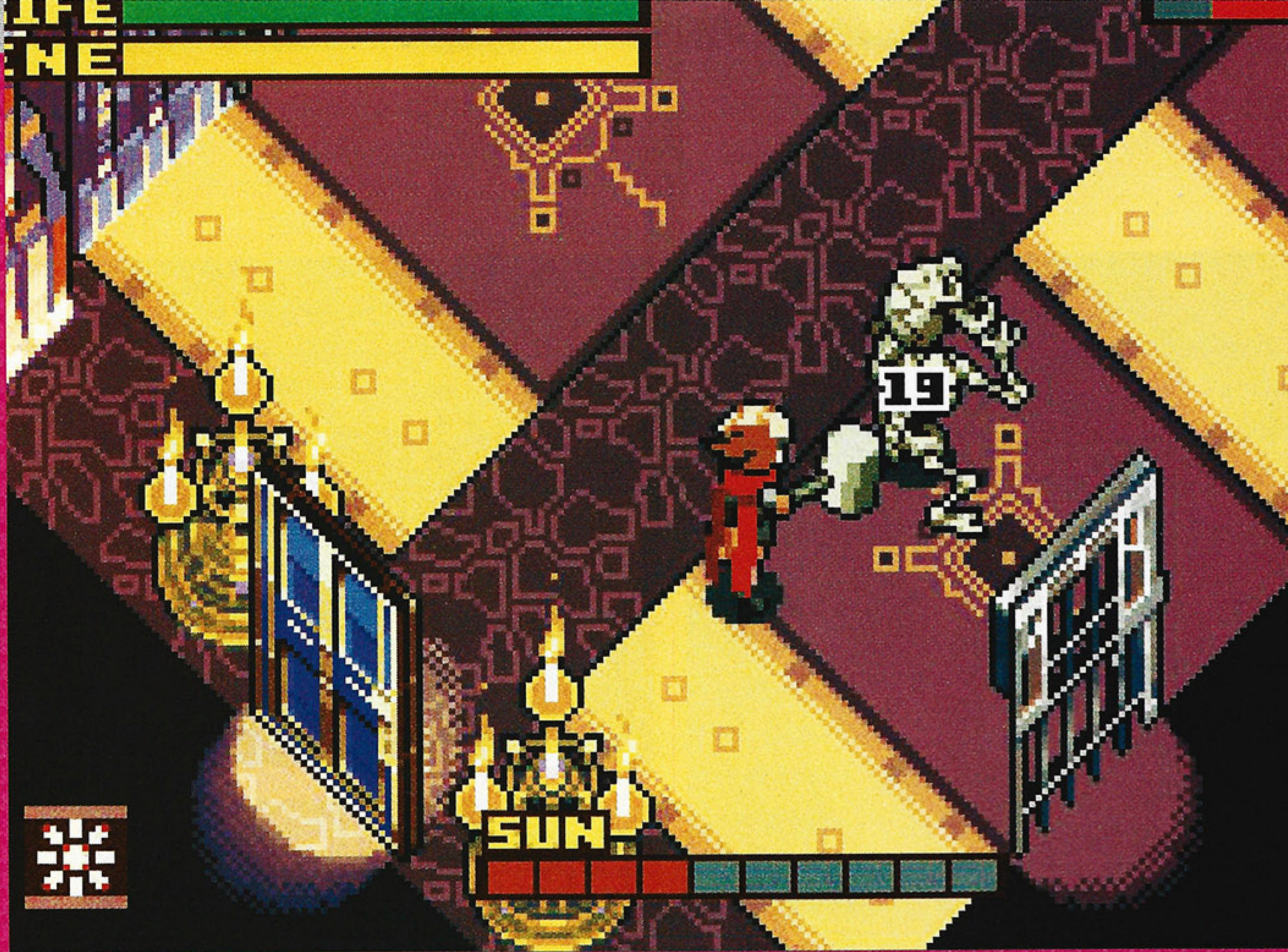
10

OUT OF TEN

"VISUALLY ELABORATE" IS A GOOD WAY TO DESCRIBE HOW THIS SIDE-SCROLLING MASTERPIECE LOOKS.

Yes. Robots like you are needed for the future of humanity.





Cheyenne:
"Hi there, Django."
Shop Talk [Link Shop]

The RPG elements in *Boktai 2* include different kinds of equipment, including armor. You can even forge different kinds of weapons together for some unexpected effects.



• CHAIN MAIL @BACK
Durability: 20 Weight: 15 Arr

QUICK
TIP!

>> Unlike most games, multiplayer isn't just a diversion-- battling your friends earns money that can be spent in single-player mode.

Make sunlight hit the Solar Sensor on the Game Pak & you can enjoy many effects in BOKTAI2.



GBA

BOKTAI 2

>> KONAMI BRINGS A GREAT ADVENTURE SEQUEL TO THE GBA

Game Data



PUBLISHER: Konami
DEV: Konami
GENRE: Action RPG
PLAYERS: 1-4
ESRB RATING: E

A sunlight sensor sounds like a gimmick, but thanks to the creative design of *Boktai 2*, you'll be hoping every day has clear skies. Building on last year's original *Boktai*, the sequel introduces more variety and more interesting uses for natural light.

The action begins with the theft of the Gun de Sol, Django's vampire-killing weapon. Now he uses a number of

melee weapons powered by a solar gauntlet, weapons he can forge together in a special mini-game. You'll switch between slow, powerful hammers and quick spears, and switching is easy thanks to a clever interface.

The combat is usually secondary to the intricate puzzles, which involve a lot of blocks and a little bit of sunshine. Don't worry if your neighborhood is overcast, as sunlight is only sometimes required, and always with a creative reason.

Outdoor environments change based on the real-time clock, and light filters through cracks and windows to illuminate items and puzzles indoors. Dragging the coffin of a defeated boss back through a dungeon adds another challenge to the puzzles.

This all takes place in a more Western-themed world than the original, with new music and characters to match. A number of RPG elements have been added, with Django gaining experience points and steadily building attributes, along with

the weapon forging.

Sometimes *Boktai 2* is more than the GBA can handle, with complex dungeons resulting in some serious slowdown. It would also be nice if Django could pull blocks as well as push them. But with wireless multiplayer support and password connectivity to the original *Boktai*, this sequel is an innovative adventure that more gamers should get outside and try. >> **Ed McGlothlin**



Wanna buy a coffin? Trade in your old one first though."

>> YOU'LL BE HOPING
EVERY DAY HAS
CLEAR SKIES.>>

Pocket Score



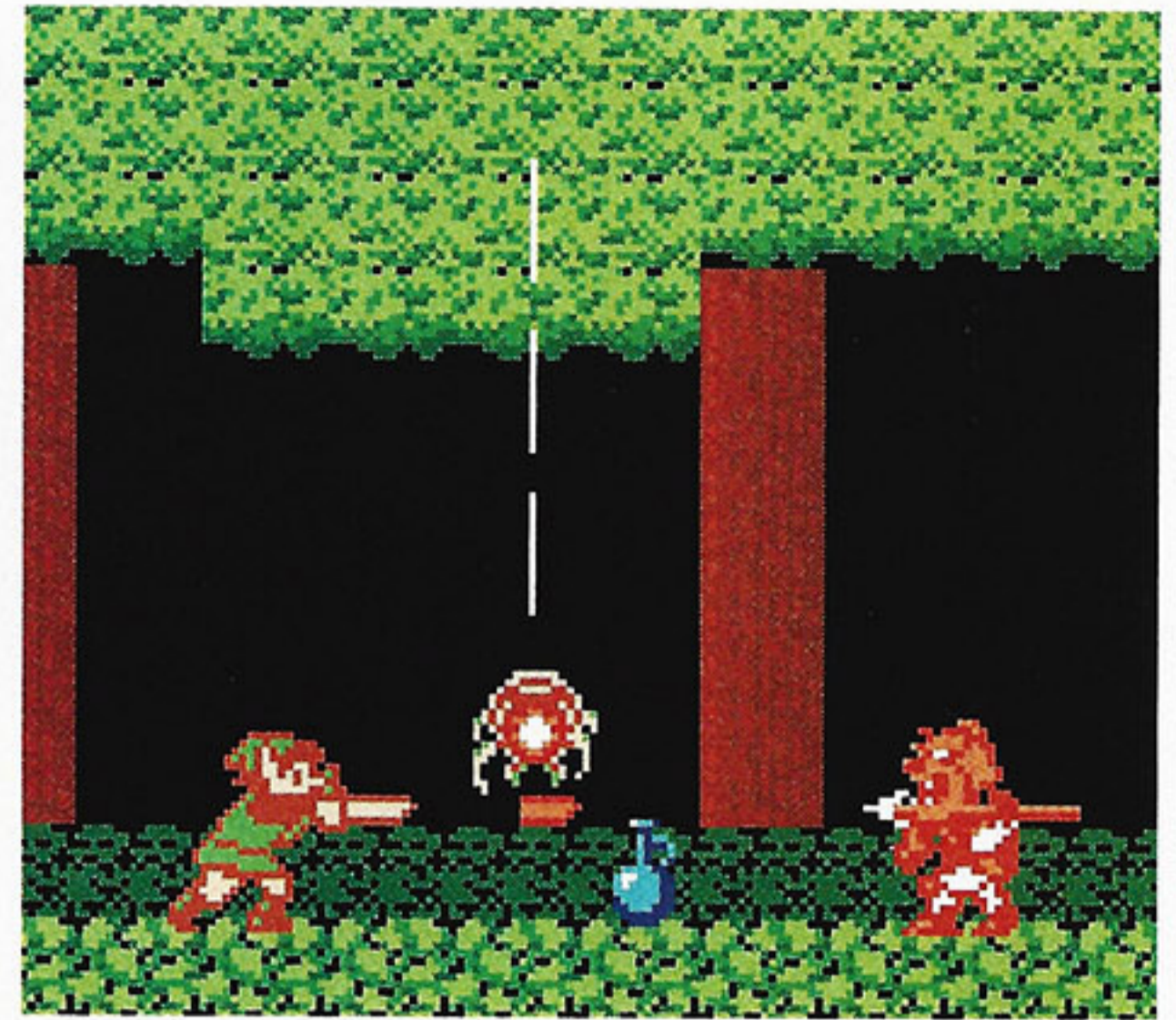
GRAPHICS: The Western setting gives a new twist to what was already one of the best drawn and animated GBA titles.

GAMEPLAY: Varied and creative uses of sunlight, plus new weapons and abilities.

SOUND: The perfect soundtrack for killing vampires.

OVERALL: A sunny dose of originality with more RPG and Western elements.

8.5
OUT OF TEN



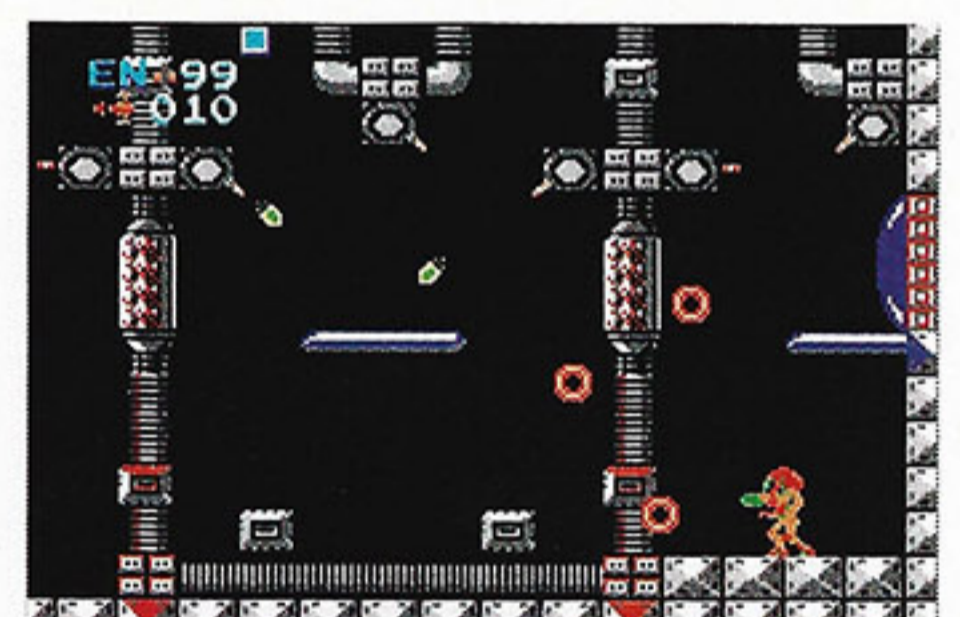
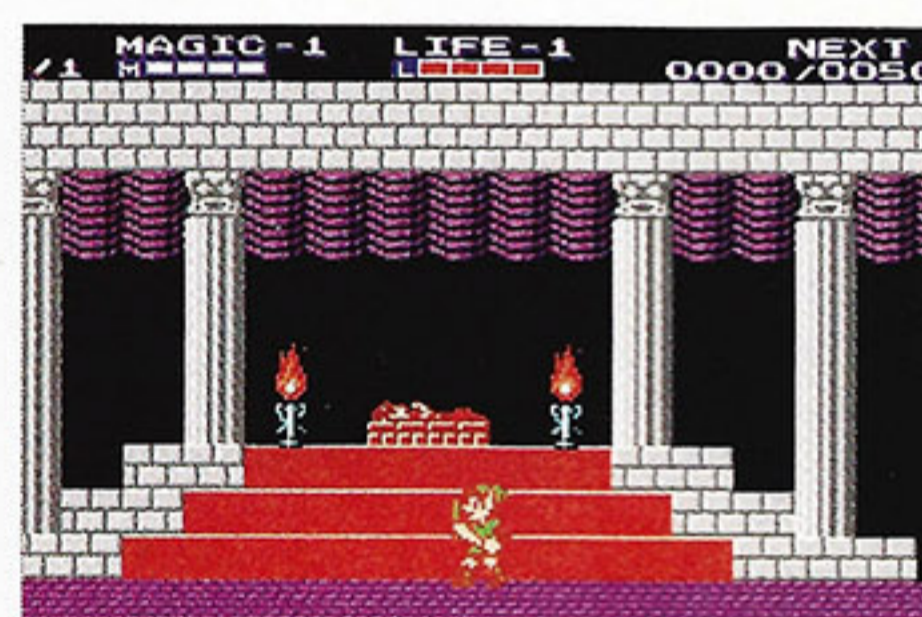
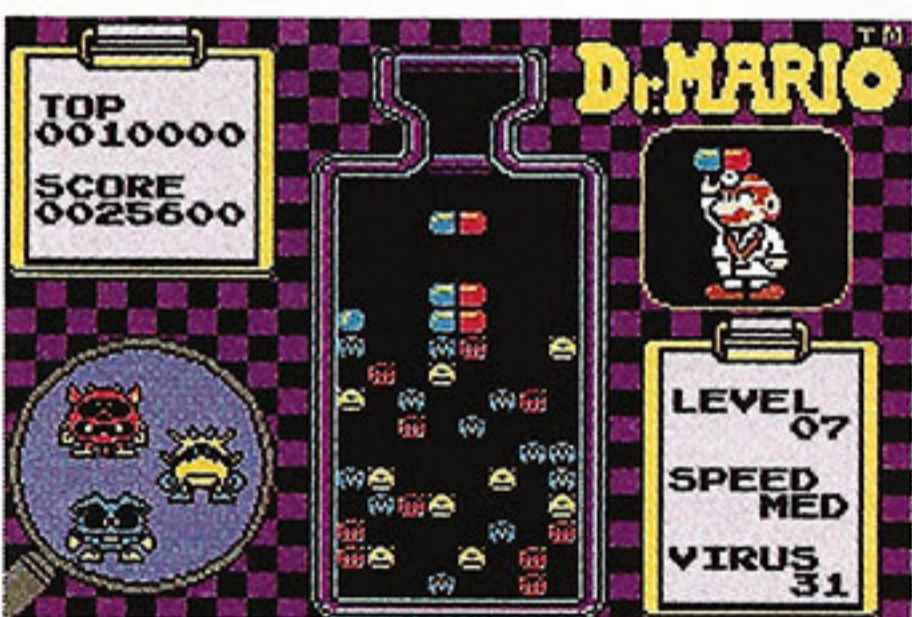
**QUICK
TIP!**

>> Just like you could on the original NES Metroid, entering **JUSTIN BAILEY** in the Password Screen will put you in Norfair with bonus weapons and loot!

GBA

Classic NES Compilation

>>FOUR MORE GAMES FOR THOSE WISHING TO KICK IT OLD SCHOOL



OK, the graphics may be ugly, but these classics are still worth taking a look at for the engaging gameplay if nothing else.

Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Varies
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

On one hand, Nintendo is doing a fantastic job allowing fans to experience some of the classic original NES titles. These games, while being a bit basic by today's standards, represent some of the best game design ever.

On the other hand, it would be nice if they would give fans a little more variety and little less of the same.

This is the second series of Classic NES games released for the GBA at the bargain price of \$19.95. That is a bargain if you don't already own these games in one form or another. The four titles this time around are *Metroid*, *Castlevania*, *Zelda II: The Adventure of Link* and *Dr. Mario*. All great games.

Metroid: The original that started the series and introduced the

world to Samus, the coolest bounty hunter in the universe not swimming in a sarlac's belly. And there are few video game moments with as much impact as the first time you beat the game and find out Samus is a woman.

Metroid is also the most useless release of the group. *Metroid Zero* contains a complete unlockable version of the game, so why spend the extra 20 bucks? Unless you're an obsessive fan-boy collector...like me. (Curse you Nintendo!)

Castlevania: In contrast to *Metroid*, this is probably the best inclusion in the classic games series. Sure, millions of players have experienced the three amazing GBA *Castlevania* titles but many have never played the original. Now they can find out why the series is so revered.

Zelda II: The Adventure of Link: The second *Zelda* game gets no respect, mostly because of the changed perspective from the first game. But it is still a great little adventure, and one fans should experience. Of course, those who preordered *Wind Waker*, already got a copy with their bonus disc.

Dr. Mario: It's like *Tetris* with pills! This game actually got criticized because it encourages kids to play with drugs. Of course, you don't actually swallow the drugs, you just drop 'em in a bottle to kill the free-range viruses. Still, *Dr. Mario* is a great game for one or two players, especially puzzle game fans.

Hopefully, this won't be the last collection. *Rad Racer*, *Battletoads*, *Super Mario Brothers: The Lost Levels*, *Double Dragon*, the first two *Mega Man* games, and many more games could make great collections as well. >>Marc Camron

Pocket Score

GRAPHICS: These are re-released 8-bit NES games. You aren't playing these for the graphics.

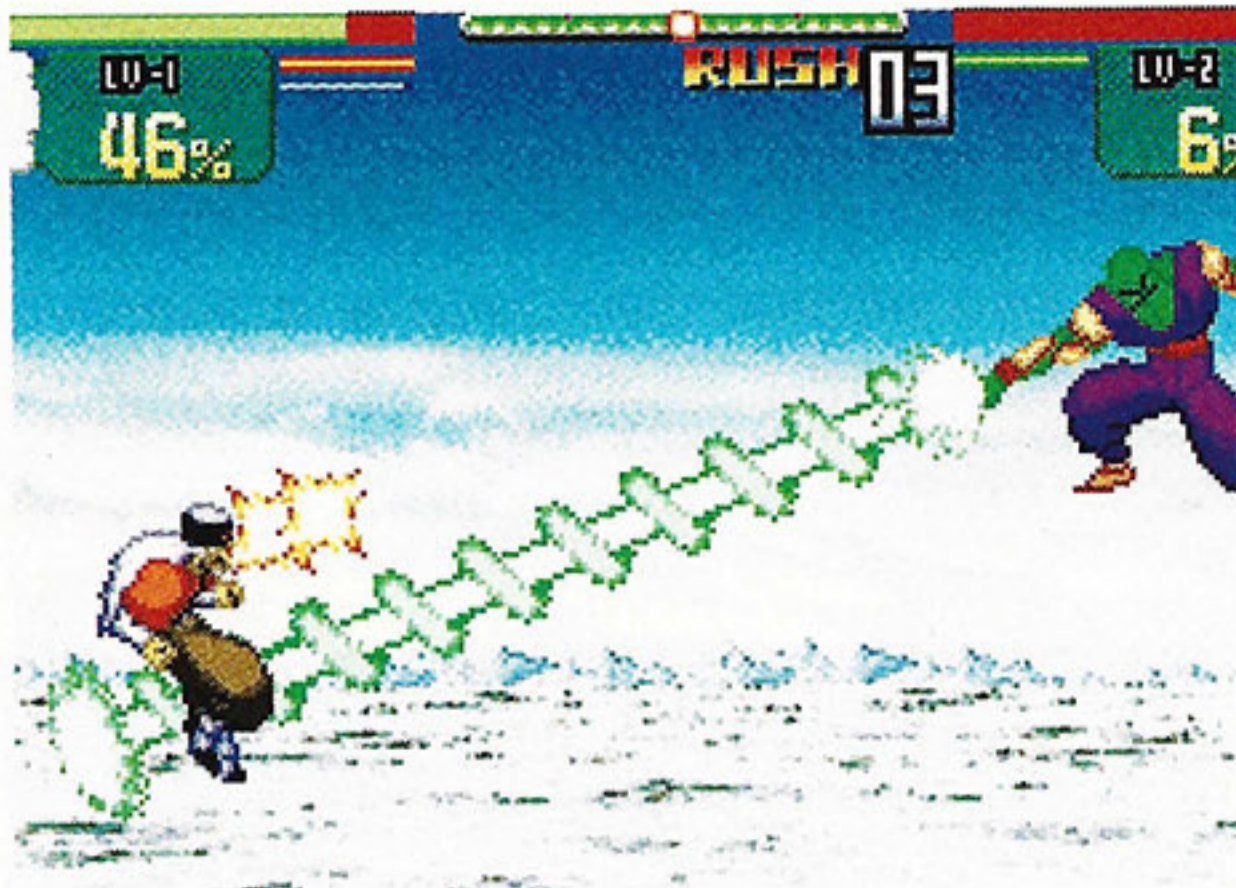
GAMEPLAY: The one thing all of these games have in common is great gameplay.

SOUND: You aren't playing these for the sound, that's for sure.

OVERALL: These are fantastic additions to the Classic NES collection, even though they are a little common.

Metroid	9.0
Castlevania	9.0
Zelda II	7.0
Dr. Mario	8.0
OUT OF TEN	

>>NINTENDO IS DOING A GREAT JOB LETTING FANS EXPERIENCE CLASSIC ORIGINAL NES TITLES. >>



**QUICK
TIP!**

>> Complete story mode without losing a match with certain characters, and you'll square off in a final match against that character's arch-enemy.

GBA

DRAGON BALL Z: SUPERSONIC WARRIORS

>> FINALLY, A DBZ FIGHTING GAME THAT'S FUN TO PLAY

Pocket
Score

GRAPHICS: The characters and attacks look JUST like they do on the show.
GAMEPLAY: Most of the punching and kicking happens in mid-air. Charging up ki allows you to fire off massive ki blasts.
SOUND: Whoever did the snoozy music needs a Kamehameha to the nose.
OVERALL: It definitely captures the aggression and quirkiness of the show.

7.5
OUT OF TEN

**Game
Data**



PUBLISHER: Atari
DEV: Banpresto
GENRE: Fighting
PLAYERS: 1-2
ESRB RATING: T

Take a 2D beat 'em up like *Street Fighter*, swap-in the Dragon Ball'ers, and incorporate massive screen-filling energy blasts, and what you end up with is *Dragon Ball Z: Supersonic Warriors*.

The character lineup includes 13 familiar faces, including "A" list celebs like Goku, Gohan, Cell, and

Vegeta, and some "B" grade chumps like Dr. Gero, Majin Buu, and Gotenks.

Roughly two-thirds of the characters have unlockable super-Saiyajin forms as well. The solo play modes (story, challenge, team battle, and free battle) provide plenty of replay, but the linked-vs. mode is the real surprise. Besides the usual one-on-one matches, it also lets two players fight against one another with a teams of up to three fighters per side.

Team fighting works on a tag system, much like it does in Capcom's vs. fighting games—you can switch characters on the fly by tapping the L button.

It doesn't take long to go from newbie to master Z-fighter. The A and B buttons are used to perform heavy and light attacks, and to block as well.

Sounds strange, but it's really not. If an opponent takes a swing at you or sends a ki blast your way, then the buttons will make your character block or repel the incoming attack.

Momentum and ki meters let you build up power for special

attacks and super throws (which toss your opponent completely off the screen). Each fighter has different attacks depending on whether they're on the ground, in midair, next to, or directly above or below an opponent. That's right—you're not limited to fighting on the ground. Using the d-pad, you can pretty much fly anywhere you want.

It's eerie how much this game looks and sounds like the TV show. The backdrops look like the battle sites from episodes like Cell Games or Namek's Explosion, and the Z-fighters use the same massive attacks they have on TV—including the big bang, cosmic crush, and kamehameha.

What all this jibba-jabba means is that this is the portable fighting game that Dragon Ball fans have been wanting for the longest time.

If you're a fan of the show, this is a game you'll want to pick up for sure. >> **Frank Provo**

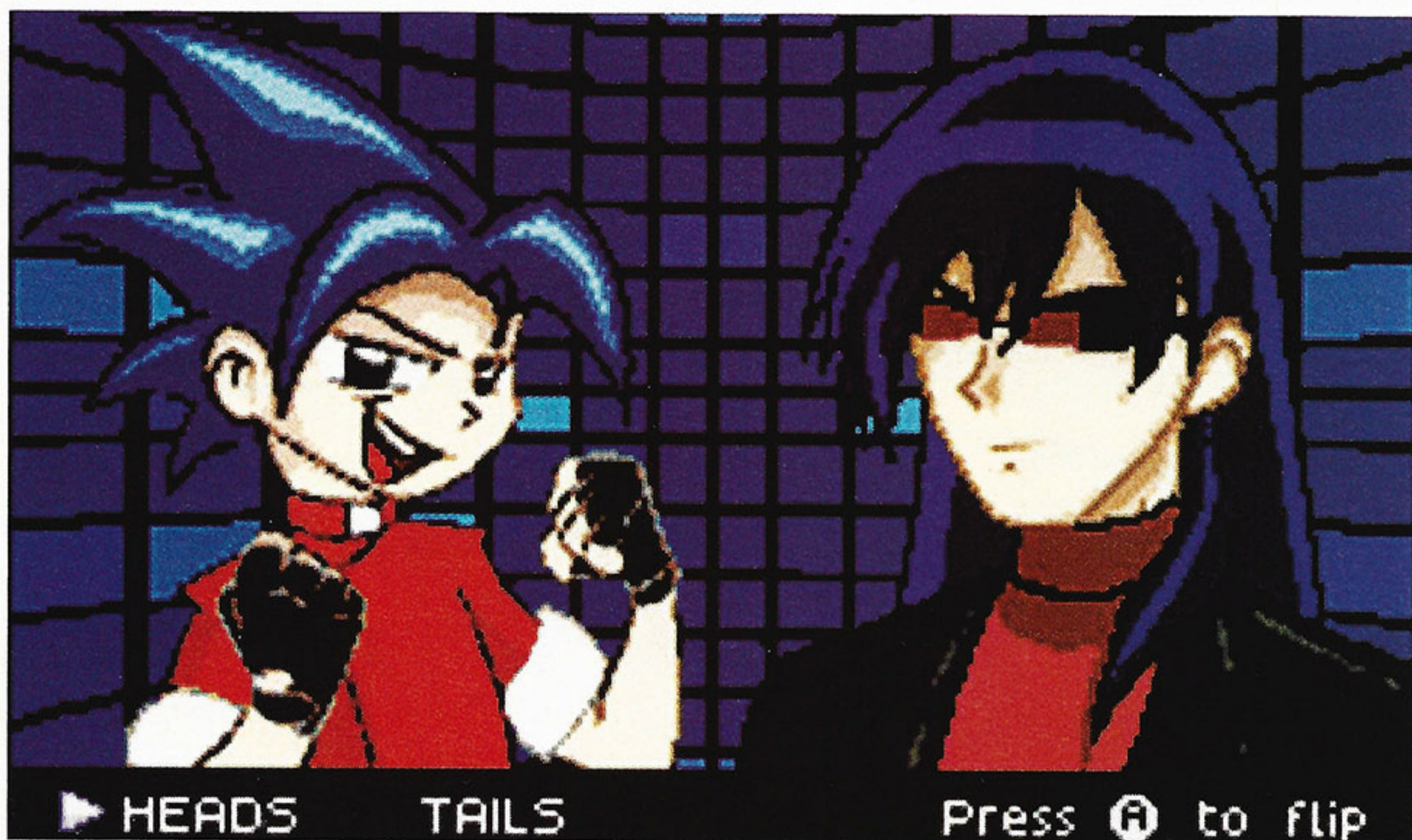


>> IT'S EERIE HOW MUCH THIS GAME LOOKS AND SOUNDS LIKE THE TV SHOW..>>

GBA

Duel Masters: KS

>>DOES THE WORLD NEED ANOTHER CARD GAME? APPARENTLY IT DOES



**MORE,
MORE,
MORE!**

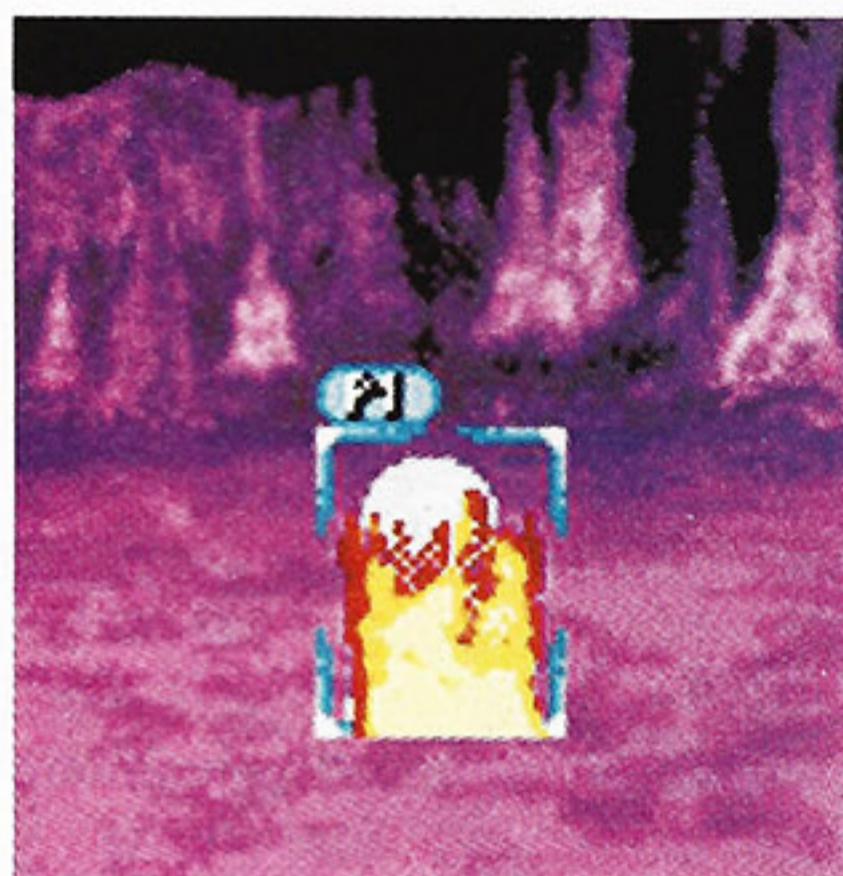
Unlike the slow build-up seen in many card games, *Kaijudo Showdown* gives multiple chances to

get extra cards and get them quickly. The best way to begin earning in bulk is to win friendly duels.

Each victory nets a booster pack with 10 random cards. You can tell which set a pack comes from by what color it is, and each booster set has a fairly wide variety of the 300 overall cards. Once your card roster is decent, you can immediately trade with a variety of other players for rare cards.



This man (above) is bad enough to wear a pink turtleneck, a sport coat, and sunglasses indoors, even.



Pocket Data

PUBLISHER: Atari
DEV: Mystic
GENRE: Card RPG
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

There are only so many different monsters you can put on a card, and so many different spells you can cast on them. But despite the potential for sameness, *Duel Masters: Kaijudo Showdown* avoids feeling stale by combining some of the best aspects of top card games with a few new tactical twists.

Kaijudo is the second game in the *Duel Masters* series, and it expands

significantly on the gameplay basics of the first. *Yu-Gi-Oh!* fans will feel at home among the creatures and their thousands of power points, while Magic and Pokémon Card Game veterans will remember using mana to summon creatures and cast spells.

Where the game makes its mark is through a new way of obtaining mana. No land cards or energy cards are found here, as



you instead pick any of your cards and sacrifice it for production of the same color mana. Picking which card to drop for mana becomes the first strategic decision you make in each game.

The game also sets itself apart with a different set of rules for attacking and blocking—not all creatures can block, and creatures who didn't attack last turn are usually safe from opposing monsters. A player is also protected by five shield cards instead of having hit points.

All these changes make for a relatively fresh experience, if nothing wildly different. The graphics and sound are serviceable, the quest is straightforward, and the smooth in-game interface overcomes some strange load time-like issues. If you haven't burnt out on the idea of card battles, then *Kaijudo Showdown* is a good excuse to start fighting with virtual monsters again. >>**Ed McGlothlin**

Pocket Score

GRAPHICS: Small monster sprites can be too hard to distinguish in battle.

GAMEPLAY: Solid mix of proven card game ideas with major gameplay tweaks.

SOUND: Decent synth quality for a mix of techno-lite songs and dramatic dueling music.

OVERALL: With a smart combination of concepts, DM just may be the best card game yet on the GBA.

8.0
OUT OF TEN

>>...COMBINES SOME OF THE BEST ASPECTS OF TOP CARD GAMES WITH SOME TWISTS...>>



HEY MIKE, YOU DRIVE. I GOTTA GET MY HEAD TOGETHER FOR THIS MEETING WITH THE MAFIA.

POCKET REVIEWS >>

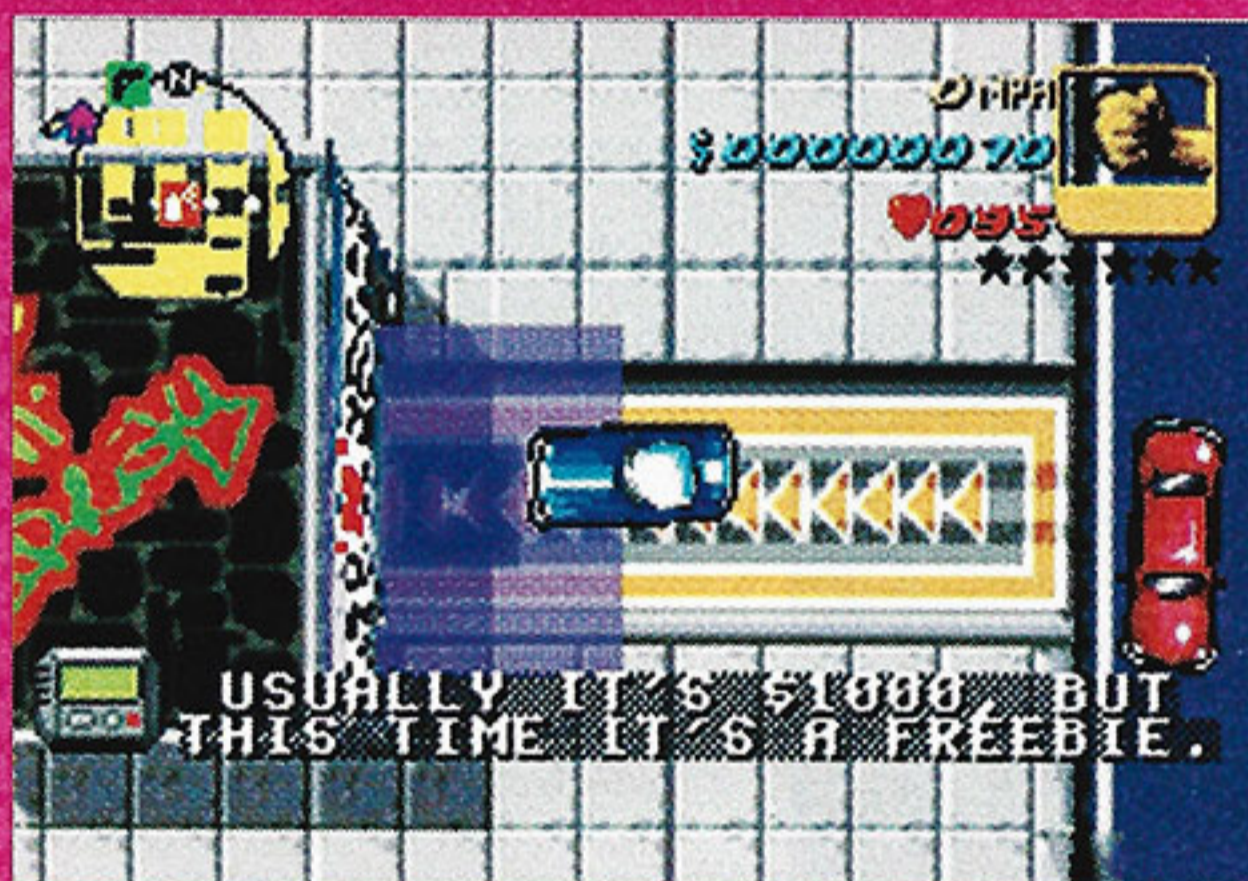


You can sure clear out a basketball game quickly by subbing in your Monster Truck. Brings new meaning to the phrase, "From Downtown."



QUICK TIP!

>> When you unlock free weapons at your hideout, they won't come fully loaded. Enter and exit a few times to collect enough ammo for any serious crime.



GBA

GTA ADVANCE

>>WHAT THE GTA SERIES PLAYED LIKE BEFORE ANYONE KNEW WHAT IT WAS

Game Data



PUBLISHER: Rockstar
DEV: Digital Eclipse
GENRE: Action
PLAYERS: 1
ESRB RATING: M

It may be called *San Andreas*, but the latest PS2 version of *Grand Theft Auto* might as well be *GTA III* for most fans. But long before the PS2, the series came to life on the PC and PlayStation, and this original gameplay returns in *Grand Theft Auto Advance*.

Mixing 2D fundamentals with new features from the 3D versions, *GTA*

Advance does a decent job of bridging the gap between eras. The story takes place in Liberty City, home of *GTA III*, and puts you in the shoes of a reforming thug who is drawn back into the endless gang warfare.

You still travel the streets by jacking cars, and the missions still consist of killing, kidnapping, and chauffeuring your way to the top. After all these years, there's still fun to be had from weaving between cars and dodging the cops. Hitting a cop car here doesn't mean an automatic wanted star, but they are much more persistent when they do chase.

The most welcome additions to the 2D version are the various bonus missions—taxi, ambulance, vigilante and more—that give

you a rest from the uneven story. You can also collect the 100 hidden packages, which give access to weapons at your hideout.

There are a number of serious problems, though. There is no overall city map in the game (just in the box), the camera is usually too close, and the only standard way to save is driving all the way back to your hideout. The music is also very repetitive and assigned by car instead of selectable via radio.

But it's good to have the 2D series updated and portable, even if the experience needs some polish. >>**Ed McGlothlin**



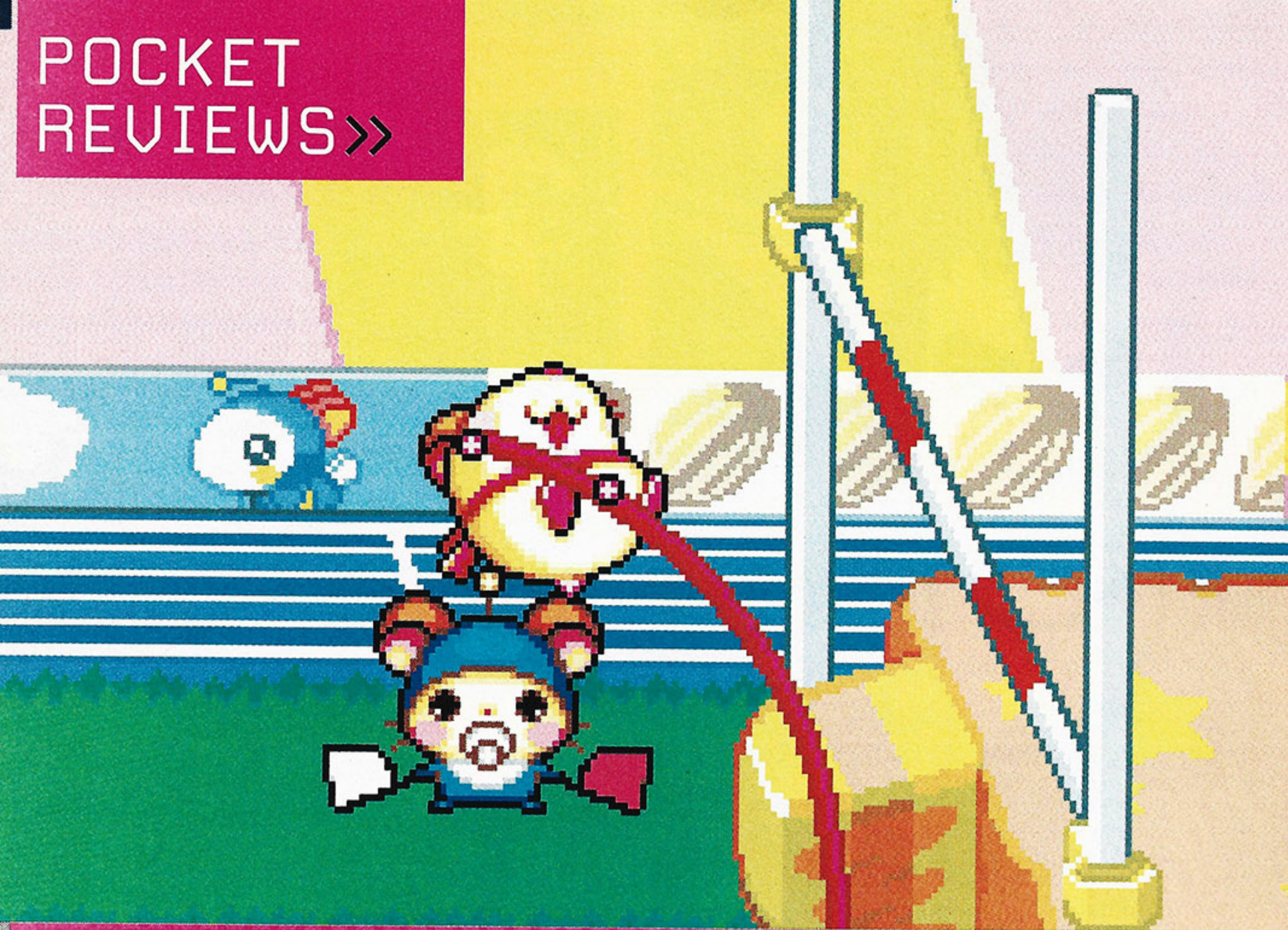
Pocket Score



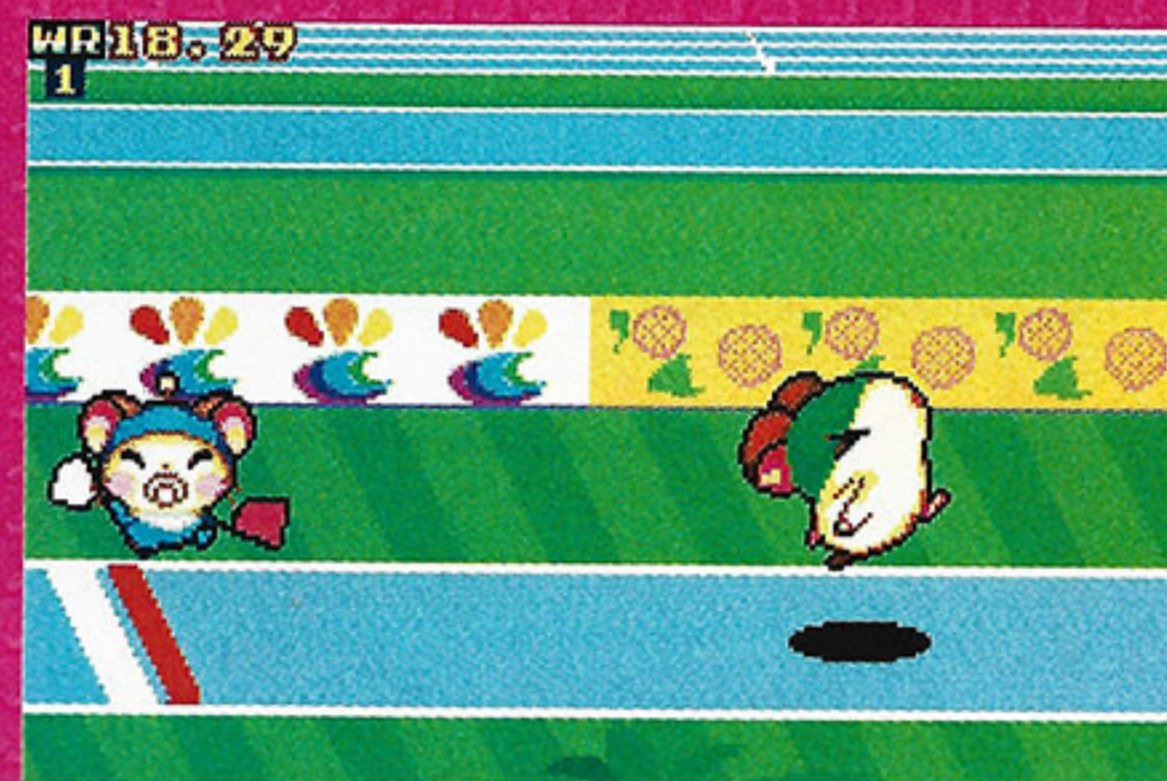
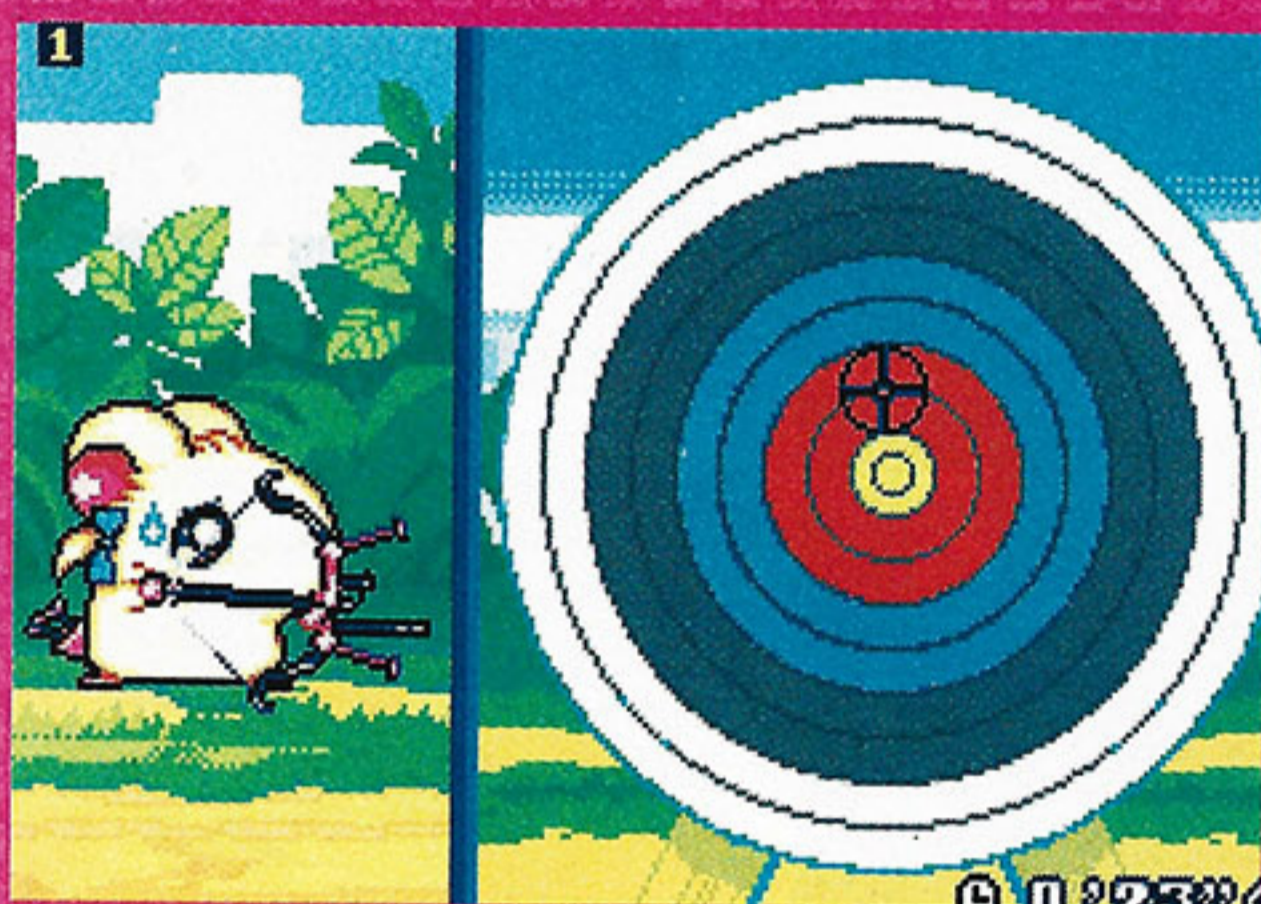
GRAPHICS: Sharp 2D sprites get the job done, but the gigantic font and too-close camera causes problems.
GAMEPLAY: Jacking cars is still a thrill, and there's a good sense of speed.
SOUND: Music is usually terrible, and you'll avoid cars with bad songs.
OVERALL: Can't argue with *GTA* gameplay and bonus missions, but this game could still use tweaking.

8.5
OUT OF TEN

>>...THE ORIGINAL GAMEPLAY RETURNS...>>



A last minute sprint can mean the difference between victory and defeat (above). Pole vault challenge or bondage film blooper? You be the judge (left).



QUICK TIP!

>> Sure, you don't have to constantly visit the stadium, studios or athletes' village. But you should. Searching these areas reveals hidden sunflower seeds.

N-GAGE / GBA

HAMTARO

>>BEWARE - NINTENDO'S LATEST PARTY ANIMAL FAILS TO RUN WILD

Game Data



PUBLISHER: Ham-Ham Games
DEV: Nintendo
GENRE: Action/Arcade
PLAYERS: 1
ESRB RATING: E

Picture the Olympic Games. Now replace athletes with teams of competing rodents. Voila—that's *Hamtaro* in a nutshell.

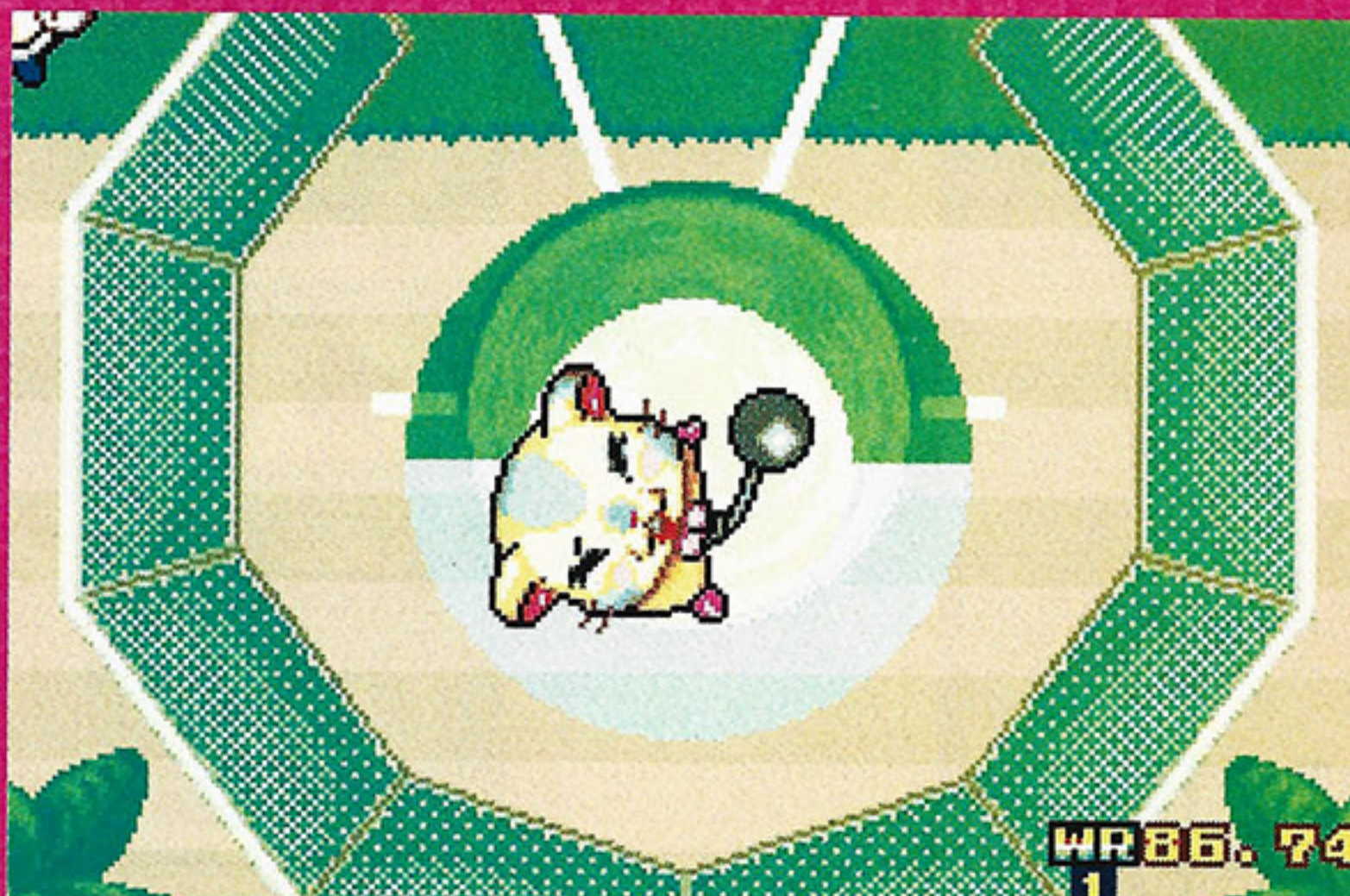
Of course, the concept's much better on paper than it is in execution. Designed for toddlers, the title oversimplifies events, so the average American child can come home bedecked in gold medals their first time out. Feel like running the 100m

dash? Simply slap a button when a stride meter hits its maximum. Got a hankering for tennis? Setting up serves and lobs is as easy as pressing a button. While adorably tame, activities such as diving, hurdle and hammer throw contests lack the intensity from which real replay value's derived.

Kids won't mind, though even they'll be bored by the general dearth of amusements on offer. Between bouts, you can collect sunflower seeds, watch TV or engage in pastimes like purchasing costumes or designing cards which can be traded with friends. Alternately, one can also explore the surrounding

environment, chatting with resident rivals. But despite these gestures, it's obvious the designers cared more about creating a cute cash-in than lasting diversion.

How else to explain the title's inherent oddities? Distinctly Japanese, the cartridge even gives you the option of selecting it as your active language. Wouldn't you know, it's also filled with attractive, colorful creatures who wink and pose for no particular reason. As for the happy-go-lucky synthesized soundtrack, well... you get the idea. Everything said, it's simply a passing diversion for the littlest gamers. Or a fine gag gift. >> **Scott Steinberg**



Pocket Score



GRAPHICS:

Characters and environments all sport an appropriately colorful look.

GAMEPLAY: Overly simple, but sure to satisfy developing minds.

SOUND: Bleeps, bloops and tinkles join together to form an ambiguously cheerful wall of sound.

OVERALL: A mish-mash of mini-games designed for the youngest players in your household.

5.5
OUT OF TEN

>>THIS IS DESIGNED FOR TODDLERS...>>



QUICK
TIP!

>> Hermione has a special ability that raises the amount of experience earned from a battle - don't let one end without using it first.

N-GAGE / GBA

Harry Potter and the Prisoner of Azkaban

>> YOU SAID 'AZKABAN', NOT 'ASS-CABIN', RIGHT?



Experience all the major moments from the Prison of Azkaban story including a battle with an angry plant!

Pocket Data

PUBLISHER: Electronic Arts
DEV: Griptonite Games
GENRE: RPG
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

After five books, three movies, and a half-dozen games, it may be hard to imagine a fresh angle to Harry Potter. But EA and developer Griptonite Games have found one with the latest Potter game for the GBA, taking the world of Hogwarts and making it into an RPG.

It's no surprise that the wizard-friendly genre is a perfect fit for these characters. You guide Harry, Ron and Hermione throughout Hogwarts and surrounding areas, using spells to clear obstacles and defeat enemies. The game can strongly resemble Nintendo's Golden Sun series at times, but it includes a few new twists and clever ideas.

Though the basic spells are the same for all, each character has

unique abilities. The game also includes some customization by powering up spells as they are used, and the handy Informus spell keeps track of weaknesses for every single enemy.

The plot is linear overall but includes a nifty system of small branches, sometimes offering two different ways to reach the next major event, so you do have some sense of freedom. A good-sized quest is milked from a fairly simple story, and it avoids random battles in the process.

The game only falters in difficulty and other concessions to a young fan base. Enemies run away instead of dying, and characters defeated in battle still gain experience and instant revival afterwards. Money and experience are both too easy to stockpile, and the pace of battle can get slow.

Despite these issues, the game is fun to play and a winning re-creation of the Harry Potter world. A series RPG unafraid to challenge players could be something special, but this first attempt is still a worth a spin. >>Ed McGlothlin

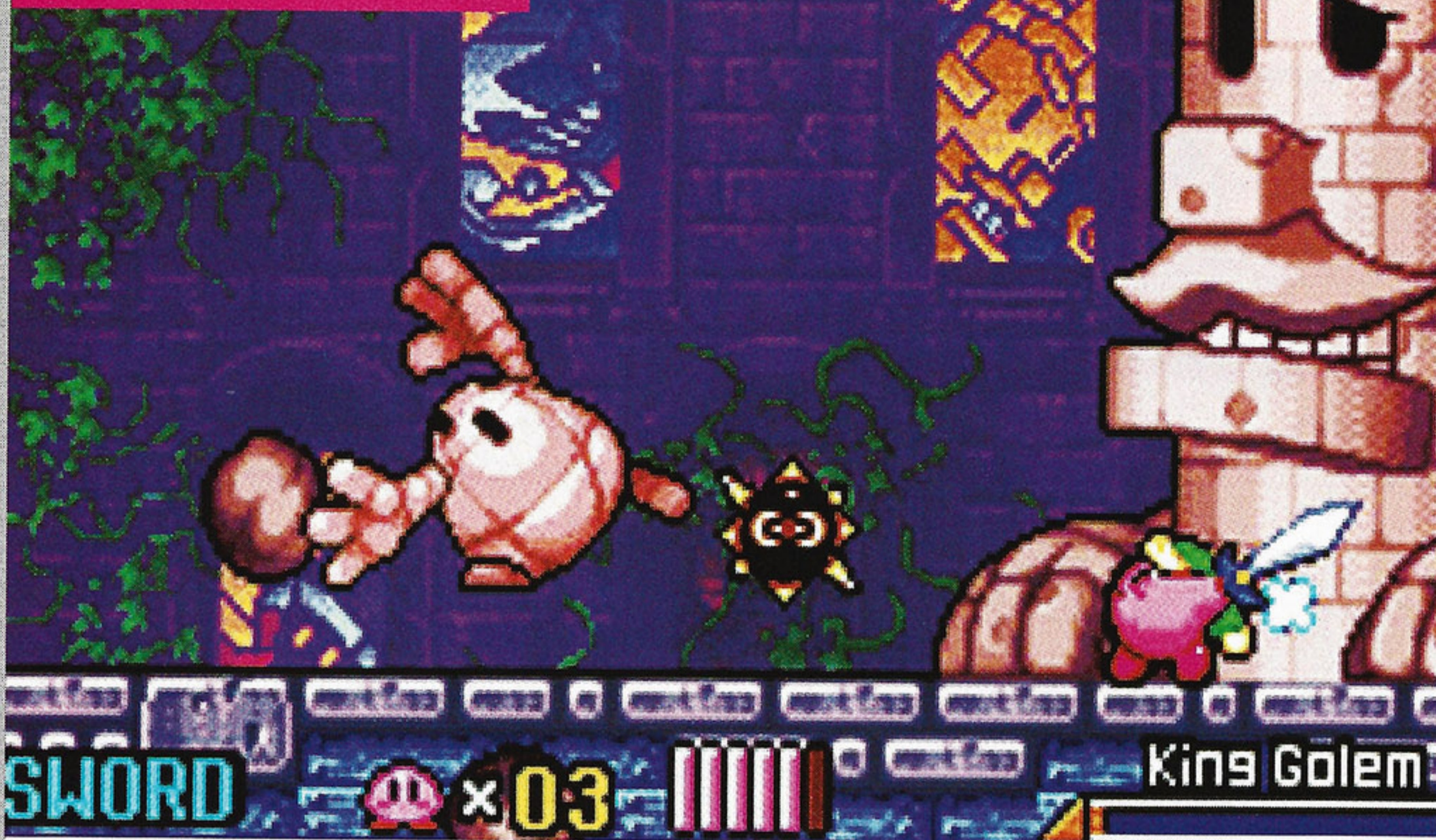
Pocket Score

GRAPHICS: Surprisingly cartoon-like, but with detailed characters and areas.
GAMEPLAY: Fun, if simple. You shouldn't come looking for challenge.
SOUND: High quality music sets a magical tone.
OVERALL: Harry Potter is great RPG material. Even if that RPG is fairly easy, fans should not walk away disappointed.

7.5
OUT OF TEN

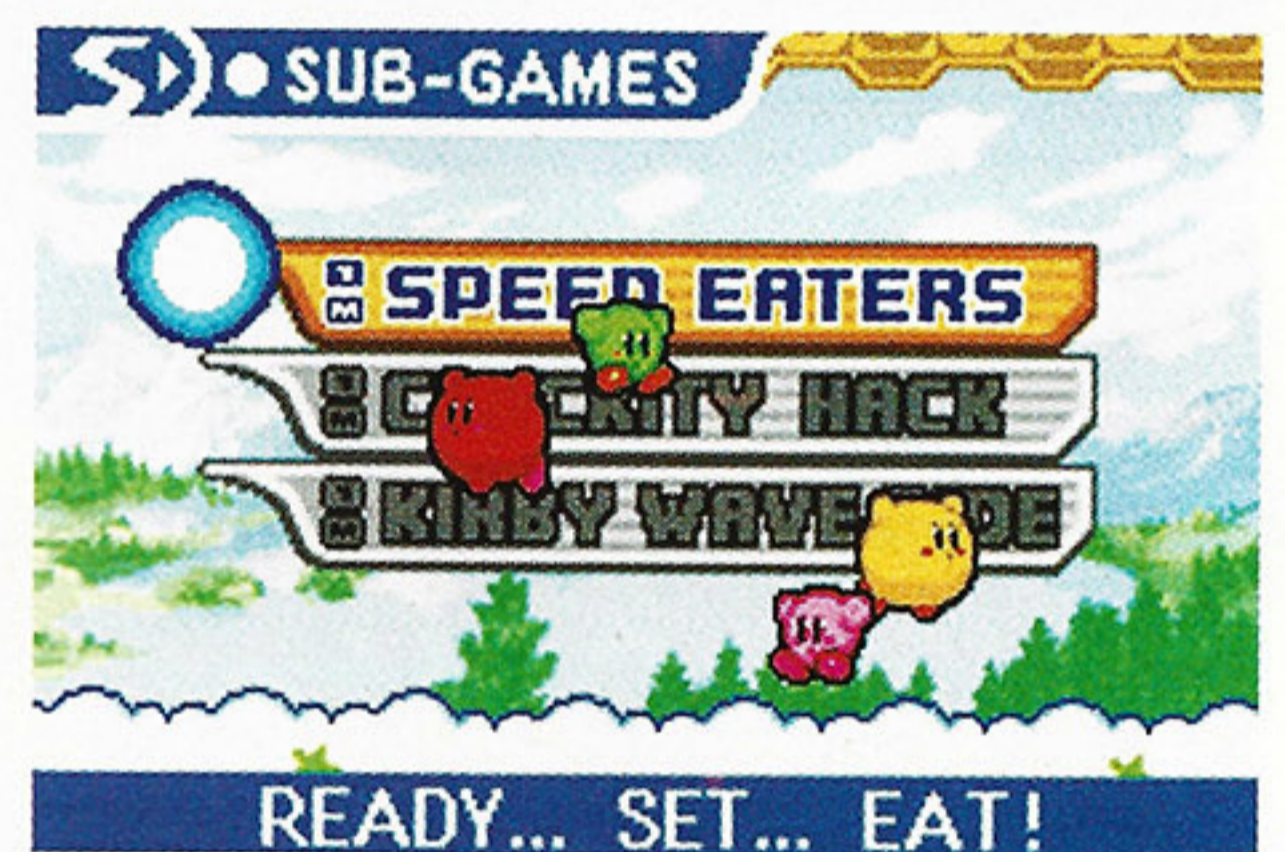
>>THIS GAME TAKES THE WORLD OF HOGWARTS AND MAKES IT INTO AN RPG...>>





QUICK TIP!

>> Start out the game testing every power you can find. Certain powers may clear certain kinds of obstacles, and you'll want to note these as you explore.



N-GAGE / GBA

Kirby and The Amazing Mirror

>>AFTER A FEW LACKLUSTER GAMES, KIRBY RETURNS WITH A PUFF OF FRESH AIR

Game Data



PUBLISHER: Nintendo
DEV: Flagship
GENRE: Adventure
PLAYERS: 1-4
ESRB RATING: E

It has been awhile since everyone's favorite power-stealing hero starred in a top quality adventure. Aside from *Super Smash Bros.*, Kirby has found himself repeating the same formula: Take a few stages of platform action, then add in different powers without much strategy. It is always fun, but never deep.

That changes with *Kirby and the Amazing Mirror*, which drops the pink one into the kind of interconnected world made famous by *Metroid*. It's the formula that revitalized *Castlevania*, and while Kirby isn't as ambitious as those two series, it still works much of the same magic.

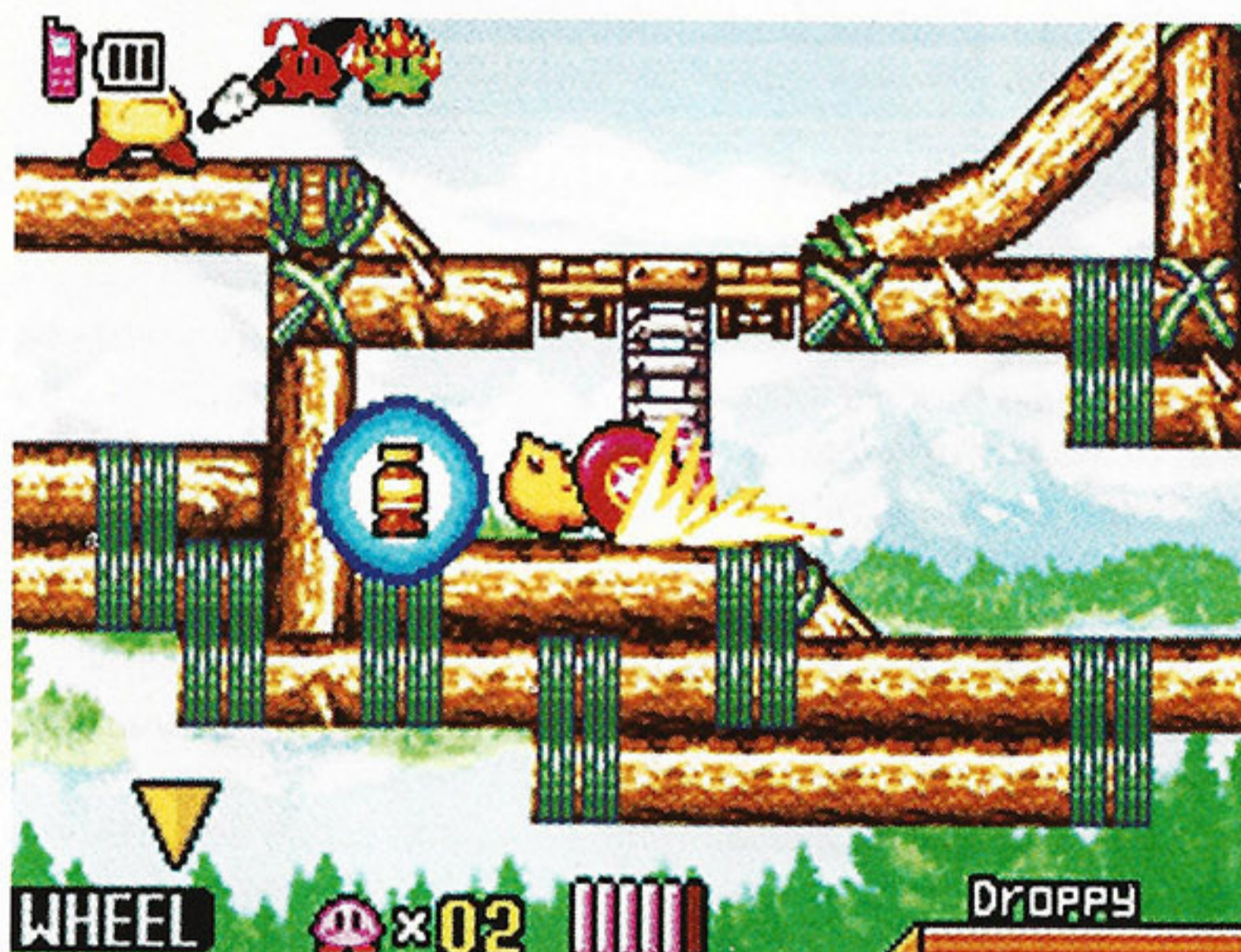
Starting from a central hub, Kirby travels the world in search of shards of the famous mirror. Each world can eventually be accessed from the hub, but they are also connected on their own. There are lots of one-way paths, encouraging you to explore each area multiple times. Instead of being an ordeal, the blazing pace and relentless fun of Kirby's action keeps it interesting.

You will make heavy use of the game's new map system, which details the links between every room and every area. The major bosses are easy to spot, but mini-bosses are not on your map.

You can call three other Kirbys via cell phone for support. This may be required to hit switches or used optionally as help against a boss, and you can track what powers they currently have via

icons at the top of the screen. The other Kirbys often bounce around aimlessly, but depending on their powers, they can annihilate a boss in seconds.

The game only has a few small problems—since Kirby doesn't build up powers, you can go almost everywhere immediately, and the AI Kirbys are alarmingly stupid. But these are easily overlooked in the face of multiplayer exploration, extra mini-games, and the most extensive quest Kirby has had since the NES. >>Ed McGlothlin



Send enemies flying with the sword power (right). Mmm, does that hat look familiar?



Pocket Score

GRAPHICS: Each Kirby and enemy is fluidly animated with dozens of fun touches.

GAMEPLAY: The expanded world gives our hero a chance to shine and use his variety of powers.

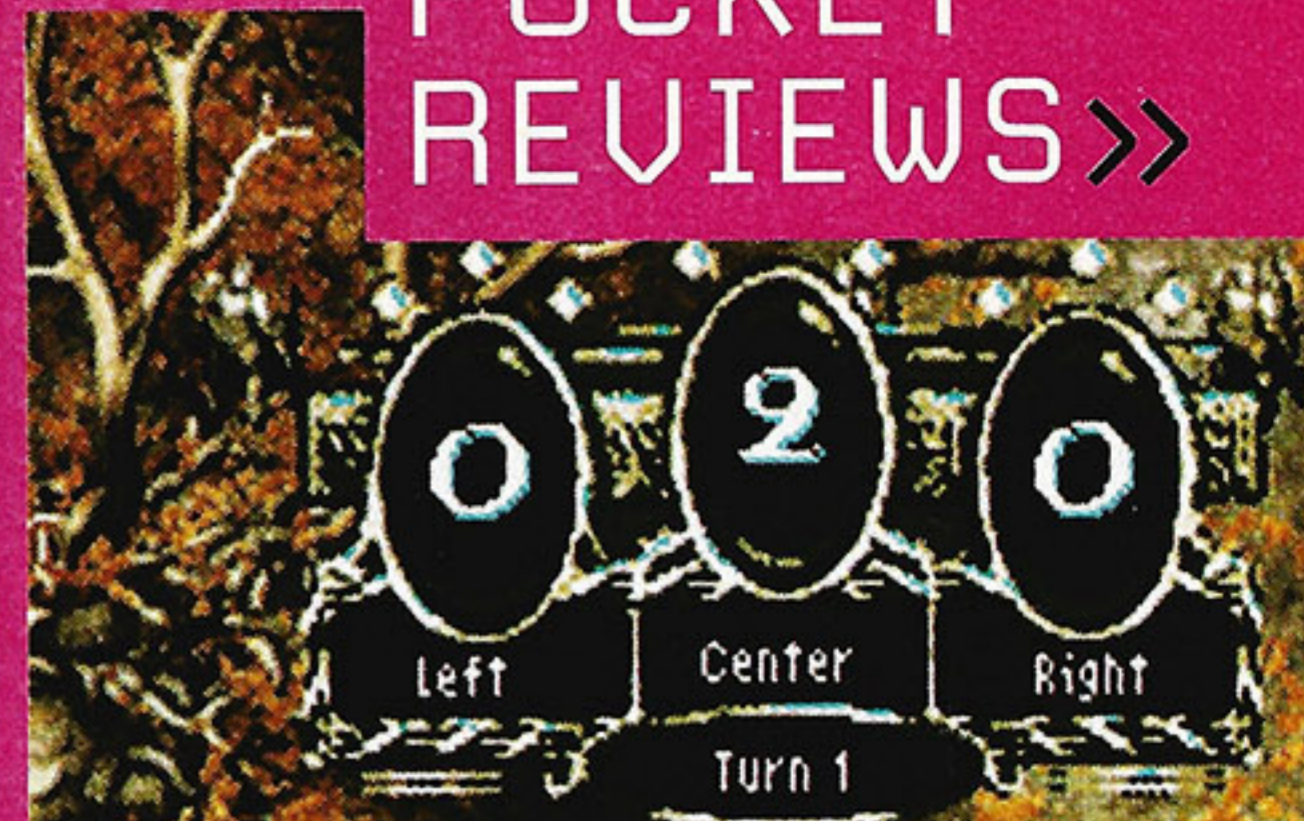
SOUND: They don't approach the catchiness of the famous Kirby theme.

OVERALL: The first significant change to the Kirby games in some time, and a welcome one.

8.0
OUT OF TEN

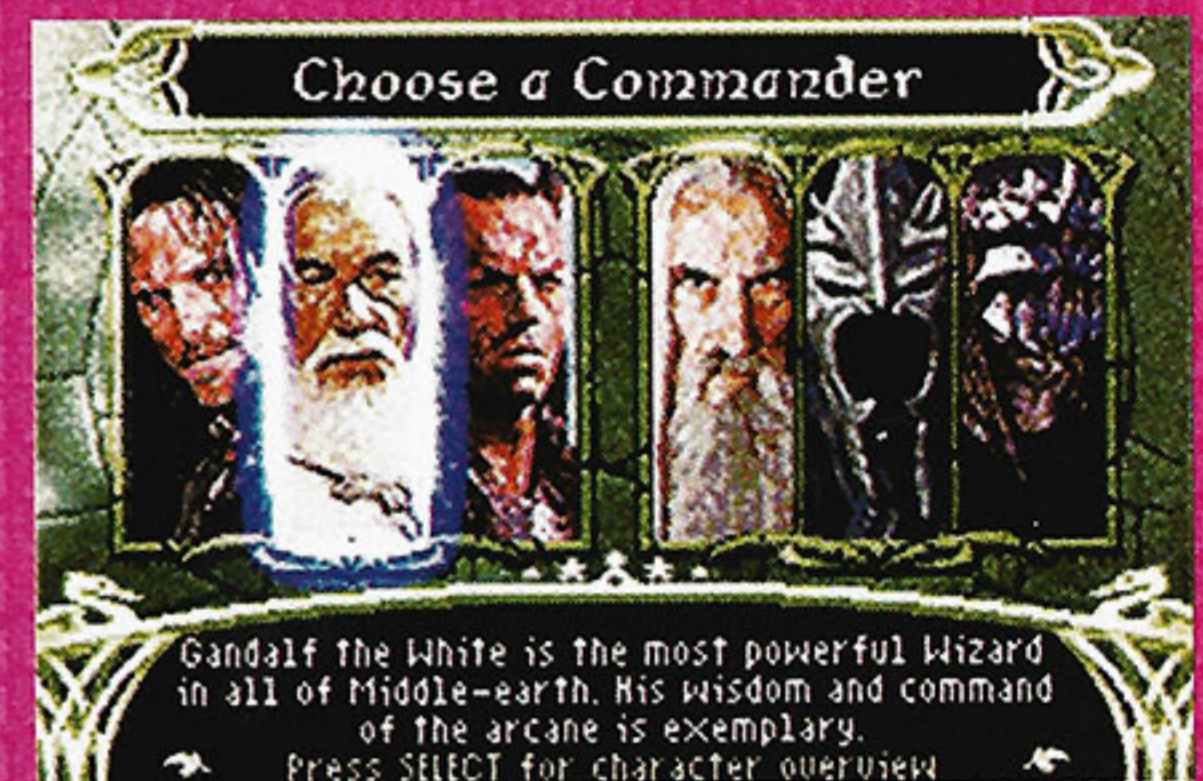
>>KIRBY AND THE AMAZING MIRROR IS THE MOST EXTENSIVE QUEST KIRBY HAS HAD SINCE THE NES DAYS.>>

POCKET REVIEWS >>



Command Points show the number of units you can move this turn.

Each of the six commanders has their own set of stats and own range of attack. Here the game switches to a new screen for attacks to show both units up close (left).



QUICK TIP!

>> The best defense is to block the movement of attacking units. Take any units you have and block the path to your ranged troops with them.



N-GAME / GBA

LOTR: THE THIRD AGE

>>FACE IT, YOU KNEW A STRATEGY GAME SET IN MIDDLE-EARTH WAS COMING

Game Data



PUBLISHER: Electronic Arts
DEV: Electronic Arts
GENRE: Strategy
PLAYERS: 1-2
ESRB RATING: T

Don't be confused by the commercials—*Lord of the Rings: The Third Age* for the GBA has nothing to do with the console RPG. This is both good news and bad news. The good news is that the GBA strategy game lets you control heroes from the films. The bad news is that they aren't in much of a game.

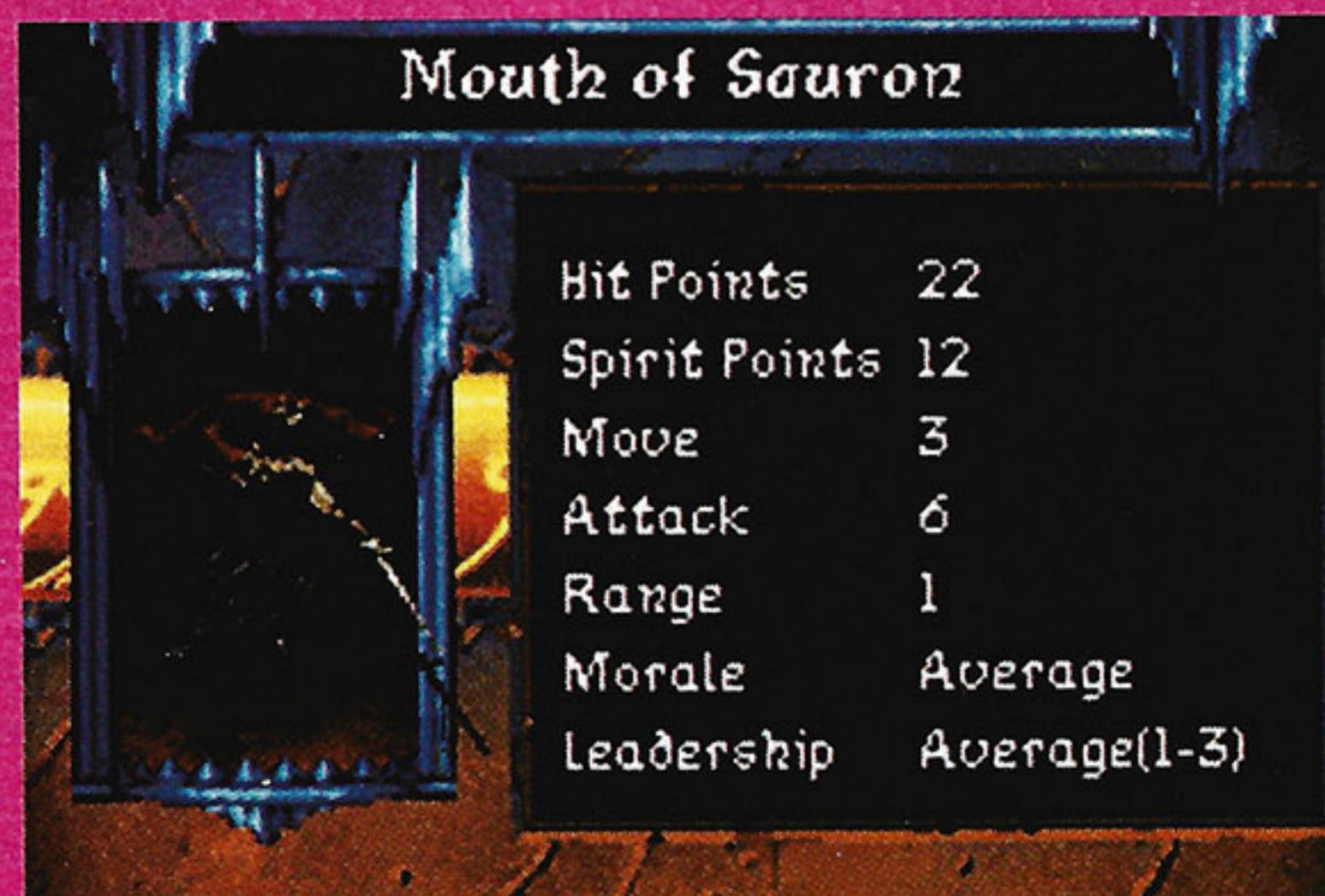
The Lord of the Rings license is perfect for strategy, sporting a large cast of characters equipped with swords, axes, and bows. But unlike its clear inspiration, *Fire Emblem*, clumsy interfaces and design make *Third Age* a chore to play. You choose one of six major characters as your commander, three good and three evil. Good and evil battle objectives will differ, though your units will be roughly the same. Each commander has their own statistics and affects the number of actions you get per turn.

Instead of a speed statistic or alternating turns, each side gets a random number of moves based on their commanders. The only problem is that you'll end up with three or four actions for a dozen troops. This breaks down a battle into endless mini-turns, dragging things out and emphasizing the lack of mid-mission save.

Performing the most basic analysis of units is nearly impossible. Instead of selecting a unit to see its stats, you pause

and enter a screen where every unit is displayed, then scroll until you find the right one. And forget zooming out to view an entire battlefield—more manual scrolling is needed instead.

The basic strategy is competent and multiplayer options are welcome, but most gamers will find battles in *Third Age* as much hassle as fun. >>**Ed McGlothlin**



Pocket Score



GRAPHICS: Rendered troops look fairly good, but the close-in perspective can confuse things.
GAMEPLAY: Basic strategy is fine, but checking troops and planning battles is a pain due to the terrible interface.
SOUND: The recreations of the film score aren't too bad.
OVERALL: Only die-hard fans of the license need apply. Others can play *Fire Emblem*.

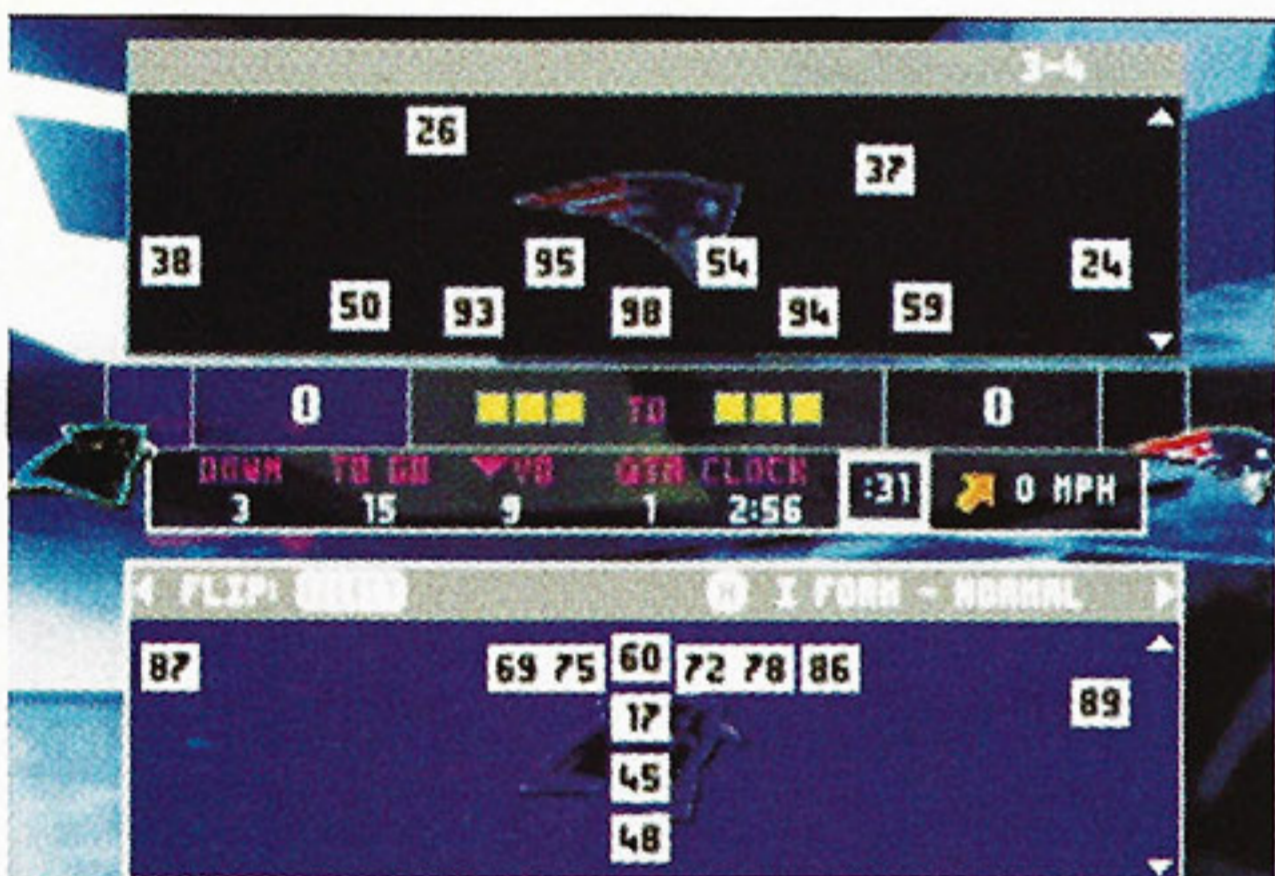
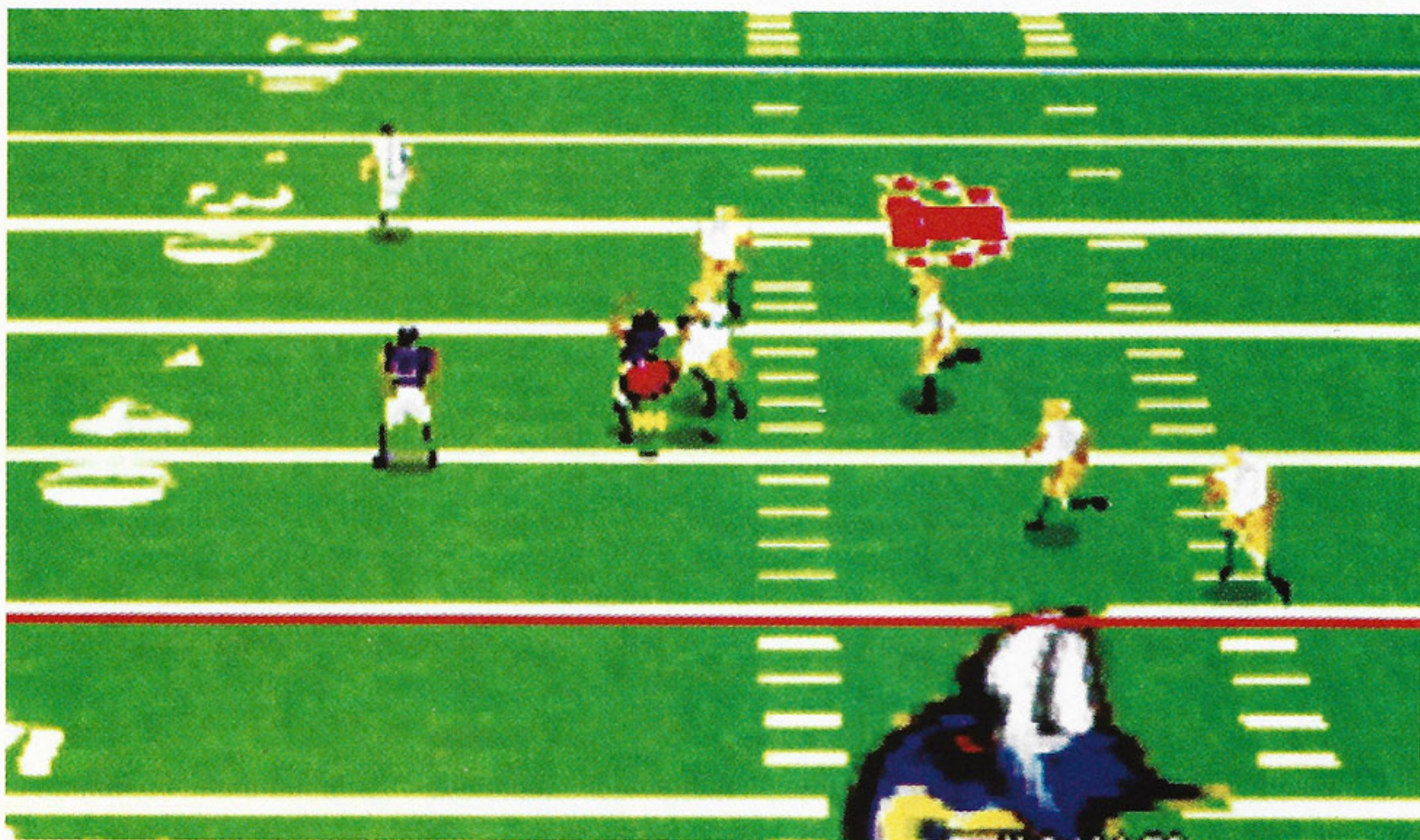
7.0
OUT OF TEN

>>THE LOTR LICENSE IS PERFECT FOR STRATEGY GAMES>>

N-GAGE / GBA

Madden NFL 2005

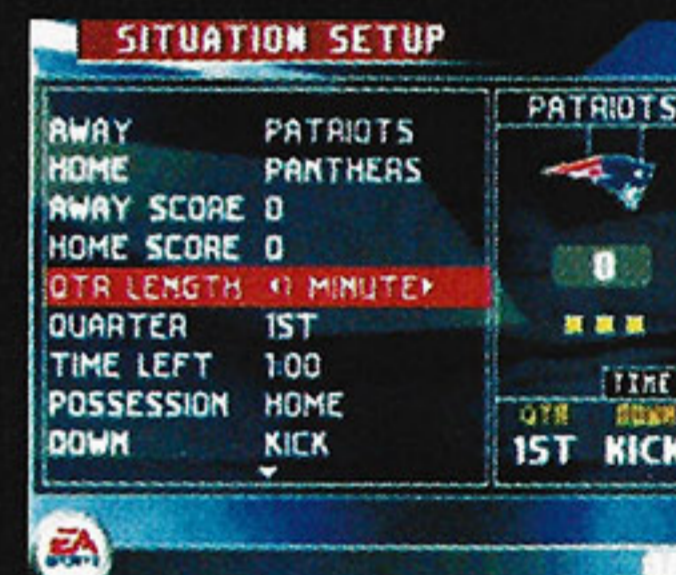
>>A NEW DEVELOPER UPDATES THE SMALLEST VERSION OF THE FRANCHISE



NEW MODES!

Create-a-player may be gone, but three new modes take its place. The first is Practice Mode, which

allows you to run through the same play repeatedly against whatever defensive set you pick, or even turn the defense off. Two Minute Drill starts you off with two minutes left in the fourth quarter and the ball on your 20. Rack up completed passes and running yards to earn points. You can also set up your own games in Situation Mode, which lets you control over a dozen different variables, from possession to time outs left.



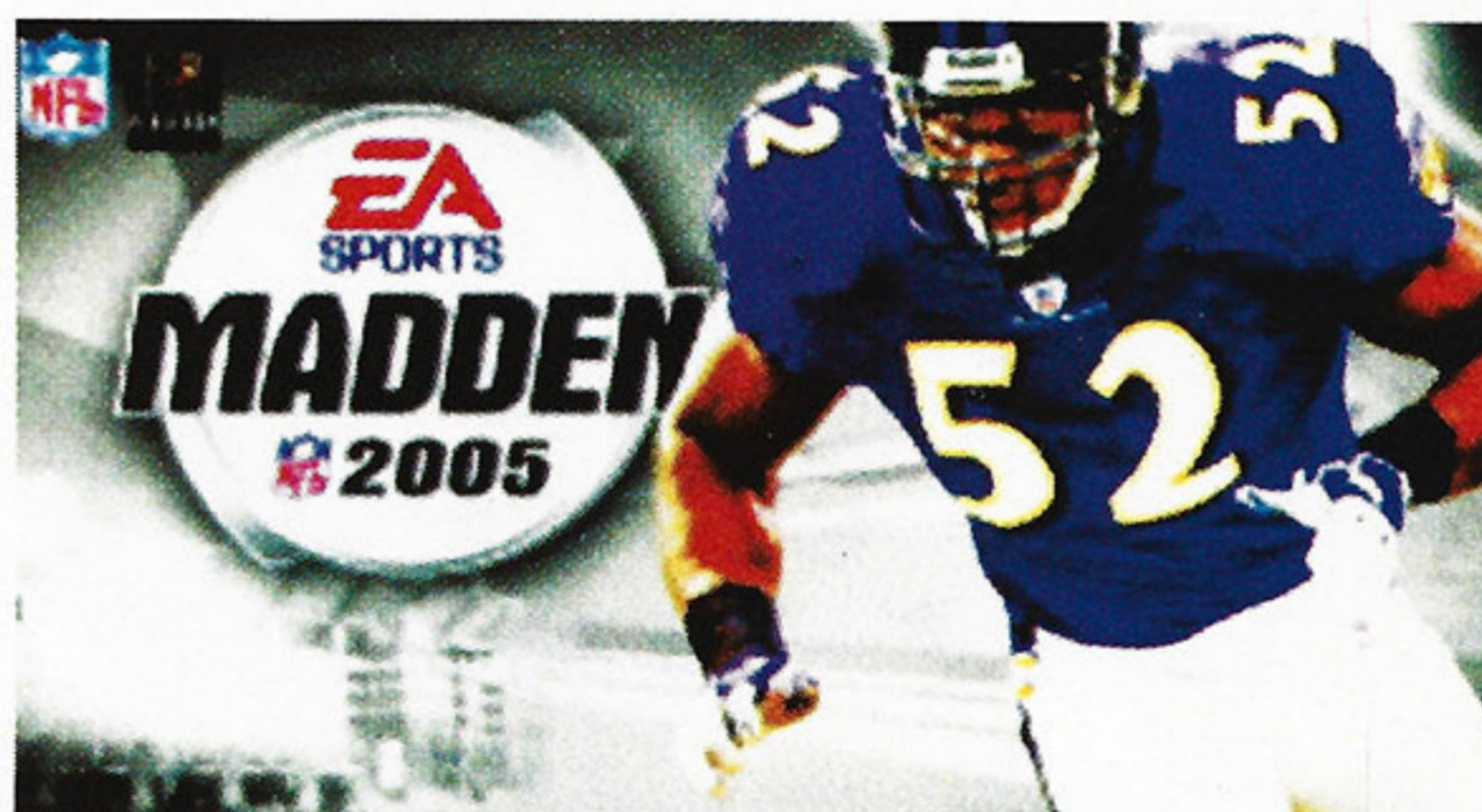
Pocket Data

PUBLISHER: Electronic Arts
DEV: Exient Games
GENRE: Sports
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

For the past three years, *Madden* on the Game Boy Advance felt like watching the same episode of *SportsCenter* over and over again. A lack of updates in features and graphics limited an otherwise fun game of football. But in 2005, EA has drafted UK developer Exient to update their marquee series with a slick facelift and a few extra modes.

The presentation and menus are the most obvious changes—fewer plays are visible at once, but the extra space makes each play diagram much clearer and more detailed. This is just one of the layout features that make everything easier to follow.

Madden Challenges and Cards have finally arrived, if only some of the cards. Three new modes, Practice, Two Minute Drill, and



Situation, allow you to re-create just about any game situation. There's no Franchise Mode and create-a-player has tragically been removed, but you can still make trades and play a full season of football.

Not everything new scores a touchdown—some jersey colors are off, and the ball sprite is so big that you can't tell whether a pass has been tipped up or knocked down. Differences in control for rushing, receiving, and defense cause unnecessary confusion, including three different speed burst buttons. Breaking tackles is almost impossible compared to the console versions, and the control can be touchy around the sidelines.

But this *Madden* is the most intense portable version yet, and until Sega decides to take *2K5* on the road, it's the only real football choice. >>Ed McGlothlin

Pocket Score

GRAPHICS: Sharp menus and playbooks make up for some strange uniforms and the giant mutant football sprite.
GAMEPLAY: Balanced running and passing, plus Madden Cards and Challenges included.
SOUND: Clear voice clips are welcome if repeated a bit too often.
OVERALL: A massive step forward from *Madden 2004*.

8.0
OUT OF TEN

>>THIS MADDEN IS THE MOST INTENSE PORTABLE VERSION OF MADDEN YET.>>



**QUICK
TIP!**

>> If you find yourself getting your butt kicked during a tournament, figure out where you are coming up short and try to boost that ability.

N-GAGE / GBA

MARIO GOLF ADVANCE TOUR

>>THE MOST FUN YOU CAN HAVE WITHOUT HAVING TO PUT ON PLAID KNICKERS AND A SILLY HAT

**Game
Data**



PUBLISHER: Nintendo
DEV: Camelot Software
GENRE: Sports
PLAYERS: 1-4
ESRB RATING: E

People usually either love or hate golf. There is something about hitting a little white ball, walking after it and hitting it again that bores some of us to tears. This disdain is amplified when one is talking about watching golf. What's next, the paint-drying channel?

For some reason, golf video games are different. Plenty of people who have no

interest at all in golf enjoy playing a round of *Tiger Woods PGA* or *Hot Shots Golf*. These people may not give the *Mario Golf* games a fair shot too, for fear they are too childish.

That's a shame, because those people are missing out on some truly outstanding games.

Like Camelot's previous portable golf (released on the Game Boy Color several years ago), *Advance Tour* doesn't concentrate on Mario and the Mushroom Kingdom gang the way the GameCube *Mario Golf* does. Instead, the game's story mode stars Neil and Ella, two talented kids who join the elite Marion Club in a quest to become the greatest golfers that ever lived. Mario's world does play a role in this mode, but only a peripheral one—instead, you'll spend most of your time directing your team around courses, taking golf challenges, competing with club pros for trophies, and raising your skills. Everything that made the original great has pretty much been refined and expanded on in this version.

The gameplay is spot on, with plenty of finesse. The controls are similar to the game's GameCube big brother, *Mario Golf: Toadstool*

Tour, making the game easy for GameCube fans to pick-up and play.

Six courses are just waiting to be mastered, and once you think you know every hill, bunker and dogleg, out come the "star" versions that feature obstacles from Mario's reality. You think a sand trap is a pain, try a piranha plant.

Aside from the obvious Mario-ness of the design, there is one more thing that sets this game apart from the rest: underneath it is an RPG.

Yeah, it sounds a little weird, but the heart of the game is taking a green golfer and making him great. Complete challenges and win tournaments to gain experience, and use the experience to boost your skills. Pretty soon you'll be driving 350 yards.

Golf fans, Mario fans, sports fans, RPG fans—everyone will find something to love in this game. Don't think about it, just buy it! >>**Marc Camron**

**Pocket
Score**



GRAPHICS: Nintendo's set certain graphical standards for Mario games, this one meets or exceeds them all.

GAMEPLAY: Camelot knows what it is doing, and the controls here prove it!

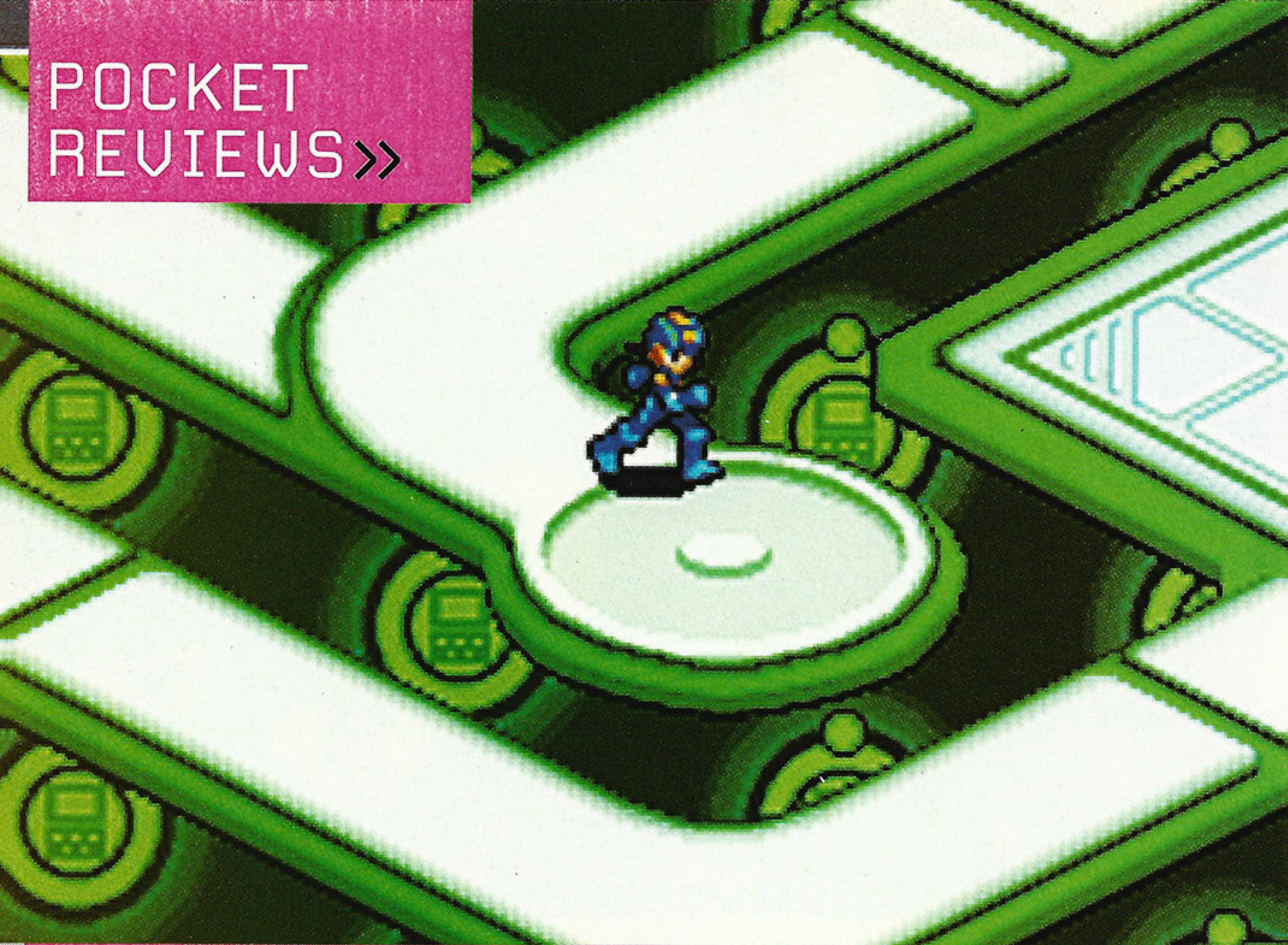
SOUND: Companies using the "weak system" excuse to produce crappy GBA music need to listen to this title.

OVERALL: Who would have thought a golf RPG would be this much fun.

10
OUT OF TEN



>>THERE IS ONE THING THAT SETS THIS GAME APART FROM THE REST: UNDERNEATH IT IS AN RPG.>>

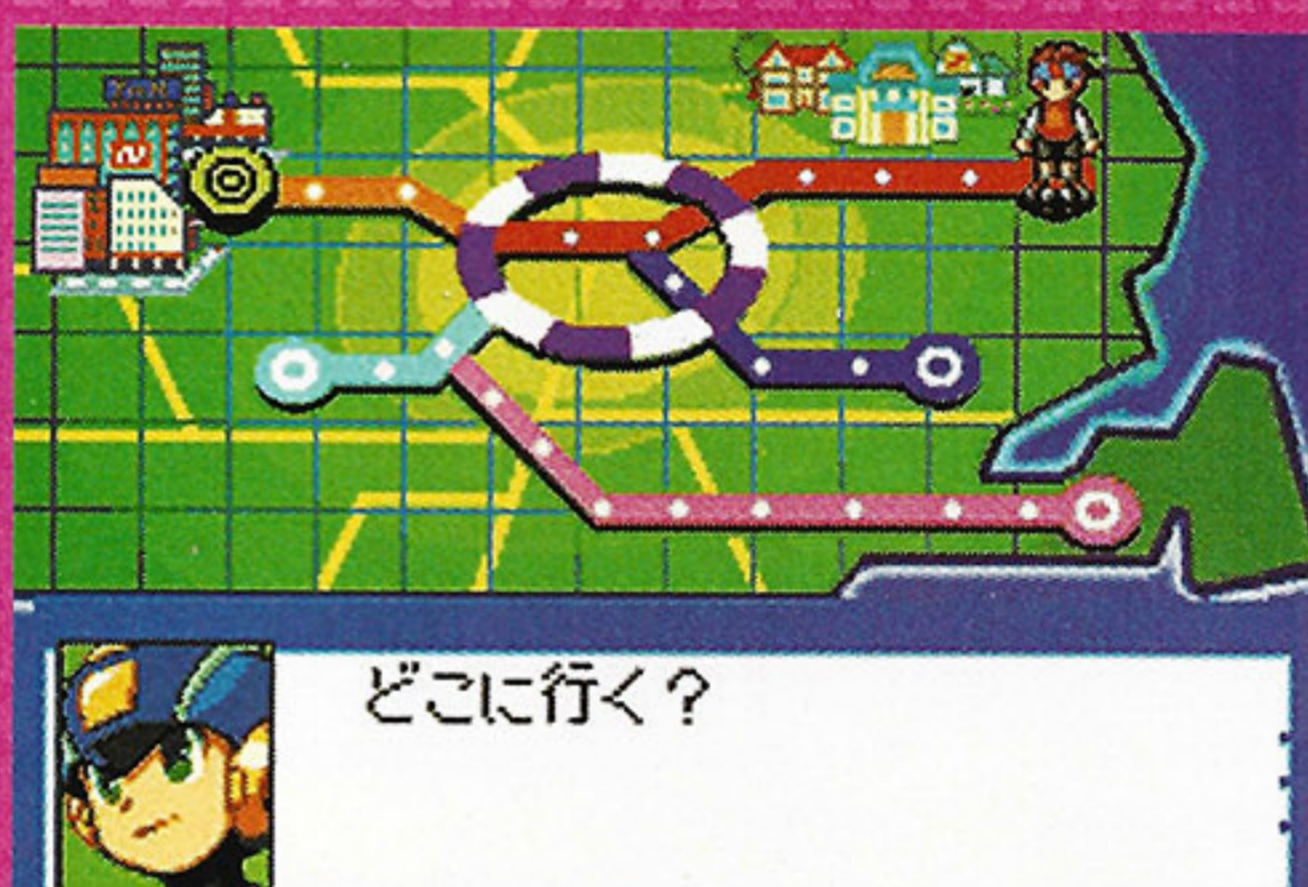


パピとママに
あいさつに行こうよ!

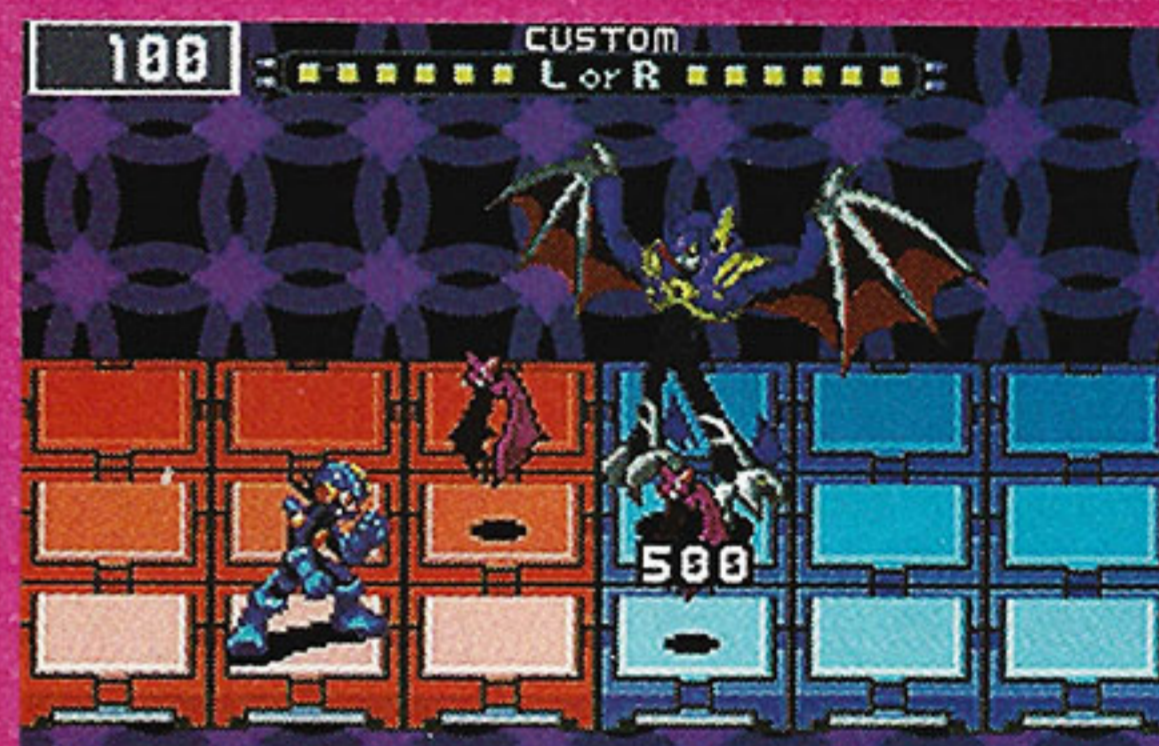
You're just a regular old kid who gets to control Mega Man. Sound familiar?



うわっ!!



どこに行く?



QUICK
TIP!

>> Mega Man fans who are looking for a new RPG might want to check out Mega Man X: Command Mission out now for most console systems.

N-GAGE / GBA

MEGA MAN BATTLE NETWORK

>>YET ANOTHER GAME WITH BLUE AND RED VERSIONS

Game Data



PUBLISHER: Capcom
DEV: Capcom
GENRE: RPG
PLAYERS: 1
ESRB RATING: E

Mega Man is one of those characters that really lends himself well to other types of games. Capcom's premier mascot works well in an RPG setting, even when it's a strange trading card, *Pokémon*-type RPG.

Not really changing the tried-and-true formula, *BN4* pretty much picks up where the last three games left off.

Player's are treated to a brief tutorial, then embark on a journey that involves jacking into various computer systems and fighting the viruses with battle chips, this game's version of trading cards.

Collect various chips and use them to fight in much the same way as you would in *Magic: The Gathering*. This time around, defeating various foes (Navis) will yield a "soul" which holds the rival's power.

The game is long and is fun to play, but suffers from a bit of the been there, done that syndrome. Capcom seems to latch onto a good idea and milk it impossibly dry. It doesn't seem that the *Battle Network* series has been around long enough to be on

the fourth title, but here we are.

The improvements from the previous versions are small. The new soul system is nice, but not enough to convince a non-fan to join in. The differences between the Blue and Red versions are minimal—some different chips and a few different souls—but they do provide some incentive to link-up with another player.

Battle Network 4 is well designed and a lot of fun to play.

>> **Marc Camron**



ママが こまってるって
パピがいてたけど、
どうかしたの?

Pocket Score



GRAPHICS: The characters and animation are good but the backgrounds get very repetitive and boring.

GAMEPLAY: It may be a little stale but you cannot argue with quality.

SOUND: Turn down your GBA and fire-up your iPod.

OVERALL: The formula is old, but still enjoyable. Let's just hope Capcom can freshen it up for #5.

7.0
OUT OF TEN

>>THE GAME SUFFERS FROM A BIT OF THE BEEN THERE, DONE THAT SYNDROME.>>



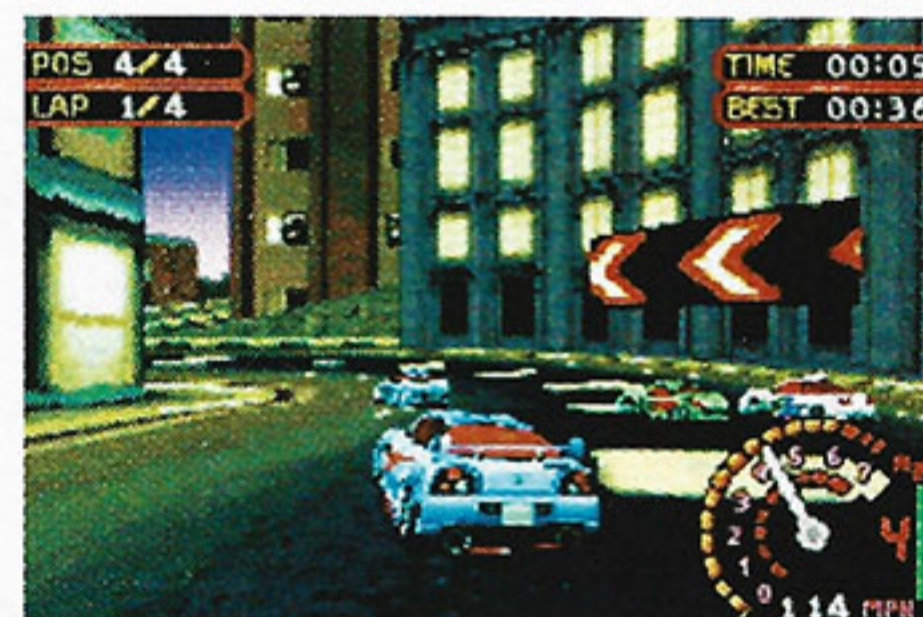
**QUICK
TIP!**

>> Play through the drift events first to unlock a bunch of useful performance upgrades. Start with the VW Golf, move on to the Celica, then stick with the RX-7.

N-GAGE / GBA

Need For Speed Underground 2

>> KICK THE TIRES AND LIGHT THE FIRES



Trick out your ride anyway you want, with paints, vinyls, neon, and various body mods.

Pocket Data

PUBLISHER: EA
DEV: Pocketeers
GENRE: Racing
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

G BA owners that want have their street racing fix "to go" must look no further than *Need For Speed Underground 2*. This tiny cartridge lets players trick out an entire garage full of different rides and take their creations out into the city for circuit, time trial, drag, and drift style events.

Check out these numbers: 12 different tracks, 70 events in the career

mode, 18 cars (from big-time manufacturers like Mazda, Subaru, and Toyota), 40 performance upgrades in 10 categories (including engine, tire, and nitro upgrades), and dozens of body upgrades such as paint jobs, bumpers, spoilers, rims, vinyls, and neon kits. Neon!

Races take place in 3D cities and involve up to four entrants—

but you also need to watch out for commuter vehicles on the cross streets and byways as well. The controls combine realistic braking and acceleration with healthy bursts of speed and video game excitement. Collisions result in tornado-style crashes, but don't worry, you can kick in the nitro to catch up. Most tracks have shortcuts that can significantly cut lap times and get you back in the race.

Props to EA for including a drift mode that rewards players for fishtailing all over the place. Mini-games, time trials, and drag events also break up the frequency of standard lap-based circuit races.

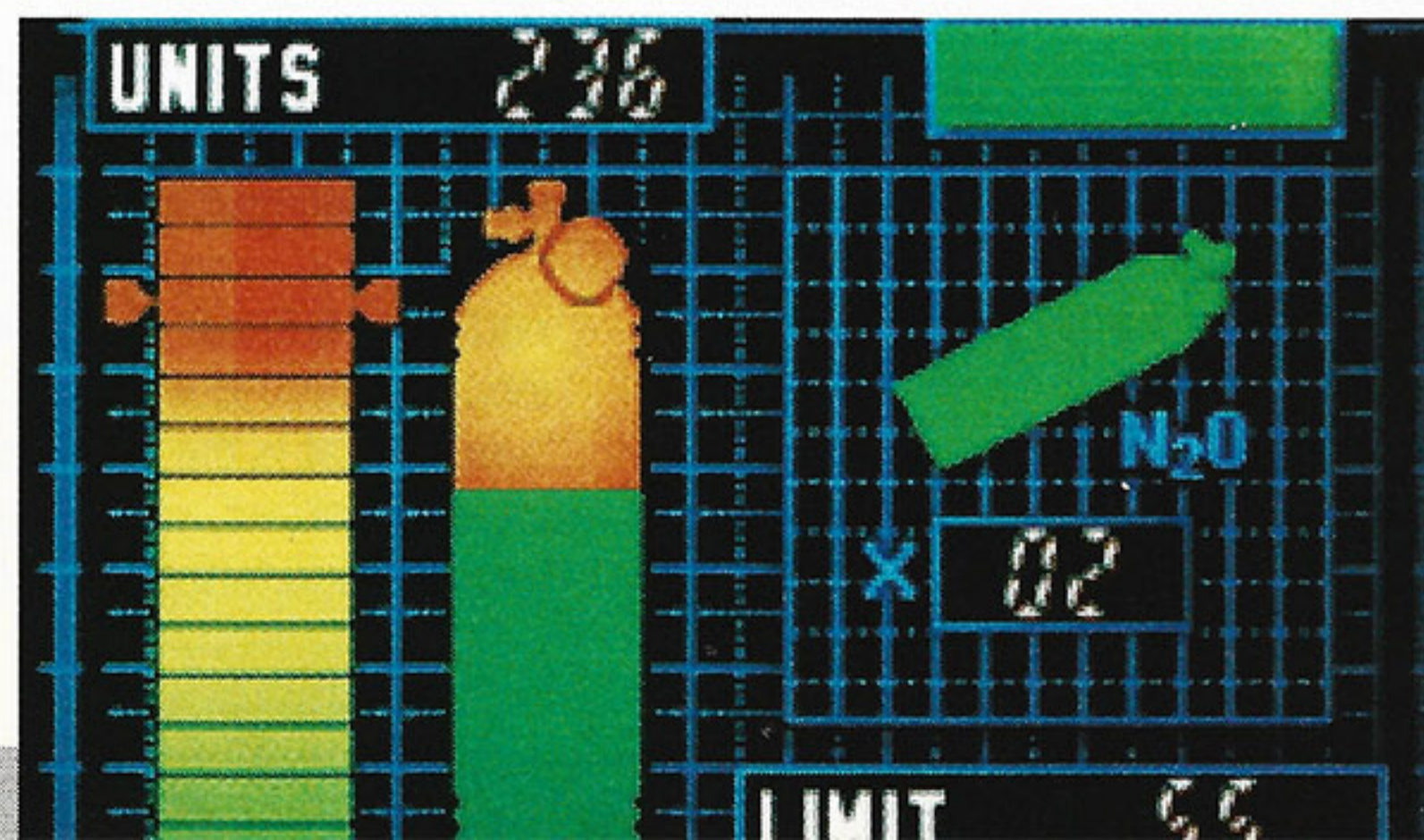
The game's graphics may be a roadblock for some folks. The 3D cities look better than anything else on the GBA, and they pass by smooth as glass, but the blocky textures and buildings don't exactly scream "attractive." However, the cars sure do. Man oh man do cars like the RX-7 and Skyline look sweet with spoilers, metallic paint, and fiery vinyls. >>Frank Provo

Pocket Score

GRAPHICS: The course graphics, although they pass by smoothly, are pixelated.
GAMEPLAY: Crashes and skids are forgiving, but the handling is realistic.
SOUND: Vrooms and pulsing beats. Not great. Not terrible.
OVERALL: If you can ignore the pixelly graphics, you'll enjoy tricking out your own creations and racing them on the mean streets.

8.5
OUT OF TEN

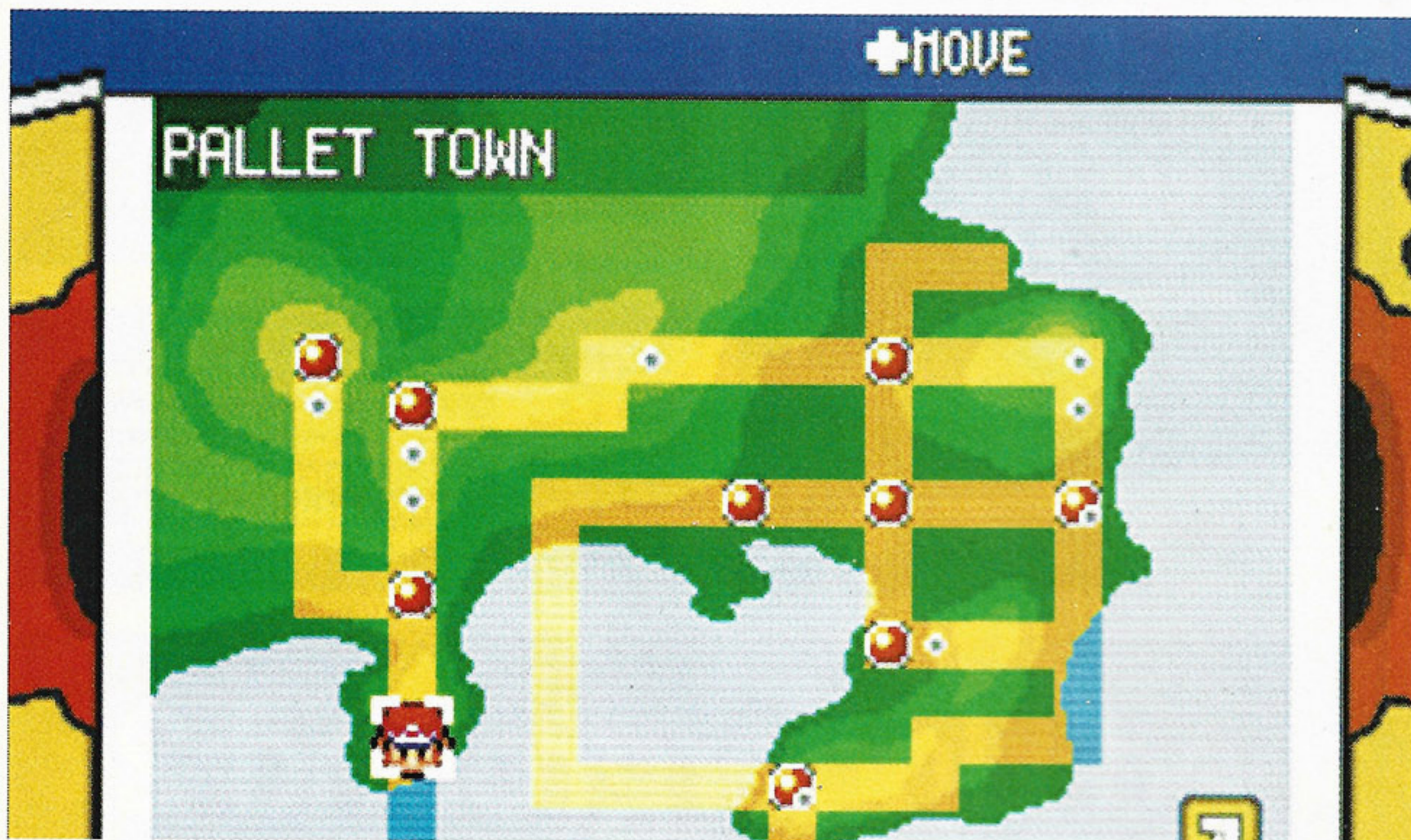
>>THE 3D CITIES
LOOK BETTER THAN
ANYTHING ELSE ON
THE GBA.>>



GBA / N-GAGE

Pokémon FireRed LeafGreen

>>THE ORIGINAL ADVENTURES ARE BACK WITH WIRELESS MULTIPLAYER




POKÉMON LIST

No004 CHARMANDER

LIZARD POKÉMON

HT 2'00"

WT 18.7 lbs.



From the time it is born, a flame burns at the tip of its tail. Its life would end if the flame were to go out.

HEY, GAMER!

How exactly do these games play? Think *Red and Blue* with the features from *Gold and Silver* and the

graphics from *Ruby and Sapphire*. The old glitches and tricks are mostly gone, and they even changed the "Gamblers" to morally upstanding "Gamers."

If you veteran trainers were planning on throwing the balance off by transferring in creatures from *Ruby and Sapphire*, Nintendo was ready for you—no transfers are allowed from those games until you've already beaten the Elite Four and completed an extra quest.



Use of the Wireless Adapter (left) may have some snags, but be patient. You'll soon dump your old wire adapter in the trash.

Pocket Data

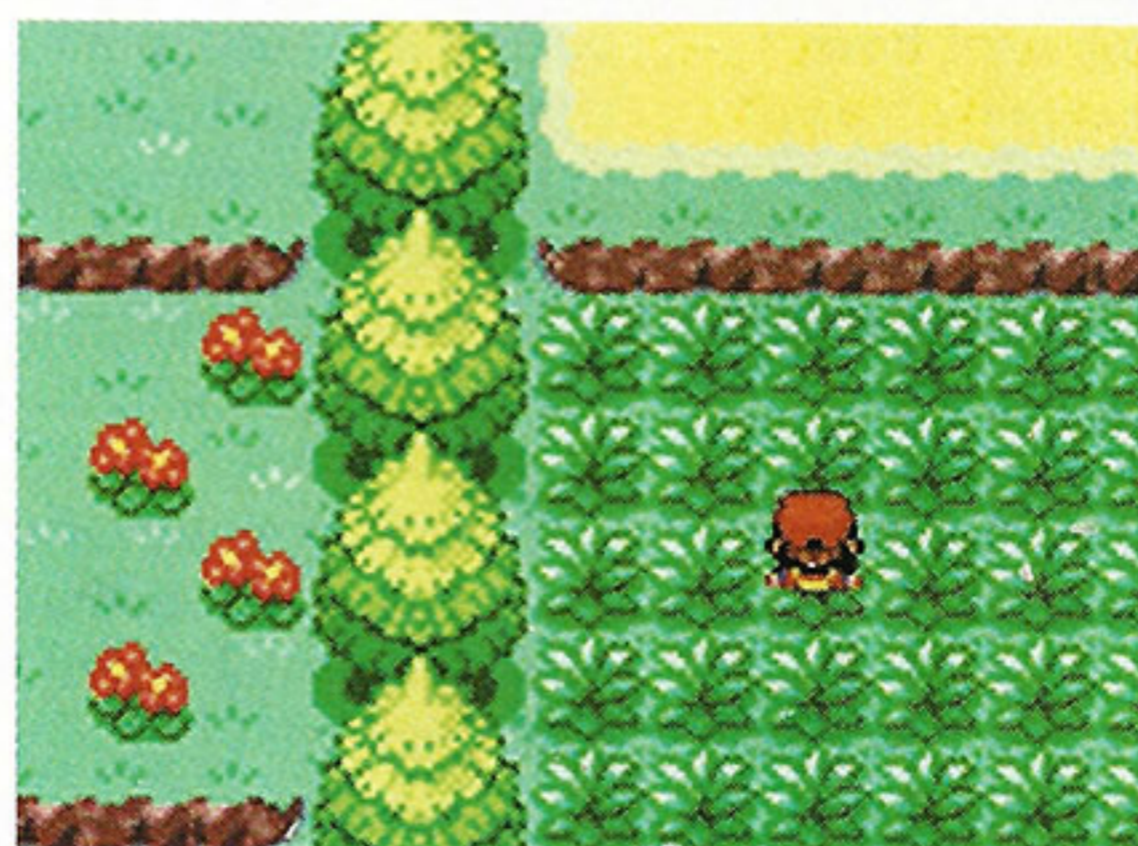
PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Card RPG
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

The world changed in October 1999, when a pair of games called *Pokémon Red and Blue* launched in the U.S. The series went from curiosity to the cover of *Time*, selling millions of copies and unleashing a flood of anime-style games and cartoons.

After Game Boy Color and Advance sequels expanded the creature roster to over 350, the original games have been remade for the GBA. The presentation

still isn't much, but the gameplay remains addictive and deep. With many of the original creatures held back from last year's *Ruby/Sapphire*, this is the first place to complete the expanded collection.

Battles include features from the sequels, including the occasional 2-on-2 clash, and you need to be ready to face any of the 350 Pokémon. But the battles are most noteworthy for



happening wirelessly, as an adapter is packed in with each copy. The freedom from cables is great, though there is some lag in battle and the Union Rooms where players congregate.

The gameplay may be familiar from *Red/Blue*, but the quest is actually expanded. The story takes a new turn toward the end, resulting in a good 10 hours of quality new adventuring, plus the usual glut of extra challenges and legendary Pokémon past that. You can also connect with *Pokémon Colosseum* for detailed 3D combat.

This being a remake, some new features from *Ruby/Sapphire* had to be left out to stay consistent with the original world, including berries and hideouts. But along with possible Pokémon overkill, that is the only problem to be found. The gameplay remains brilliant, and this is the perfect chance for those who haven't experienced it in awhile. >>Ed McGlothlin

Pocket Score

GRAPHICS: Quantity over quality is true here.

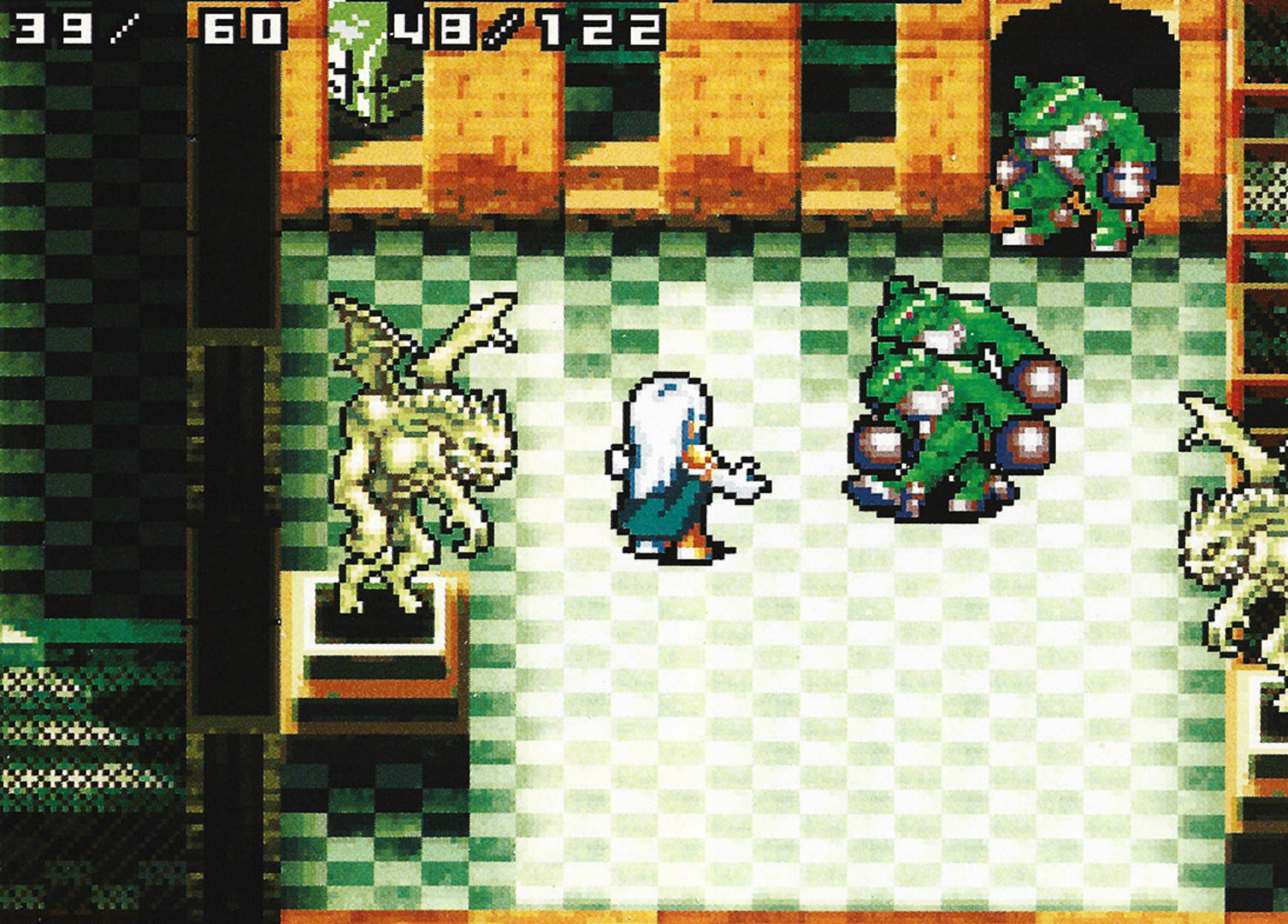
GAMEPLAY: The series became famous for good reason—the balance and variety is amazing.

SOUND: There are varied sound effects for the attacks, and remixed music stays out of the way.

OVERALL: Unless you find it fashionable to hate Pokémon, the hours of fun to be had can't be ignored.

8.5
OUT OF TEN

>>THE GAMEPLAY REMAINS ADDICTIVE AND DEEP.>>



POCKET REVIEWS >>



Experience all of the usual Strategy-RPG staples, like dialogue scenes, dramatic confrontation scenes, and dozens of turn-based battles that take hours to finish.



Darksol: ...and so, Your Highness, I sent a party to investigate. But, as I feared,

QUICK TIP!

>> Most cards are obtained by finishing off a boss or high-rank enemy with a specific character.



GBA / N-GAGE

SHINING FORCE: RESURRECTION

>>CALL ME THE DUDE, DOODER, OR DOODARINO

Game Data

PUBLISHER: Atlus
DEV: Sega
GENRE: Strategy RPG
PLAYERS: 1
ESRB RATING: T

We adore honesty, so we have to tell you that *Shining Force* originally came out for the 16-Bit Sega Genesis a decade ago. Don't run off! The tweaks and upgrades made to the GBA release literally resurrect *Shining Force* for a new generation of players.

Long ago, the Dark Dragon was sealed away. All was peaceful until the king of Runefaust let the monster out. Ugh! Players take control of a hero named Max and assemble a team of characters to take on the Dragon. Besides being able to control the various knights, mercenaries, and beastmen on the battlefield, every character has their own story to tell, which you can read in bits and pieces between battles. The dialogue is very engaging.

Through and through, however, this is a strategy game that will test your wits across more than 40 battles. You can compile a roster of more than 30 different soldiers and bring as many as 12 into each battle. Fights are turn-based, which means you and the CPU take turns moving units, making attacks, and generally try to satisfy the conditions for victory.

Units include knights, archers, healers, dragons, beastmen, and many others, the majority of which can be promoted into stronger units later.

New visual effects were added and the character graphics were redrawn to take advantage of the GBA's spiffy colors. New voice effects were put in as well. Character stats have been rebalanced and story epilogues were inserted to tie up loose ends in the plot. A *Pokémon*-style card quest was also put in.

>>Frank Provo

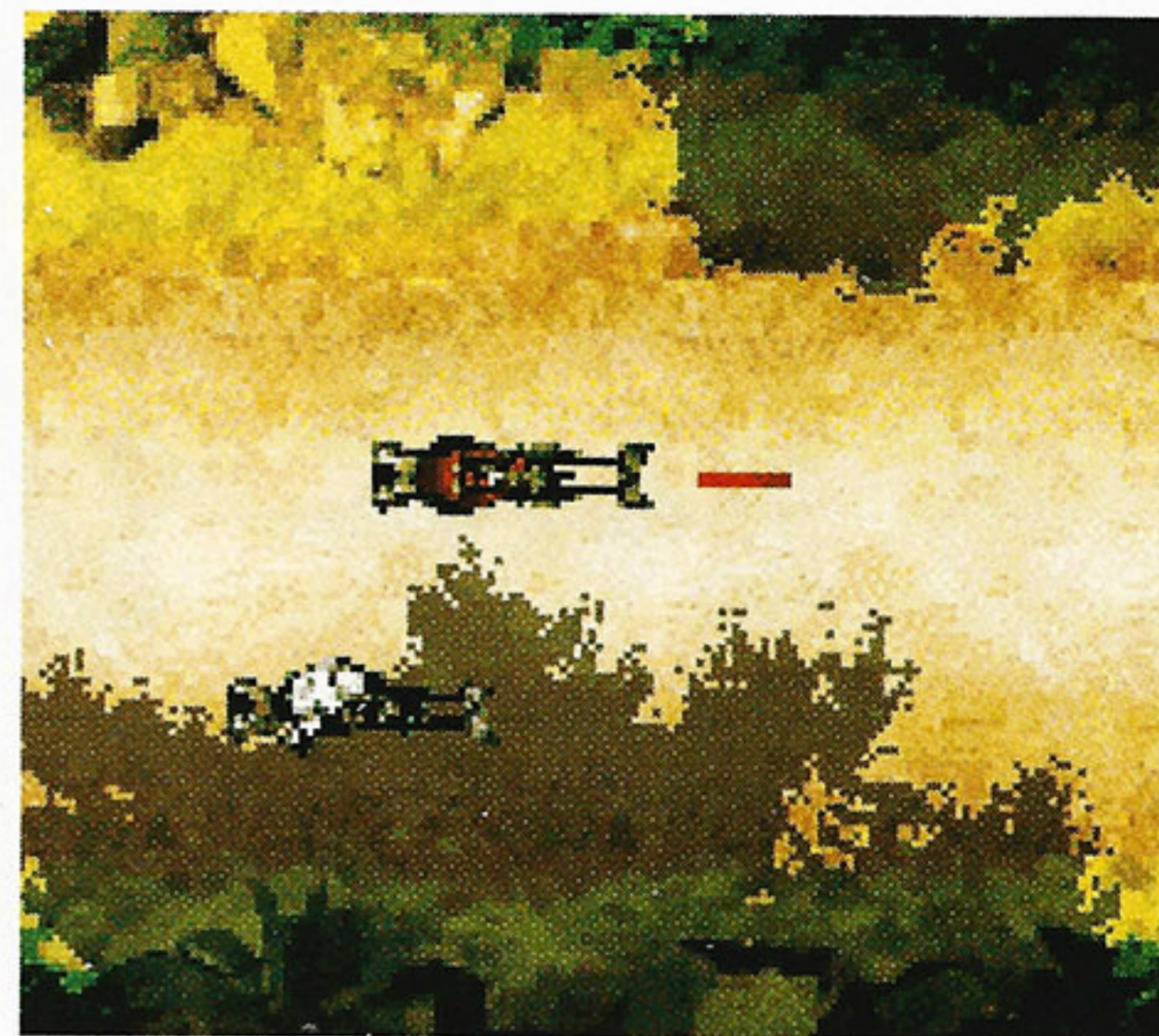


Pocket Score

GRAPHICS: The new attack animations and backdrops are lively and inspired.
GAMEPLAY: Turn-based combat, multiple unit types, and tons of weapons and stats to manage.
SOUND: Can't begrudge the classically inspired music.
OVERALL: Not quite as flashy as *Fire Emblem*, but a great turn-based strat that stands the test of time.

8.0
OUT OF TEN

>>THE DIALOGUE IS VERY ENGAGING.>>



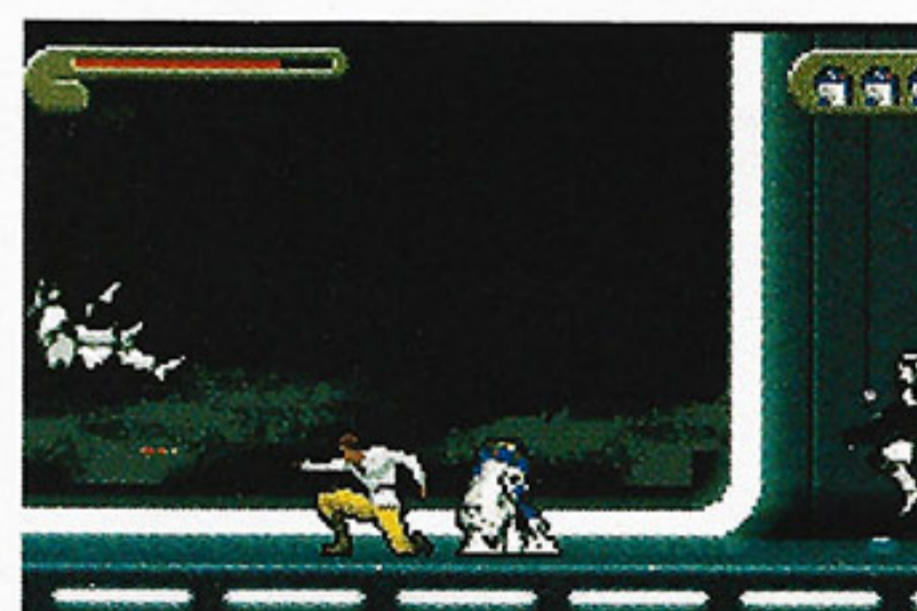
**QUICK
TIP!**

>> You may not want to waste all those blaster power-ups, but it doesn't matter. Keep shooting ahead of Luke to avoid cheap shots from attacking Imperials.

GBA / N-GAGE

Star Wars Trilogy: Apprentice of the Force

>> UNDENIABLE PROOF THAT POWERFUL IS THE DARK SIDE OF THE FORCE



Once Luke gains use of a light saber, he's able to deflect shots fired by enemies as well as face his nemesis, Darth Vader.

Pocket Data



PUBLISHER: Ubisoft/
Lucas Arts
DEV: Ubisoft Montreal
GENRE: Action
PLAYERS: 1-2 Linked
ESRB RATING: E
RELEASE: Now Avail.

Anyone who has played *Prince of Persia: The Sands of Time* on the GBA will feel some strong déjà vu happening when they fire up *Star Wars Trilogy*. It features the same large characters, above-average graphics, and amazing animation as *PoP*, and for good reason—it was developed by the same Ubisoft Montreal team.

Apprentice of the Force starts from the beginning of *Episode IV* (you know, Luke the farm boy, Sand People, Obi-Wan) and culminates with the final battle between Luke and Darth Vader at the end of *Jedi*. It's great to have a game with such scope when it comes to this series.

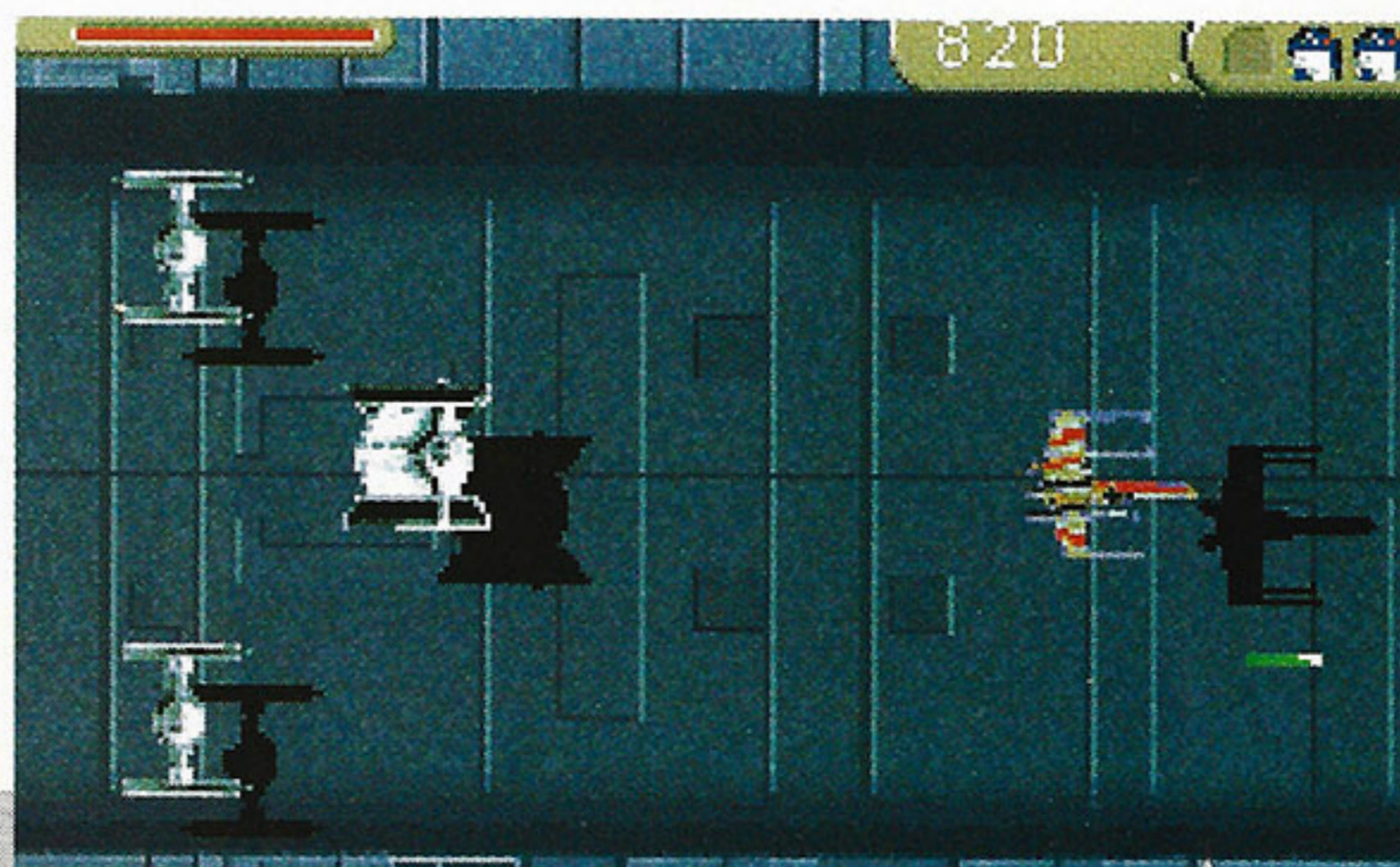
But this is where the dark side begins to take hold. Despite such

rich source material to work with, most of the action levels feel very similar, and usually degrade into aimlessly searching for one keycard after the other, or waiting for the supremely helpless R2-D2 to catch up with you. Even something as simple as finding the garage so young Luke can sell his speeder in order to hitch a ride on the Millennium Falcon becomes an exercise in tedium thanks to convoluted mission objectives and downright crappy controls.

Yes, it seems there's a price for this wonderful animation—almost every action feels like it lags behind each button press for just an instant. It's enough to have you wishing you could use the Force to reassemble that Game Boy Advance you just whipped at the wall after taking your millionth cheap hit.

And even though there are some nice shooting gallery and racing sequences thrown in to help break up the monotony, none of it will be enough to keep most players going long enough to even see the planet Hoth. >>**Greg Sewart**

>>IT'S GREAT TO HAVE A GAME WITH SUCH SCOPE WHEN IT COMES TO THIS SERIES, BUT...>>



Pocket Score



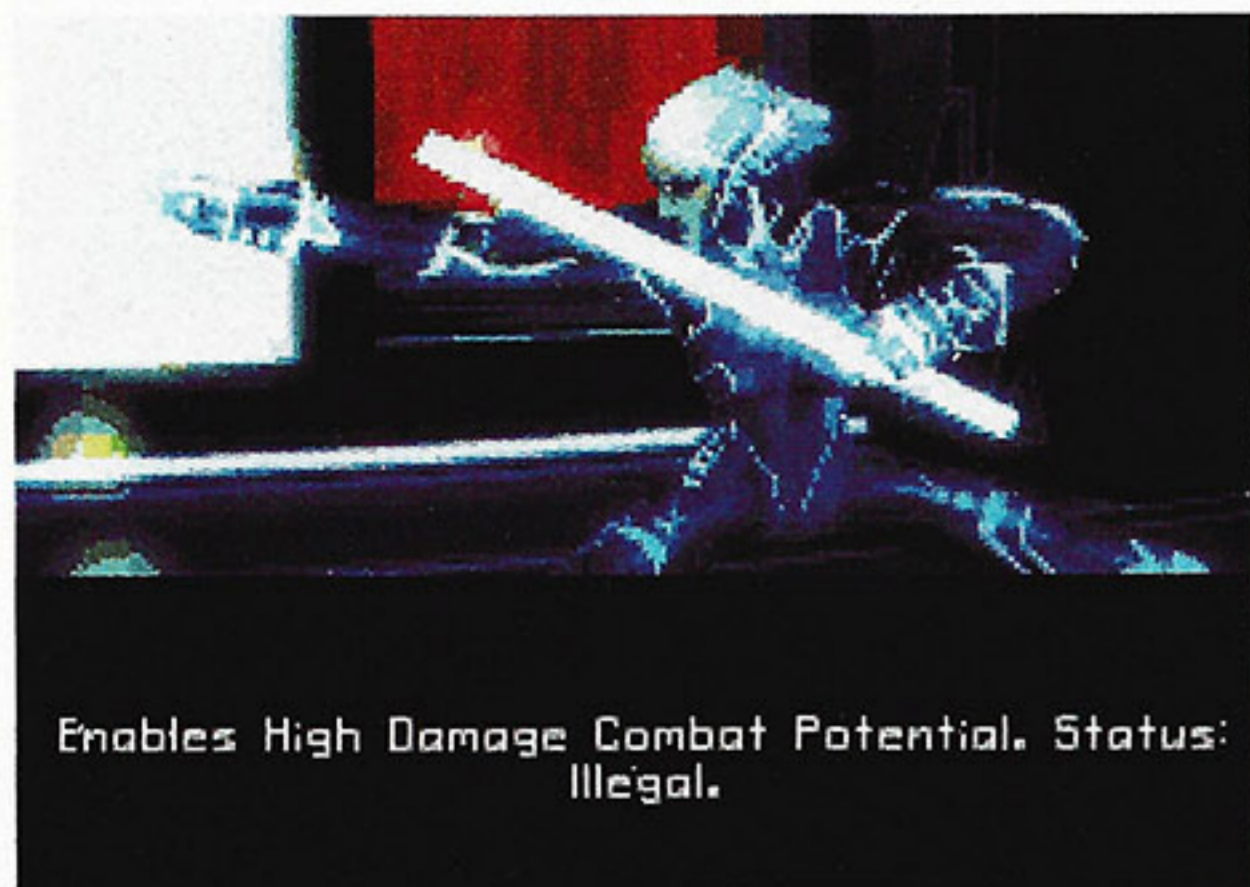
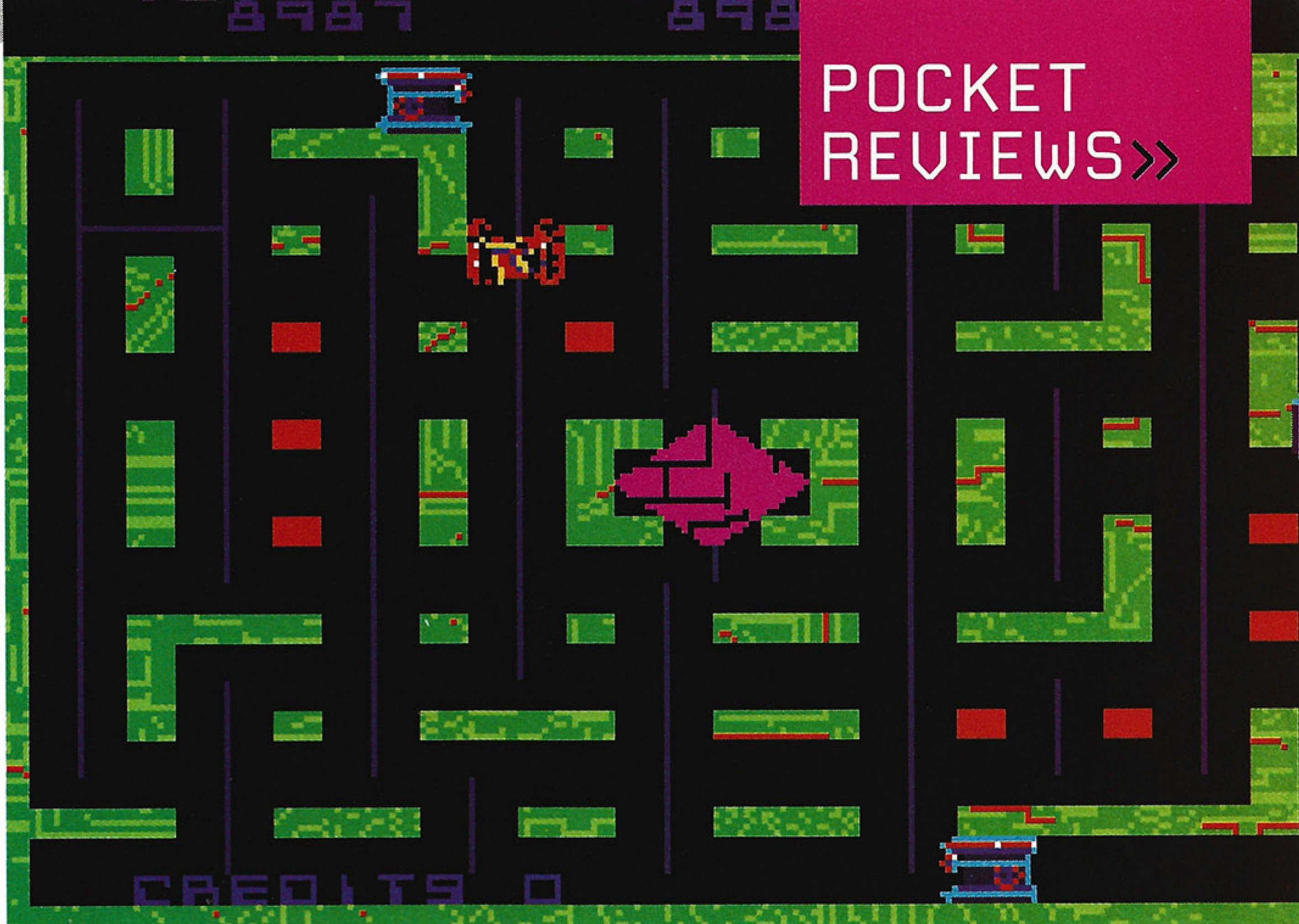
GRAPHICS: *Trilogy* makes up for yawn-inducing background graphics with large, beautifully animated characters.

GAMEPLAY: Plodding and repetitive is the only way to describe *Trilogy*.

SOUND: Uses some classic Star Wars tunes to great effect.

OVERALL: With such cool subject matter it's always amazing to me that most Star Wars games are so sub-par.

3.0
OUT OF TEN



Enables High Damage Combat Potential. Status: Illegal.

**QUICK
TIP!**

>>Unlockable within Tron 2.0 is a version of the arcade game Discs of Tron. And as any respectable old school gamer will tell you, that game is awesome.

GBA / N-GAGE

TRON 2.0: KILLER APP.

>>FIGHT YOUR WAY THROUGH THE GRID AND BE CAREFUL NOT TO GET DEREZED!

**Game
Data**



PUBLISHER: Disney Interactive Games
DEV: Digital Eclipse
GENRE: Action/Adventure
PLAYERS: 1-4
ESRB RATING: E

It's a mystery. Why did Disney decide to revive the Tron franchise for video games? It wasn't a very good movie, and if it wasn't for the then-revolutionary computer graphics, it would have been forgotten by now.

It's a mystery. How did Disney manage to re-invent the Tron series and come up with a fantastic line of games? That's right, the games are great: the PC game, the Xbox game and now the GBA

The game even supports multi-player with the GBA link-cable, and everyone knows lightcycle racing against real people is great fun.

The game controls well and has decent graphics—the GBA visuals lack the neon elegance of the 3D world, but they echo the film's distinctive Moebius-inspired circuits-and-microchips appearance well enough. The most surprising feature is the sound. This is one of the few GBA games you'll find with celebrity voice-overs. Bruce Boxleitner reprises his role as Tron, and the beautiful Rebecca Romijn appears as Mercury.

The game isn't perfect. The isometric controls can be a bit quirky, and occasionally things feel a little unbalanced, but nothing serious enough to keep it from being fun.

Ultimately, *Tron 2.0: Killer App* is a worthy addition to the franchise and a great game in its own right. >>**Marc Camron**

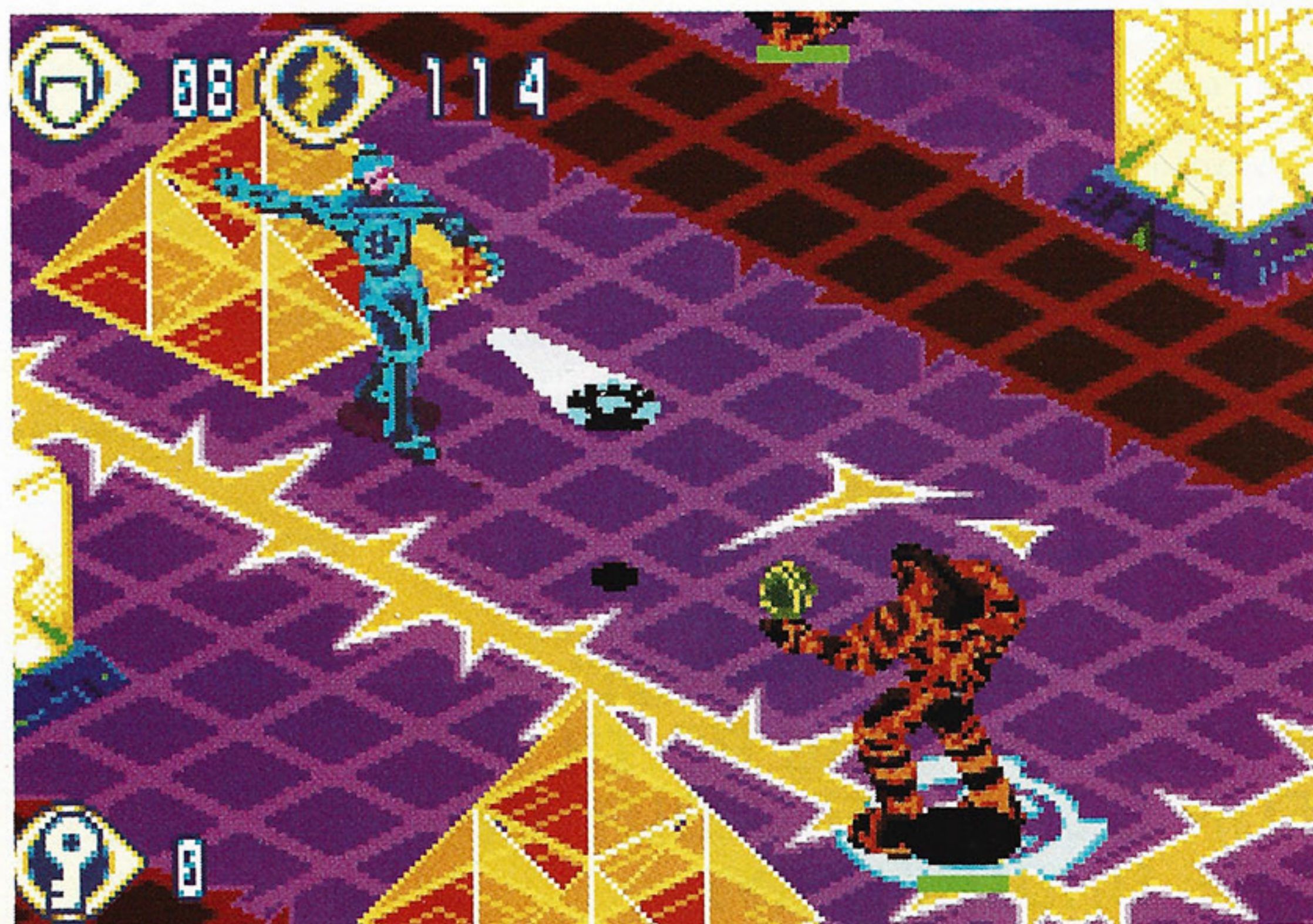
game. All great!

The gameplay in the GBA version isn't as refined as its console and PC counterparts. It abandons the first-person shooter perspective for a third-person platform view. Tron has been brought out of retirement to fight a destructive computer virus, and players must navigate a maze of computer worlds to save the virtual world.

Players can control either Tron or light-cycle program Mercury (introduced in the PC version of *Tron 2.0*), each with their own adventure.

In addition to the platforming sequences, the game gives players a chance to jump into lightcycles, tanks and even recognizers to traverse the expansive levels.

You'll have to hack your way through firewalls, upgrade Tron's abilities, and fight determined security programs to have a chance.



**Pocket
Score**

GRAPHICS: The system just can't reproduce the signature glowing neon style.

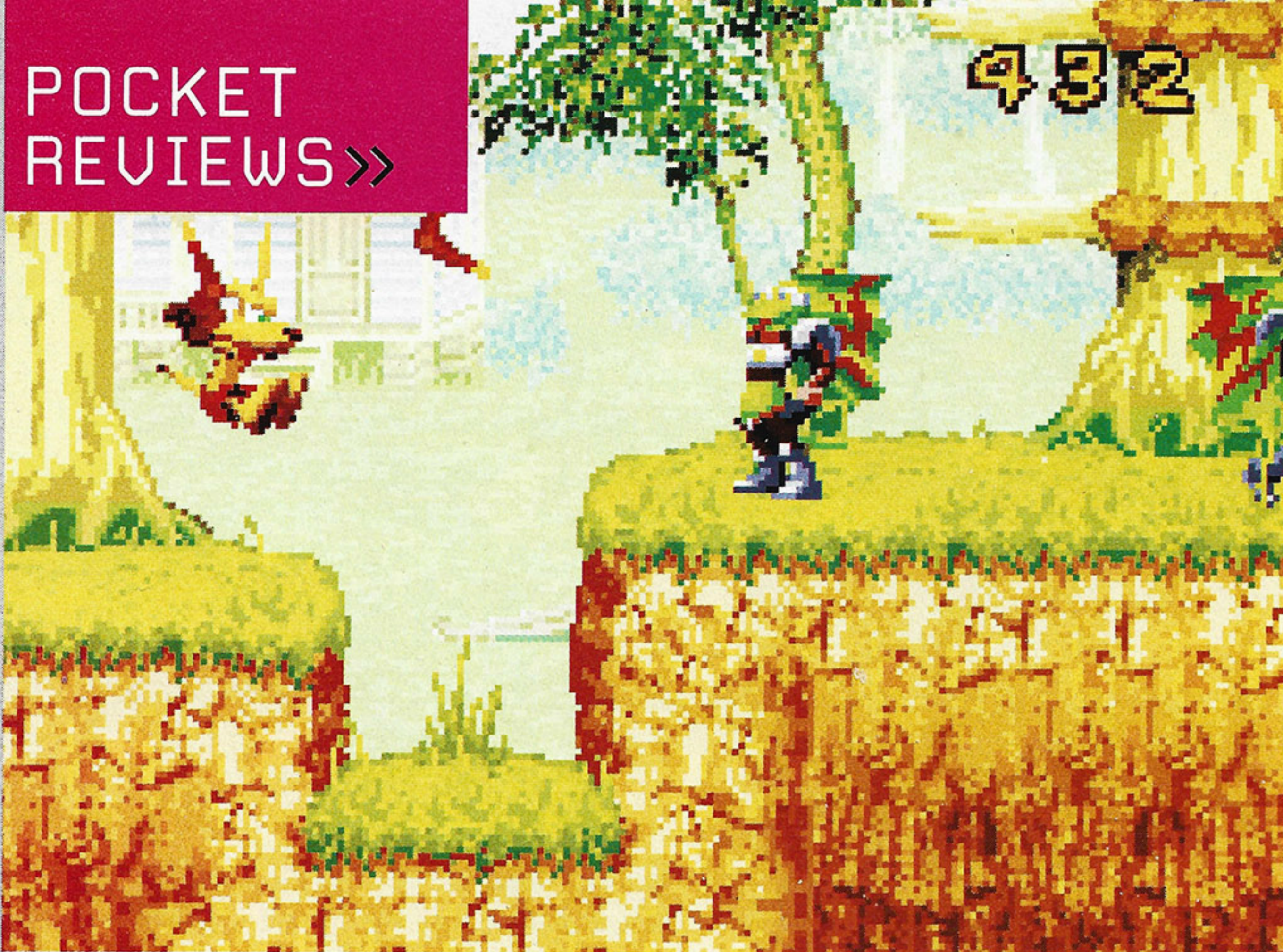
GAMEPLAY: Occasionally annoying during the third-person sequences.

SOUND: The music is a bit lacking, but the game more than makes up for it with the voice work.

OVERALL: Maybe I'm a bit biased, but I think Disney did a great job!

8.0
OUT OF TEN

>>HOW DID DISNEY MANAGE TO RE-INVENT THE TRON SERIES AND COME UP WITH A FANTASTIC LINE OF GAMES?>>



**QUICK
TIP!**

>> Speak to Dennis Frog back at HQ. Depending on what missions you've completed, he'll reveal portals that lead to airplane shoot-'em-up stages.



GBA / N-GAGE

Ty the Tasmanian Tiger 2: Bush Rescue

>> A DINGO ATE YOUR BABY?

Game Data

PUBLISHER: EA
DEV: Krome Studios
GENRE: Action
PLAYERS: 1
ESRB RATING: E

Australia's unique dialect often leads to some really awesome things. Consider, for instance, the phrase "throw another one on the barby." The masterminds behind *Ty the Tasmanian Tiger 2: Bush Rescue* are Aussies, and while that doesn't explain why it's such a fun action-platformer, it does clarify why the game is so strange.

Have you been searching for a platformer that has free-roaming levels, plenty of enemies to "kill," and tons of secrets and abilities to discover? *Ty 2* fits the bill. Each of its 30 levels takes you into the trees, underground, and underwater (sometimes all three) as a shrimpy tiger saddled with a bizarre set of goals, usually involving such "out there" tasks as delivering sunscreen to koala bears or unmasking lizards dressed up like construction workers. (Now you see the Australian influences?)

With level names like "Crouching Koala, Hidden Frill," "You're Fired," and "Faire Dinkum" you know you're in for something out of the ordinary. Heck, the main baddies are an angry turkey named 'Cass' and an ugly platypus named 'Fluffy!'

Ty can run and jump, but boomerangs are his main means of attack. There are nine of 'em in all (normal, rapid-fire, flame, ice, lightning, homing, grappling-hook, infrared, and explosive) and each has three upgrades. Best of all, you can aim these suckers in

any direction just by holding the d-pad.

Sitting around some levels are contraptions called "bunyips," which, in a nutshell, are giant robots that Ty can hop into. The standard bunyip can jump and punch, but the rest can do things like fly, lift heavy objects, launch missiles, and squirt water.

Ty the Tasmanian Tiger 2: Bush Rescue is fast-paced, fun to play, and there are enough secrets to keep you coming back for more. >> **Frank Provo**

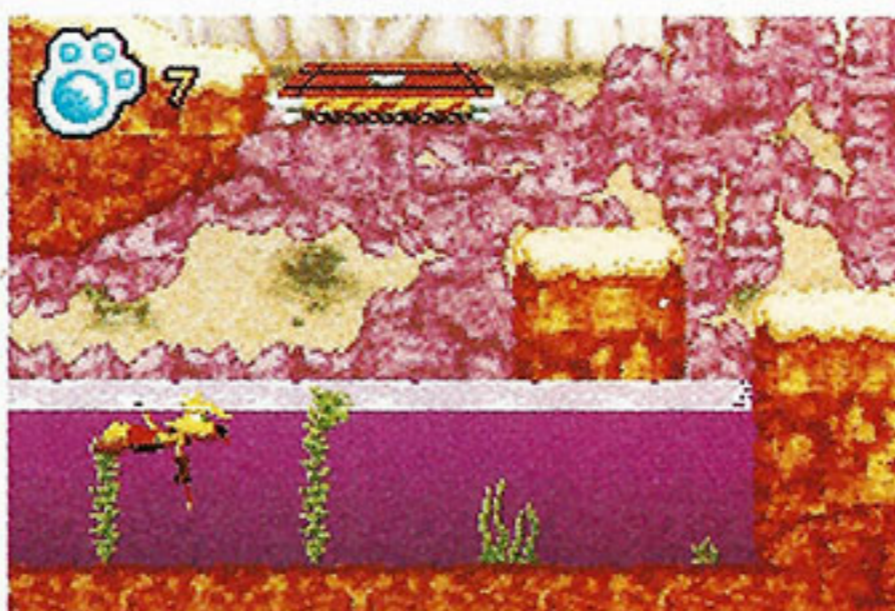


Pocket Score

GRAPHICS: Smooth animation and whimsical animal characters abound.
GAMEPLAY: The non-linear, exploratory levels and all of the different 'rangs and bunyips spiff up the traditional run & jump design.
SOUND: If you like the mouth-harp and didgeridoo, the music isn't bad.
OVERALL: If the gameplay doesn't hook you, the unlockable secrets will.

8.5
OUT OF TEN

>> WITH LEVEL NAMES LIKE "CROUCHING KOALA, HIDDEN FRILL," AND "FAIRE DINKUM" YOU KNOW YOU'RE IN FOR SOMETHING OUT OF THE ORDINARY.>>



You mean there's swimming portions too? Man, *Ty 2* has everything!





Select from a variety of playable characters, each with a super power and take your chances against unknown monsters when you land on certain squares.



QUICK
TIP!

>> If you defend to start a duel, you may waste enhanced offense from the die roll during the battle.



GBA / N-GAGE

YU-GI-OH DESTINY BOARD TRAVELER

>>CARD GAME AS BORED GAME

Game Data

PUBLISHER: Konami
DEV: Konami
GENRE: Board Game
PLAYERS: 1-4
ESRB RATING: E

Konami has taken the *Yu-Gi-Oh!* franchise in a number of directions on the GBA, and the latest version sees Yugi and friends dueling in a board game. But what may seem like a no-lose proposition for card game fans gets bogged down by clunky gameplay and a cluttered interface.

Most of the structure from the standard *Yu-Gi-Oh!* game is set aside in

Destiny Board Traveler. A new set of rules is used as four different characters move around various boards, trying to claim as many spaces as possible. Each space is occupied by a monster who is either randomly placed or belongs to one of your three opponents.

Each turn begins with rolling a die for movement. If you land on a monster square, a one-on-one duel begins against the resident. You must assign one of your own monsters to each side of a die, and the side you roll will be the monster you command in the fight.

This does add a sense of randomness, but assigning up to six different monsters to the sides of a die every single turn gets very tedious, and very quickly. And it doesn't happen in a very attractive environment—the boards are filled with low-resolution characters and monsters, and things like rolling dice have almost zero animation.

Another problem is the limited amount of actual strategy involved. You don't directly choose which monsters to fight with, and you don't know who the enemies are. With the board covered in blank cards that could be any monster, the game ultimately boils down to move, hope, and repeat.

Only true *Yu-Gi-Oh!* fans need apply for *Destiny Board Traveler*—everyone else should look for older GBA titles. **—Ed McGlothlin**



>>...GETS BOGGED
DOWN BY CLUNKY
GAMEPLAY.>>

Pocket Score

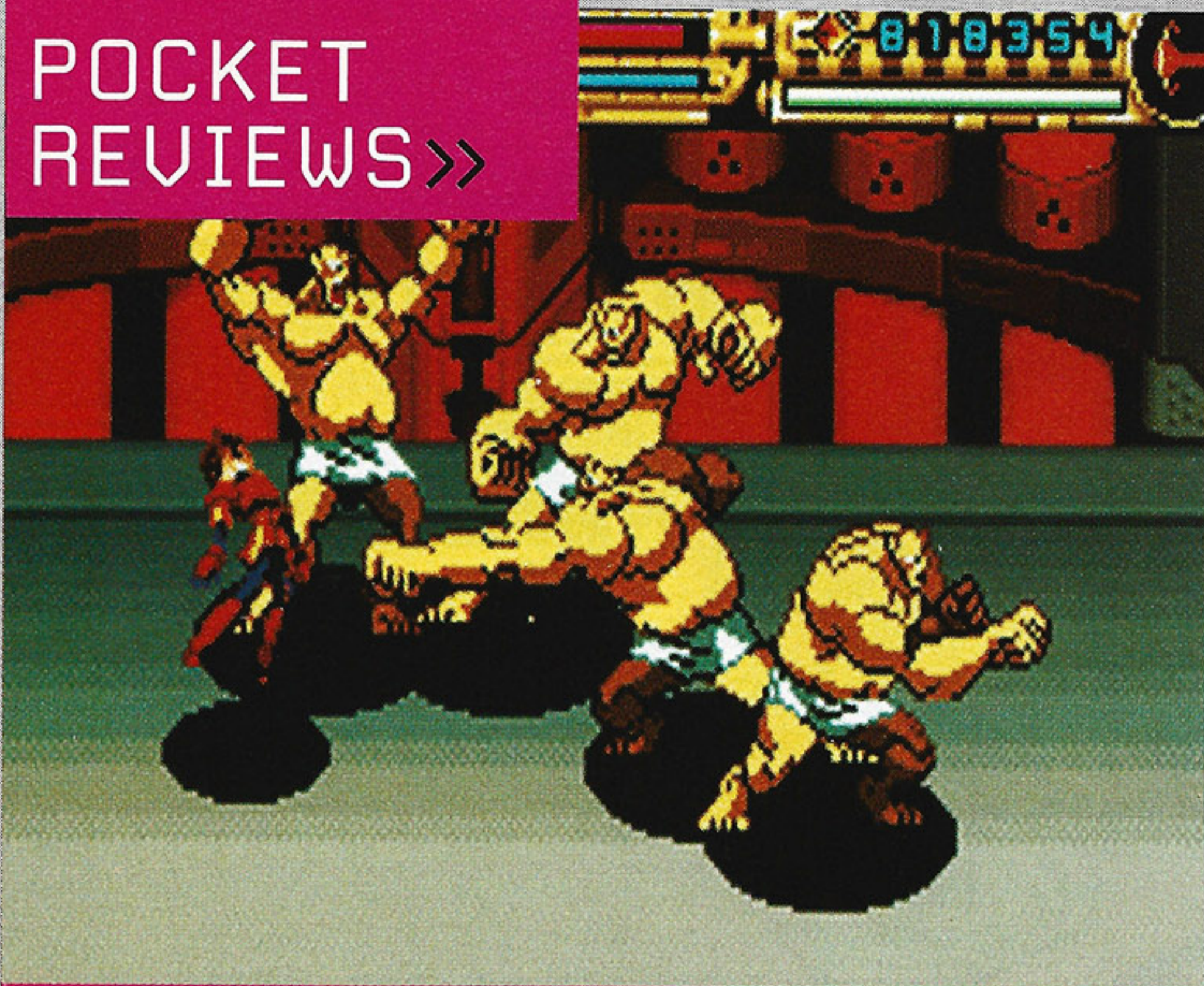
GRAPHICS: Characters and menus are low quality, and the animation is mostly missing.

GAMEPLAY: A little bit of dueling mixed in with a lot of die-assigning and menu surfing.

SOUND: You will hear the main battle theme a lot.

OVERALL: A card game could certainly work as a board game, but it doesn't here.

5.0
OUT OF TEN



GBA / N-GAGE

ADVANCE GUARDIAN HEROES

Game Data



PUBLISHER: Sega
DEV: Treasure
GENRE: Action
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

The original *Guardian Heroes* on the Sega Saturn was the pinnacle of the now-floundering beat-em-up genre. It boasted huge, well-animated, hand-drawn characters, over-the-top battles that literally crammed the screen full of sprites, RPG-style character development, and a multi-path storyline. Its mixture of beautiful graphics, and incredibly deep fighting system and downright insane action helped make me a Treasure fan for life.

The Game Boy Advance sequel is exciting in that it actually does further the story, features the same killer fighting system, and retains a lot of the same feel and characters as the original.

Unfortunately, while the Saturn was a 2D powerhouse, the GBA is not. Thus, *Guardian Heroes* seems to run in slow-mo about 85% of the time. You expect a bit of slowdown in a game like this—heck, sometimes you even welcome it if you're being swarmed by baddies—but in the case of *Advance GH*, the slowdown is so bad it actually makes the controls feel mushy and unresponsive. Not great.

Still, fans of the original, or even fans of beat-em-up classics like *Final Fight* or *Streets of Rage* might find a lot to like here. Two players can take on story mode together, there are loads of moves to learn and master, and the difficulty curve on anything from the normal setting on up will give hardcore players a run for their money.

In the end, it's hard not to like *Advance Guardian Heroes*. As a big fan of the original, I wanted branching paths, better animation, and a bit less slowdown. But as a fan of beat-em-ups, I can't help but love all of the game's good bits. I suggest trying before buying. >> **Greg Sewart**



Pocket Score



GRAPHICS: Not the prettiest game on the GBA, but not the ugliest, either.
GAMEPLAY: Fast, frenetic action that'll leave you gasping for breath.
SOUND: Nothing stands out about the music or sound effects.
OVERALL: *Advance Guardian Heroes* gets the job done as a brawler, but doesn't come close to living up to its predecessor's high standards.

7.0
OUT OF TEN

GBA / N-GAGE

Around The World In 80 Days



Game Data



PUBLISHER: Hip Games
DEV: Saffire
GENRE: Action
PLAYERS: 1
ESRB RATING: E

As a video game tie-in to the Jackie Chan flick, *Around the World in 80 Days* re-creates the plot and locales of the film but utterly fails to properly exploit its best asset—the charismatic and agile Chan himself.

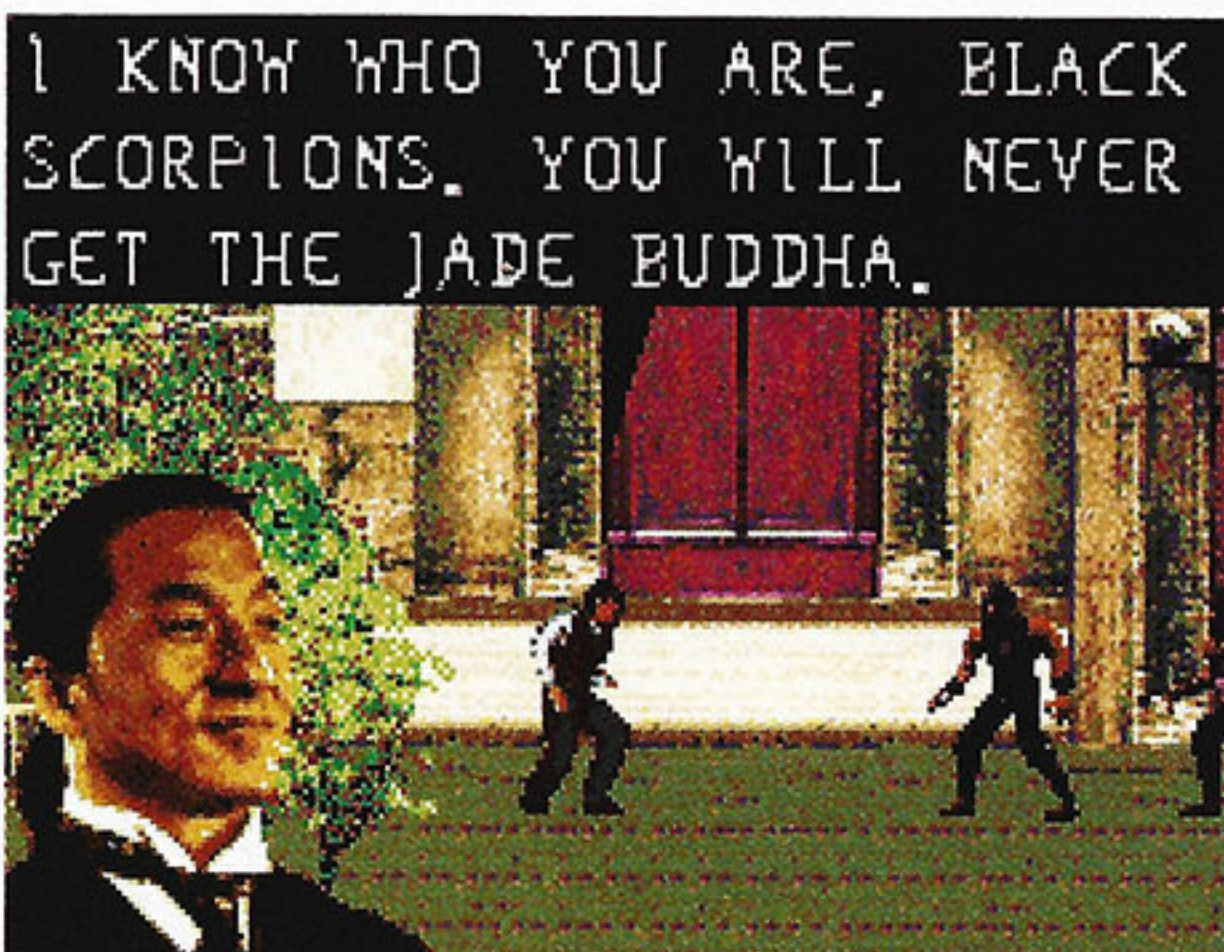
Chan's character, Passepartout, joins inventor Phileas Fogg to travel around the world in a hot air balloon. Though Passepartout poses as Fogg's valet, he has an ulterior motive: to prevent the Black Scorpion clan from getting their hands on the Jade Buddah.

This requires plenty of fighting as Passepartout takes on wave after wave of Black Scorpion cronies and other assorted baddies. Unfortunately, Passepartout's move list couldn't be more different from the way Chan actually fights on-screen.

He's capable of nothing beyond a basic kick, punch, upward punch, and sliding kick. Though it's technically possible to mix things up during combat, mashing the kick button is equally effective.

Around the World in 80 Days exhausts its limited bag of tricks within the first 10 minutes, and spends the rest of the time rehashing those ideas to flesh out the rest of the levels. Leaping between moving train cars is fun once, but less so the second time around.

Such lack of creativity is unappealing at the best of times, but what's even more disappointing is that Jackie Chan has been made into such a bland video game character. >> **Erin Bell**



Pocket Score



GRAPHICS: There are some lovely moments, including several still-shots and head shots from the film.
GAMEPLAY: A barebones brawler with some occasional platform jumping and tight-rope walking.
SOUND: The music soundtrack is done well, though certain sound effects are quite annoying.
OVERALL: Another uninspired movie tie-in that's short on substance.

3.5
OUT OF TEN

GBA / N-GAGE

BOOKWORM



Pocket Data

PUBLISHER: Majesco
DEV: Pop Cap Games
GENRE: Puzzle/Word Game
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

Bookworm on the PC or the PDA is an addictive little game. On the Game Boy Advance, though, it's more of a workout.

For those unfamiliar, *Bookworm* is an interesting variation of *Boggle*, in that the player connects tiles to make a word. Each letter has a point value, a la *Scrabble*; and

words that are worth more points prompt tiles to turn green, yellow or even blue. In turn, those tiles increase the value of the words made with them. As you advance through levels, though, the words you make must be of increasingly higher value to ward off the dreaded burning tiles.

A burning tile, if not used, will burn through the tile below it on each successive turn. When a burning tile reaches the bottom of the screen and is not used, the game is over.

Because the GBA version requires the player to maneuver the screen with the touchpad, instead of a mouse or stylus, the game is not as intuitive to play, perhaps because moving from column to column requires two moves instead of one. Overall *Bookworm* for the GBA is a competent version but not great. Perhaps if they make one for the DS... >>**Victoria Camron**

Pocket Score

GRAPHICS: Word tiles and a stationary worm. Not much to the graphics.
SOUND: Repetitious but irrelevant. A good game to play with the sound off though.
GAMEPLAY: The controls are a little awkward, but the addictive gameplay still shines through.
OVERALL: With a little tweaking this could have scored much higher. As it stands, it's just an OK game.

7.0
OUT OF TEN



GBA / N-GAGE

Digimon Racing

Pocket Data

PUBLISHER: Bandai
DEV: Gryptonite Games
GENRE: Racing
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

Kart racing has been a mixed bag on the GBA so far. It can be both very good (*Mario Kart Super Circuit*, *Konami Crazy Racers*) and spectacularly bad (*Shrek Swamp Kart Speedway*). Then there's *Digimon Racing*, which is somewhere in the middle.

If you've played at least one kart racer in your life, you'll know exactly what to expect. Choosing one of 11 Digimon (three unlockable), you'll race against other drivers in grand prix-style tournaments, getting points for good finishes.

There's not an enormous amount of creativity at work here. The tracks are all standard kart fare: ice, marsh, deserts. There are the usual speed boosts to hit and power-ups to collect and use against opponents.

Digimon Racing does have a few tricks up its sleeve, however. Driving over certain patches of pavement during the race boosts a meter that eventually causes the digimon to "digivolve" into a more powerful form capable of launching special attacks.

The other interesting thing about the game is that the driver must fight a boss battle at the end of each grand prix in order to unlock the next area. This is a neat idea, but an unforgiving time limit makes it more frustrating than it needs to be.

With gameplay and production values that are simply average, *Digimon Racing* is more for dedicated Digimon fans than racing enthusiasts. >>**Erin Bell**



QUICK TIP!

>> To defeat the first boss, Omnimon: collect the power-up on the conveyor belt, then hide behind one of the blue barriers in the corner.

Pocket Score

GRAPHICS: Fuzzy at times and not overly detailed. Could have been better.
GAMEPLAY: Solid though unimaginative.
SOUND: Well done. Good use of character voices, and an upbeat soundtrack.
OVERALL: A run-of-the-mill racer. Nothing more, nothing less. If you have a special affinity for Digimon, go for it.

6.0
OUT OF TEN

GBA / N-GAGE

F-Zero GP Legends



Game Data
PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Racing
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

Rarely do people think Nintendo when they think of racing games, but *F-Zero* has owned the crowded genre of futuristic racing for well over a decade. The franchise has helped launch Nintendo consoles, from the SNES in 1991 to the GBA in 2001, and it makes a second GBA appearance with *GP Legends*.

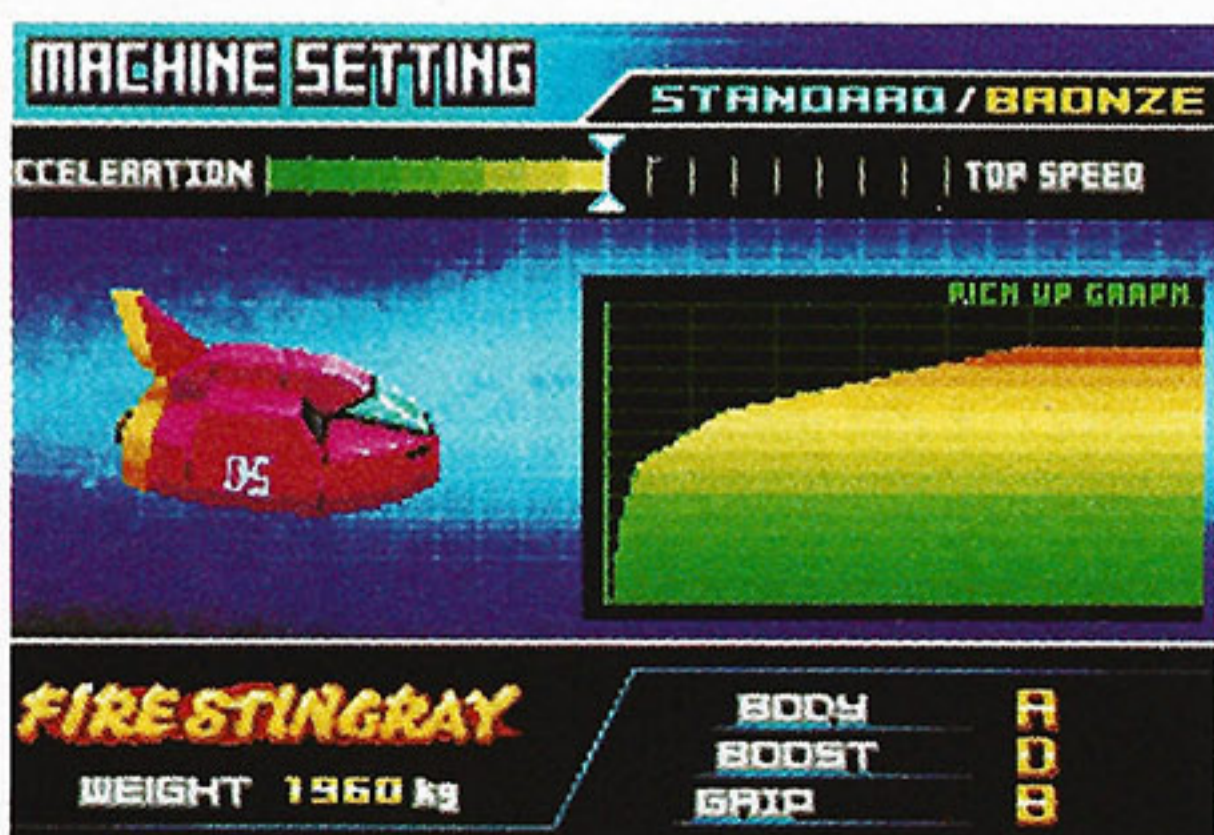
Thanks to new elements cribbed from last year's remarkable *F-Zero GX* for the GameCube, *GP Legends* is a clear improvement over the first portable outing. The classic pilots and machines from

series lore return, including the now-famous Captain Falcon, and you now face a full slate of 30 racers on each track.

Story Mode offers challenges from the perspective of eight different racers, beginning with newcomer Rick Wheeler. The series has always included a cantina-full of strange alien racers, but don't worry if the names are new—Falcon and other veterans play a major role.

The presentation is spruced up thanks to tie-ins with the new FoxBox cartoon. The hokey-yet-fun story is told through animated cutscenes, and the cars and tracks prove Mode 7 effects can still work. Best of all is the sound, which includes all the series' legendary hard-rock riffs.

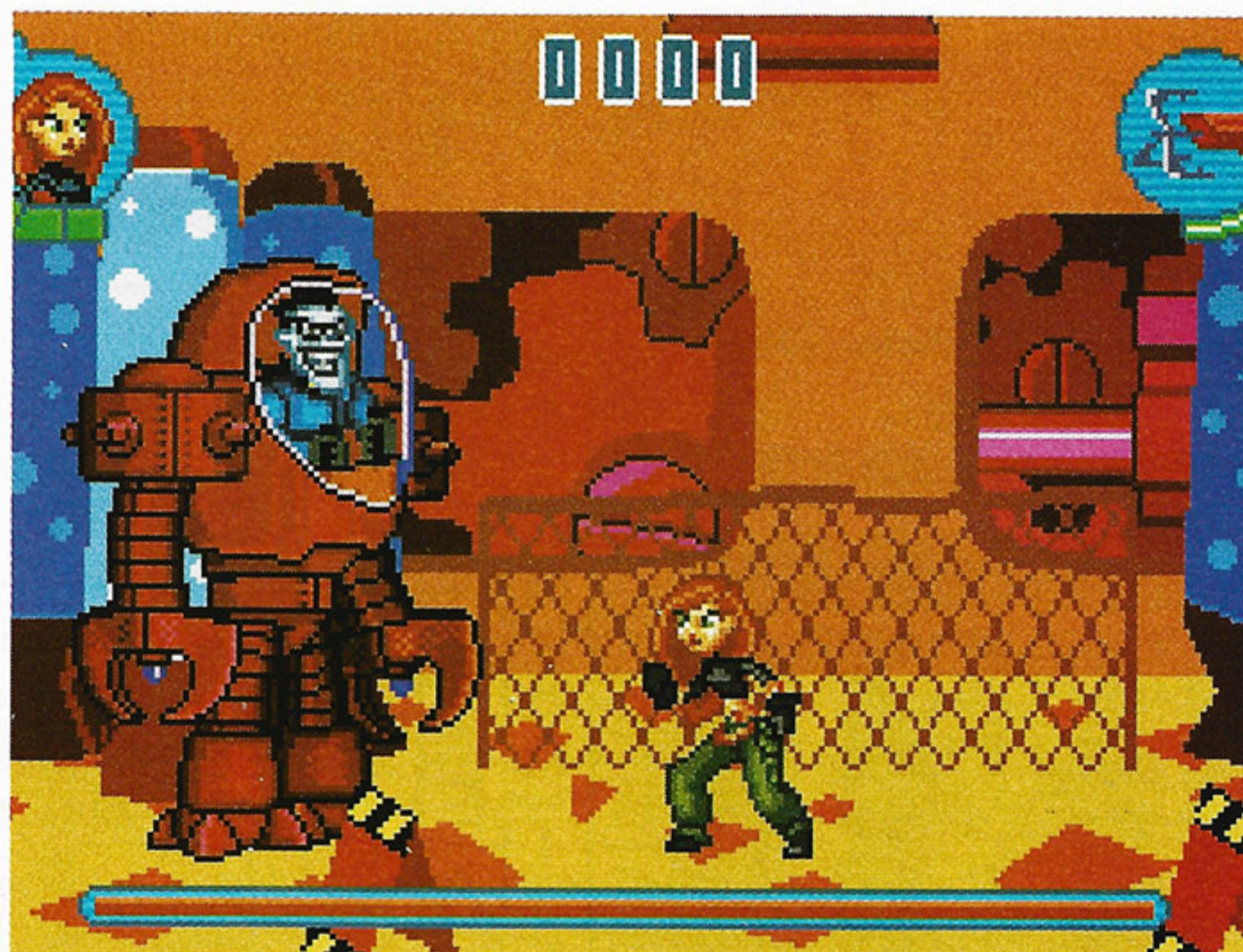
Fans can look forward to expansive multiplayer and a number of new modes, including the game's best feature: Zero Test, a *Gran Turismo*-like series of technical challenges. Other series may come and go, but with entries like *GP Legends*, *F-Zero* may rule the road for some time. >>Ed McGlothlin



Pocket Score

GRAPHICS: Mode 7 scaling handles the racing, while anime cutscenes carry the story.
GAMEPLAY: A great variety of cars, tracks, and modes.
SOUND: You'll feel at home from the first few bars of the Mute City theme.
OVERALL: Take a perfected SNES-style of racing and add in features and modes developed since then for a winning combination.

8.5
OUT OF TEN



GBA / N-GAGE

Kim Possible 2: Drakken's Demise

Pocket Data

PUBLISHER: Disney Interactive
DEV: A2M
GENRE: Action/Adventure
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

Kim Possible 2 had two things going against it out of the box: 1) It's a game based on a Disney TV show; and 2) It's a game based on a Disney TV show. That is, 1) Licensed games based on properties such as this are historically terrible, and 2) Many will feel that *Kim Possible* is a kiddie show and therefore a kiddie game.

Nothing can be further than the truth. *Kim Possible 2* is actually a well designed, fun to play platform game that does both the license and the genre proud.

The heart of the game is 2D platform action. Players must traverse the large, well-designed stages, flipping about, beating on bad-guys, and searching high and low for each level's secrets. Kim isn't alone though. She has her trusty pet-friend (What is that thing anyway? A gopher?) and a utility belt full of gadgets.

While it isn't exactly a girl-power *Metal Gear Solid*, Kim's gadgets make the difference in unlocking the mysteries of her world. Hot sauce can melt ice, lipstick is sticky like glue and the grappling hook will let Kim make like Spider-Man.

Of course, there are plenty of things to collect, yet the game never feels like a collect-fest.

While it's possible this game will get overlooked because of the "kiddie" perception, any self-respecting platform fan should give this one a try. >>Marc Camron



QUICK TIP!

>> Remember that the stages are large and occasionally tricky, so you might need to go backward and see if you missed anything the first time through.

Pocket Score

GRAPHICS: The graphics look like they're right out of the cartoon, and Kim's animation is great.
SOUND: The sound could have been a lot better with some voices from the show.
GAMEPLAY: Tight controls and fantastic design make for a top-notch platform game.
OVERALL: *KP2* shows that Disney Interactive is committed to making quality titles.

8.0
OUT OF TEN



GBA / N-GAGE

Mario Pinball Land

Pocket Data

PUBLISHER: Nintendo
DEV: Nintendo
GENRE: Action
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

Funny things about mascots, thanks to the miracle of merchandising they can pop-up anywhere.

When Mario isn't bouncing off goombas and rescuing princesses, he plays a little golf and tennis, kicks back with Yoshi and hawks t-shirts at Target. Now he has folded himself into a little ball to bounce around a pinball game.

The result is perhaps the worst Mario title ever made.

Each of the pinball screens stands alone with the goal to get the screen's star. Get through all of the screens, collect all the stars and win. That is if you want to stick around that long.

It's not that the screens, or tables, are bad. Mostly they are just plain and a little awkward. The controls are competent and the pinball physics are good, but the design will lose players after a brief period.

Play gets repetitious because tables reset as soon as you advance (or regress) to another screen. That means players must be skillful enough to score the star without leaving the screen.

Along with collecting the star, players can try their hand at collecting red coins (again) but this too assumes you want to keep playing beyond the game's main goals.

This is one game that doesn't serve either Mario or Pinball fans. >> **Marc Camron**



QUICK TIP!

>> Remember to keep the ball on the current table. Each time you move to the next screen you will have to go back and start over.

Pocket Score

GRAPHICS: Bright and colorful, featuring familiar characters in an unfamiliar setting. Very good overall.
SOUND: Like the graphics, the sound is much better than this game deserves.
GAMEPLAY: A case of good control meeting mediocre design and ending up in a wreck.
GAMEPLAY: Mario Pinball Land is one of those games that just doesn't work.

3.5
OUT OF TEN

GBA / N-GAGE

Mega Man Zero 3



Game Data

PUBLISHER: Capcom
DEV: IntiCreates
GENRE: Action
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

The Mega Man series is officially out of control. When you're releasing a spin-off based on a secondary character from another spin-off, how can you even call the game "Mega Man" anymore? The character Zero was originally a non-playable dude in the Mega Man X series—though he did become a playable character in later installments. The Mega Man X games were a spin-off of the original Mega Man series. Everybody up to date? Good, let's move on.

The ironic bit is that, while the Mega Man series has become almost lost in its own convoluted storyline and increasingly disappointing games, Zero 3 is almost a throwback to the good ol' days. Its difficult-but-fair side scrolling action will have Mega Man veterans breathing a sigh of relief as they realize their favorite franchise isn't quite dead yet.

Zero 3 is great. The bright, sharp graphics and the excellent, SNES-style tunes complement razor-sharp control that will keep you coming back for more despite the game's steep learning curve. You'll almost never be able to blame the game for a cheap death or having to do a level over a few times. While Zero 3 is relentless, it's not impossible, meaning it's a huge step up from the last two Zero installments.

Mega Man Zero 3 is definitely a step in the right direction for this spin-off series. Hopefully developers of the two million other Mega-franchises take some cues from Zero 3 for their next batch of sequels. >> **Greg Sewart**



Pocket Score

GRAPHICS: Zero 3 looks like a throwback to Mega Man's days on the SNES.
GAMEPLAY: If thumb-bleedin' action is your bag, this is your game.
SOUND: Excellent music all around.
OVERALL: Like its predecessors, Zero 3 is not for the novice action gamer. But for anyone looking for a game that's no pushover, this MM adventure is a perfect fit.

9.0
OUT OF TEN



GBA / N-GAGE

METAL SLUG ADVANCE

Game Data



PUBLISHER: SNK
DEV: Playmore
GENRE: Action
PLAYERS: 1
ESRB RATING: T
RELEASE: Now Avail.

It is getting harder to find a pure action game, but SNK is trying their best to keep the genre going with *Metal Slug Advance*. The latest in the classic action series, Advance takes the popular arcade gameplay and makes appropriate changes for the portable version.

You can choose a male or female hero, but there is no difference in control. Both can fire their pistol with the B button, jump with A, and toss a limited number of bombs with R. In addition to the unlimited pistol ammo, you'll also find a number

of enhanced weapons, including a rocket launcher and shotgun. Get in close and your hero will finish the kill with a quick knife strike.

The second level puts you in somewhat new territory for *Metal Slug* fans, as it features Huck Finn-style wooden fortresses that you move across and sword-carrying, beard-toting, pirate-like enemies that drop slow-rolling bombs in your direction. In a new twist, once these enemies hit the ground after players shoot them down, they stay alive for a second or two while holding explosives.

For its many console versions, the series usually appears exactly as found in arcades, but *Metal Slug Advance* has a number of changes to make it more user-friendly. Your character now has a life bar instead of dying on contact, and the pace is slowed a bit from the quarter-stealing edition.

But the action is still plenty frantic, especially in hard mode, and will enjoyably test the skills of any gamer. Aside from killing everything in sight, you can also rescue hostages and find hidden cards for a bonus. If you have never heard of *Metal Slug* or don't understand why anyone seems to care about SNK, this may be a good place to start. >> **Ed McGlothlin**



Pocket Score



GRAPHICS: Varied color palette for an action game and top-notch animation.
GAMEPLAY: Enough challenge for series veterans, accessible to any action fan.
SOUND: You'll barely notice the music behind the constant din of bullets and explosions.
OVERALL: Not just the arcade classic slapped on a GBA cart —smart gameplay tweaks make it a great portable dose of action.

8.0
OUT OF TEN

GBA / N-GAGE

Mighty Beanz Pocket Puzzles



Game Data



PUBLISHER: Majesco
DEV: Radius 99
GENRE: Puzzle
PLAYERS: 1-2
ESRB RATING: E
RELEASE: Now Avail.

Apparently it's not enough to make games based on movies, television characters or famous athletes anymore. Now, it seems, any pop culture item is up for grabs, no matter how bizarre.

Mighty Beanz are small plastic capsules painted with little bodies and faces to look like cartoon characters. They're the latest collectible toy craze, and now they have their own video game.

Might Beanz Pocket Puzzles incorporates the thrill of Beanz collecting into a simple falling-block puzzle game. The goal is to match up the Bean tops and bottoms to create complete Beanz as the halves fall from the top of the screen. Matching two halves will make the Bean disappear before the stack reaches the top of the screen resulting in Game Over.

There's a problem though. In real-life, the Beanz are colorful, detailed, and over an inch long. On the GBA's tiny screen, they aren't. They're tiny and blobby, and almost impossible to identify, even with an aid indicating what each complete Bean is supposed to look like when the cursor moves over one of its halves.

There are over 200 Beanz in the game, meaning over 400 tiny, blobby Bean halves to identify. To make matters worse, a new set of Beanz is introduced after every couple of levels, forcing the memorization process to begin all over again.

It's not really a bad idea, just a horribly executed one. >> **Erin Bell**



Pocket Score

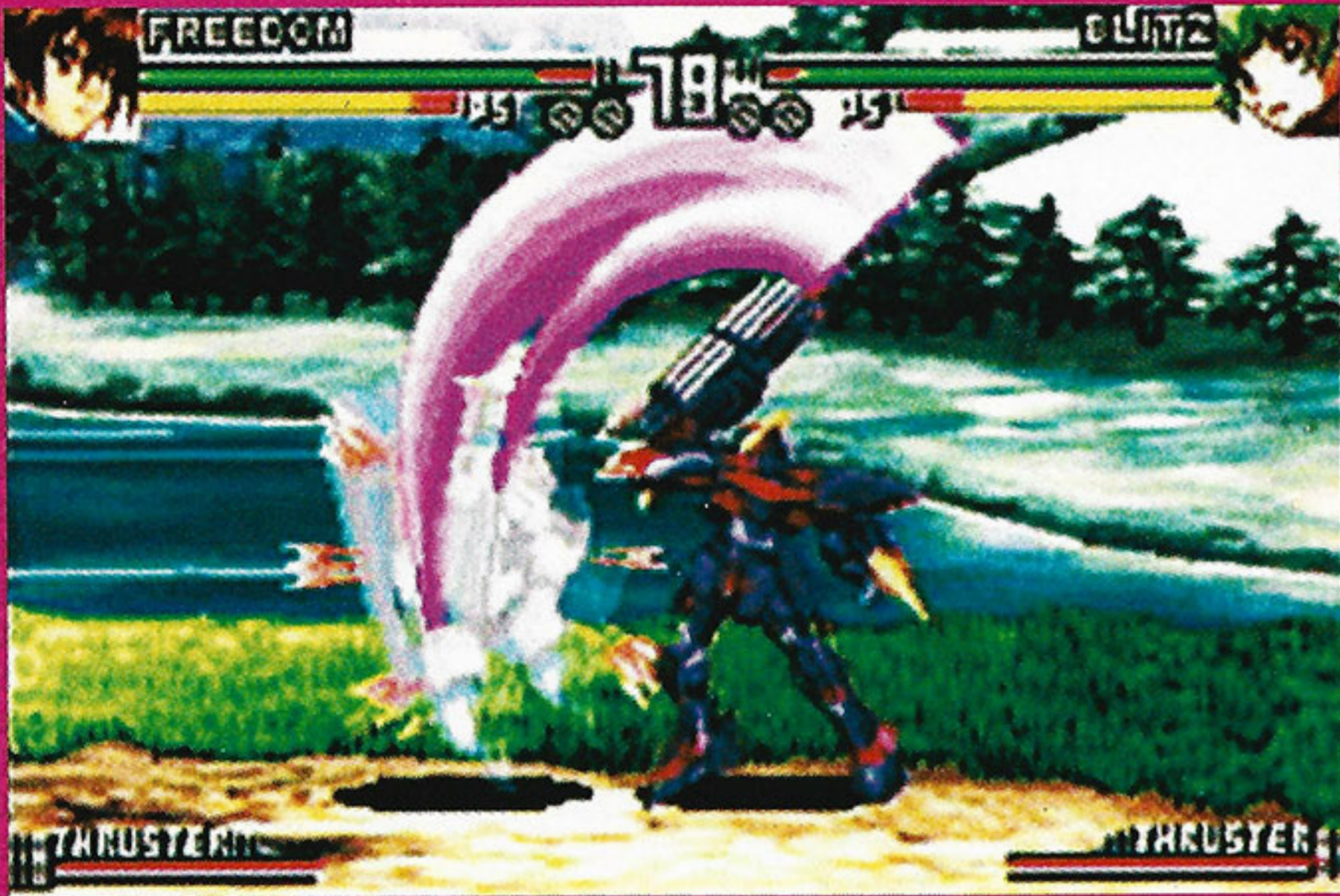


GRAPHICS: The Beanz are far too small on the screen, which is a fatal flaw.
GAMEPLAY: There's nothing wrong with the game mechanics, it all comes back to the graphics.
SOUND: Pretty basic, though the one ditty that plays is kind of catchy.
OVERALL: The game is salvageable by using the GameCube's Game Boy Player. Seeing the Beanz on a TV screen helps a lot.

3.0
OUT OF TEN

GBA / N-GAGE

GUNDAM SEED: BATTLE ASSAULT



Pocket Data

PUBLISHER: Bandai
DEV: Bandai
GENRE: Fighting
PLAYERS: 1-2
ESRB RATING: T
RELEASE: Now Avail.

The concept is a familiar one: giant robots beating the crap out of each other.

Gundam Seed: Battle Assault generally sticks to that formula, pitting two robots against each other in simple combat. You can tweak a number of settings and play in a number of modes, but the combat itself

stays the same.

With only four buttons, the GBA can be limited in fighting game controls, but *Gundam* only really uses two of them. Combined with a dash maneuver, they remain your only fighting options.

As the first *Gundam* game on the GBA, *Battle Assault* does a fairly good job of bringing the series to life. The mechs have an impressive sense of weight to them, moving and sounding like you would expect, and lots of random flair will happen during battle. But the backgrounds are completely static, and the story mode is a line or two of meaningless text between battles.

Battle Assault has the foundation for a good fighter, but not the balance or depth. It's a decent portable look of the famous anime franchise, but only true fans need apply. >>Greg Sewart

Pocket Score

GRAPHICS: Good animation on mechs, but the backgrounds need are lifeless.
GAMEPLAY: Coolness of flying and dashing around is lessened by not being very useful.
SOUND: Great sound effects make the robots sound plenty imposing during fights.
OVERALL: Mixed use of the Gundam license and serious lack of balance bring down the good controls and great mech presentation.

6.0
OUT OF TEN



GBA / N-GAGE

Ms. Pac Man

Pocket Data

PUBLISHER: Destination Software/DSI Games
DEV: Full-Flat
GENRE: Puzzle
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

Pac-Man and his dot-eating ways have made their way to almost every videogame system ever created, and *Ms. Pac-Man* is always hot on his tail. Enter *Ms. Pac-Man: Maze Madness*, a simple title for the GBA that features the insatiable mouth running from ghosts, throwing switches, pushing blocks, cases of TNT and gobbling up everything in sight. One would expect a game like this would be perfect as a pocket title, but it gets old fast.

Gameplay couldn't be more straightforward: players run through isometric mazes eating dots, fleeing from ghosts and then munching down power pellets to turn the tide back in her favor. Each level has its own theme (ghosts in the desert levels wear turbans, others become walking mummies), but the goal is always the same. Players need to eat a certain amount of dots to open a door to the next level. Eating all the dots on a single level will earn a player a golden star, and the game can only be truly beaten once every star has been collected. Mazes are three-dimensional in nature, complete with teleportation pads, moveable blocks and reset switches to restore everything to their original position in case Ms. Pac-Man gets stuck.

Unfortunately, the original version of *Ms. Pac-Man* isn't included. Its extreme ease of play makes it for novices only, or gamers who are looking for another multiplayer GBA title. >>Doug Trueman



**QUICK
TIP!**

>> Don't skip any of the dots, or you might have trouble opening doors later on.

Pocket Score

GRAPHICS: Nothing terrific, but they do get the job done.
GAMEPLAY: Straightforward but very easy. If you consider yourself a dedicated gamer, skip it.
SOUND: Average for the GBA, but it features audio samples from the classic game.
OVERALL: It lacks the spice of the original arcade muncher, but it's good enough for children.

6.0
OUT OF TEN



GBA / N-GAGE

NEED FOR SPEED: PORSCHE UNLEASHED

Game Data



PUBLISHER:
Destination Software
DEV: Pocketeers
GENRE: Racing
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

Releasing *Need for Speed: Porsche Unleashed* was a gutsy move on the part of its developers. Handheld or not, the game is using incredibly outdated graphics to convince players that they're racing Porsches. But what actually limits the game aren't the visuals, but the missing features players have come to expect from a racing title.

Players can race over twenty-five different Porsches on a variety of international tracks and compete in either a Quick Race or Knockout mode of play. But once players hop into the garage to

turn their car as they desire, the game's failings become apparent. After selecting a car, players can choose its color and its transmission type...and nothing else.

Once players hit the asphalt and throw their car into gear, *Need for Speed* peels out. The courses are challenging, but they're marred by the fact that most collisions with the outside barriers merely bounce you back on course. The racing itself has a decent sense of speed, and when three other players link up the game is fun. Still, if you've worn out your thumbs playing *Sega Rally Championship* and *Top Gear Rally*, *Porsche Unleashed* should hold you over until the PSP hits store shelves in March. >> **Doug Trueman**



Pocket Score



GRAPHICS: The graphics aren't bad for a 3D GBA title.
GAMEPLAY: Holding the gas and occasionally steering generally earns a victory.
SOUND: Repetitive and boring, both in music and effects.
OVERALL: A decent racing title, but it doesn't keep the pace with some of the hotter titles on the market.

6.5
OUT OF TEN

GBA / N-GAGE

That's So Raven



Game Data



PUBLISHER: Disney Interactive
DEV: Vicarious Visions
GENRE: Action
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

Disney Interactive has been doing an awful lot right lately. More than anything, this is because they really seem to know their audience. *Tron 2.0: Killer App* isn't designed the same as *Kim Possible 2* isn't designed the same as *That's So Raven*. They are all different titles appealing to slightly different groups.

That's So Raven stems from the Disney Channel's hit TV show starring Raven Simone as a teenager with psychic abilities. And you know what happens when teenagers get psychic abilities—wackiness is inevitable!

The game follows Raven through a series of four "episodes," each with five different levels. Traverse locations such as school and the mall are open to explore, as each level has both primary and bonus objectives to complete. Completing secondary missions open up bonus yearbook entries and are necessary to score 100% in the game.

Experienced players will not find the same depth as the latest *Kim Possible* game, as this entry is clearly focused towards a younger audience.

The game controls well, though the enemies are a bit generic and repeat often. Levels are large and welcome plenty of exploration, necessary for completing the secondary objectives.

The animation and graphics are OK, but the sight of Raven running may induce fits of hysterical laughter as it invokes visions of a prancing unicorn.

That's So Raven isn't a game I would choose to play in my spare time, but I am looking forward giving the cartridge to my 12 year old niece Sabrina. I think she will have a blast with it. >> **Marc Camron**



Pocket Score



GRAPHICS: Decent but not outstanding. Not nearly as pretty as Disney's other efforts.
SOUND: Bouncy! I found myself liking the tunes in spite of their bubble-gum flavor.
GAMEPLAY: It controls well, and the levels are big. A good basic game for beginners.
OVERALL: It's a good enough game for its target audience.

7.0
OUT OF TEN

GBA / N-GAGE

Super Collapse 2



Game Data

PUBLISHER: Majesco
DEV: GameHouse
GENRE: Puzzle
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

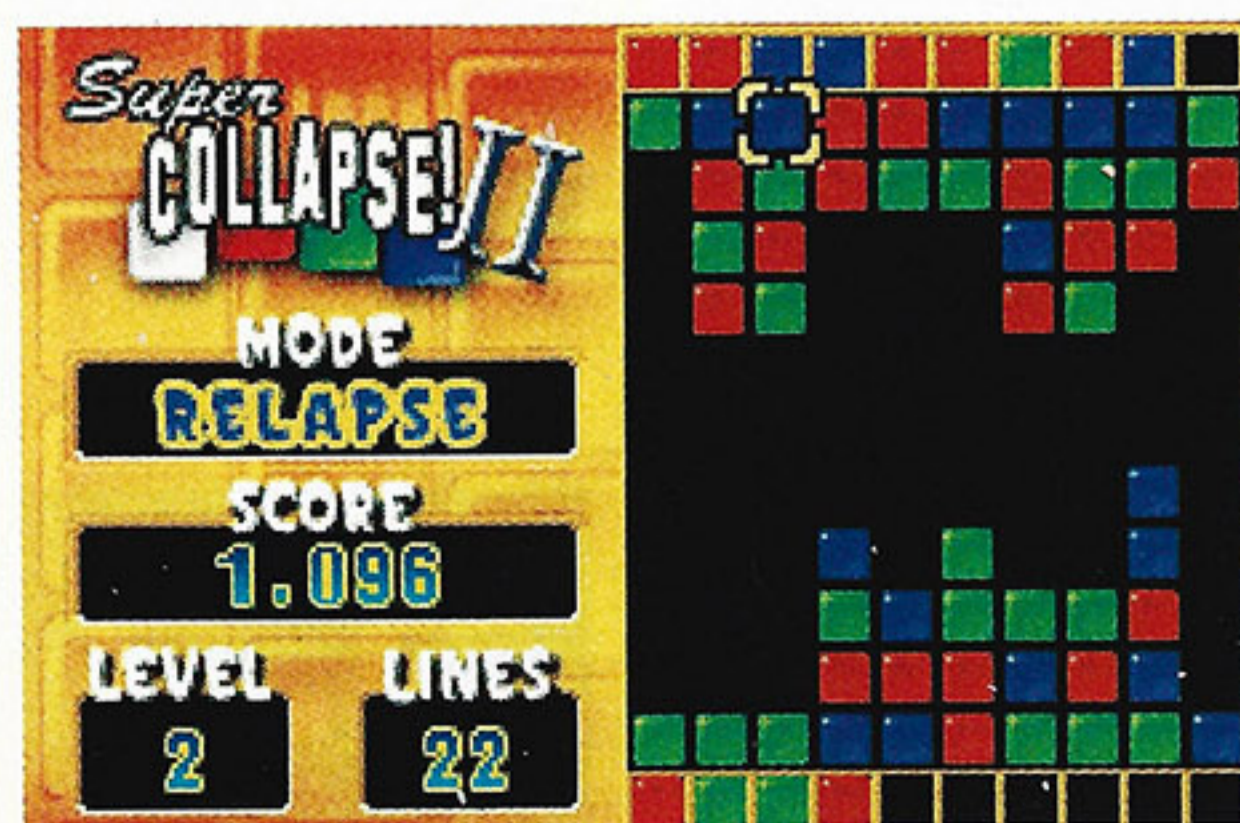
Originally a free Internet download for bored office workers, *Super Collapse 2* is a puzzle game involving colored blocks on a grid where the idea is to zap groups of three or more blocks to make them disappear. The remaining blocks will then collapse in on themselves to fill up the empty space, as a new row of randomly colored blocks appears at the bottom.

The idea is simple and absorbing and a variety of modes help keep things interesting. Relpase mode is the craziest: a row of blocks appears at each end of the

screen instead of just the bottom. In strategy mode, the new row of blocks is previewed so the player can plan ahead. This turns it into a thinker's game that relies on strategy instead of reflexes.

Puzzle mode is such a departure from the others that it could be considered a separate game. Here, blocks are organized into a pattern on the screen and have to be cleared by making them collapse in a certain order. Isolated blocks, for example, have to be moved next to blocks of the same color by collapsing.

Super Collapse 2 is about as basic as they come, but it's fun nonetheless. The only thing that dampens the fun is a password system instead of a save feature. >>Erin Bell



Pocket Score

GRAPHICS: Very basic, but nothing more is expected of a game like this.
GAMEPLAY: Less straightforward than, say, *Tetris*, and far more reliant on luck.
SOUND: Not much to mention. Bland techno beats cycle over and over again.
OVERALL: While *Super Collapse 2* doesn't quite have the makings of a classic, it's a challenging timewaster all the same.

3.5
OUT OF TEN

GBA / N-GAGE

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS



Pocket Data

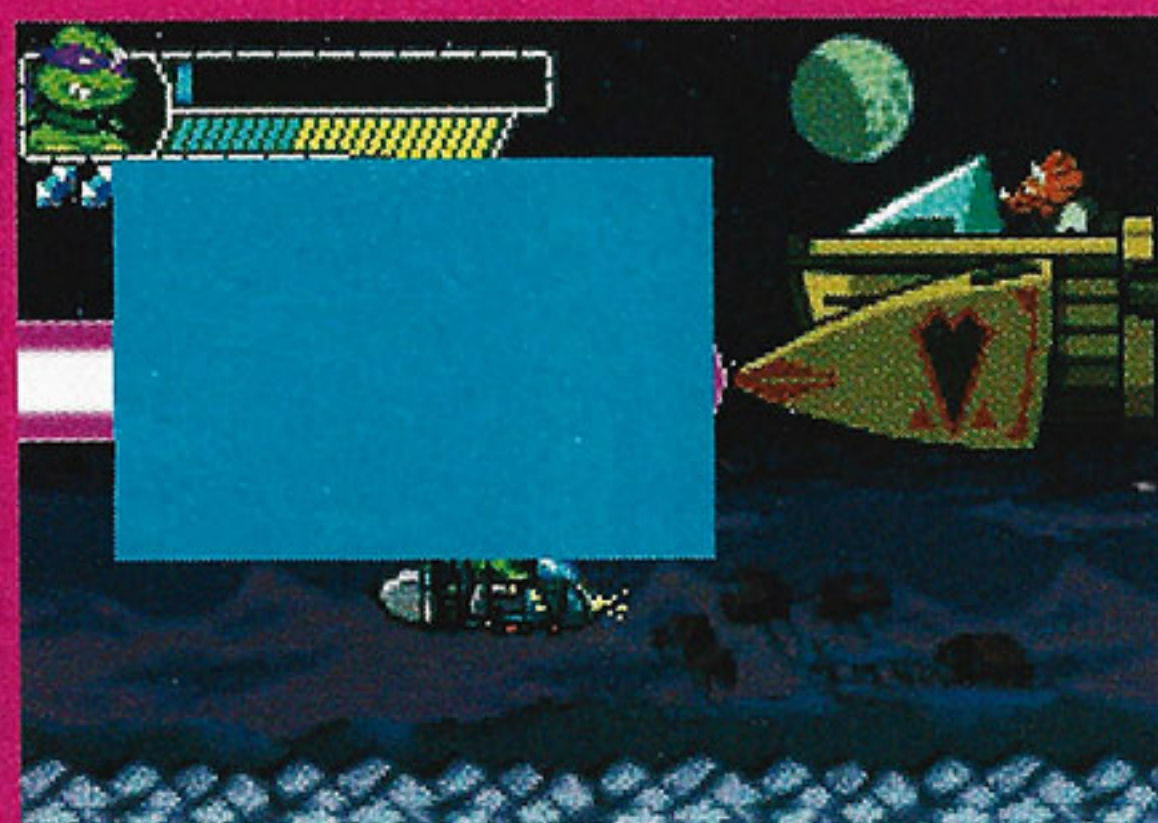
PUBLISHER: Konami
DEV: Konami
GENRE: Action
PLAYERS: 1-4
ESRB RATING: E
RELEASE: Now Avail.

OK, new rule for *Ninja Turtles* games—don't take away their freakin' weapons! Definitely don't take them away at the start of every level! No, this isn't the biggest problem with *Battle Nexus*, but it's the most annoying.

Why the Turtles start each level with nothing but super-weak shuriken and nothing else—no, these "ninjas" can't even use hand-to-hand moves—isn't a complete mystery. It's done to facilitate the stealth aspect of the game. And while Konami's *Metal Gear* series is the current king of sneak 'n destroy, the mechanic is completely broken in this mean green adventure. It consists of ducking into any number of random alcoves if an enemy spots you...and that's it.

And once your Turtle finds his weapon, which is inexplicably floating free in every level, things don't get any better. At this point the game degrades to a typical, super-repetitive hack 'n slash adventure.

On top of all this, Leo, Don, Raph, and Mikey aren't different enough for the average player to notice. There's another great opportunity lost. We could have had levels that were completely different depending on which brother you decided to play as. Instead they're almost exactly the same no matter who you play as, though Raphael's just different enough from the other three to require you to play through the game at least twice to unlock everything. It hasn't been a great year for the *Teenage Mutant Ninja Turtles*. >>Greg Sewart



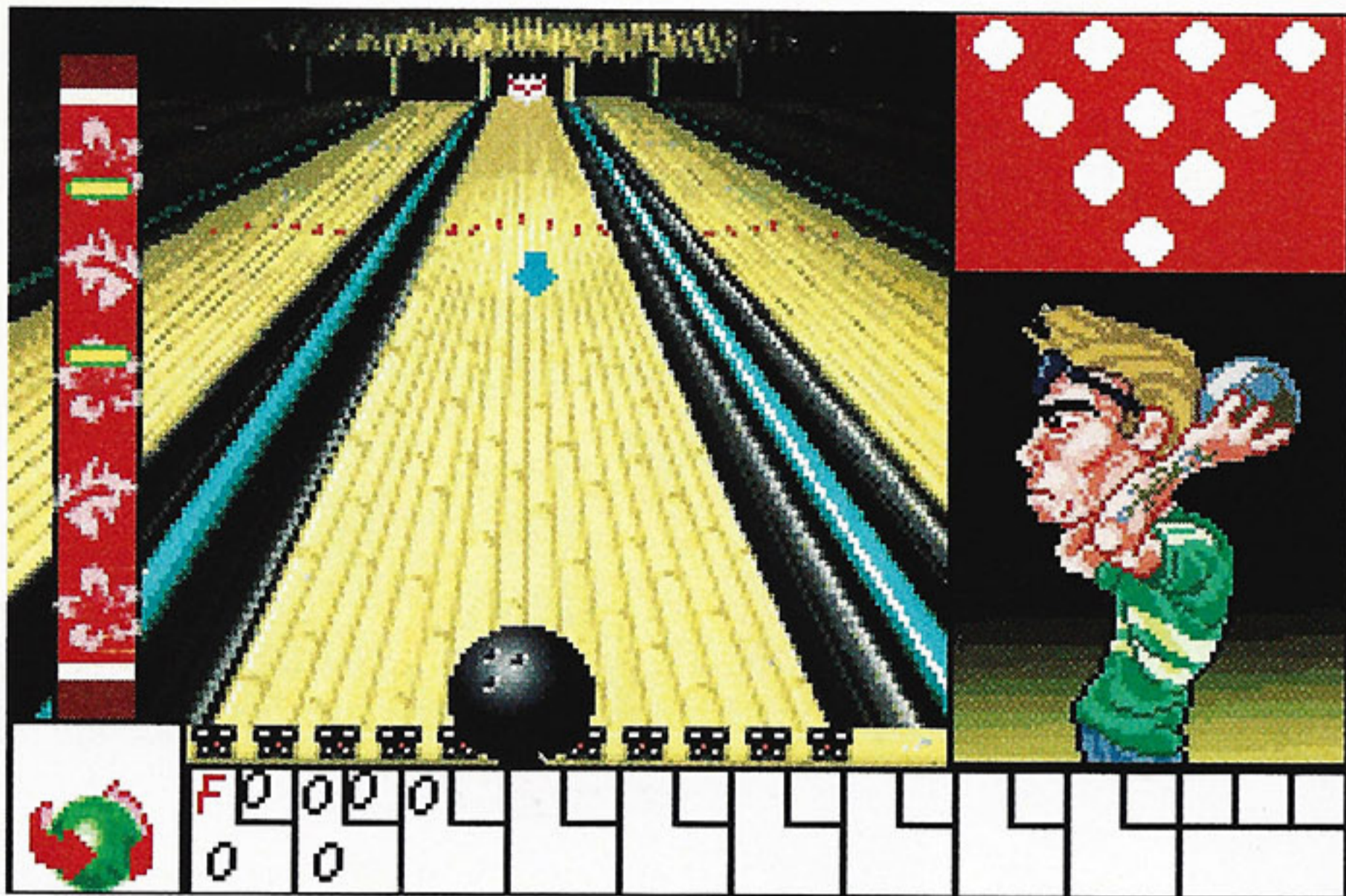
Pocket Score

GRAPHICS: The characters are big, sharp, and colorful.
GAMEPLAY: Run forward, hide, wait for brain-dead enemy to go away, repeat. Lame.
SOUND: The music doesn't stand out, and neither do the sound effects.
OVERALL: *Battle Nexus* is one big missed opportunity that even hardcore TMNT fans will have trouble enjoying. Wish they'd just left out the stealth bits.

4.0
OUT OF TEN

GBA / N-GAGE

Ten Pin Alley 2



Game Data

PUBLISHER: XS Games
 DEV: Pronto Games
 GENRE: Sports
 PLAYERS: 1
 ESRB RATING: E
 RELEASE: Now Avail.

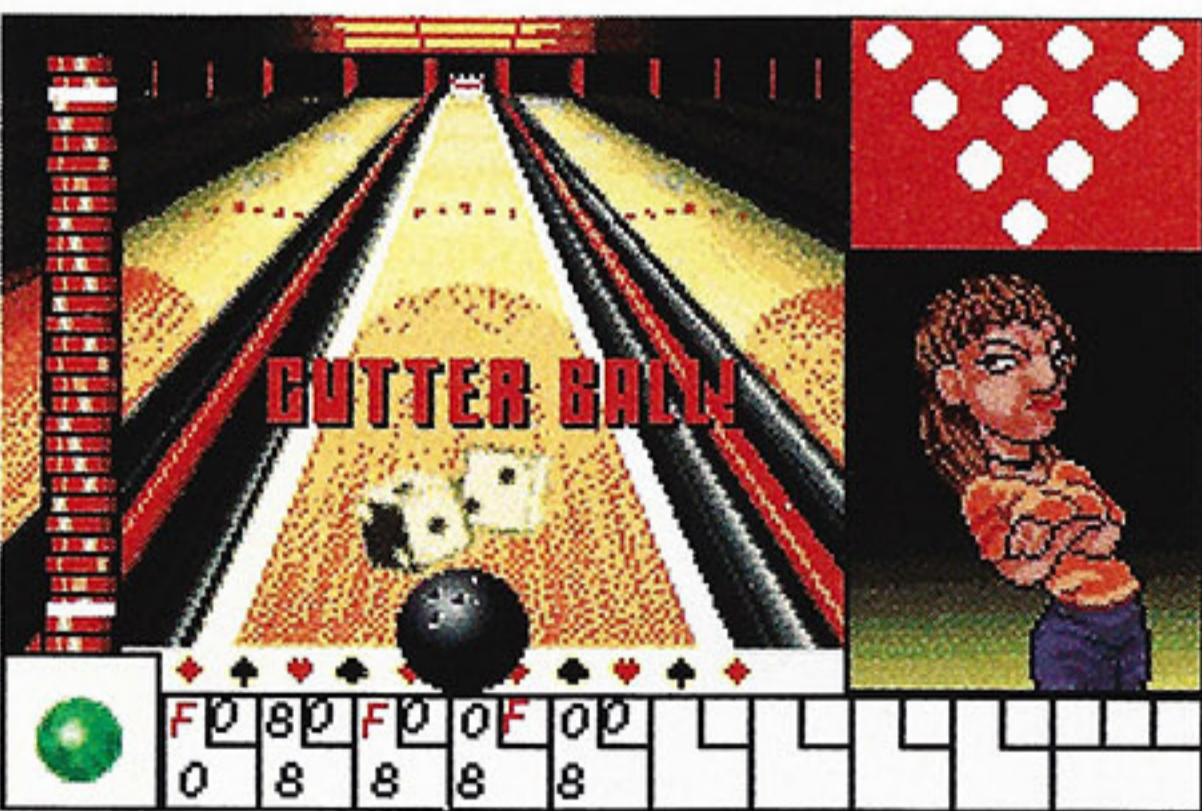
Bowling games don't have to be particularly deep, or possess stellar graphics, but *Ten Pin Alley 2* takes this philosophy a little too seriously. It's a barebones budget title with only four courses, two modes (Practice and Tournament), and not so much as a password feature to record progress.

I've played enough shareware bowling games to know that they don't have to be complicated to be fun. For some reason, however, *Ten Pin Alley 2* has turned the simple process of launching a ball down

the alley into a mammoth undertaking comprised of no less than four steps. By way of clicking at the right time as a little marker scrolls back and forth across a line, the player selects a stance, then aims the ball, adjusts its power, and finally gives the ball some spin. What happened to just aim and toss?

The micromanagement might have been interesting had all the little dials and bars actually made sense. It seemed, however, that no matter how much I experimented, my ball would always make a bee-line straight into the gutter.

The game would also have benefited from more of an overhead view. As it is, the back of the alley disappears into a horizon point where you can't even see the pins, let alone aim at them. >>Erin Bell



Pocket Score

GRAPHICS: The alley is horribly designed, making it hard to aim the ball.
GAMEPLAY: Too many adjustable variables take all the fun out of the game.
SOUND: The music is low quality and dreadful. Sound effects are OK.
OVERALL: There are freeware bowling games that put this one to shame. I expected much more out of a GBA title.

2.0
OUT OF TEN



GBA / N-GAGE

Texas Hold 'Em Poker

Pocket Data

PUBLISHER: Majesco
 DEV: Skyworks
 GENRE: Card Game
 PLAYERS: 1-4
 ESRB RATING: E
 RELEASE: Out Now

Majesco's *Texas Hold 'Em Poker* comes without any fancy licenses like the World Series of Poker or Celebrity Poker, and presents a pretty barebones version of the most popular poker variant being played today. Unfortunately, barebones doesn't quite cut it.

People like Texas hold 'em, because of the strategy involved. Unlike traditional stud or draw poker, having a shared hand in the middle means you have a better idea of what possible hands those around you hold and the way they may be playing.

In order to translate this experience to the Game Boy, it is necessary to incorporate good AI, so your computer controlled opponents behave in ways that mimic real players. This is where Majesco's game falls apart. Opponents don't fold nearly enough, playing hands that would get an amateur ostracized in a real tournament.

It's really annoying when an opponent plays a 3, 5 off-suit and picks up the river for a full-house, beating your solid A, K flush. Yeah, it could happen, but in real life that guy should have folded before the flop.

The cart is filled with some nice options, including a career mode where patient players can build themselves up from nothing to champion. A battery save would have been nice for this as it's really annoying to write down passwords on the go, and it cost the game an additional half-point in my review.

Overall *Texas Hold 'Em Poker* is a decent game at a cheap price, but real fans might want to hold out for something with a bit more meat. >>Marc Camron



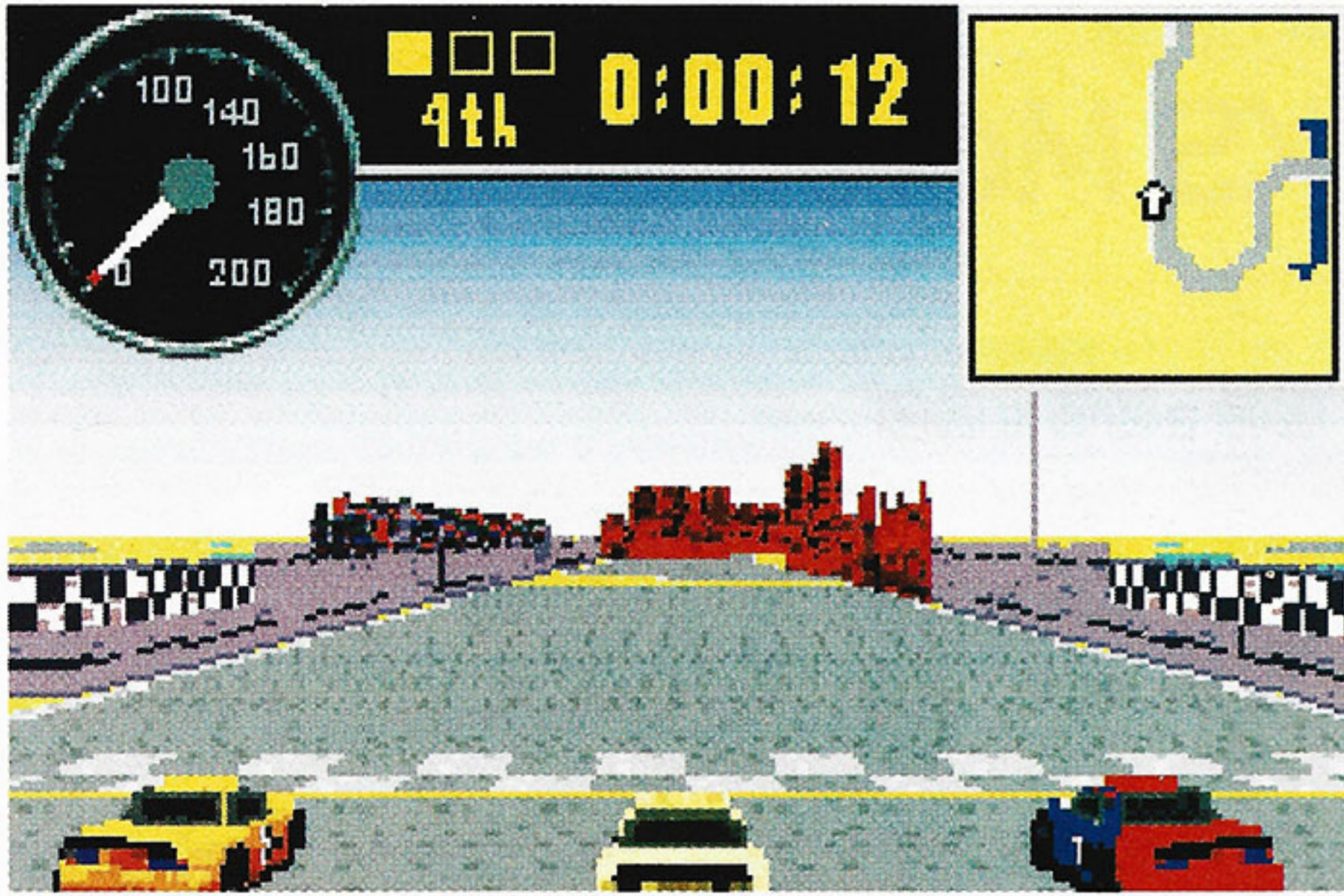
QUICK TIP!

>> Professionals say the biggest mistake newbies make is not folding often enough. Early in the game you should be folding about 80% of your hands.

Pocket Score

GRAPHICS: It's a poker table with flipping cards. Not really much to screw up.
GAMEPLAY: At a crowded table the action moves really slowly, and the AI is weak.
SOUND: Actually pretty good. Decent music and clear voice calling out the plays.
OVERALL: Fans starving for some THE on the go might enjoy this, others won't.

5.5
OUT OF TEN



GBA / N-GAGE

Thunder Alley

Pocket Data

PUBLISHER: XS Games
DEV: Pronto Games
GENRE: Racing
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

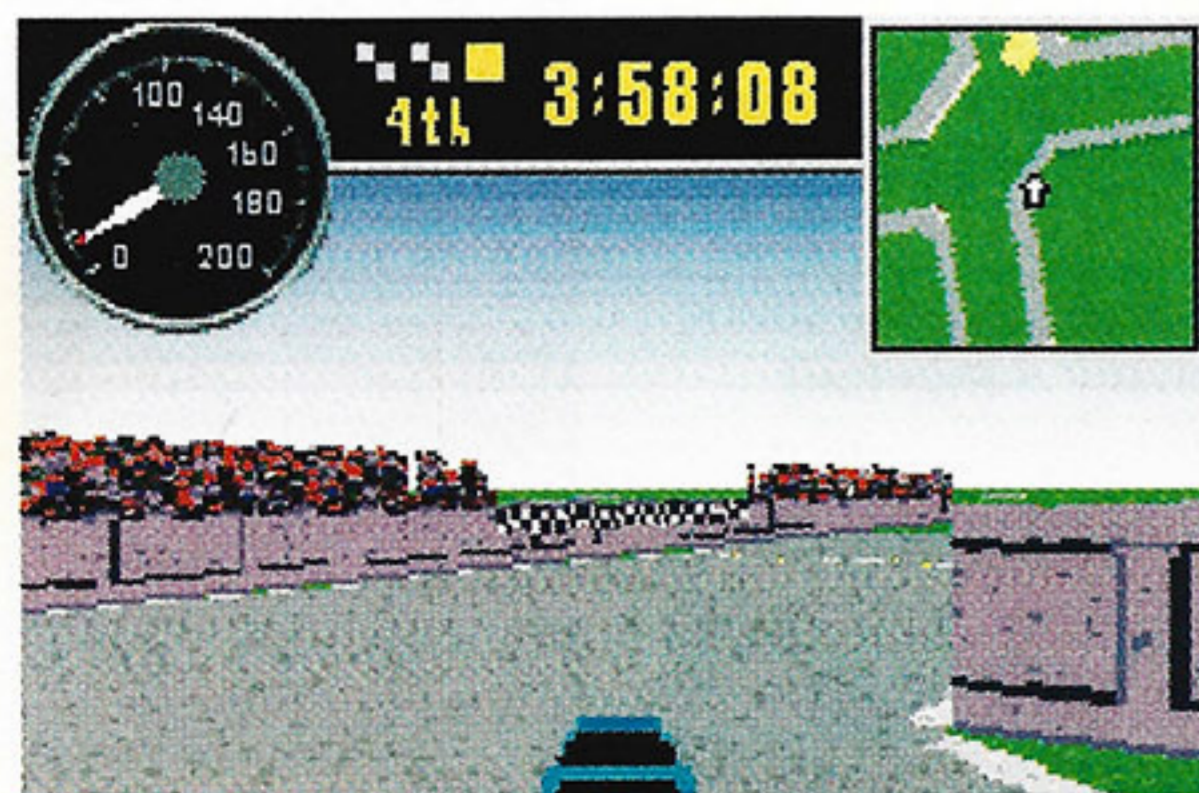
Last time I checked, buildings are three-dimensional rectangles and the sky doesn't have corners. Not so, according to this budget racing game, which, thanks to some spectacular graphical gaffes, looks like a throwback to the videogame Stone Age—a sort of scary twilight zone with artificial "walls" of sky and flat painted-on shrubbery.

Not only does the lack of transparency in the wall textures look dreadful, but it obscures the view of the road while turning corners. The road itself has a habit of flickering off and on like a wonky light-bulb. Sometimes when the car crashes into a wall it will disappear altogether.

And the graphics are only the beginning. There are only four tracks in the game—an inexcusably paltry number. The eight selectable racers have no obvious performance differences between them, and there are only two gameplay options: a throwaway one-lap Practice Race, and a Championship Race against three other cars.

The Championship Race is nothing but an ordeal. It drags on for three ponderous laps with drab scenery, boring controls, and random useless awkwardly-placed power-ups. The opponents are all computer-controlled, because *Thunder Alley* has no multiplayer implementation.

At the end of it all, there isn't even a password system to record progress (like you'd want to, anyway). The only way this dreadful game could have been any worse is if the cars didn't actually accelerate. >>Erin Bell



QUICK TIP!

>> Do your best to avoid crashing into scenery and other cars. If this happens enough times, the car will explode and you'll forfeit the race.

Pocket Score

GRAPHICS: The screenshots speak for themselves. *Need For Speed Underground* this ain't.

GAMEPLAY: The car is smooth and fast, but without decent tracks, it's all a waste.

SOUND: What passes for a soundtrack is actually barely music at all. Awful.

OVERALL: Even for a budget title, this is an inexcusably shoddy product with severe technical glitches. An insult to gamers.

3.5
OUT OF TEN

GBA / N-GAGE

Thunderbirds



HEY ALAN! GLAD YOU ARE
HERE, LET'S GO TALK TO
PENELOPE.

Game Data

PUBLISHER: VU Games
DEV: Saffire
GENRE: Adventure.
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

British television has brought unique and strange things to our country. *The Thunderbirds* debuted there as a 1960s show starring a puppet family of daring action heroes. The unique puppet action made the show a cult hit, eventually spawning a summer movie and a GBA adventure. Too bad neither of them uses puppets.

Based on the movie, *Thunderbirds* hits the GBA as a weak adventure featuring three of the family members. Alan can shove crates around, Tin-Tin can move things with her mind, and Fermat can hack computers and roll through ventilation shafts. Yes, ventilation shafts. Since Fermat is the only character who can't jump, expect each gap to have a conveniently placed shaft nearby.

The puzzles never get too challenging, but they may as well be *Metroid* when compared with the horrific flying sections. These serve mainly to raise your appreciation for *River Raid* and other simple, classic shooters—say hello to bad collision detection, loose controls, and ugly graphics.

Many parts of the game stink of cheap and even lazy production, lifting graphics and designs directly from other GBA games by the same developer. You can't even save the game, as a three-letter password is forced on you instead.

Digitized movie characters can't save a game with all these problems. The import charm that drove *Thunderbirds* to fame has been lost in the trip from UK television to US movie theaters to the Game Boy Advance. >>Ed McGlothlin



Pocket Score

GRAPHICS: Decent sprites get no animation, flying scenes would look bad on the GB Color.

GAMEPLAY: Don't think video games have enough crates? Here is a good place to look.

SOUND: The volume slider is on the left of your GBA, slide it toward you for total silence.

OVERALL: This is the kind of experience that made movie games so feared.

2.5
OUT OF TEN

TONY HAWK'S UNDERGROUND 2

CHANGE OUTFIT

MALE
REGULAR
FACE
SHIRT
PANTS
SHOES

select change Start

GBA / N-GAGE

TONY HAWK'S UNDERGROUND 2

Game Data

PUBLISHER: Activision
DEV: Vicarious Visions
GENRE: Sports
PLAYERS: 1
ESRB RATING: T
RELEASE: Now Avail.

When the Game Boy Advance launched in summer 2001, it was an unexpected title that wowed gamers the most—*Tony Hawk's Pro Skater 2*. Sharp graphics and gameplay made for a smooth transition to the new system and showed the GBA's real potential.

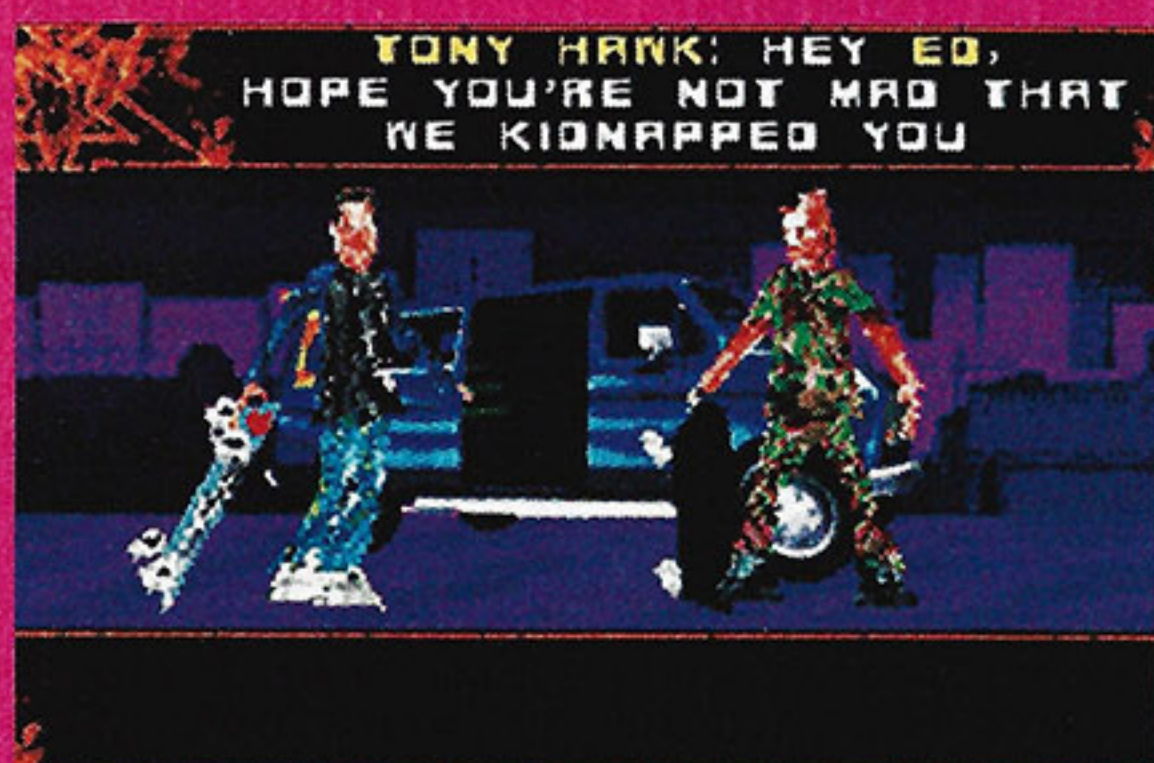
But even the best games can idle after four sequels in three and a half years, and the Hawk has finally spent himself in *Tony Hawk's Underground 2*. That doesn't mean *THUG 2* is

bad, as it contains everything that made the previous GBA titles a blast.

The gameplay changes that revitalized the series with the first *THUG* are back—create a skater and build your career, going from the local skate parks to worldwide fame.

Since those challenges are the meat of the game, it's a shame *THUG 2* on the GBA takes away much of the difficulty. Instead of gradually unlocking challenges, you can now skate anywhere in the park before accomplishing anything. This turns a steady difficulty curve into a mess, and might have you accomplishing challenges you didn't even mean to.

No game with the proven foundation of *THUG 2* can be bad, but one system can only support so many original sequels. **>>Ed McGlothlin**



Pocket Score

GRAPHICS: The engine that powered the first GBA *Hawk* is a bit old, but works.
GAMEPLAY: The skating is still awesome, but the challenges are too unorganized.
SOUND: Licensed music is good, but only so good on the GBA.
OVERALL: Still a good time, but *THUG 2* changes what *THUG* didn't need changed and vice versa. Doesn't really top *THUG*.

7.0
OUT OF TEN

GBA / N-GAGE

XS Moto



Game Data

PUBLISHER: XS Games
DEV: DC Studios
GENRE: Racing
PLAYERS: 1
ESRB RATING: E
RELEASE: Now Avail.

Balance is an important aspect of motorcycle racing, but the makers of *XS Moto* seem to have forgotten that fun is an important aspect of videogames—and sometimes things like bike balance should be sacrificed so that the player can actually, you know, have fun.

XS Moto would be a much better game if its so-called "balance meter," the thing that monitors how far a driver leans to the right or left, was either fixed, or just done away with altogether.

Each time the bike goes into a turn, the meter starts blinking. The player is meant to use the L or R buttons to steady the driver (while simultaneously using the d-pad to finish the turn, which isn't exactly easy). Nine times out of ten, the driver spins out anyway—or completes the turn only to spin out retroactively on a perfectly straight road.

The best way to negotiate turns is to ignore the L and R buttons, ease up on the gas, and tap the D-pad in the direction of the turn. It'll cost you time, but you're less likely to tip over.

Even provided the biker manages to stay upright, the computer has a habit of playing illegal catch-up and literally popping back onto the screen after being passed.

The player can choose between one of four palette-swapped bikers to race with, each with different weight, speed, grip and break stats. There are 12 tracks, though it would take a masochist to unlock them all.

There's no multiplayer mode, and no way of saving data (not even a password feature). **>>Erin Bell**



Pocket Score

GRAPHICS: Smooth scrolling and some nice background scenery, but overall pretty bland.
GAMEPLAY: Racing isn't actually that bad, until you come to the first sharp turn.
SOUND: Realistic engine noises, but low quality samples used for the music.
OVERALL: Any potential the game had is ruined by the finicky balance meter and trouble caused by AI opponents who cheat.

2.5
OUT OF TEN

Produced By : Hideo Kojima

"Never fear the dark Again!"



Boktai 2

Solar Boy Django



Revolutionary solar powered gameplay



New weapons include swords, hammers, and spears



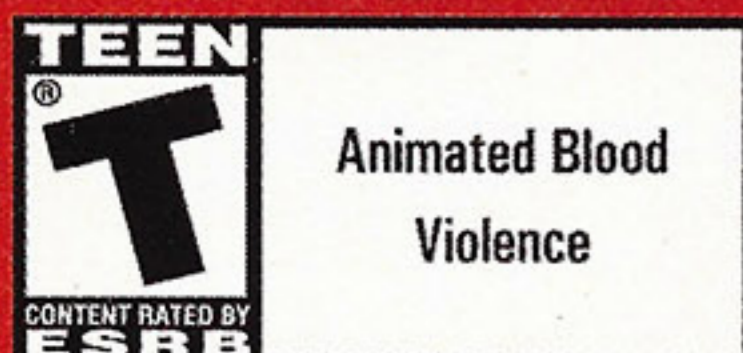
RPG elements build character character levels and skills



Multiplayer fun for up to 4 players

Boktai 2 enhances the revolutionary experience of using sunlight during gameplay!
Continuing the vampire hunting adventures of Django the Solar Boy, players will once again explore the world of Boktai with over 60 new magic-powered weapons, a larger game environment and even deadlier enemies!

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POCKET STRATEGIES

THE ULTIMATE WAY THROUGH TODAY'S TOP GAMES.

THIS ISSUE!

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The Lord of The Rings: The Third Age

>>LIGHT SIDE STRATEGY GUIDE

EA Games has given "Rings" fans a gift this holiday—they've packed all three books of *The Lord of the Rings* into a single strategy-RPG for the GBA.

If you've played other strat-RPG's before, such as *Fire Emblem* or *Final Fantasy Tactics*, you should be able to dive right into *The Third Age* with no problems.

However, if you're just an ordinary Joe (or Jane) and don't know a strat from a rat, we've put together this handy little guide just for you.

What we've done here is point out all of the tools and tactics you'll need to complete the Light Side run-through. Since the Evil Side run-through simply puts you in control of Saruman's forces on the same maps, this Light Side write-up should also give you the training that's required to step into the enemy's shoes.



Choose Your Hero

Think Frodo is weak sauce? Feel like running through the story with a stud like Aragorn or Elrond? In this game, you can.

The side of light offers three characters to pick from:



NAME	COMMAND POINTS	HIT POINTS	SPIRIT POINTS	ATTACK	RANGE
Aragorn	1-4	25	8	6	4
Gandalf	1-3	23	10	5	6
Elrond	1-3	22	12	6	5

Aragorn is the best all-around, Gandalf sacrifices strength and health for improved magic and long-range capability, and Elrond (is that you, Agent Smith?) makes up for his lack of HP with an excess of spirit points.

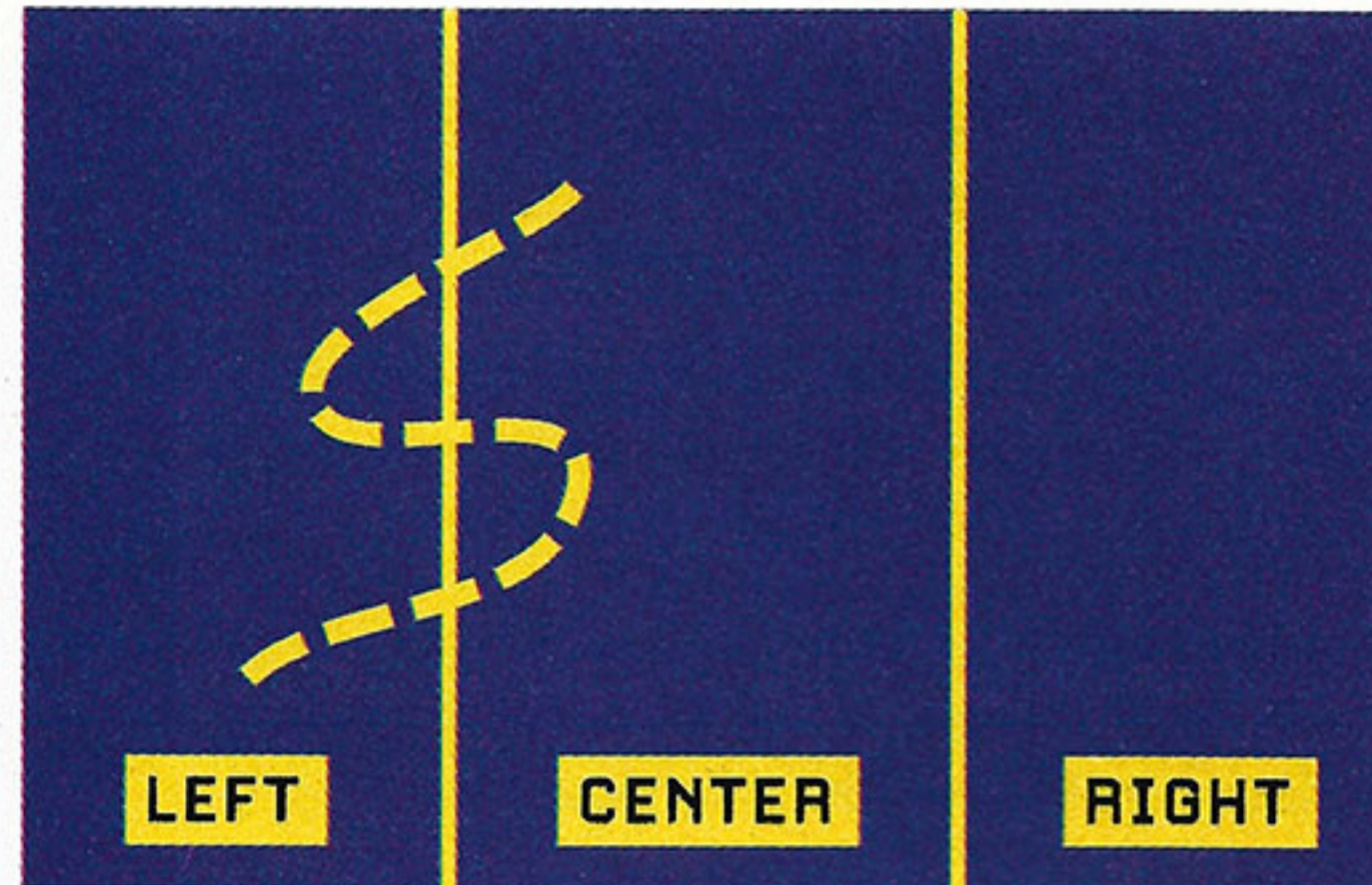
Command Points

Command Points, which are abbreviated "CP" from here on out, are very important. They decide how many moves you can make each turn. Different heroes and helpers have different CP ratings. For certain characters, you can buy armor or special skills in the upgrade shop that increase the number of CP you get.

We recommend that beginners choose Aragorn for the first run-through, simply because he has the best CP rating (1-4, not to mention 25 HP to start with).

Flanks

The *Third Age* splits the battlefield into three sections, called flanks. In the upcoming text, we refer to these as the left, center, and right flanks. The number of moves your forces can make on each flank is decided by the CP rating of the hero you pick and the allies you choose. You can move back and forth across flank boundaries, but it's vital to remember that only one hero can be in charge of one flank. If you end up with two heroes on the same flank, all experience bonuses (which we abbreviate "XP") go to the strongest hero.



Terrain

Your mom or dad always told you not to play in the woods. Here, that's one of the best ways to survive. Whenever you begin a mission, move the cursor around and hunt for areas such as woods, rough, and ruins. These areas can give you a significant defense boost. Watch out for areas such as mud and water, which slow you down.

TERRAIN	EFFECT
Woods	Def +2
Rough	Def +1
Ruins	Def +2
Mud	Move-1
Water	Move-1

Choke Points

Units can't pass through one another. Use that to your advantage. When you send a soldier into an alley or other cramped space, the enemy won't be able to get past. This tactic is called creating a "choke point," and it's a technique that will help you win many battles. Imagine the enemy just lined up, stuck, waiting to be picked off by archers or magic.

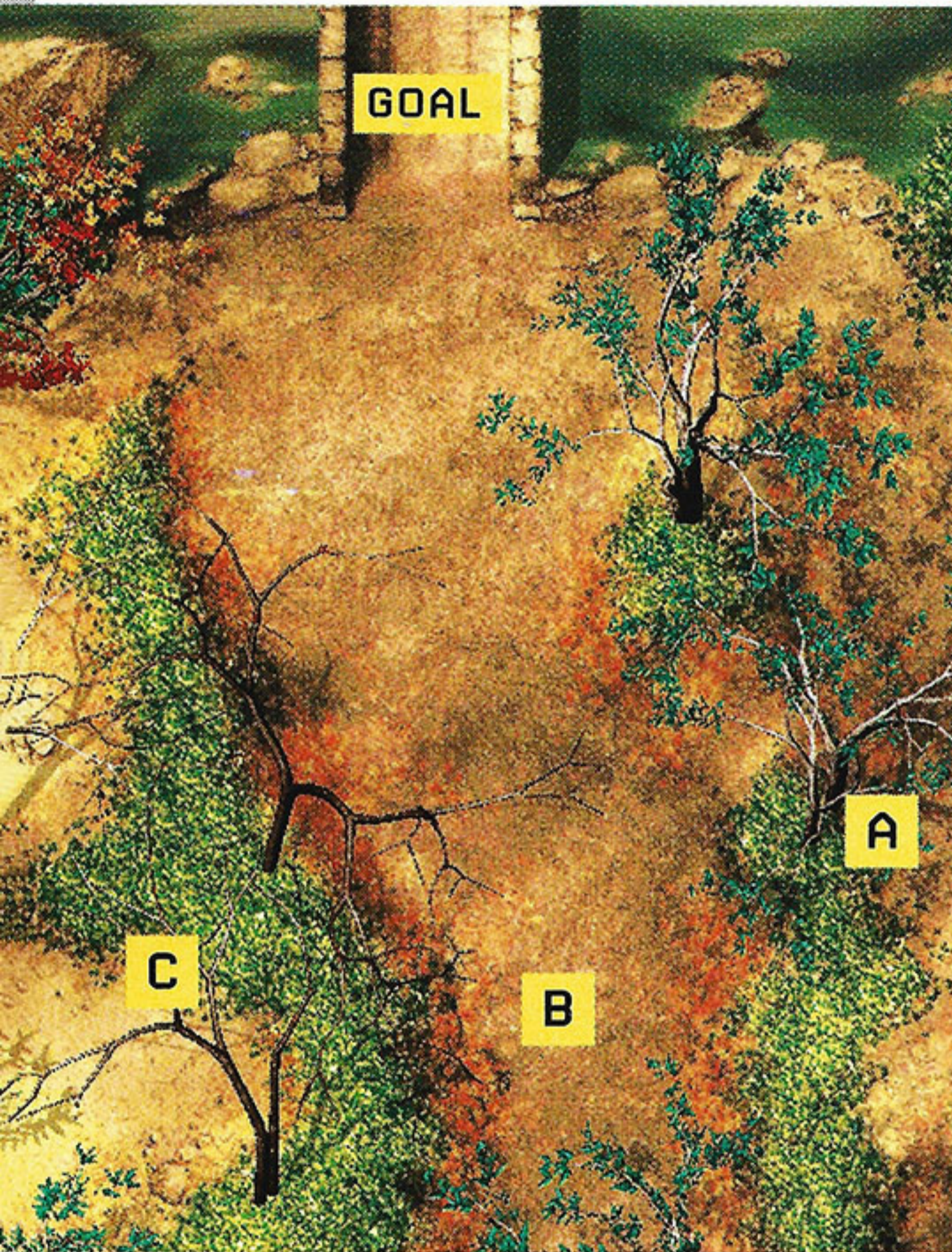


Flanks

After you complete the two tutorials, continually replay Mission From Rivendell to earn additional experience points. Use those XP to upgrade your characters for the missions ahead. Buy these things before tackling later missions:

CHARACTER	ITEM (COST)	EFFECT
Aragorn	Inspire Command (25XP, 75XP, 125XP)	+1 CP per level / turn
Gandalf	Inspire Command (25XP, 75XP, 125XP)	+1 CP per level / turn
Elrond	Elven Duress (30XP, 80XP, 120XP)	CPU -1 CP per level / turn
Faramir	Evasion Command (15XP)	Pass through enemies / turn
Boromir	Horn of Gondor (25XP)	Flank defense up / turn
Legolas	Galadrim Bow (35XP)	+2 Range / permanent
Eowin	Standard of Rohan (70XP)	+1 CP / permanent
Gimli	Gloin's Axe (50XP)	+2 damage / permanent
Eowin	Armor of Rohan (40XP)	+1 def, +2 HP, Stealth / permanent
Theoden	Helm of the Rohirrim (55XP)	+1 CP / permanent
Theoden	Inspire Command (25XP, 75XP, 125XP)	+1 CP per level / turn
Theoden	Heavy Armor (35XP)	+4 HP / permanent

Part 1
Fellowship of the Ring

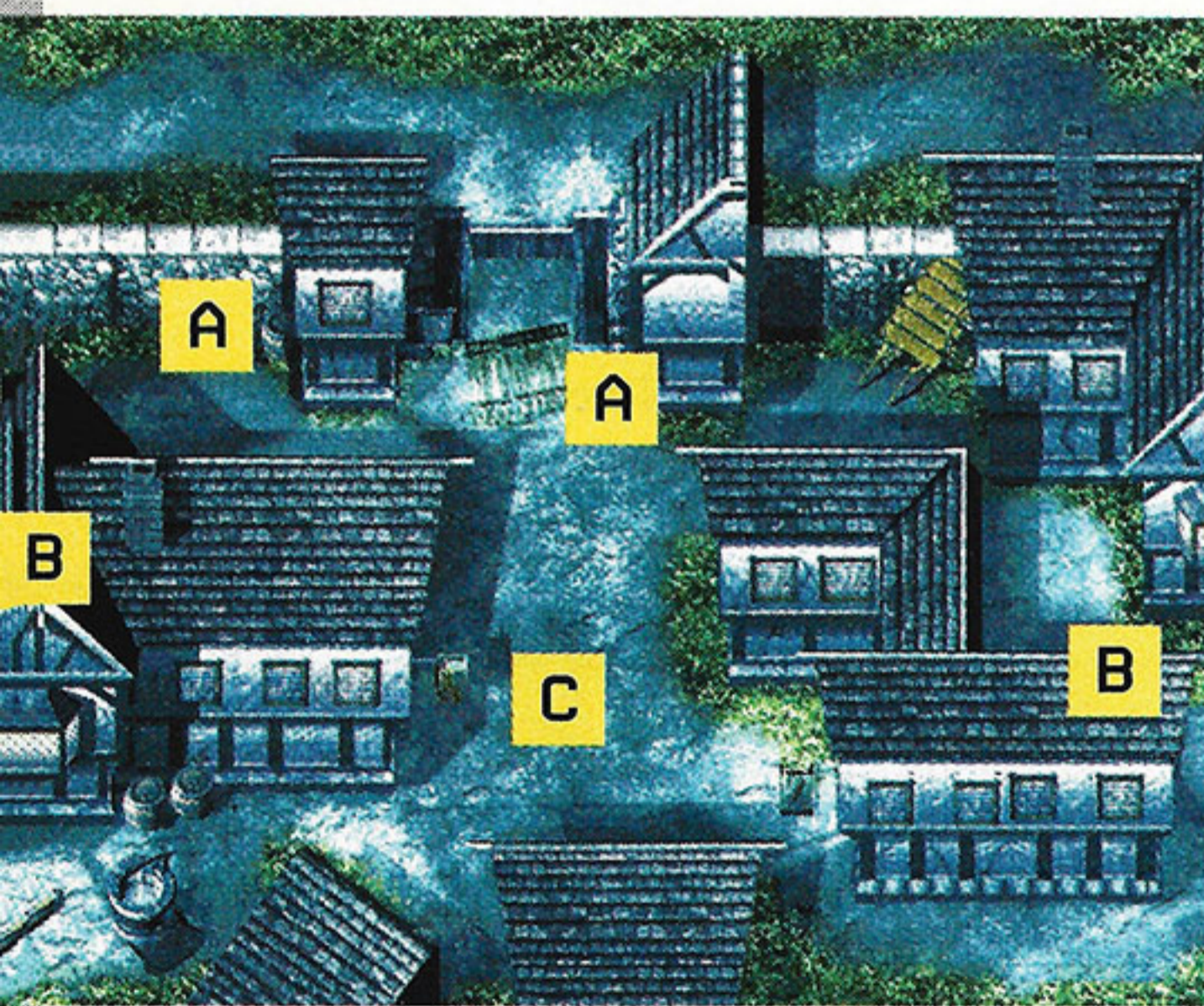


MISSION FROM RIVENDELL

- Select Boromir and Faramir to max CP.
- (A) Stick Boromir or your main hero on the right flank. The CPU is strongest there.
- (B) Place Faramir in the center flank and send the High Elf Swordsmen up to do his dirty work.
- (C) On the left flank, move the swordsman and archers into the woods to form a wall.

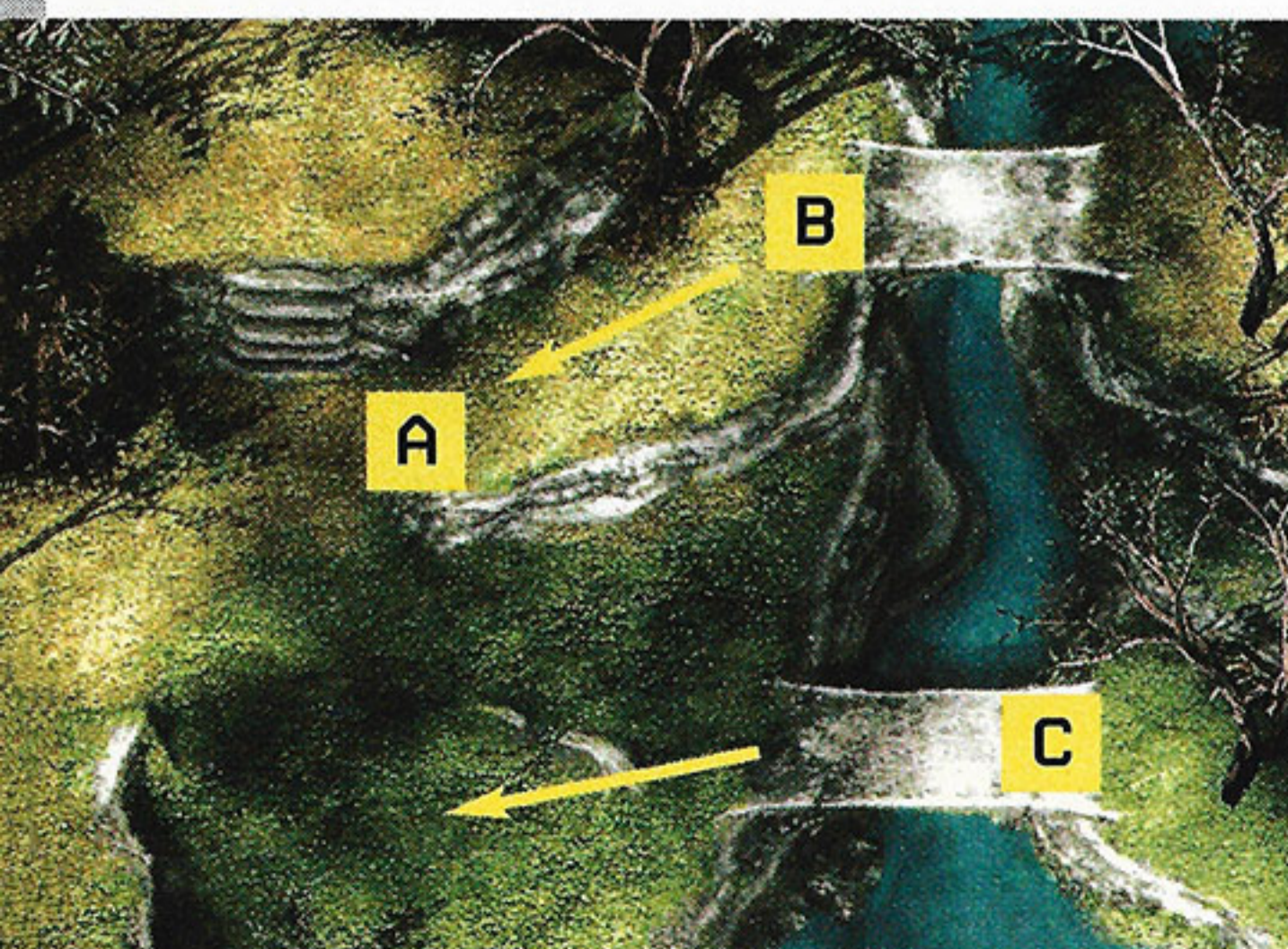
Theoden
Bulks Up

Theoden is a liability early on, with his 0-3 CP, 17 lowly hit points, and +4 attack rating, but you can turn him into a monster just by being patient. Replay Mission From Rivendell a few times and put Theoden in control of the right flank. Use the XP you earn to buy each of Theoden's skill and item upgrades. When you're finished, he'll have 0-4 CP, 21 hit points, and a +5 attack rating. Not bad for a mounted unit that can move twice per turn.



DARKNESS UPON BREE

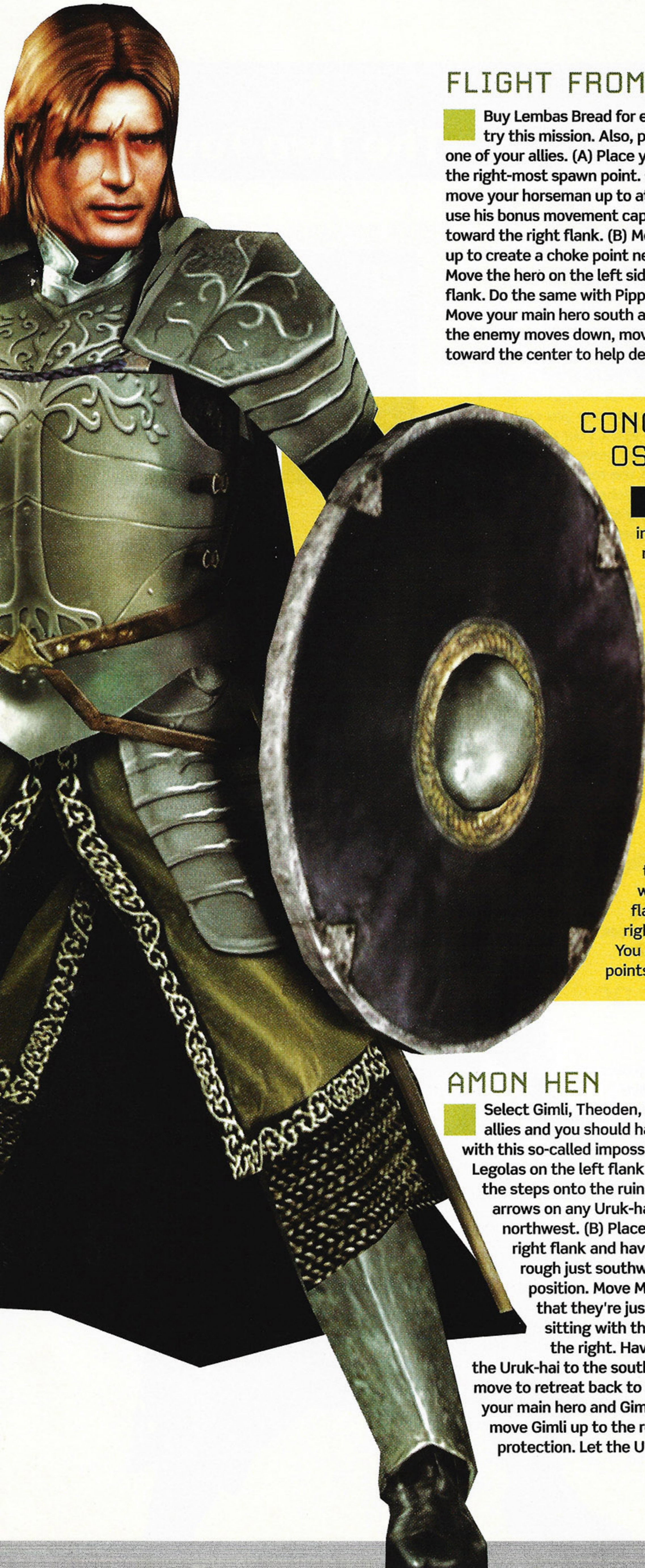
- First to 10 XP wins the battle.
- (A) Use the peasants on the upper left and right to slow down and weaken the Nazgul.
- (B) On the left and right flanks, move a couple peasants into the alleys to form choke points.
- (C) Move the bulk of your center flank forces up a few spaces and form a protective wall in front of your hero. When a Dark Rider or Ring Wraith gets close, surround and attack!



ATTACK ON FANGORN

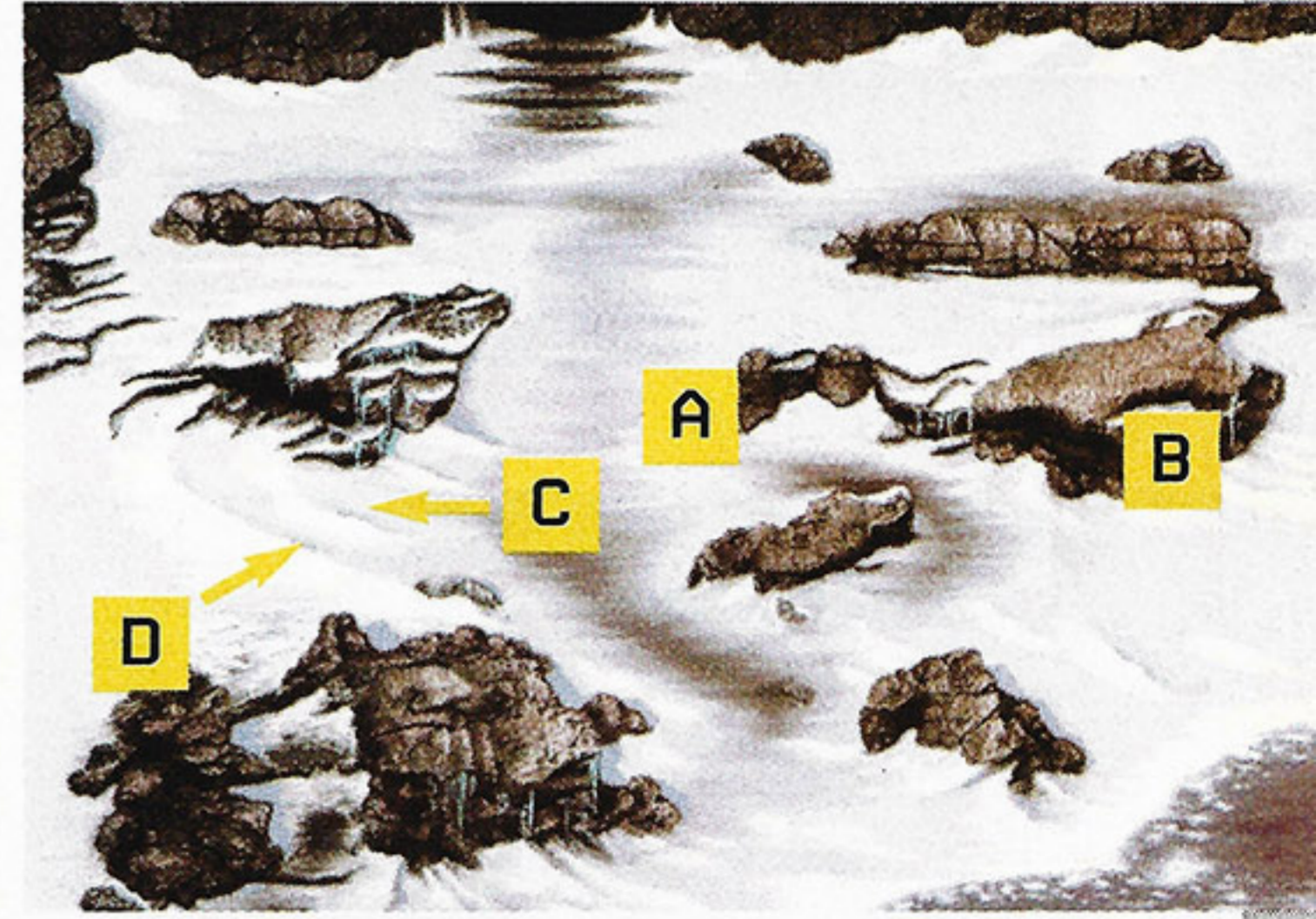
- (A) Organize your main force in a clump around the stairs. Your main hero will need to move back and forth across the left and right flanks to share CP.
- (B) Move the Ent (tree warrior) to the choke point near the stairs. He's a real hard hitter.
- (C) Use your backup forces to harass the troops surrounding Saruman. Hold your ally behind the right flank's separator line. Make the goblins and Uruk-hai your priority targets.





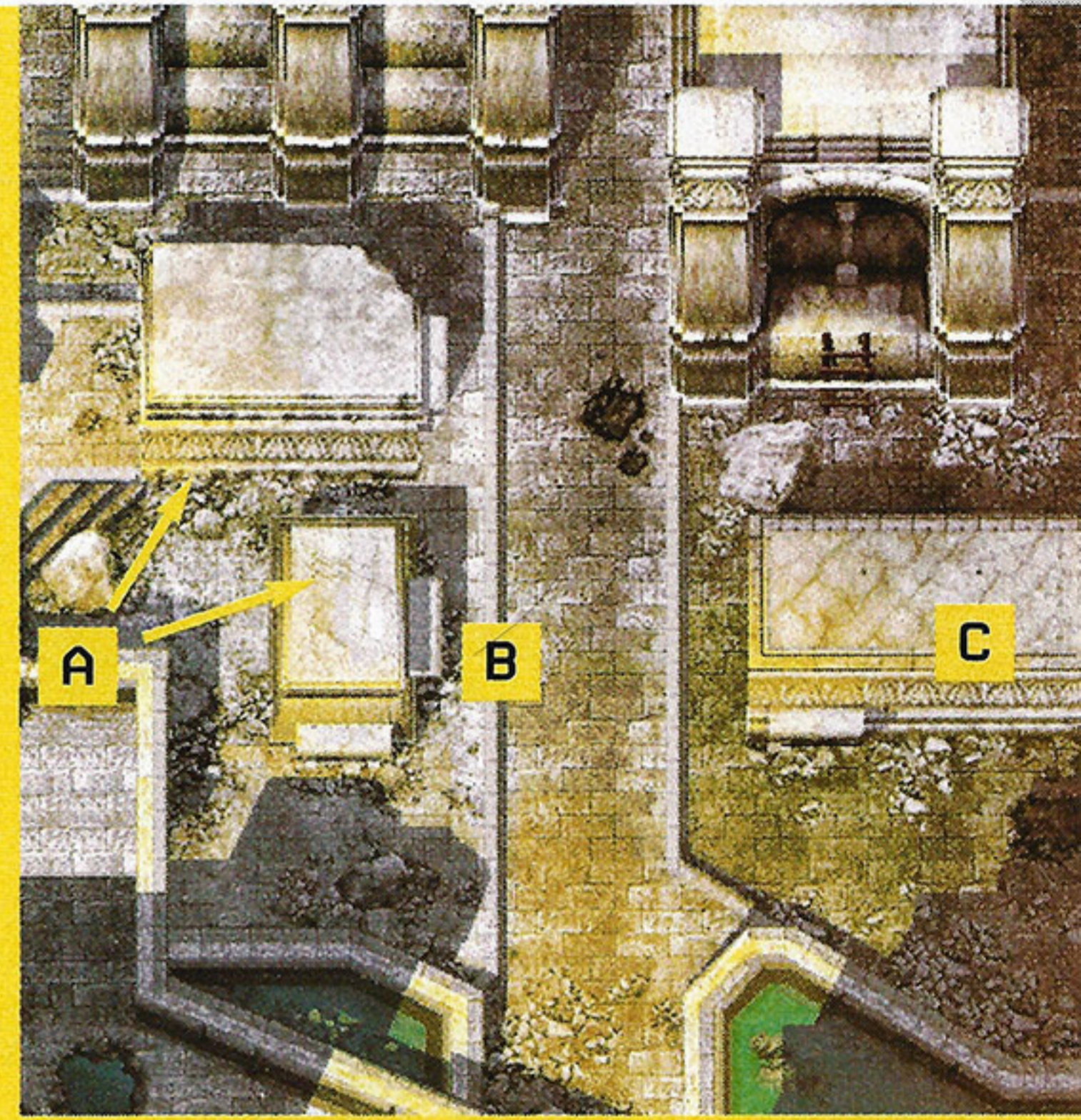
FLIGHT FROM MORIA

Buy Lembas Bread for everyone before you try this mission. Also, pick a horse rider as one of your allies. (A) Place your horseman on the right-most spawn point. On your first turn, move your horseman up to attack a goblin, then use his bonus movement capability to head toward the right flank. (B) Move your woodsmen up to create a choke point near the ruins. (C) Move the hero on the left side toward the left flank. Do the same with Pippin down below. Move your main hero south a few spaces. (D) As the enemy moves down, move your archers toward the center to help defeat the cave troll.



CONQUEST OF OSGILIATH

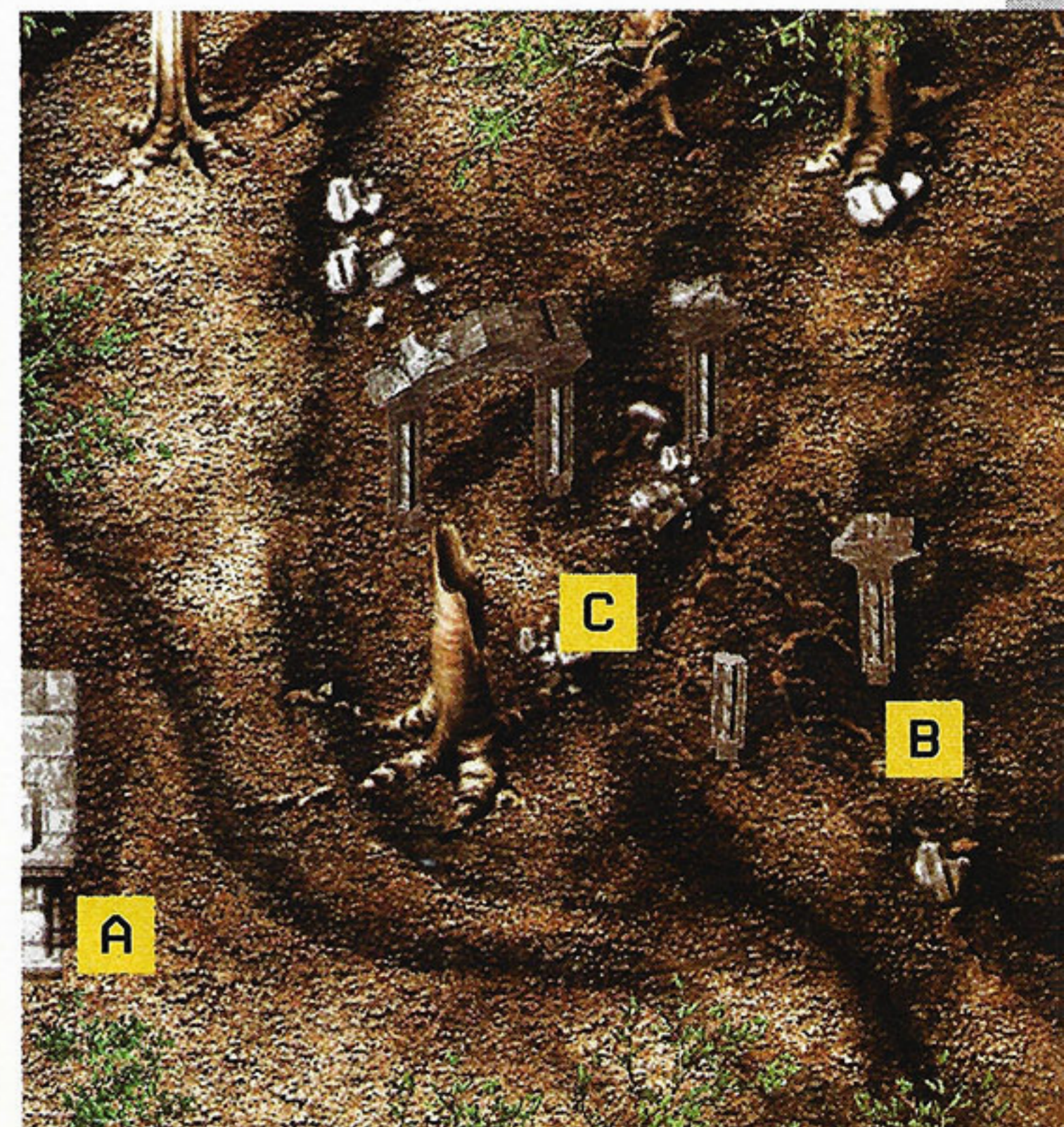
Don't panic. For your allies, bring in one or two horse riders. Place your main hero on the right or center flank. (A) Using the rangers on the left flank, launch arrows at the Orcs on the rooftops. (B) Move your center forces up a little and attack the Orcs to the left or up ahead. (C) Use the soldiers on the right flank to weaken the Orcs and flag bearer on the right-side platform. You can get all 12 of the points you need just by



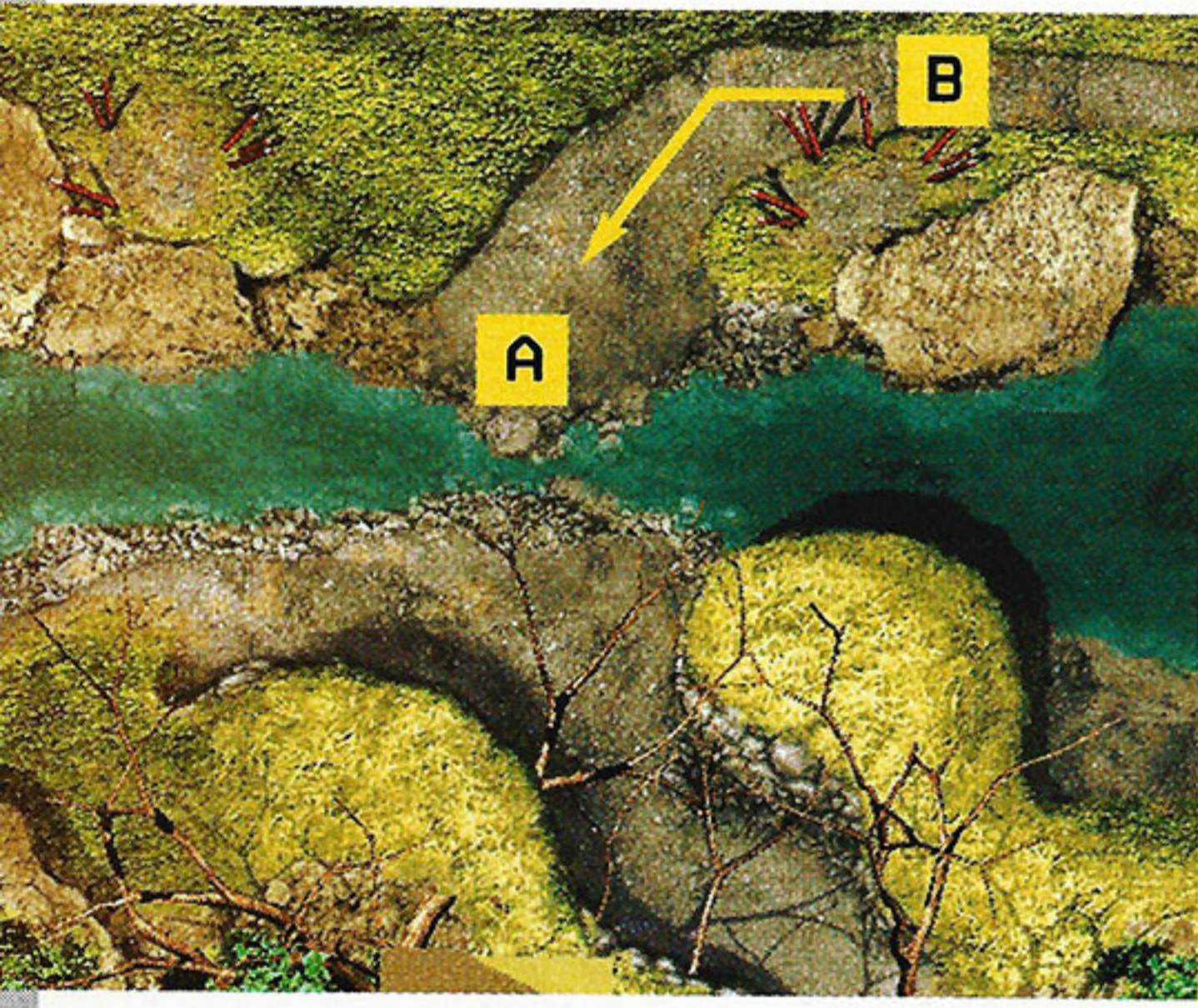
taking the two flags closest to your forces and eliminating the enemy leaders that wander down. On turn 7, you'll gain reinforcements—mounted knights to the south and peasant soldiers to the west.

AMON HEN

Select Gimli, Theoden, and Legolas as your allies and you should have little problem with this so-called impossible level. (A) Place Legolas on the left flank and have him climb the steps onto the ruins. He's going to rain arrows on any Uruk-hai coming from the northwest. (B) Place Theoden on the right flank and have him gallop to the rough just southwest of his starting position. Move Merry and Pippin so that they're just left of Theoden, sitting with the flank divider to the right. Have Theoden attack the Uruk-hai to the south and use his bonus move to retreat back to the rough. (C) Place your main hero and Gimli in the middle, and move Gimli up to the rough just north for protection. Let the Uruk-hai come to you.

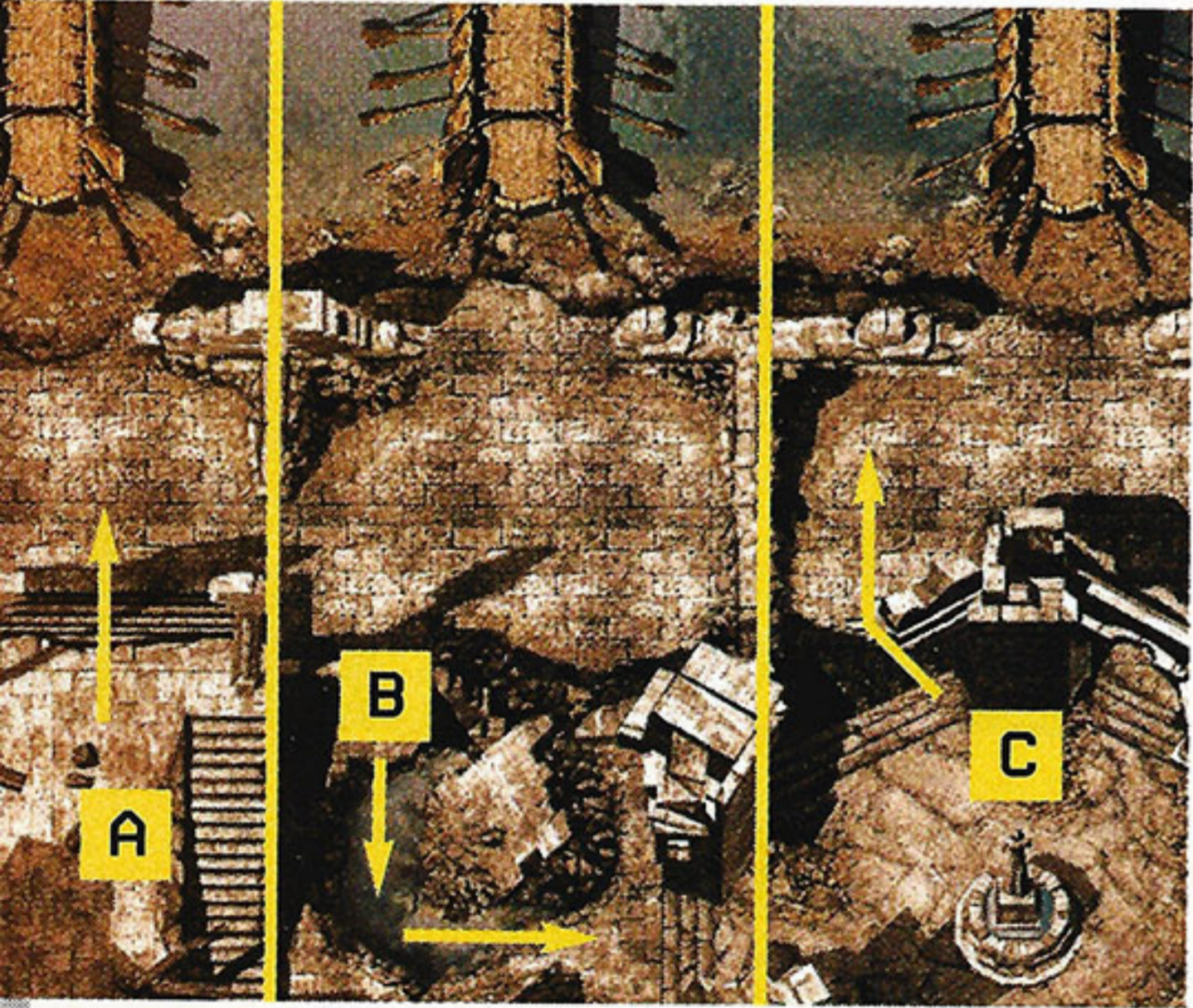
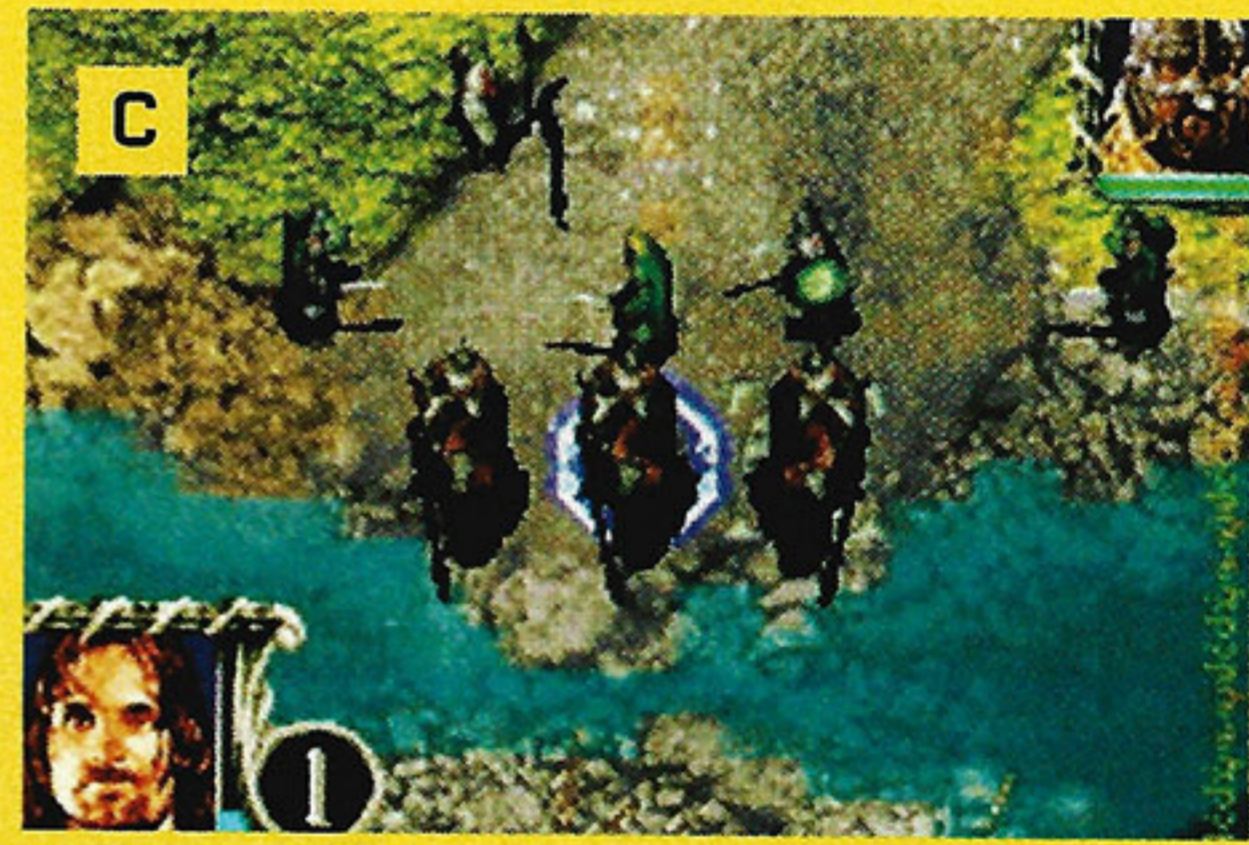


Part 2
The Two Towers



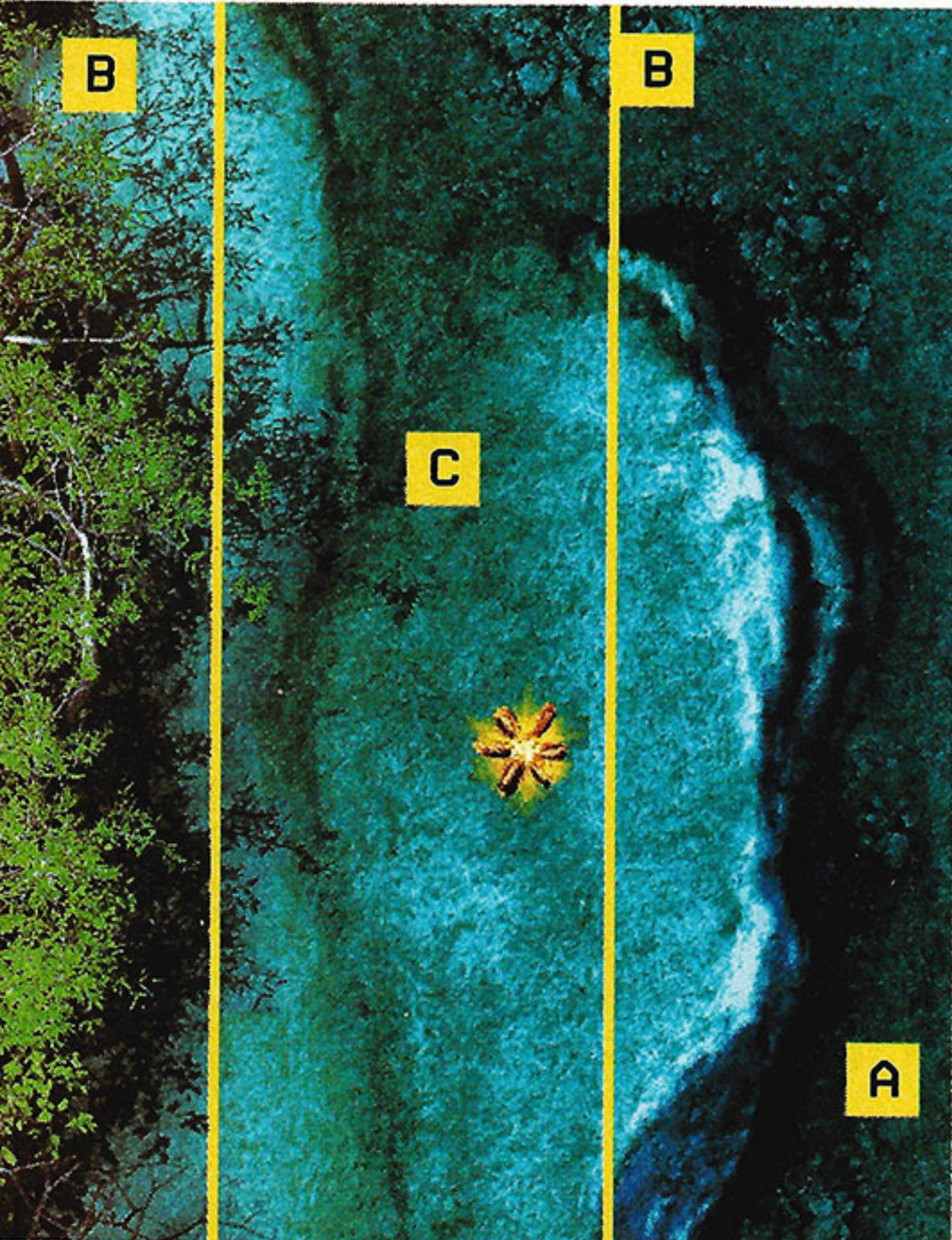
CROSSING OF THE FORDS

Retreat Theoderon and the flag bearer up, away from the ford, so they don't get killed. (A) Move the generic Rohan soldiers onto the other side of the ford and into the water, creating a choke point. Hold that line and defeat whatever enemies you can. (B) Bring the Rohan Riders, your warhorses, off of the left flank and move them toward the ford. Situate them at the ford and use them to launch hit-and-run attacks on the enemy (see picture C). Work slowly and eventually you'll be able to take the southern flag.



FALL OF OSGILIATH

Choose allies with high CP for this mission! The enemy spills out of the boats and into the openings at the top of the castle. (A) The left flank is the toughest, since it has two hero-class Orcs and a flag bearer. (B) The CPU doesn't put much effort into the center flank. Just gang up on enemies with your front line forces to take 'em out. (C) Put a horse rider on the right flank to handle that side. Defeat 12 units to win. Taking out flag bearers and enemy heroes will cut down their CP.



THE EDGE OF FANGORN

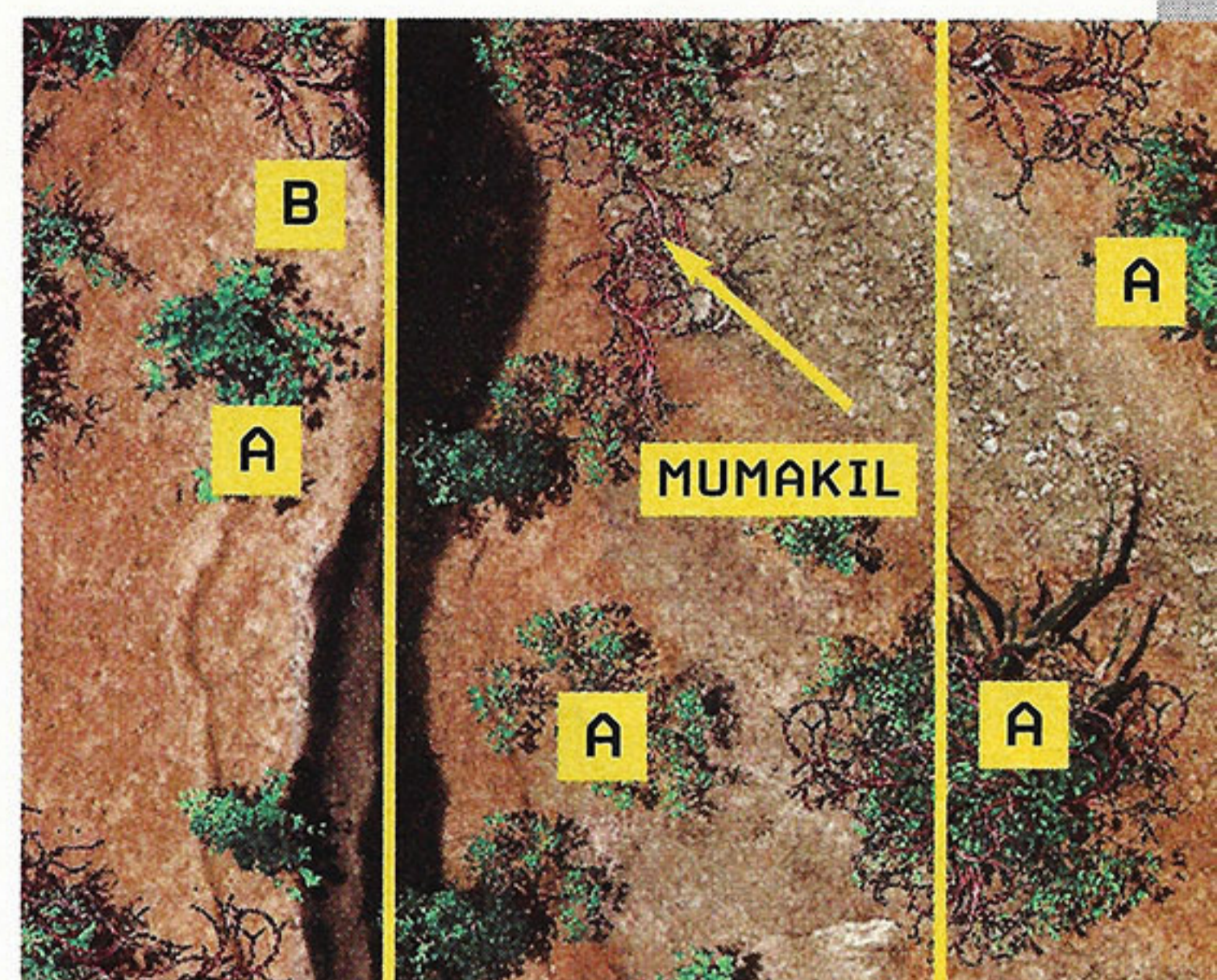
Pick an ally with decent CP (1-3) and place them on the right flank. (A) Move Merry and Pippen north. Use their evasion skills to make the journey quicker. (B) It's up to you whether you put them into the rough up north or take them into the woods, which unleashes a friendly Ent if you land on a flag. (C) Otherwise, send your mounted warriors south to gang up on the enemy, forming a large choke point in the process.





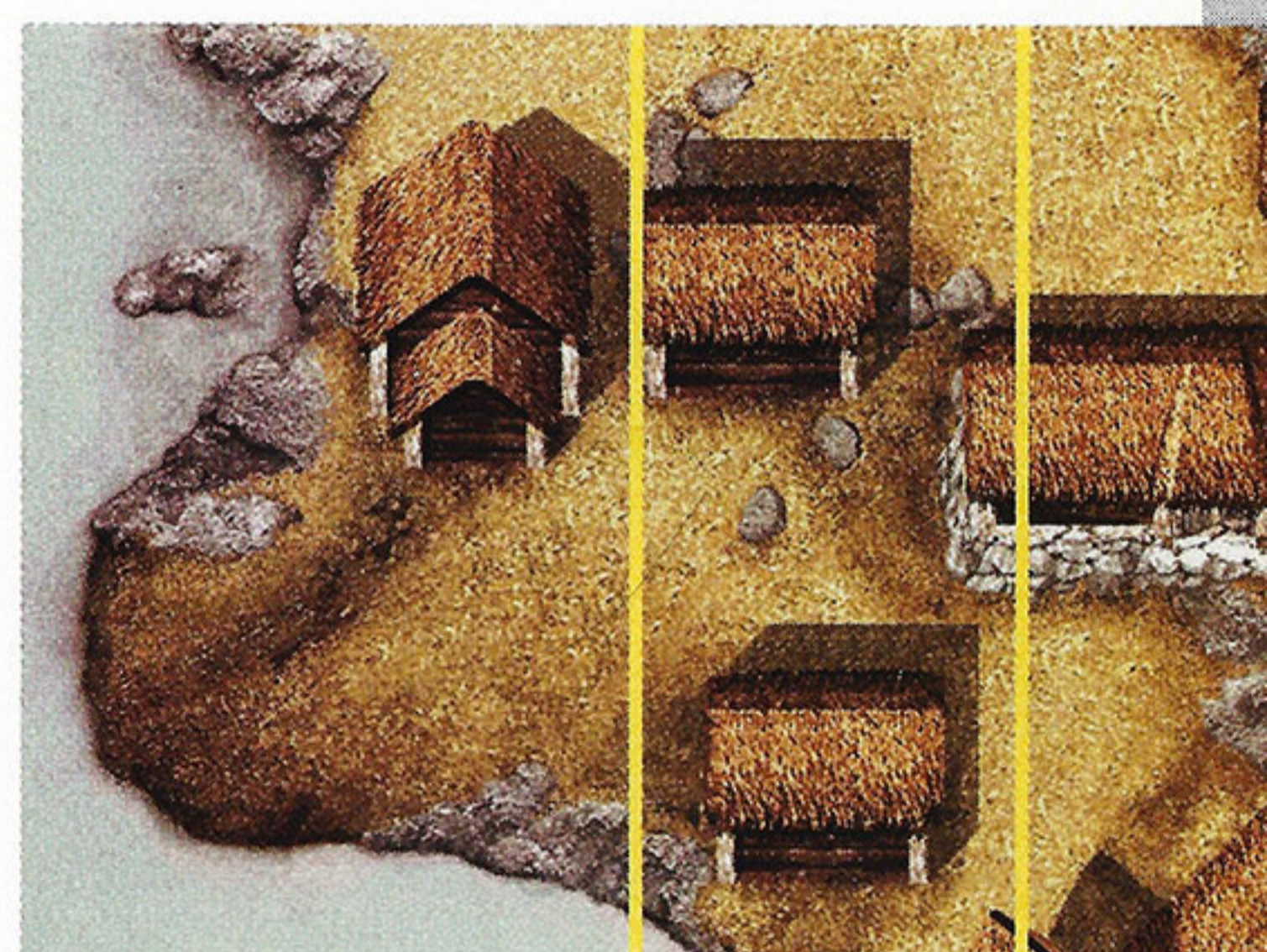
AMBUSH AT ITHILIEN

Two strategies work just fine here. The quick and dirty way involves surrounding the Mumakil with soldiers and hacking at it until you take it down. Unfortunately, it'll trample many of your troops in the process. Better yet, move your forces into the woods (marked A on the map) and let the Mumakil trample its own soldiers. (B) Move your archers on the left flank northeast so that you can rain arrows down on the Mumakil's final position.



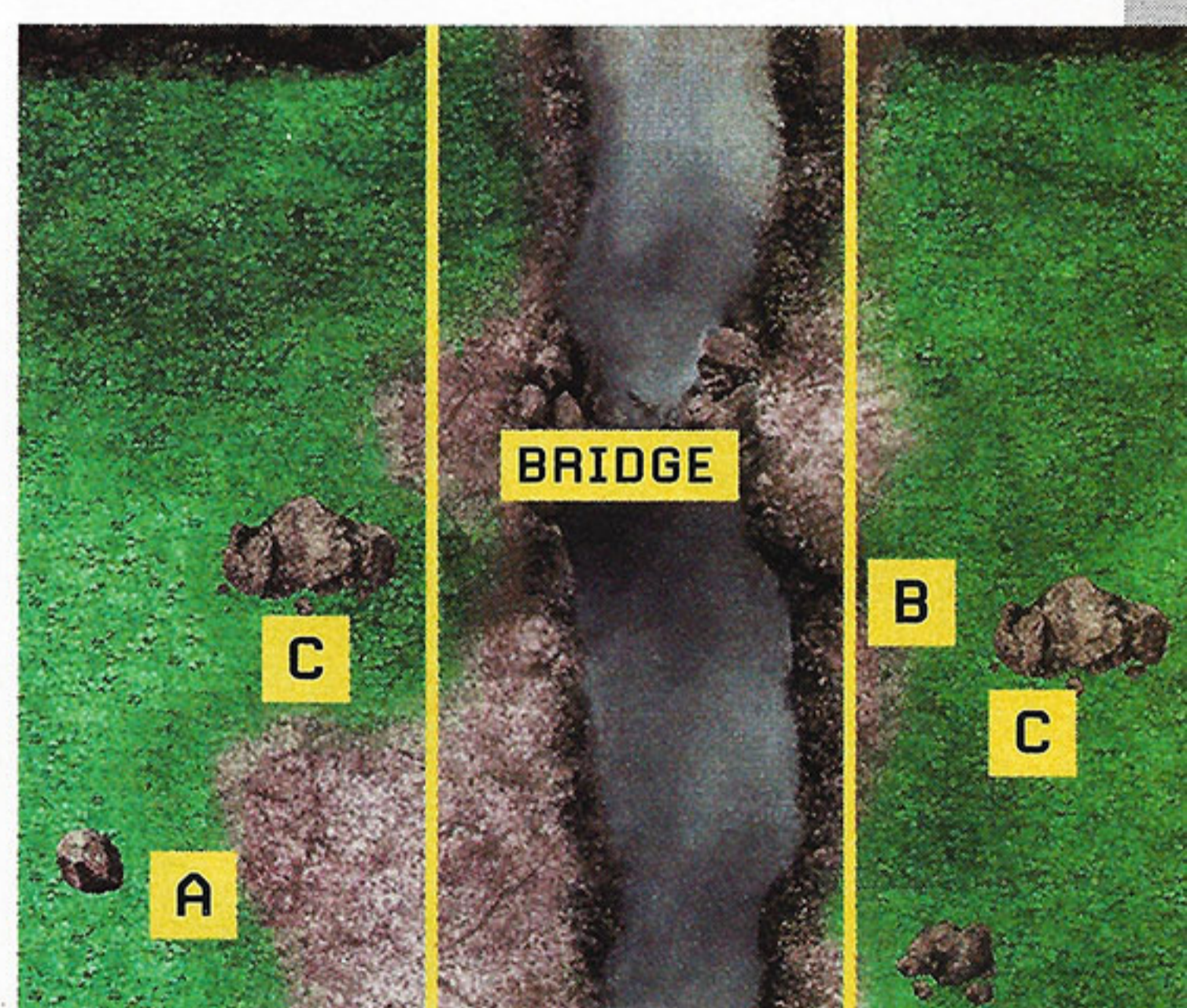
SCOURGING OF THE VILLAGES

Use peasants or heroes to form choke points. With the enemy's advance stopped up, have your woodsmen and soldiers move up behind the peasants and assail the Uruk-hai and wild men with arrows. The enemy will put up the strongest fight on the center flank.



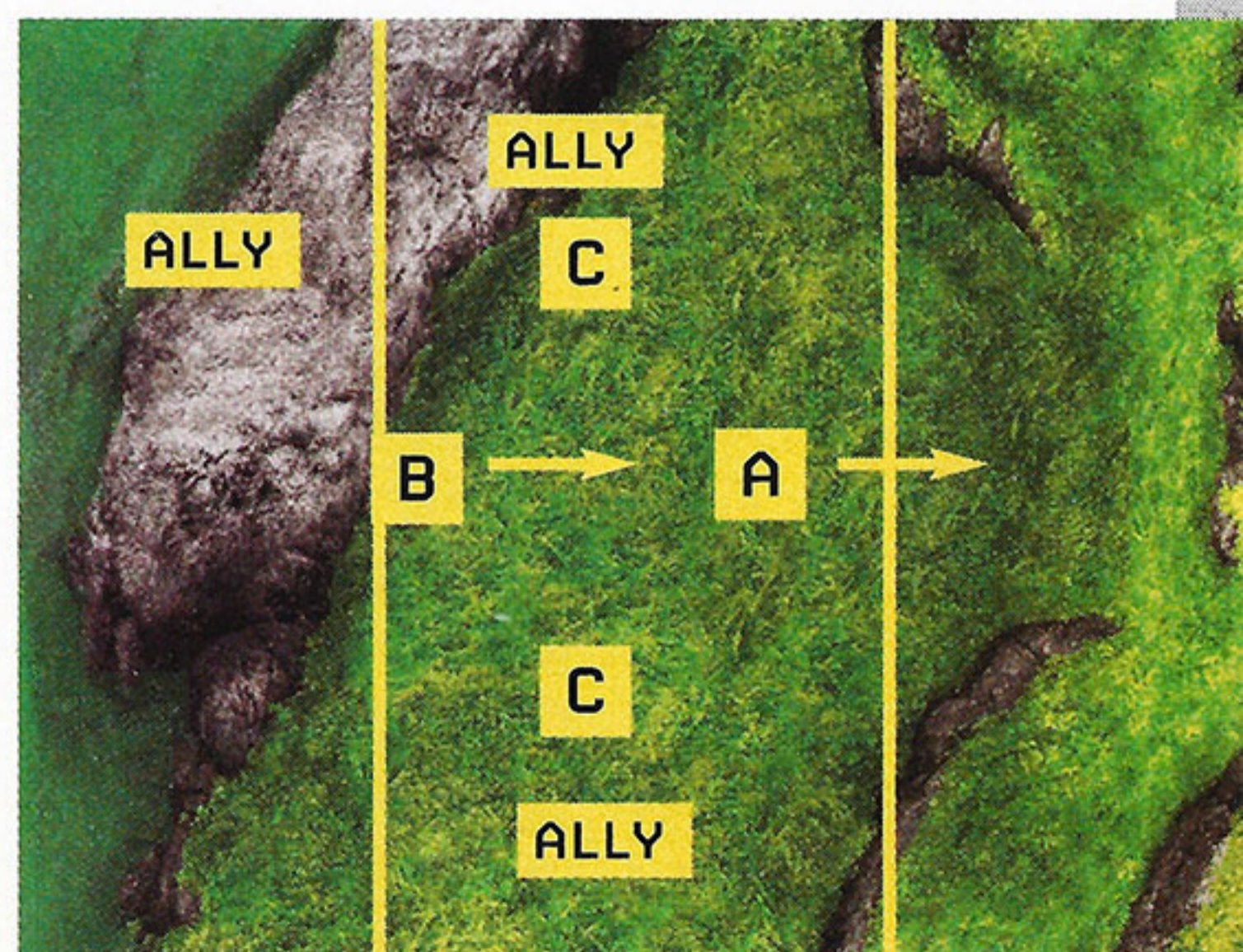
AT THE RIVER ISEN

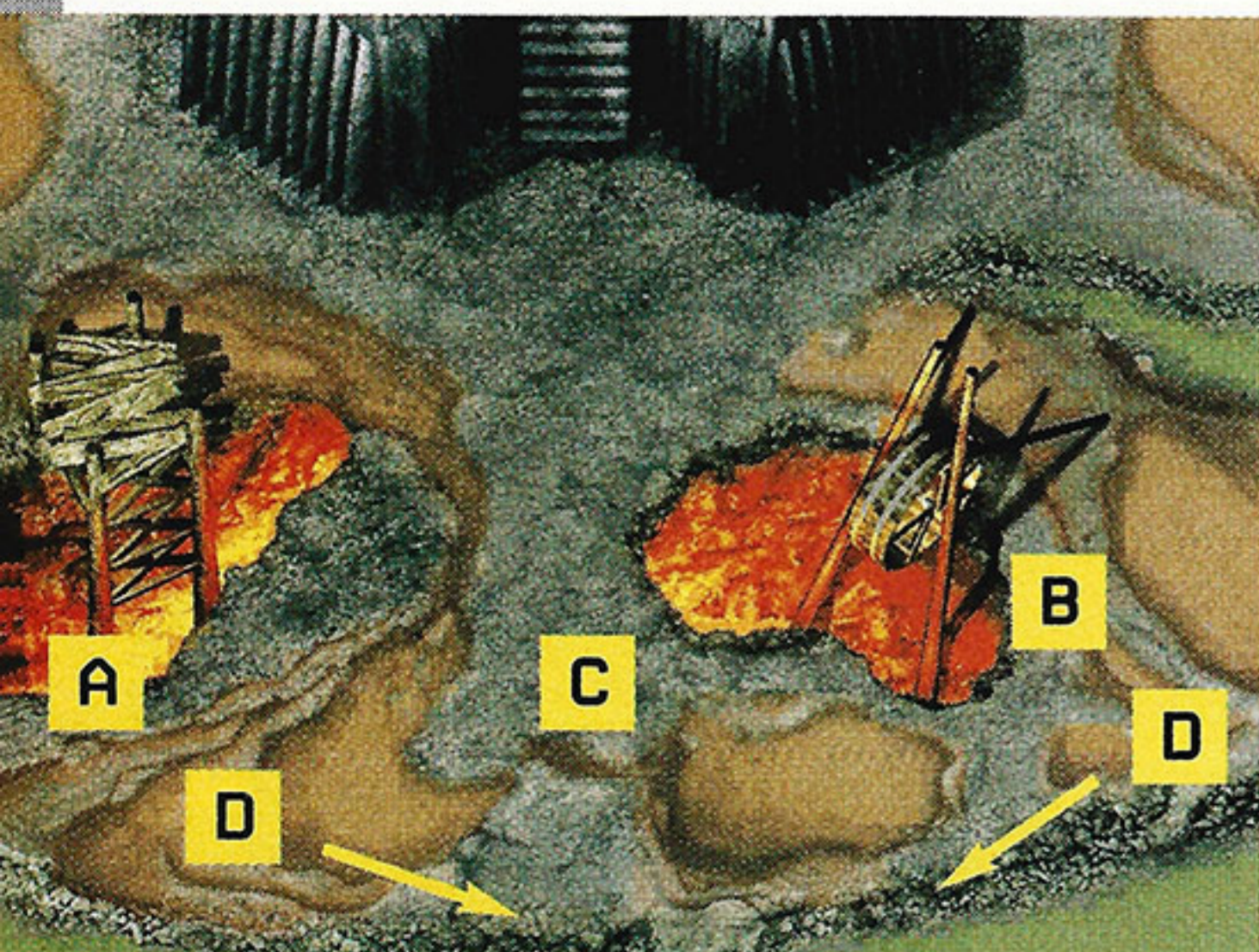
(A) Organize the Ents on the left flank near the rock at the bottom of the screen. Use long-range attacks to pick off any Uruk-hai that come near. (B) Move the Ents on the right flank up toward the large rocks and use their long-range attacks to do the same. Stay put and weaken the enemy while they advance. (C) The rocky outcroppings act as shields to block long-range attacks. Stick Ents behind them for added protection.



THE RIDE TO HELM'S DEEP

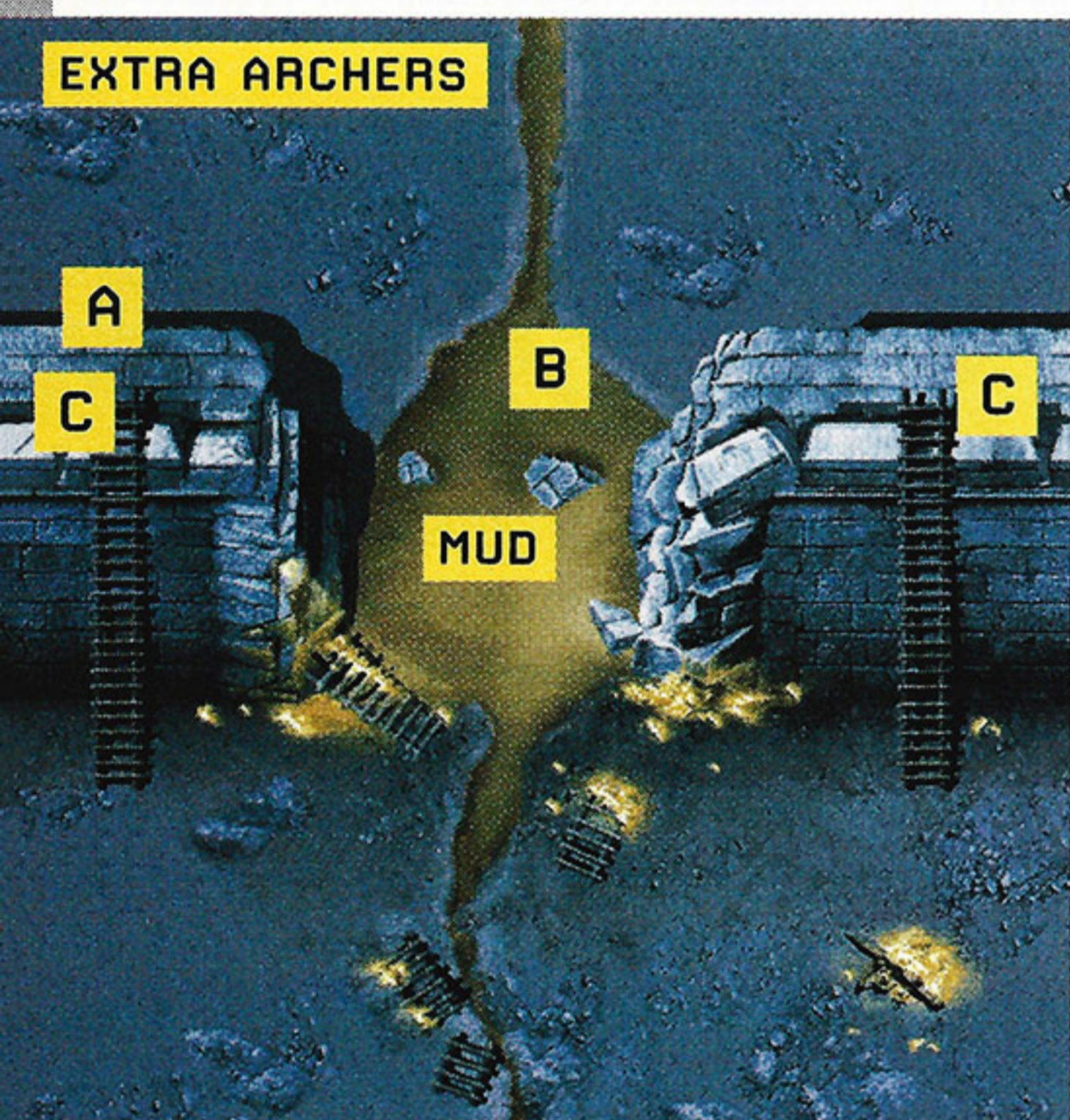
Blimey! The CPU will call in reinforcements in the north after turn 3 and in the south after turn 4. (A) In the center flank, move the soldiers on the right side into the right flank and gang up on a Warg or two. (B) Move the soldiers standing to the left of the peasants to the right to form a human shield. (C) Form a wall with Rohan Riders just north and south of the cluster of peasants. Use them to execute hit-and-run attacks on Wargs and Orcs. Slaughter weak enemy units to earn points faster. Pick allies with high CP.





FALL OF ISENGARD

Looks bleak, but caution is a powerful weapon. (A) Move an Ent on the left flank to block the bridge. (B) On the right flank, move two Ents north to hold a line next to the lava pit. (C) In the center flank, move Treebeard south and some Ents north a couple spaces. Use long-range attacks to gang up on the Uruk-hai in the center flank. (D) At some point, move Merry and Pippin south into the rough, for protection. Wait for Saruman's forces to come within range and wipe them out. Move north once the coast is clear.

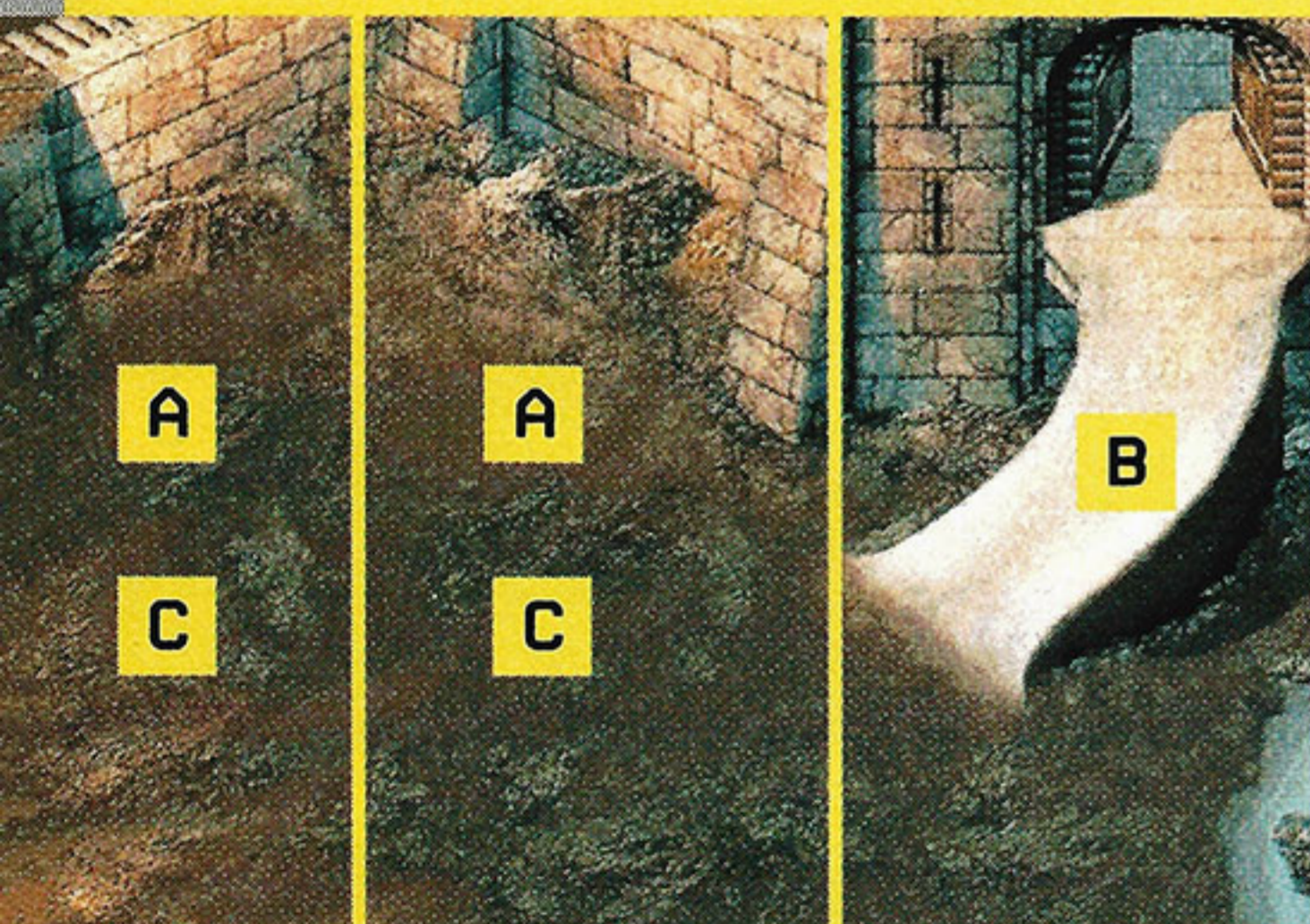
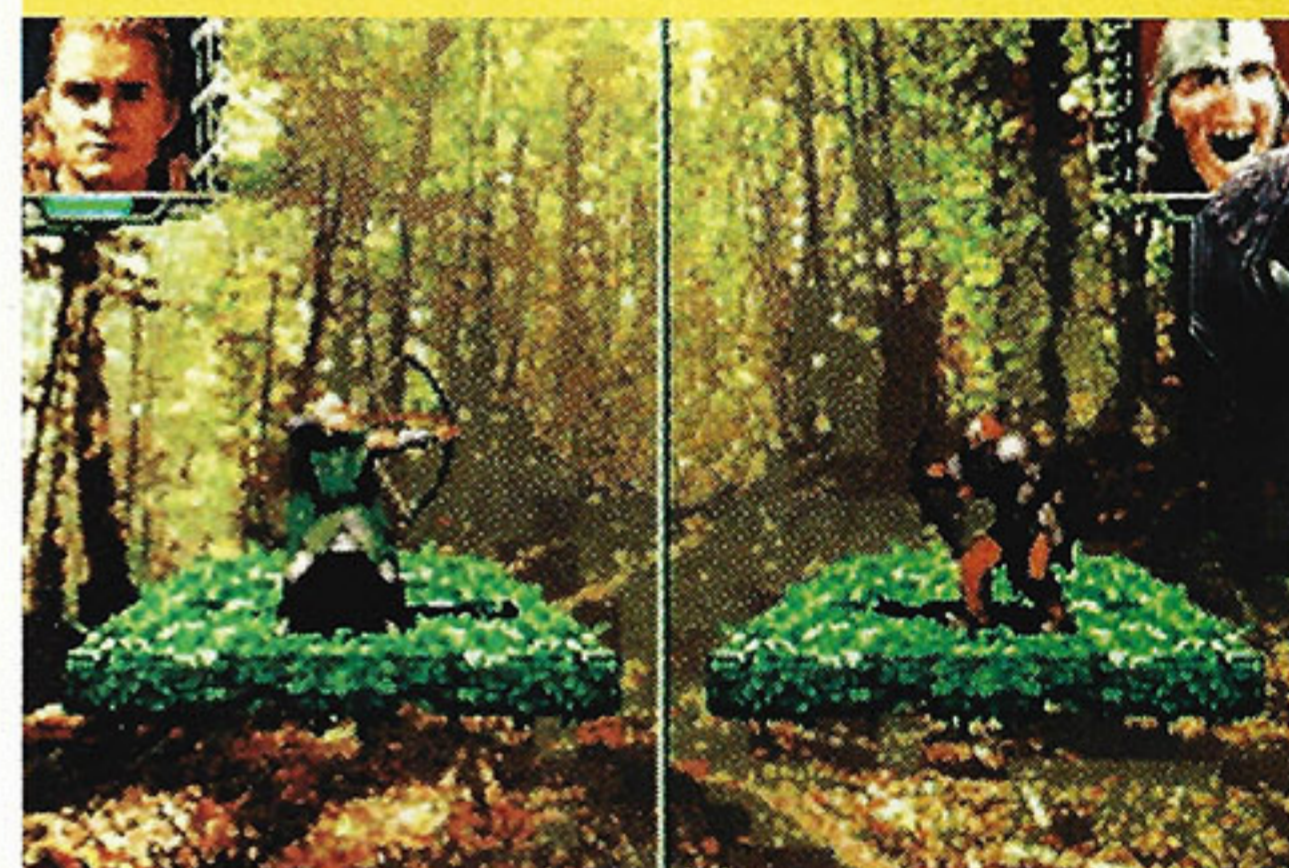


HELM'S DEEP BREACH

Survive 20 turns to finish this mission. Select Gimli and Legolas as allies, and fill up the party with an ally with good CP. (A) Stick Gimli on the left tower. (B) Stick Legolas on the center flank's spawn point. Have the archers around him stay put. The enemy will get stuck in the mud bog, allowing you to pick 'em off using arrows. Move a couple archers onto the rough in front of Legolas for added protection. (C) Use soldiers to form choke points in front of the ladders and gang up on any baddies that climb up. The right flank's tower is tough to protect, since it doesn't have a hero atop it, but you can use Legolas to take shots at any Uruk-hai on the ladders. Also, move some of the archers that are in the left flank's north end into the center flank to reinforce Legolas. You'll get reinforcements on the right flank tower after turn 4. The CPU gets reinforcements from the south after turn 10.

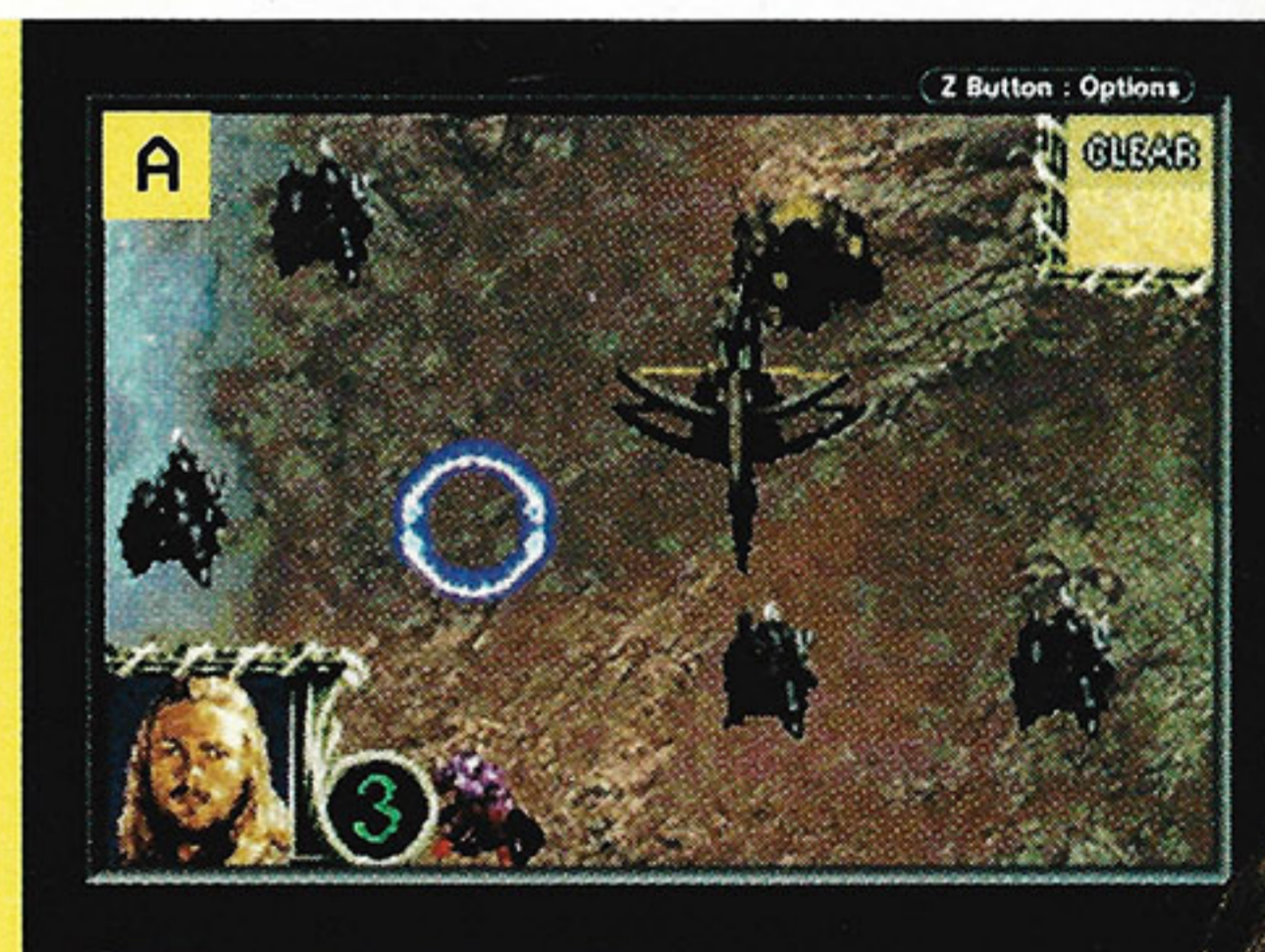
Top Tip Sweep Attack

Characters like Legolas and Aragorn can buy a special skill from the shop called "Sweep Attack." When used, it allows you to attack multiple targets during a single attack command. You won't find many chances to use it throughout the majority of the game, but it proves quite useful during siege levels, particularly Helm's Deep Breach.



FORTH EORLINGAS

Eek! The enemy has a powerful new unit—the Ballista (see picture A). It's twice as powerful and has twice the range of any attack you've seen so far. Choose allies with ample CP, since Theoden's riders will be doing most of the work. (B) You're surrounded on the right flank and the walkway limits movement. On the left and center flanks, move your riders up and concentrate their attacks on a single Uruk in order to break the line (see picture C). All you need for a win is to destroy the two Ballistas and defeat two leaders. Pull your own heroes out of the way and let the riders do the work.



Part 3 Return of the King

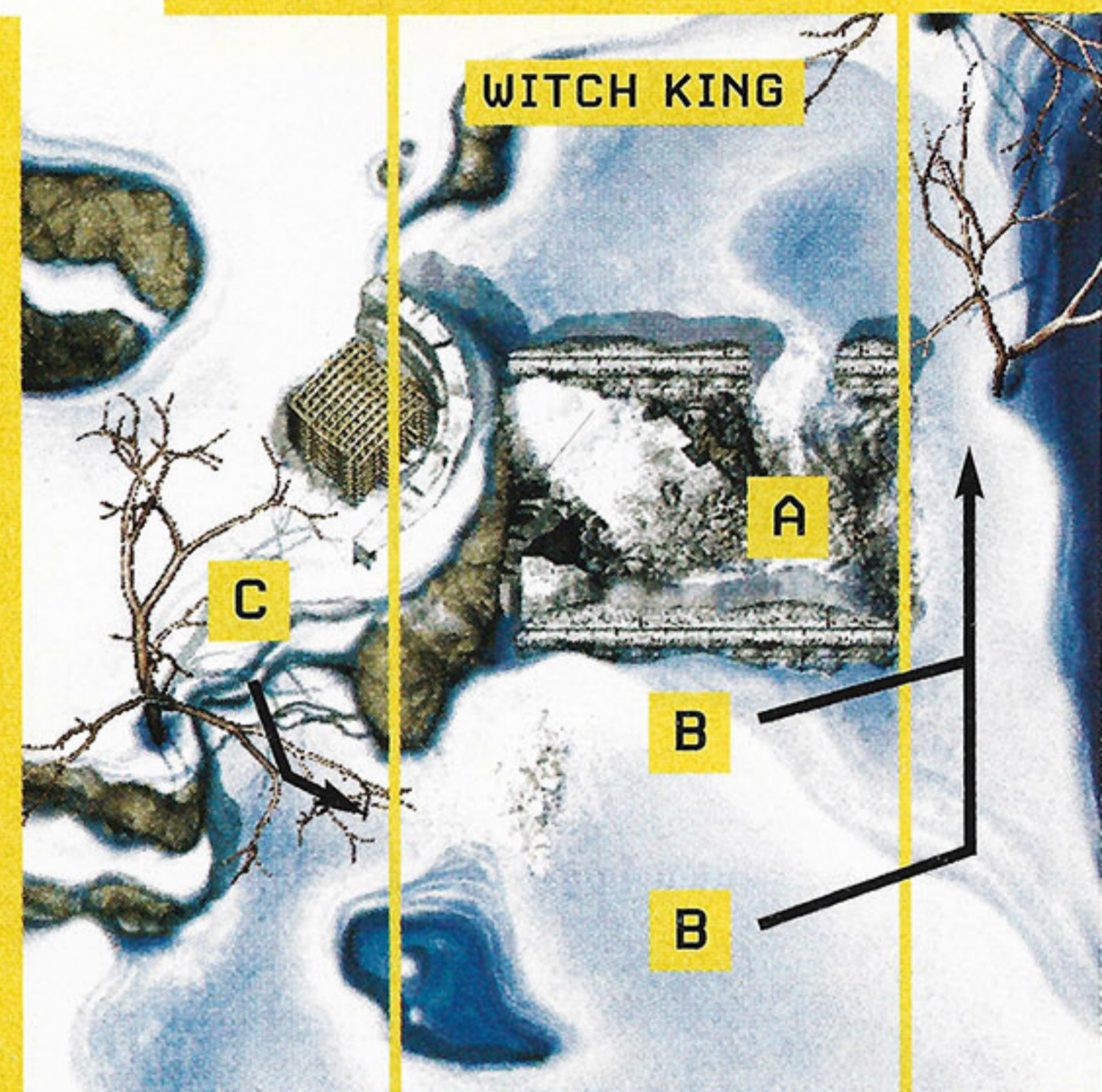
ASSAULT ON OSGILIATH

■ Pick heroes with good CP (and the Inspire command) and have them stay put. Move your riders up as far as they can go and gang up on enemy leaders. The enemy will attack using its two catapults, but their aim is lousy. Take note of the patches of rough near the breached walls.



DEFENSE OF THE BEACON

■ In order to win, you need to survive for 20 turns and defeat at least one enemy leader. Form a choke point using the soldiers and rangers in the central ruins (A). Move your hero into the right flank and your flag bearer onto the southern flag. Move your mounted units and rangers into the right flank and then next to the ruins (B). Use rangers to hurl arrows and reinforce the ruins, and the riders to go around and attack the enemy. Don't empty the ruins if you can help it. Also, sneak the riders up the right flank and you should be able to attack the Witch-King directly. (C) Watch out for Easterlings coming down from the left flank. Keep a pair of soldiers in the south to stop 'em.



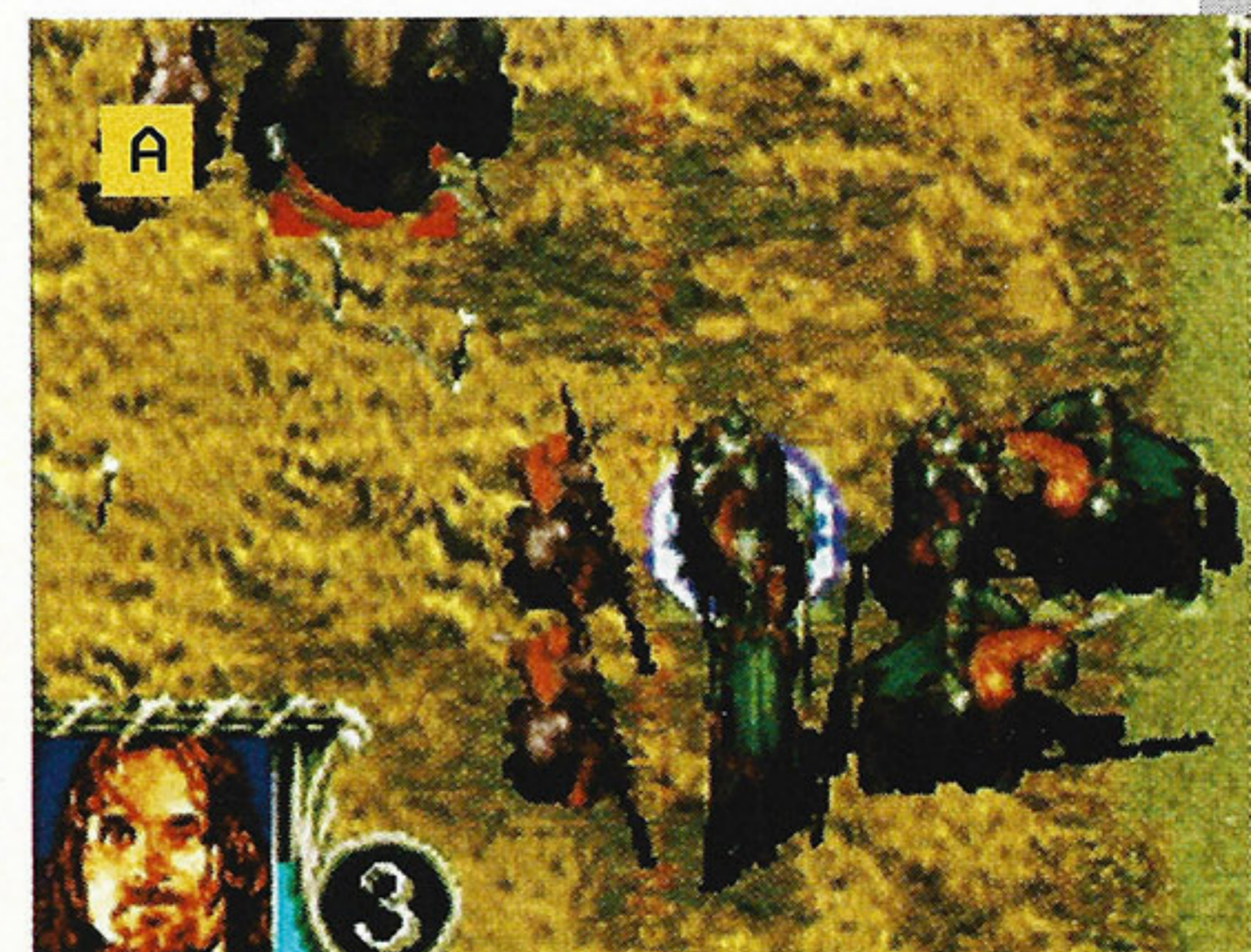
MT. MINDOLLUIN

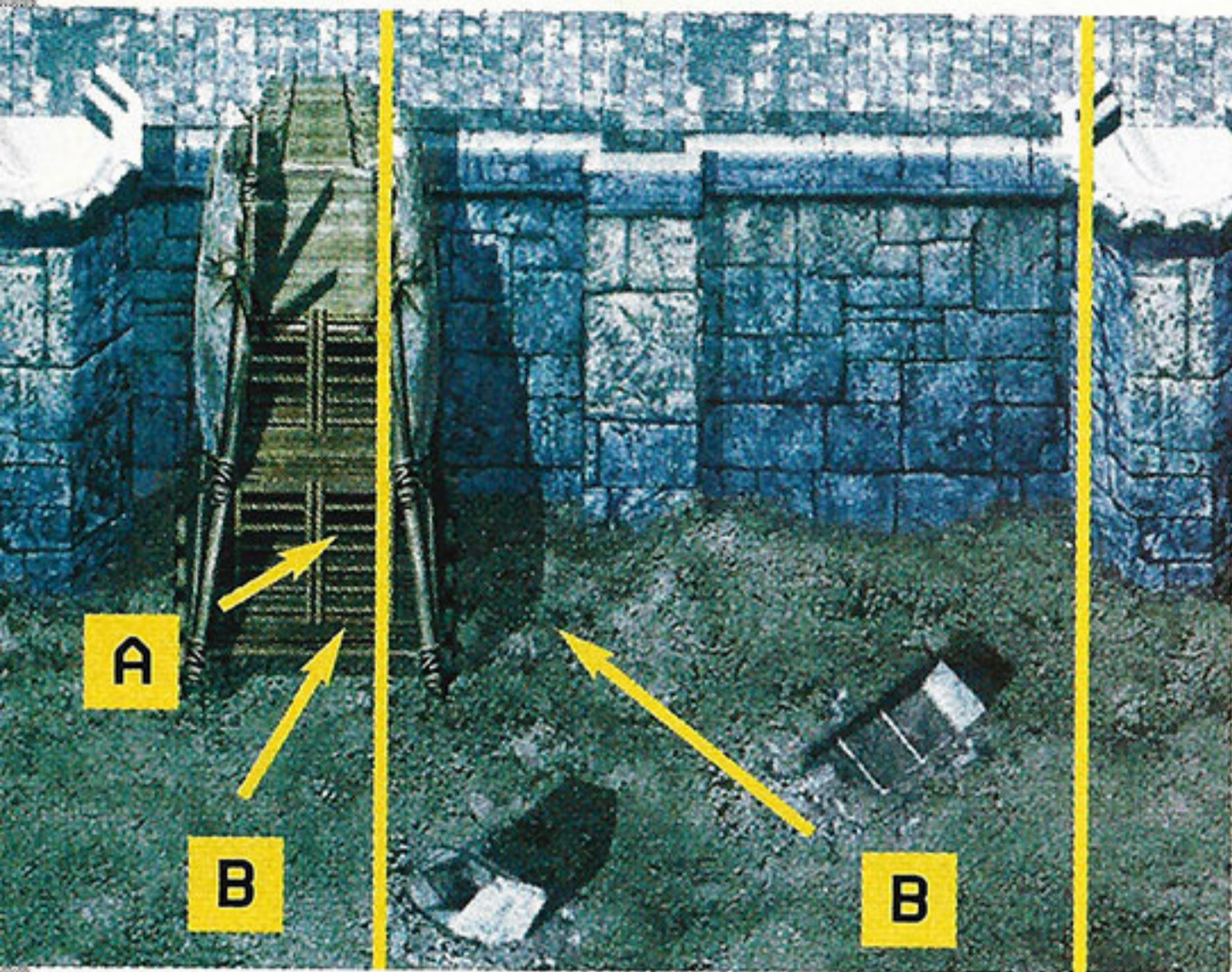
■ First off—ignore the game's scouting report that says "keep Pippin moving." That's a good way to make Pippin dead. Select Legolas and Eomer for this mission, assuming you've bought all of their items in the shop. Place Legolas on the left side and let him sweep attack oncoming foes. Have Eomer do hit-and-run attacks on the right flank. Move Pippin south and use the Stealth command to cut-down damage taken.



CHARGE OF THE ROHIRRIM

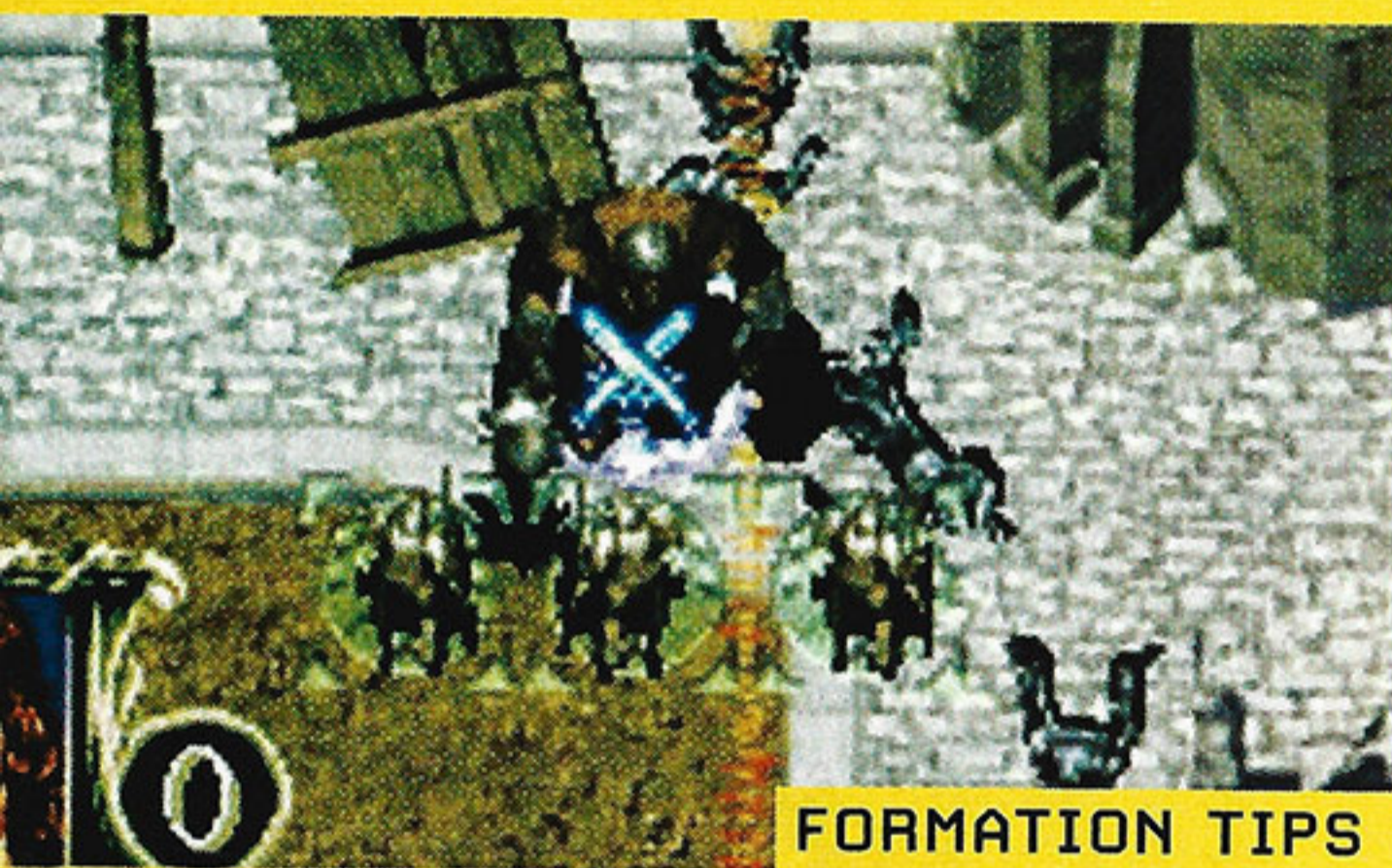
■ You're outnumbered, the Witch-King is back, and the CPU gets to go first. Joy. Have your riders on the right flank attack the Gothmog leader. Have the riders on the left flank attack the big trolls. Primarily, you'll use your riders in the center flank to gang up on and eliminate the trolls first. If you can gang up on the Witch-King, do so. In order to keep your riders alive longer, organize them into rows (see picture A). Choose Legolas as your ally and you can have him snipe from the north. Otherwise, keep your heroes out of harm's way.





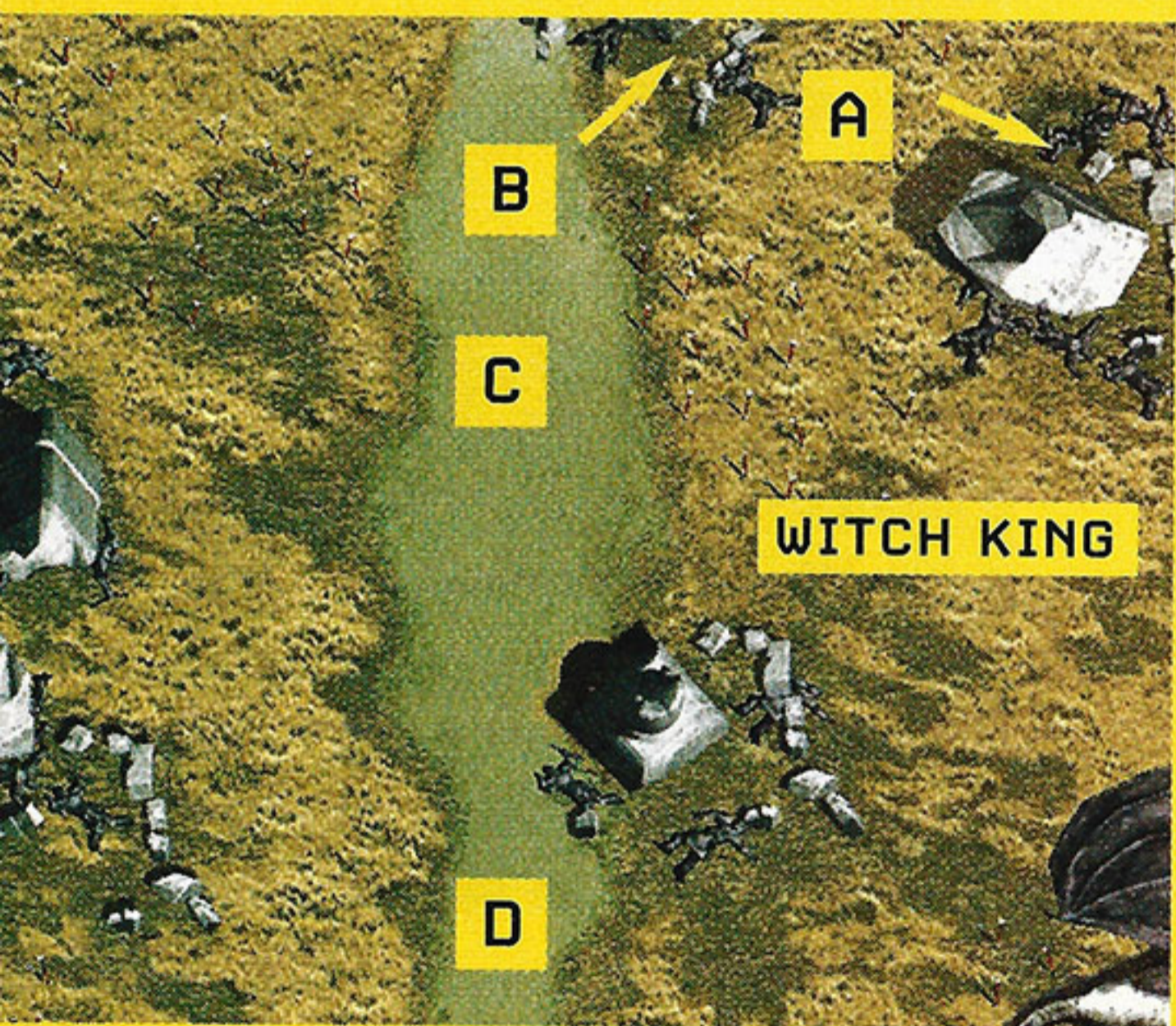
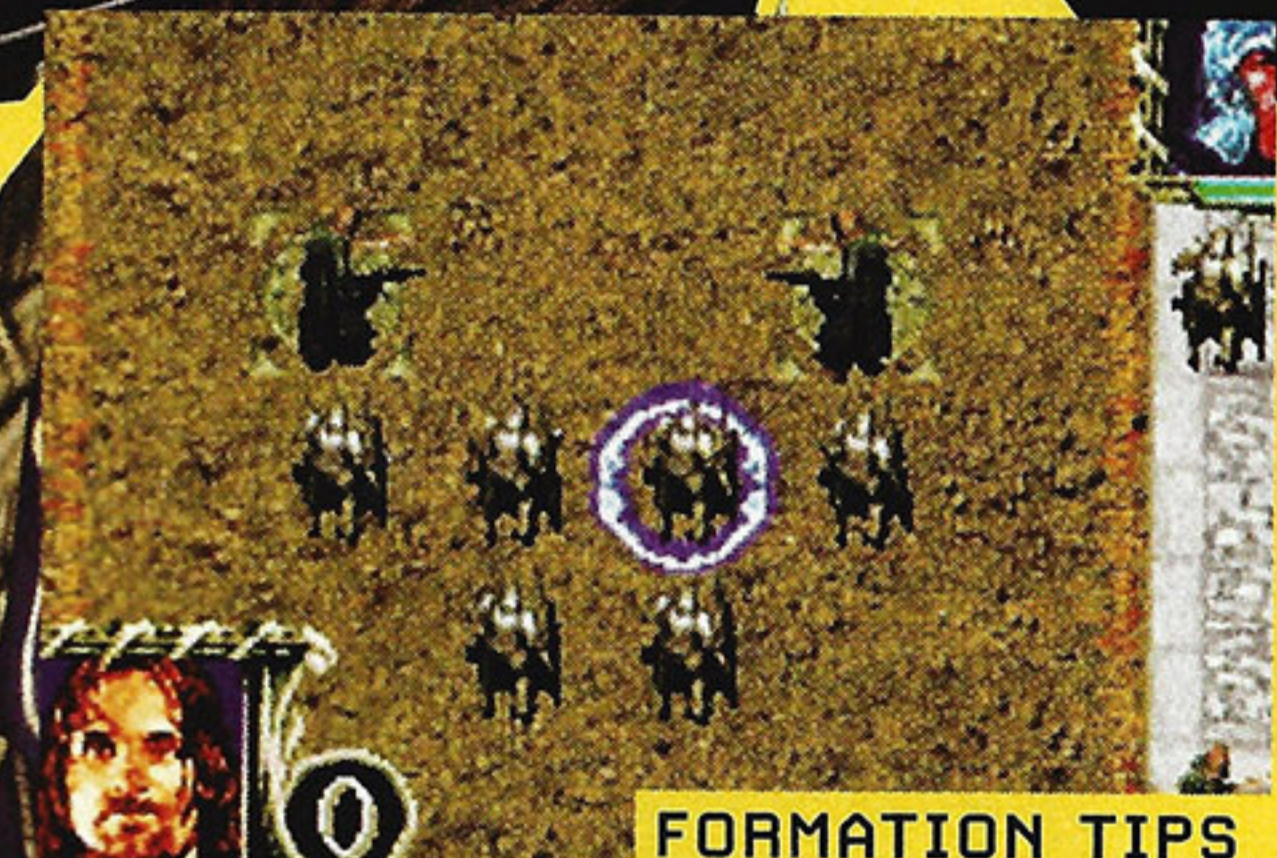
WALLS OF MINAS TIRITH

This is a short siege mission, so choose Legolas as a backup. Place him on the left flank. Get rid of the Orcs atop the ladder. (A) Move the troops below up to form choke points in front of the ladder. Leave the archers down there alone. The enemy's catapults can hit anything on the ladder and beyond, so don't put your heroes there. (B) Wait for the enemy to move up, then attack with your archers. Don't bother moving south to meet them, since you'll just end up increasing the accuracy of their catapults. Ignore the catapults altogether.



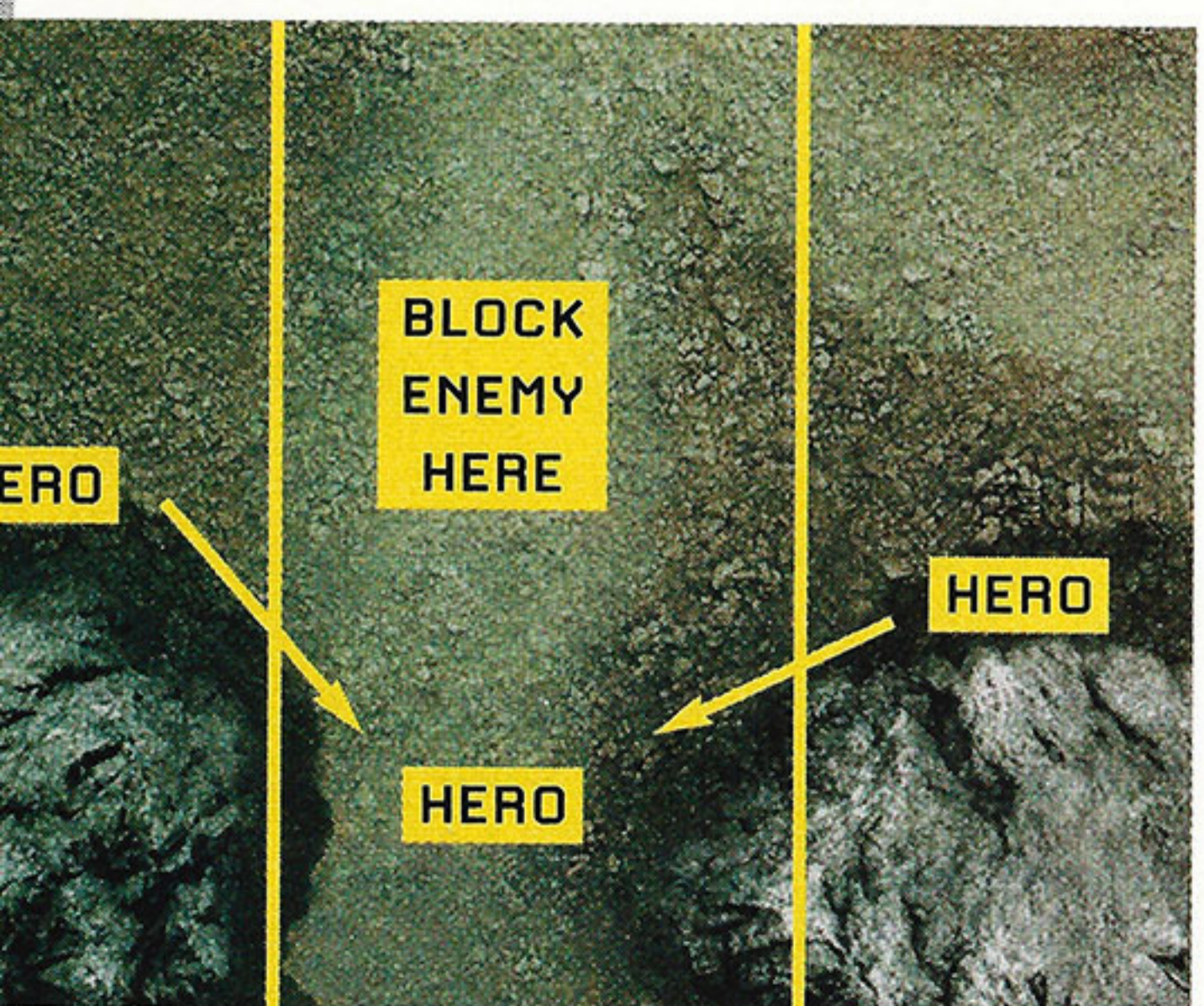
SIEGE OF MINAS TIRITH

First to 12 points wins, and Sauron's forces have a troll with them. Better still, the CPU gains reinforcements every turn. Gang up on the troll and the leader first. Don't worry if you lose a few men. Just get rid of those two. On subsequent waves, stand your forces pat and send up solitary soldiers to block the enemy advance. That should give your rangers a chance with their arrows.



PELENNOR FIELDS

Legolas and Eomir are good allies for this mission. (A) Place Legolas on the right flank and move him into the rough just southeast of his starting position. (B) See Merry standing next to the center flank spawn point? To save his skin, move him northeast into the rough. (C) Use your riders to attack the Oliphaunt, and then retreat them a few spaces to the left or right of the beast. That should keep the Oliphaunt away from your heroes and block the enemy's advance. (D) Have your riders block the enemy, and move your heroes back if need be, because after turn 2 the cavalry arrives—in the form of a dozen undead warriors. Use the Warriors to take out the Witch-King, the Haradrim, and then anything else that's left.



THE BLACK GATE OPENS

Thanks to Frodo, there's no sure bet for this one. The stage will end randomly after the 15th turn. Before that, move your soldiers up to block the enemy's advance. Gang up on trolls and on their leaders to greatly reduce their CP. Leave your own heroes where they are. If you want, move your entire force into the center flank and form a giant mass at the bottom of the screen. Pick heroes with long-range attacks and/or CP-boosting skills.

Congratulations! You've beaten Saruman's forces and completed the Light Side run-through. Now take your newfound skills and tackle the Evil missions.



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Duel Masters: Kaijudo Showdown

>>LOOKING A NEW CARD GAME CHALLENGE? HERE IS YOUR NEXT DUEL.



Duel Masters, the latest card game from Japan, bridges the gap between the big creatures of Yu-Gi-Oh! and the mana pools of Magic and the Pokémon Card Game. This makes for a nice blend of strategies for card game veterans and a good place to start for anyone new. The game also has one major strategy twist that will leave you with plenty of tough decisions from the very beginning of the match.

It will take a few battles to master the basics of combat, but there's no consequence to losing matches besides wounded pride, and you can quickly earn valuable booster packs for winning. The variety of cards and tactics means lots of ways to make your deck unique.

PLAYING THE GAME



Everything you do in *Duel Masters* is fueled by your supply of mana. Whether it's summoning creatures or casting spells, each card has a mana cost to be paid. This will sound familiar to Magic and Pokémon veterans, but the way in which mana is generated is original.



Instead of having cards set aside exclusively for mana-producing and playing those into a pool, *Duel Masters* turns every card into potential mana. Every turn begins with a choice—you can take any card from your hand and send it away to your mana pool, where it will produce one mana of its color per turn.



There are no mana-only cards, so every point of mana comes by sacrificing a creature or spell card from your hand. Do you ditch the big creature and hope another one appears later, or do you keep him and risk not having enough creatures early in the match? Or do you keep all your cards that turn and just go short on mana? It's the first question you must answer in every match, and it largely depends on the five cards you draw to begin.



Another bit of strategy comes from the opening coin flip. Winning it means choosing whether you'll play first, but the first player won't draw a card on their first turn. The second player will draw one, turning a simple choice into something worth thinking about.



If your deck is built on speed, you may want to sacrifice the card and try to strike first. But players relying on big creatures will often want the extra draw and the possibility of extra mana.



Deciding which cards to sacrifice for mana is just the first step. Instead of having the hit points found in most card games, your player in *Duel Masters* is done after getting hit once. The only thing standing between you and losing are five shields, each one a card randomly chosen from your deck.



If you can't block an attack from an opposing monster with one of your own, a shield is destroyed and the card returned to your hand. Once all the shields are gone, a player is completely vulnerable. Not all monsters can attack you, though, as some have limited range or are forbidden from attacking players.



Combat in *Duel Masters* takes place between the monsters each player has summoned, but there are important differences from the norm. Monsters can be used to attack either the opposing player or any opposing monsters that attacked last turn. That means sending a creature on the attack opens him up for retaliation, but letting him sit usually means he is safe.



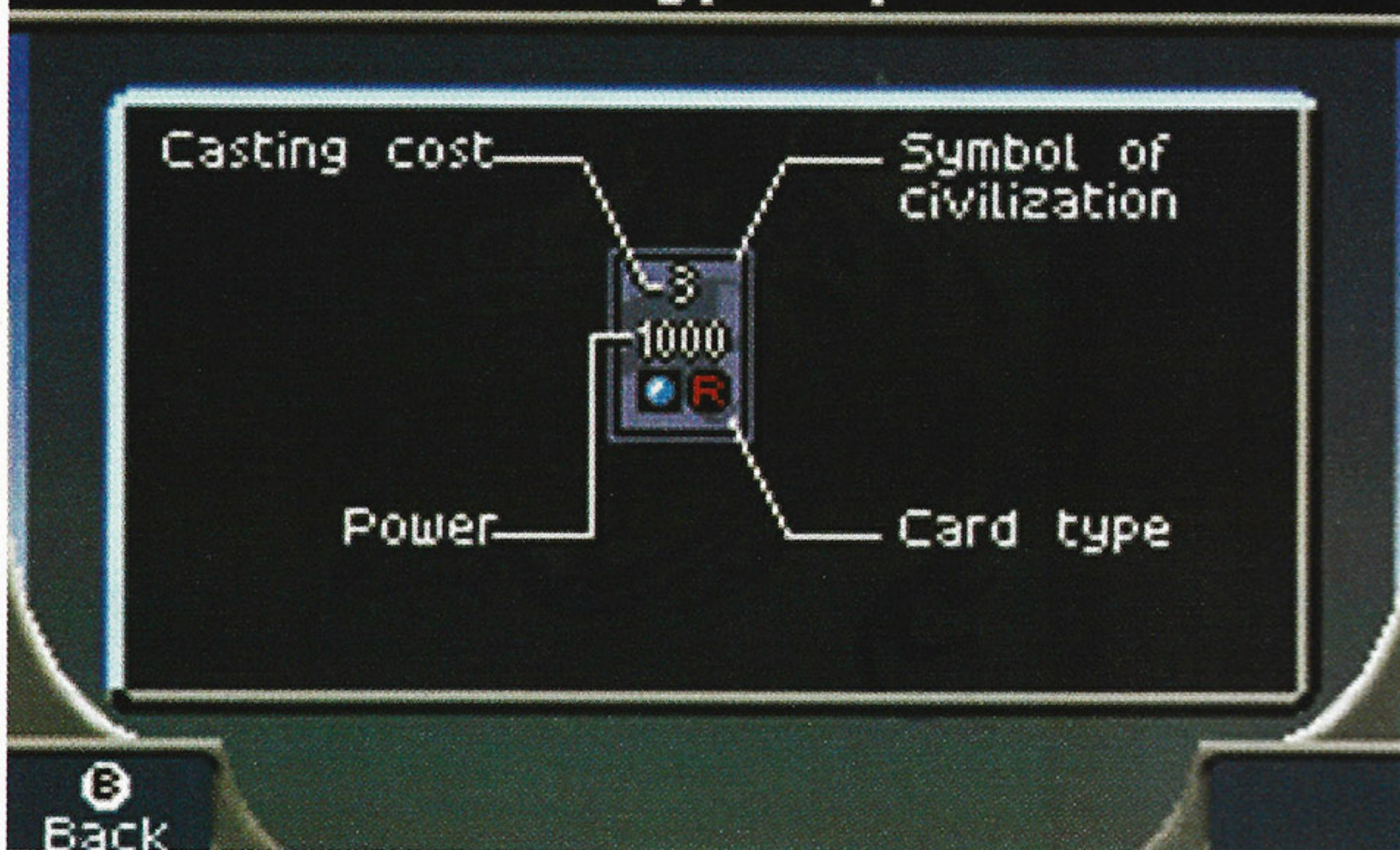
Since attacks do not have to be aimed at the other player, you can try and take out rival monsters instead. But unlike *Pokémon* or *Magic*, where creatures sustain lasting damage after a fight, the winner of a duel here goes back to full health, even if the very next attack is also aimed at him. Taking out a monster requires a stronger monster, a spell, or a special card effect. A series of attacks from smaller monsters will not work.



Even if you have a wall of creatures in front of your shields, only a minority of creatures have the ability to block. If a creature has the blocking attribute, he can try and thwart attacks aimed at his master or friendly creatures, but those without the attribute can only sit and watch. The creature must also be untapped, meaning it didn't attack the previous turn.

Not all Cards are Created Equal

Card Type Specs

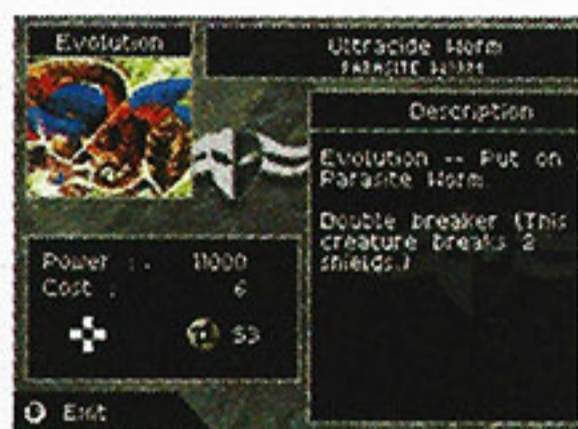


Numerous special abilities may affect the battle behavior of any given creature. Learning to leverage these abilities is central to any success in battle, as most of the monsters have some kind of special quirk that makes them more useful in certain situations or as part of certain kinds of decks. Each kind of effect has a matching icon for quick identification in the battle zone.



BLOCKER:

These creatures can take on anyone trying to attack their owner's shields or creatures. Leave them untapped to have them play defense, but attack with them and they'll be unable to block during your opponent's the next turn.



DOUBLE BREAKER:

If you don't block an attack from this creature, two shields get destroyed instead of one. This powerful bonus is usually attached to larger monsters, but certain spells can temporarily give it to whatever creature you want.



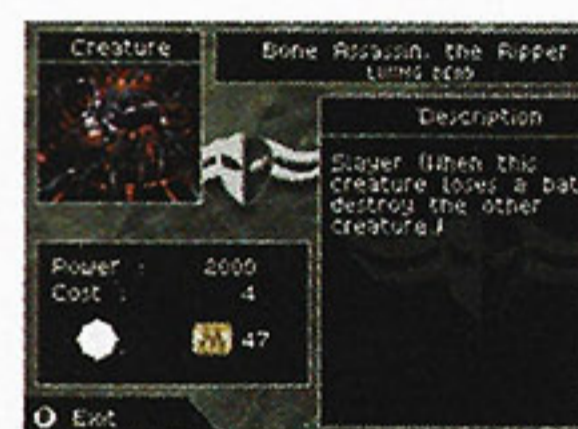
POWER ATTACKER:

Whatever power rating listed on the card is greater when this kind of creature attacks, but not when it defends. If you plan on being aggressive, this bonus is perfect, but remember that you can't always be on offense.



SHIELD TRIGGER:

If one of these cards is broken while serving as a shield, it can immediately be used in battle—and without cost. A free summon or spell can turn the tide in battle, and creatures will almost always be worth summoning.



SLAYER:

If a slayer creature loses a battle, the opponent dies as well. These are the kamikaze pilots of *Duel Masters* and a great way to take down the biggest and baddest opposing monsters. Slayers only appear in the Darkness civilization.



ON ATTACK:

Stay aggressive with these creatures, as they receive a special bonus while attacking, including such treats as drawing an extra card or adding an extra card to your mana pool.



ON SUMMON:

A special effect is triggered when this creature is first summoned to the battle zone. These effects vary widely, from affecting the mana pool to wiping out every single creature with a power rating of 3,000 or less.



ON DEATH:

These creatures don't go out without a fight, causing one last special effect when they die.



RANGE:

The red R will limit the effective range of your creature, keeping him from attacking opposing players. These monsters are relegated to a more tactical kind of combat against other monsters only.



UNBLOCKABLE:

One of the most powerful abilities is the unblockable creature, who is either absolutely unblockable or requires special conditions to be stopped. This power is confined to a more powerful and expensive class of monsters.



AFFECT OTHER:

The entire battlefield can change when a creature with an Affect Other ability is played. Playing a Barkwhip, The Smasher card will grant an extra 2,000 power to every Beast Folk card while Barkwhip is tapped.

The Five Civilizations

Finding Your True Colors

Each color is more than a different set of cards, it is a different way to play *Duel Masters*. It's almost like a personality test—if you like to move quickly, fire is the obvious choice, while darkness players are opportunists who wait for the right time to destroy an enemy creature without mercy.

But don't be afraid to test out different colors, especially as you receive booster packs and your collection grows in new and unanticipated directions. You may not be a light player by nature, but that doesn't mean you should leave powerful light cards out of your deck the entire game.



THE DECK IS ON FIRE

Just as in real life, fire is fast and damaging in *Duel Masters*. With a large number of cheap creatures, the Fire Civilization is well-suited for a deck that burn rushes your opponent. Stockpile the maximum four copies of these low-cost creatures to hit your opponent before they can set up.

Combining fire with another civilization can add some much-needed defense. Light and water both provide blocking support to compliment the creatures and destruction spells that come with fire. While you destroy your opponent's creatures, your secondary color creatures can protect your shields.



AT HOME WITH NATURE

The name of this civilization is mana—nobody produces more of it faster. Use this mana to summon a swarm of small or medium creatures, since nature lacks heavy-hitters. Compliment this with spells and special abilities that hamper your opponent's mana production to win before the appearance of Dragons and other large enemies.

Combining nature with other civilizations is less beneficial due to nature's unique strengths. Another color may just slow down your deck, and without big creatures, that will probably mean defeat.



DROWNING YOUR OPPONENTS

Water is the most specialized of the civilizations and depending on your strategy, it may need help from another color until later in the game. The upside is a good variety of blockers and specialized attackers, but the downside is a small variety of spells and tactical options.

Watch for Crystal Lancer when playing as water, as deploying him will often end the game for your opponent. In the meantime, focus on managing the battle by returning cards to your opponent's hand and adding in fire's destruction spells for a much more flexible offense.



LET THE LIGHT IN

The Light Civilization is home to some of the game's most complicated cards and best for players looking to specialize in fancy battlefield management. Like water, you will rely on evolution cards for your offensive and blockers to buy you the time to play them. A few light cards also have special powers against darkness.

Darkness can provide good support to a light deck, most notably anti-creature spells such as Terror Pit and Death Smoke. Light's own Holy Awe spell is also good—it taps every opposing creature for a clean shot at either them or their master's shields.



DARKNESS FALLS

The most opportunistic civilization of them all, darkness relies on powerful spells and creatures to wreak havoc on an opponent's strategy. The twin pillars of darkness are Terror Pit, which destroys any of your opponent's creatures for six mana, and Death Smoke, which destroys any tapped creature for four mana. Terror Pit is even a Shield Breaker.

Those spells are so good that adding darkness to any deck is tempting, especially with a creature like Shadow Moon. He adds 2000 power to any other dark creature, allowing cheap allies to withstand most blockers.

Building a Deck: The Basics

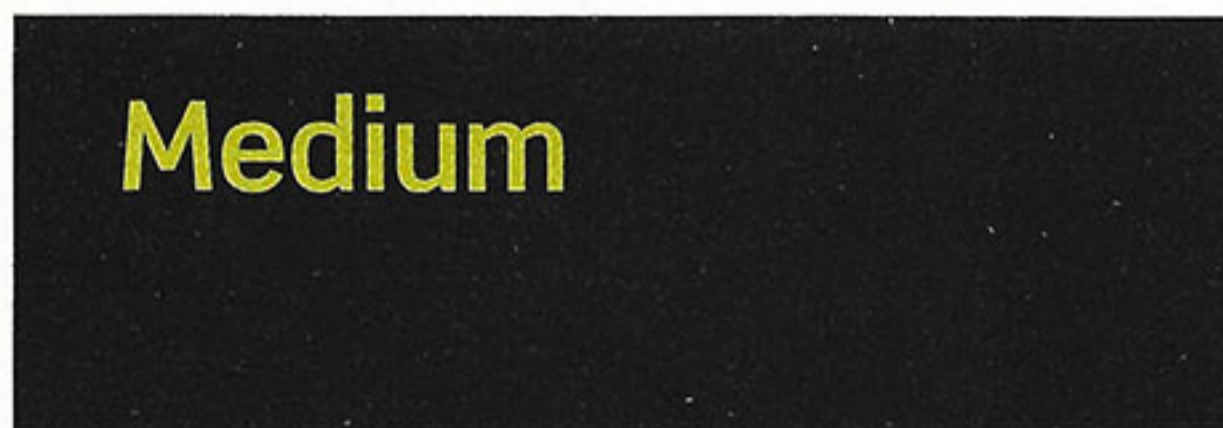
You've learned about the attributes held by various monsters and the civilizations they belong to—now you must combine them into a deck. There are endless possibilities, but the beginner should view things as a choice of speed. Do you want to beat your opponent to the punch, play a balanced game between big and small creatures, or try to outlast them until your giants arrive?

Fast

FAST: Fire is the best civilization for speed, but nature isn't too far behind. The advantages behind a quick deck are obvious—while your opponent patiently waits for the right circumstances to play their game, you are busy flooding the battle zone with creatures. Unlike games dependent on mana-specific cards, you will never be waiting for that badly needed mana card to show up while you have a handful of cheap creatures ready to go. A fast deck means staying on the offensive and never waiting for the action to come to you. It also means a quick victory is necessary, though, as your deck will be light on the brawlers necessary for longer battles.

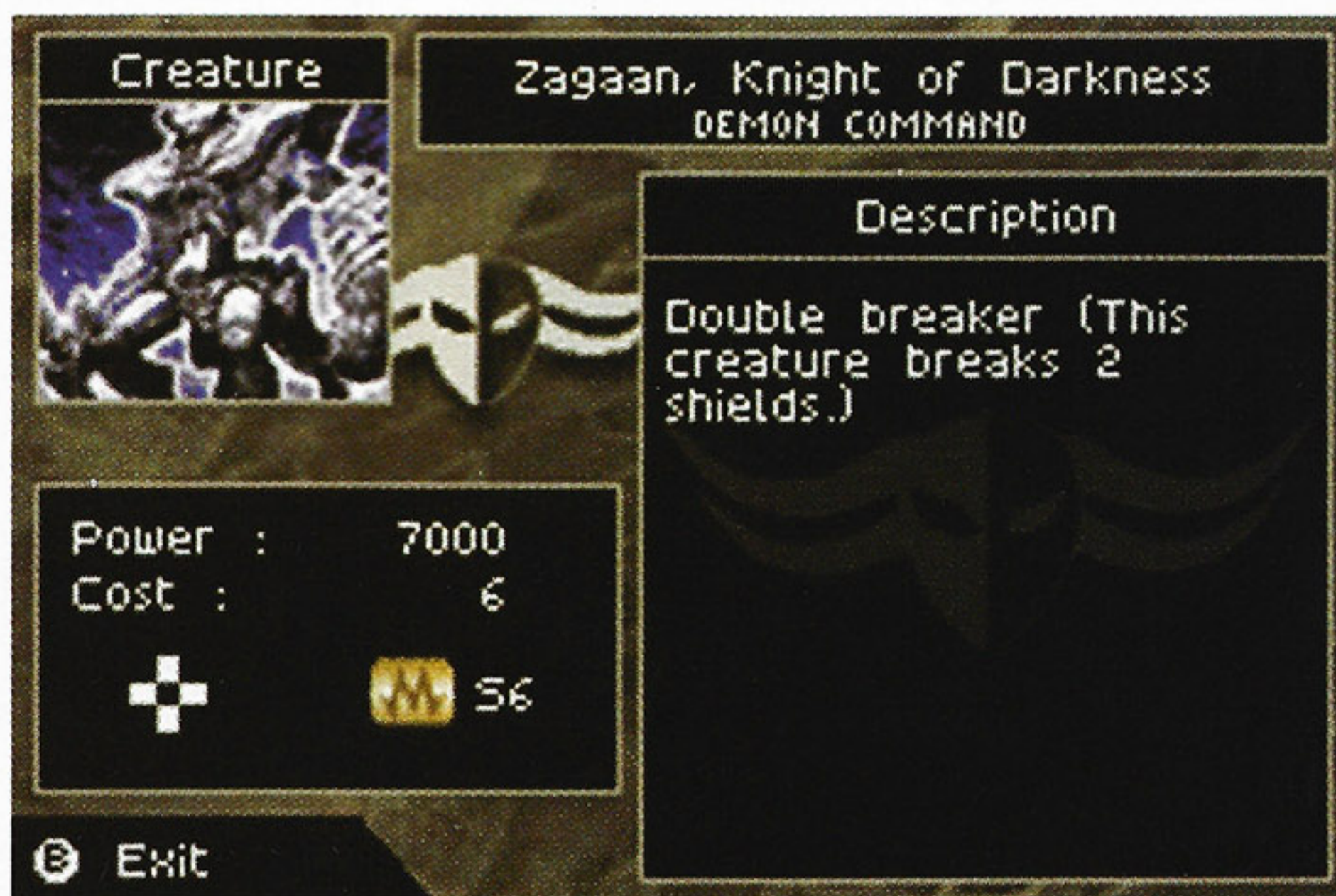


Medium



Don't get an adrenaline rush from excessive speed? Then you might want a medium deck, with a solid number of small creatures and some large ones to play if the battle drags out. This gives you more flexibility in adjusting to whatever strategy the enemy may come up with.

The downside is that you'll be reacting, not acting. Instead of carefully building a plan or rushing in for the kill, you'll generally have to wait and see what your opponent does and what cards you draw. This is the most varied kind of deck, since it doesn't rely on battles sticking to a specific script, but it is also the most passive one.



A slow deck means the battle is going to continue until you're ready to spring the trap. It must include the proper defense against fast decks, and all the support cards necessary to prepare for your big creatures. That could mean monsters leading to evolutions or cards that increase mana production.

Each civilization has cards that are nearly unstoppable, but the trick is buying time for those cards to arrive. Blockers and disruptive spells are the key, spells that force creatures back into your opponent's hand or mana cards out of his pool. The biggest gamble of strategies, but if you set the table skillfully enough, you'll eat opponents for lunch.

Building a Deck: Advanced

Once you gain enough experience in *Duel Masters*, you'll have access to enough cards and mastery of enough tactics to build decks more complicated than simply picking a speed. Depending on your style and your chosen civilizations, you may fall into a number of categories. Here is how to build some of them—and how to build against them.



IT'S EVOLUTION, BABY:

These decks are built around big creatures, but not just any kind. Specific creatures can have a higher evolution card placed on them, exactly as seen in Pokémon, resulting in a new set of powerful advanced abilities. Many of the most fearsome cards in the game are evolutions, but they are also predictable in arrival.

To play this strategy, stack your deck with copies of the lower form of the creature and any spells protecting creatures or allowing selection of a card from your deck. This will help control the timing of the evolution, making you less likely to get stuck waiting for the right card.

This strategy is best foiled with spells that remove a creature from the battle zone, even if only to a player's hand.

BIG BLOCKERS:

A blocker with enough power can be an incredible nuisance, such as water's 5,000 power Revolver Fish. That card can't even attack, meaning a virtual stalemate is in place until somebody comes up with a bigger beast. Bad news for a speed deck, but the perfect cover while you set up any kind of more complex attack.

A card like Revolver Fish will stop speed cold, especially at a cost of only four mana. This strategy presumes playing a lot of defense, though, and leaves you vulnerable to destruction cards such as fire's Volcanic Arrows. If you rely on the protection of big blockers, losing them to a spell can undermine the entire battle.

Unblockable monsters are the obvious solution, even if that trait is rare.

FINISHING MOVE:

Another variation of the slow deck strategy is to engage in standard combat until you can play a massive creature with enough power to finish the match. These are usually double breakers, and unlike the evolution strategy, they can be summoned regardless of battlefield conditions.

Luck of the draw is crucial with this strategy, as the idea of sacrificing high-cost cards for early mana is turned on its head. You can't sacrifice many of them if you need them to win the match, especially when their rarity means having one or two copies in your entire deck. But if you do surprise your opponent with a finisher, it's game over.

Anti-mana cards are the way to keep these finishers from seeing battle. Since they cost more than evolution creatures, a well-placed spell or two can greatly delay their deployment.

The Superstar Cards

Each civilization has a few cards that stand out for their ability to inflict severe pain. Playing these correctly is very difficult, but the reward is worth the risk, if only to watch a whole wave of enemies vanish in the blink of an eye.



Civilization: Darkness
Name: Vampire Silphy
Cost: 8
Effect: Destroys every creature below 3,000 power when summoned—even your own, so be careful when playing

Civilization: Fire
Name: Garkago Dragon
Cost: 7
Effect: 6,000 power that goes up 1,000 for every other fire creature, plus double breaker and the ability to attack untapped creatures

Civilization: Light
Name: Ra Vu, Seeker of Lightning
Cost: 6
Effect: Whenever you attack with Ra Vu, you can move a light spell from your graveyard to your hand, ready to recast

Civilization: Nature
Name: Barkwhip, the Smasher
Cost: 2
Effect: For a measly two mana, this 5,000 power Beast Folk evolution card gives +2,000 power to all other Beast Folk

Civilization: Water
Name: Crystal Lancer
Cost: 6
Effect: Unblockable, double breaker, and 8,000 power make one mean evolution package when placed on a Liquid People

Mario Vs. Donkey Kong

>>MIX ONE PART BANDICOOT WITH ONE PART DRAGON, SERVE



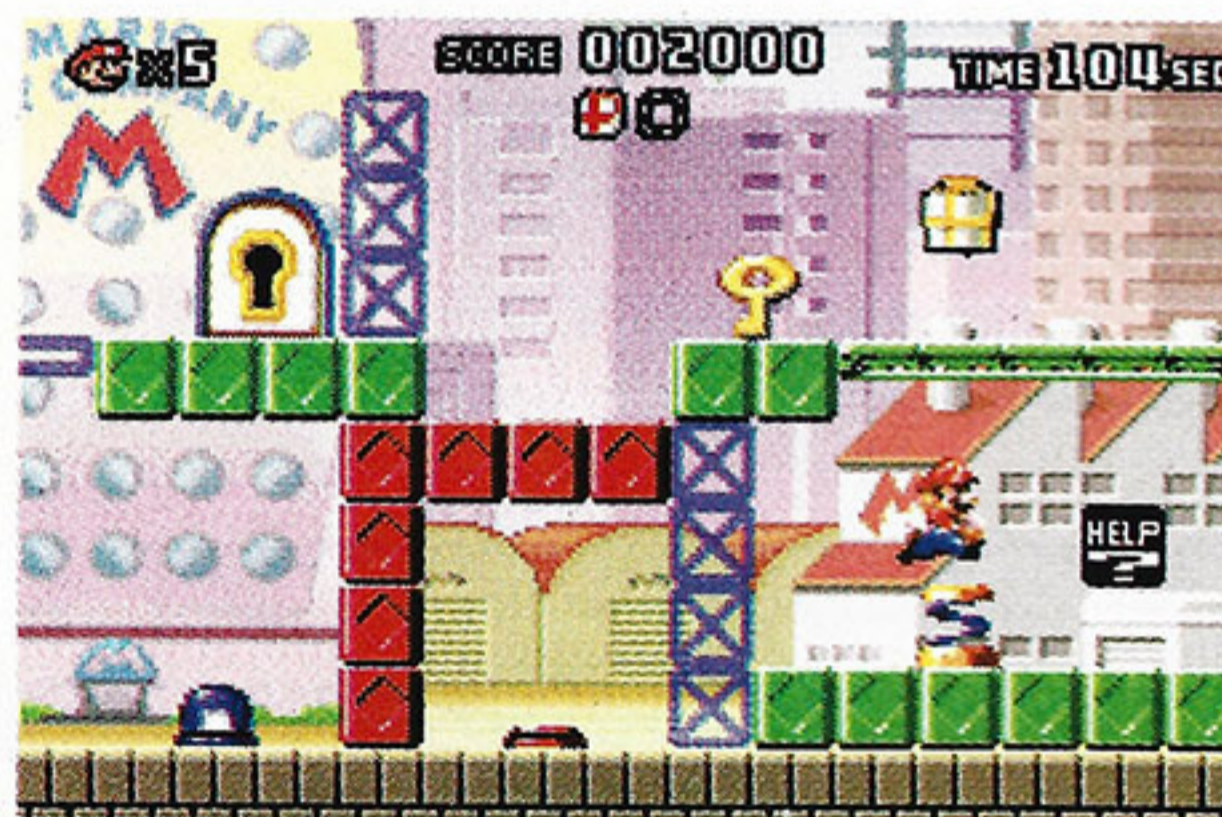
Oh no! Donkey Kong has stolen all of the mini-Mario toys. Now, you have to help Mario get them back. *Mario Vs. Donkey Kong* is a puzzle game that plays quite a bit like the classic DK and DK Jr. games from the 1980's.

Walkthrough

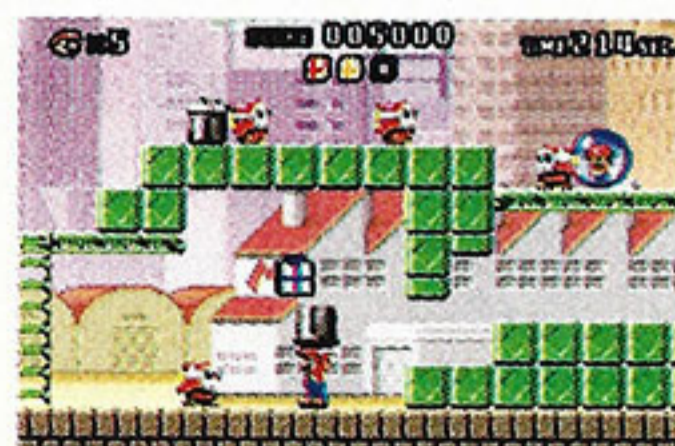
We've uncovered the solutions to every single one of the game's 48 normal puzzles. Once you complete the "normal" quest, you'll unlock the "plus" quest, which gives you a tag-along mini-Mario to worry about. There are also "expert" levels to unlock. To reveal these super-tough puzzles, you need to earn high scores on the normal and plus levels. Each high score earns you 1 star. For every 9 stars, you'll unlock a new expert puzzle.

World 1 Mario Toy Company

LEVEL 1-1



Jump on the blue switch and climb the ladder to grab the present. Hit the red switch, move to the right, and bounce on the spring to reach the ledge. Grab the second present and the key, and enter the door to the left.



In part two, use the trashcan to knock out the Shy Guy. Jump up to grab the third present. Climb the ladder and use the other trashcan to take out the two Shy Guys nearby. Grab the mini-Mario.

LEVEL 1-2

Climb up the green ladders and use the hammer to smash the Shy Guys. Jump on



the blue switch and get the present over to the left. Climb down the blue ladder to the bottom and grab the second present. Now, go back to the top and jump on the red switch. Climb back down and use the hammer to destroy the oil drum. Grab the key, step on the blue switch, and leave through the door at the bottom.



In part two, climb up the ladder, grab the trashcan, and use the spring to bounce up to the top area (with the trashcan in tow). Throw the trashcan at the Shy Guy, then grab the hammer and use it to snuff out the flames. Drop down to the lower ledge and climb down the ladder. Use the next hammer to remove the oil drums and grab the last present and the mini-Mario.

LEVEL 1-3

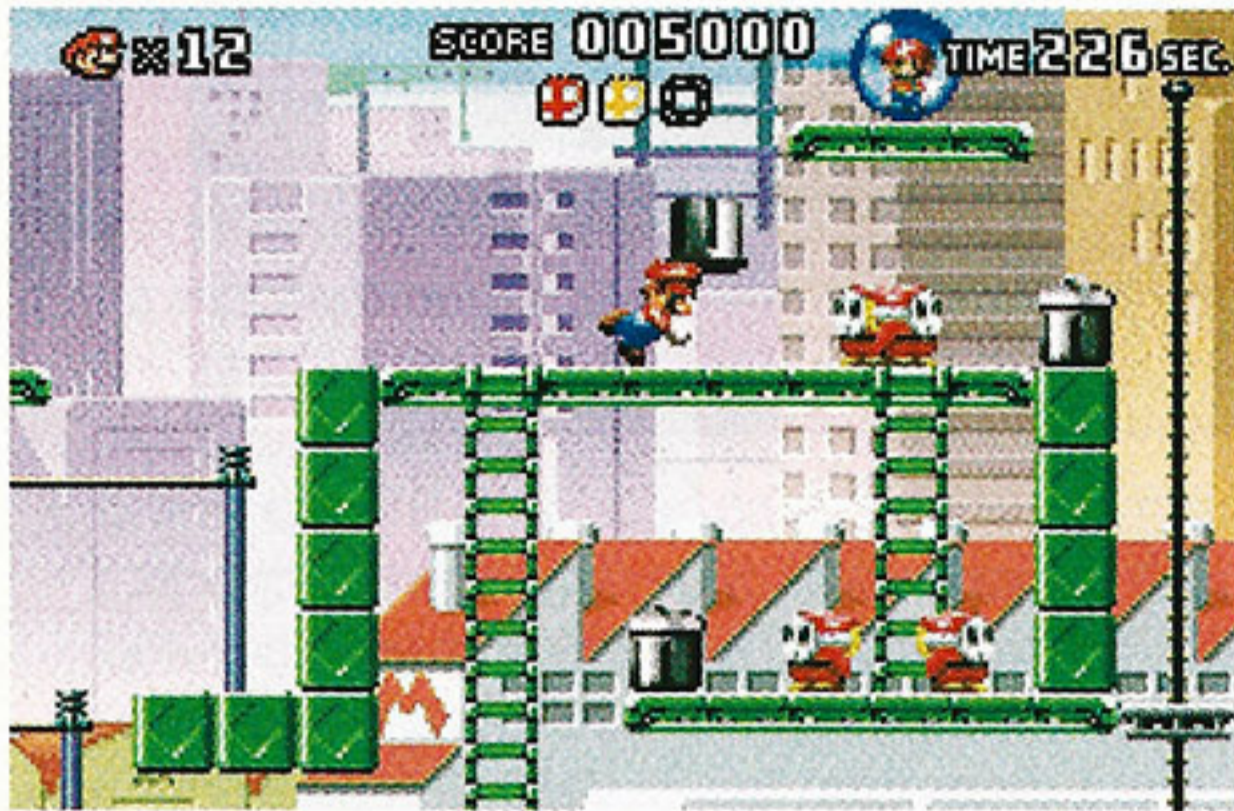


Wire spin (jump and hold Up to spin) and tap A to get the first present. Go right, across the moving platform, and

Mario's Moves

Jump	A
Duck	Down on d-pad
Handstand	Down + A
Handstand Jump	Press A while in handstand
2x Handstand Jump	Press A right when Mario lands from a handstand jump.
Backflip	Walk, tap back+A
Carry an item	B
Throw an item	B or Up+B
Grab wires and ropes	Hold Up
Wire Swing	Hold Up, Mario will spin
Swing Jump	A while Mario is spinning
Activate a switch	Jump on it

continue to the right to reach the yellow switch. Push it. Jump onto the trashcans to get the present above the spikes and take the next platform up to the key.



In part two, go right and climb the ladder all the way up. Use one trashcan on the Shy Guys, but carry the other trashcan onto the moving platform. Throw it onto the spikes so that you can grab the final present. Ride the platform back to the top and backflip (run, tap back+A) to reach the mini-Mario.

LEVEL 1-4



■ Climb the ladder and backflip or handstand jump (down+A, tap A) up to the conveyors to get

the first present. Ride the left-traveling conveyor and duck (hold down) to pass under the wall. Grab the key and fall to the bottom. Drop the key and let it pass under the wall to the right. Pick it up again on the other side to open the door.



In part two, grab onto the wire below the 1-Up and spin/jump up to the next wire. Spin on that one to get the second

present. Drop down and duck to follow the conveyor right. Hop off the ledges to grab the last present below. Climb the ladder and wire spin/jump once again to reach the mini-Mario.

LEVEL 1-5



■ Hold Up and press B to toss the trashcan to the ledge above. Climb the ladder and use the trashcan to smash the Shy Guy.

Hit the blue switch and climb down the next ladder to get the first present. Go back to where the blue switch was (hit it again if you accidentally touched the red switch), walk left, and go down the original ladder. Pick up the key and set it down in front of the ladder. Run to the left and hit the red switch. Quick!—bounce back up and grab the key before time runs out.



In part two, climb up the ladder and walk right to take the present. Go left, drop down, and climb up the tall ladder. Use the hammer to clear

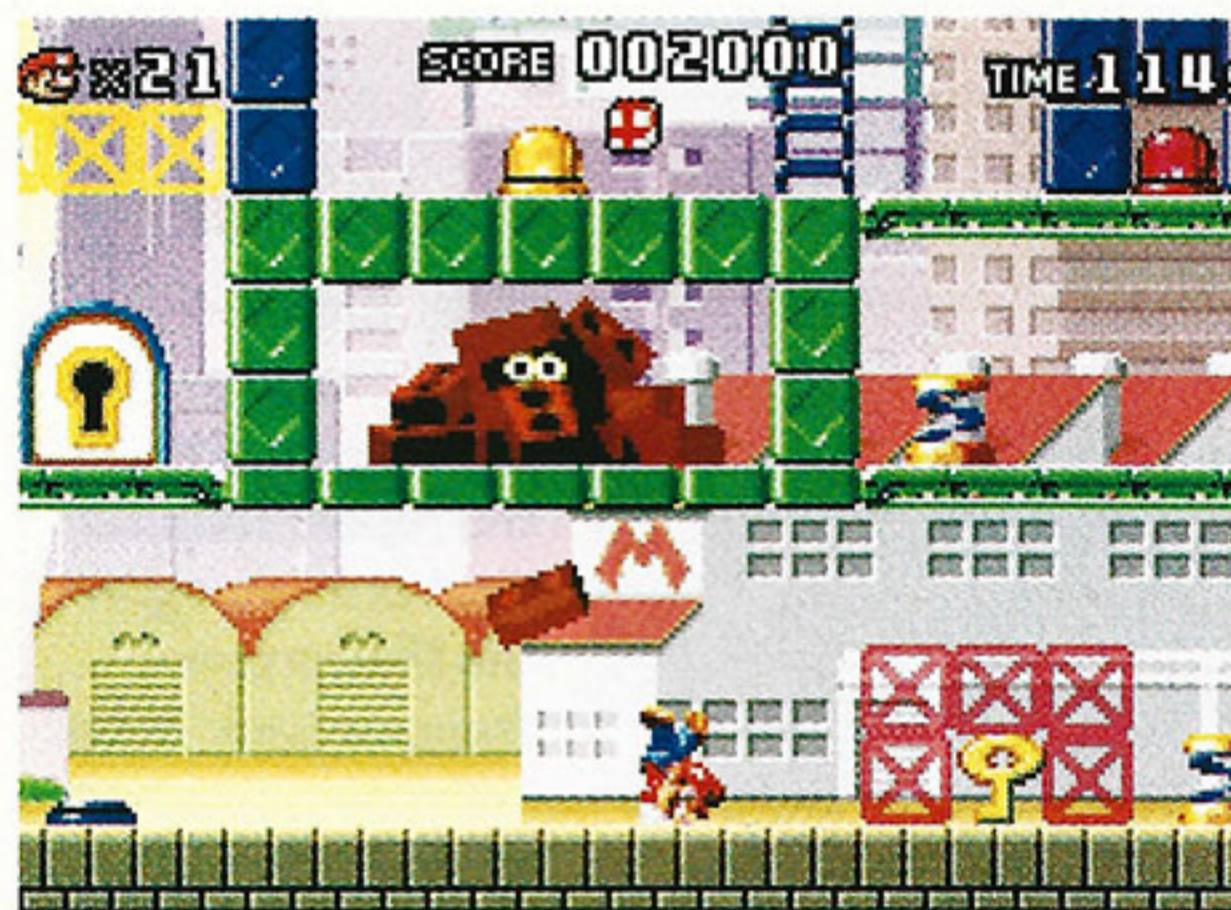
the oil drum and jump to get the last present. Use the spring to reach the top ledge and jump to the left to grab the mini-Mario.

LEVEL 1-6



■ Use the handstand jump to climb the ledges. Hit the yellow switch and use the double handstand jump

(Tap A again when Mario lands from a handstand jump) to reach the upper ledge. Push the blue switch and climb down the ladder. Push the yellow switch, grab the first present, and then push the red switch over to the right. Go left, drop down, and trigger the blue switch. Tap Down+A to go into a handstand and walk to the right. The handstand will deflect the bricks. Grab the key and bounce back up to the upper ledge. Hit the yellow and red switches to reach the door.



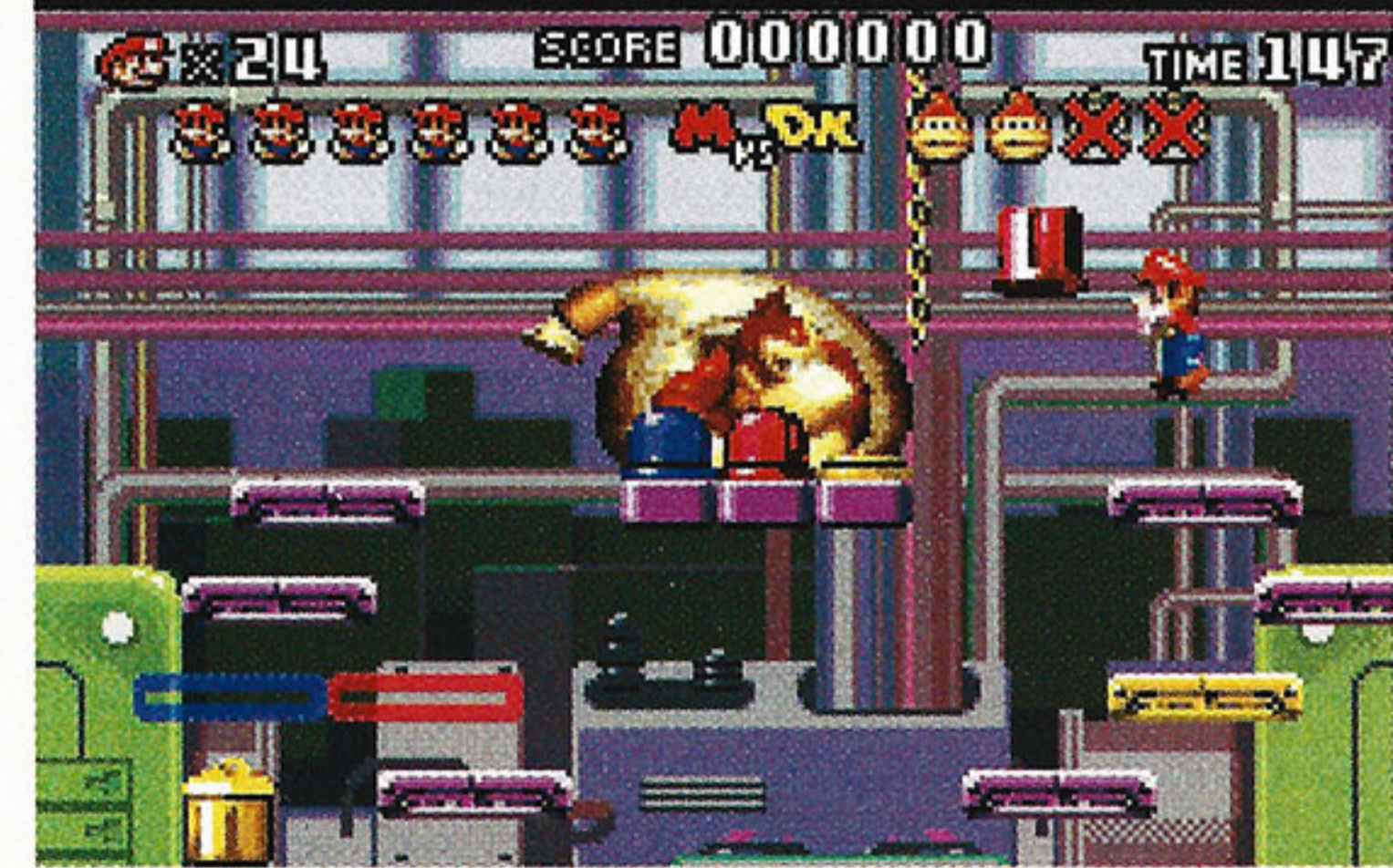
In part two, go into a handstand and walk to the left. Throw the trashcan to the ledge above (while jumping). Backflip up there and use the trashcan to squash the Shy Guy. Backflip and use the spring to reach the upper platform. Go right and grab the second present. Use the hammer to smash the oil drums and clear the way to the final present and the mini-Mario.

LEVEL 1-MINI MARIOS



■ Go right and climb the red ladder. Grab the T and hit the yellow switch. The mini-Marios will automatically catch up. Go left and up the ladder and continue left so the Marios grab the O. Hit the red switch and stand to the left of the toy box. The mini-Marios will collect the Y and then jump in.

LEVEL 1-BOSS



■ When DK pushes a switch, a platform and a trashcan matching the color of the switch will appear. Grab the can, jump to the upper ledges, and jump/toss the can at DK. You need to hit him 4 times. If he pulls a rope to drop trash from the ceiling, go into a handstand to protect yourself.

World 2 Donkey Kong Jungle

LEVEL 2-1



■ Climb the ropes, go right, and jump across the rest of the ropes. Make sure to grab the first present. Climb the ropes at the right to reach the top and then swing to the left to grab the second present. Continue jumping and climbing to the left. Push the blue switch, drop down, and take the key. Use the spring to bounce up to the ledge and go right to find the door.



In part two, climb the ladder and wire swing up to the ledge. Push the blue switch and return to ground level. Go right and climb the ropes to get the last present, and then continue on to the top to get the mini-Mario.

LEVEL 2-2



Wire swing to grab the ropes. Jump to the ropes on the right and keep moving to the right. Hold up when you fall so

that Mario will grab onto the wire. Move right and wire swing so that you can jump up to the first present. Stomp on the yellow switch. Slide down the rope, grab the key, and go left. Jump across the barrels and onto the Rambi's back to reach the spring and the door.



In part two, move the barrel to the right and use it to reach the wire. Swing up the wires to grab the rope way up there. Transfer to the left and slide

down to the ledge with a barrel on it. When the elevator comes, ride it down and jump to the right ledge. Stay on the Rambi's back (or pick him up and toss him) to get the second present. Do the same on the left ledge for the last one. After that, ride the far left elevator up to grab the Mini-Mario.

LEVEL 2-3



Walk nonstop across the crumbly bridges and take the first rope to the top. Use the ape's tail like a rope to grab the first

present and reach the rope on the left. Drop down to pick up the key and use the spring to reach the upper platform.



In part two, ride the elevator up and get present #2 on the left. Hop onto the elevators one after another to go right. Push the yellow

switch and ride the last elevator up to get the last present. Ride back down, go left, and take the first elevator up to the mini-Mario.

LEVEL 2-4



Go up the ladder and walk all the way to the right. Drop to the lower area, and hit the red switch if you

accidentally landed on the yellow or blue ones. Bounce on the spring to get the present on the red ledge. In the lower area, hit the yellow switch. Bounce on the spring, grab the key at the left, and drop it onto the yellow platform. Quickly, push the red switch, and bounce back up to ledge on the left. Climb down the ladder to get the key and open the door.



In part two, use the elevator to jump onto the red block. Take the second elevator to the top and grab present #2. Take

the elevator down and push the blue switch. Get back onto the lower elevator and push the yellow switch. Ride the elevator up and jump over the Rambi to grab the last present. Jump from the elevator to the yellow block and then onto the other elevator to reach the mini-Mario.

LEVEL 2-5



Ride the elevator all the way up and grab the ropes. Transfer right until you grab the first present.

Transfer back to the left and jump to the other set of ropes. Touch the fruit to drop it onto the bug. Hit the blue switch and use the ropes to go all the way right. Slide down the long rope and jump to the ropes on the left to get the key. Carry it up the elevator.



In part two, climb the ropes and drop fruit onto the bugs. In the middle area, slide down and get the present on the left. Climb back up and go right, but don't

take the mini-Mario yet. The final present is under the last rope. Get it and then take the Mario toy.

LEVEL 2-6



Wire jump up the two wires and grab onto the rope. From there, grab the ape's tail and use it to reach the rope on the

right. Land on the ledge with the switches and wait. When the ape below is on the red platform, push the blue switch. Slide down the ropes and use the ape's tail to reach the present and the

ropes above the purple Rambi. Pick up the Rambi (jump onto it and push down+B) and toss it onto the spikes. Grab the key, and jump on the Rambi to cross the gap.



In part two, climb the ropes to the tippy-top. Push the blue switch and slide down the ropes on the right. Drop onto the blue ledge and

grab present #2. Climb back up to the top area and push the red switch. Slide down the nearby ropes and transfer under the platform so you can jump over to the ropes on the right (going under the blue switch). Drop down. Ignore the yellow switch for now. Use the spring to bounce up to the ledge. Grab the last present and push the yellow switch. Now, just climb up the ropes and grab the mini-Mario.



LEVEL 2-MINI MARIOS

Climb the ladder and walk all the way to the right to get the T block. The mini-Marios will use the spring to catch up to you. Go left, hit the yellow switch, and go back down the ladder. Move left so the mini-Marios drop down. Climb the ladder again and go right again. The mini-Marios will grab the O and use the spring once again to reach you. When they're all there, go left and hit the red switch. Use the second spring to bounce up to the ledge. Stand to the right so the mini-Marios use the same spring. Jump onto the ropes and transfer your way left. The mini-Marios will grab the Y block. Hit the yellow switch and continue left to the toy chest.

LEVEL 2-BOSS



This level resembles the third level in the classic Donkey Kong Jr., except that Kong is on a

platform at the bottom. Climb the ropes and drop fruit on DK as he passes under you. You need to hit him 4 times. Every time you hit him, he'll move faster and toss chompers onto the ropes. You can drop fruit on the chompers to get rid of them.

World 3 Fire Mountain



LEVEL 3-1

Hop onto the moving platform and duck under the wall as you go under it. When you reach the middle, the lava will push the platform up. Jump to the left to grab the first present and land on the ledge. Jump down, pick up the key, and jump onto the moving platform that's coming towards you. Don't try to ride it back under the bricks. Instead, if you time it right, the lava will push the platform up right away and you'll be able to jump right back onto the ledge. Wait until one of the platforms rises to jump over to the ledge with the door.



Part two begins just like the first. Ride the platform and duck under the wall. When the platform rises,

jump onto the enemy's back to get present no.2. Go back down and stand on the block above the lava. Hop onto the platform on the right when it comes near. Duck under the wall, take the platform up, and hop onto the ledge to the right. Use the purple enemy's back to jump up to the last present. Hopscotch across the enemies atop the spikes to reach the mini-Mario on the left.

LEVEL 3-2



When the block descends, jump onto it and ride it until you're able to jump over to the first present. Hop

onto the block again, but this time go left to get the key. Drop to the ledge and jump over the lava. Hop onto the second block, jump onto the ledge beneath the door, and ride the third block (far left) to reach the door. If you want to guarantee the bonus, try to reach the door from the second block (it's tough!).

In part two, ride the platform right and continue all the way across the bridge. Hop onto the block and



LEVEL 3-3



and grab the first present. Watch out for the fire-breathing Shy Guys. Jump across the ropes again, this time to the ledge on the right, and get that present too. Use the spring to bounce up to the upper ledge. Climb up the ladder and ride the platform to the left, and make sure to duck under the wall. Use the enemy's back to grab onto the ropes. Pick up the key and hopscotch across the purple toy enemies to reach the door on the right.



LEVEL 3-4



first present, which is on the right, and then take the rest of the steps to the top. Grab the key and push the red switch, then drop down to the ledge below. Drop down to ground level and head to the right. Ride the platform and go up the red steps to reach the door.

Part two again. Ride the block to the upper ledge and climb the rope. Toss the Shy Guy onto the spikes so that you can grab present #2. Continue up the ropes. Go left. Using the backs of the purple hopping enemies to protect you from the spikes so that you can reach the next set of ropes. Drop onto

ride it up. Jump over to the rope to get present #2. Jump onto the block again and hop over to the tiny ledge. Ride the second block up and hit the blue switch. Walk left across the crumbling bridge and grab the last present. Drop down to the ground and make your way back up using the blocks. Pick up the mini-Mario to leave.

Don't worry about the rising lava. Go left and quickly climb up the ropes. Jump onto the top-most ledge on the left

In part two, go left and use a handstand jump to get onto the ledge with the ladder. Climb up the ladder, ride the moving platform to the left,

Take the block upward. Jump onto the ledge and hit the blue switch, then go up the blue steps. Climb the ropes to grab the



LEVEL 3-5



Go right, navigating the elevators and ledges until you reach the ropes. Climb up to get the first present. Jump onto the ledge on the right to grab the key. Use the elevators to reach the moving platform. Ride it and bounce on the spring to reach the door.



LEVEL 3-6



Stand on the edge of the ledge and wait for the lava to drop. When it does, take the elevator down and hurry left. Go right, over the bridge, and hit the blue switch. As the lava continues to drop, keep going downward and land on the ledge with the red and blue switches (don't hit the red one yet). Use the left elevator to get the present and then push the red switch. Hop onto the right elevator, grab the key, and go left across both elevators to reach the spring. Use it to bounce up to the ledge and go up the steps to the original elevator.



Part 2, fun. Backflip onto the ledge to reach the second present. Climb up the ropes all the way and jump over to the ledge on the right. Jump over the spikes and slide down the ropes to ground level. The last present is over to the right. Get it and use the enemy's back to boost you onto the ledge. Use the next enemy to do the same thing. The mini-Mario is on the top ledge.

the Shy Guy and pick him up. Toss him into the spikes to get him out of your way. Drop onto the Shy Guy below and slide down the ropes to grab the final present at the bottom. Jump on top of one of the right-most enemy to boost Mario up to the mini-Mario.

In part two, ride the first block to the ledge at the top and grab present #2. Use the next block to reach the ropes. Climb up and jump

over to the ledge on the left. A block will drop down dangerously close to you. Ride it upward and you'll see the last present and the mini-Mario.

LEVEL 3-MINI MARIOS



Push the blue switch and go right. Climb the ladder and walk to the spring. Bounce up to the high ledge. The mini-Marios will follow you and grab the T.



Climb the next ladder and push the yellow switch. Go left to lead the Marios across the yellow ledge.



Stand next to the red and blue switches and wait for them to catch up. Hit the red switch. Cross the red bridge and

they'll grab the O block. Wait for them to catch up and hit the yellow switch. Go right, let them catch up, and hit the red switch.



Climb up the new ladder and go left. Go right ASAP and push the blue switch so they can grab the Y. Go down and right and shoo them into the toy chest.

LEVEL 3-BOSS

Perform a handstand (Down+A) and try to get under the barrels and stones that DK tosses. If you deflect a barrel, it'll land upright. Pick it up and throw it at DK. Do that 4 times to send him packing.



World 4 Spooky House



LEVEL 4-1

Get close to the Thwomp to make it drop. As it raises back up, pass under it. Wait until it's idle and Push the yellow switch. Grab the key on the left and press the red switch. Now, make the Thwomp on the left drop down again and push the yellow switch when it's near the ground. What you want to do from here is manipulate the Thwomps so they're both beneath the yellow ledges. Use the spring to reach the present on the left, then unlock the door.



In part two, go past the Thwomp and check out the spikes up top. Stop just before them and they'll drop down. Jump across them to

reach present no.2. Jump onto the conveyors and onto the upper ledge. Push the blue switch and go back down the conveyors to grab the last present. Go back up and move left past the tiny Thwimp. Climb the ladder and get the Thwomp to drop. Jump over the red gap to grab the mini-Mario.

LEVEL 4-2

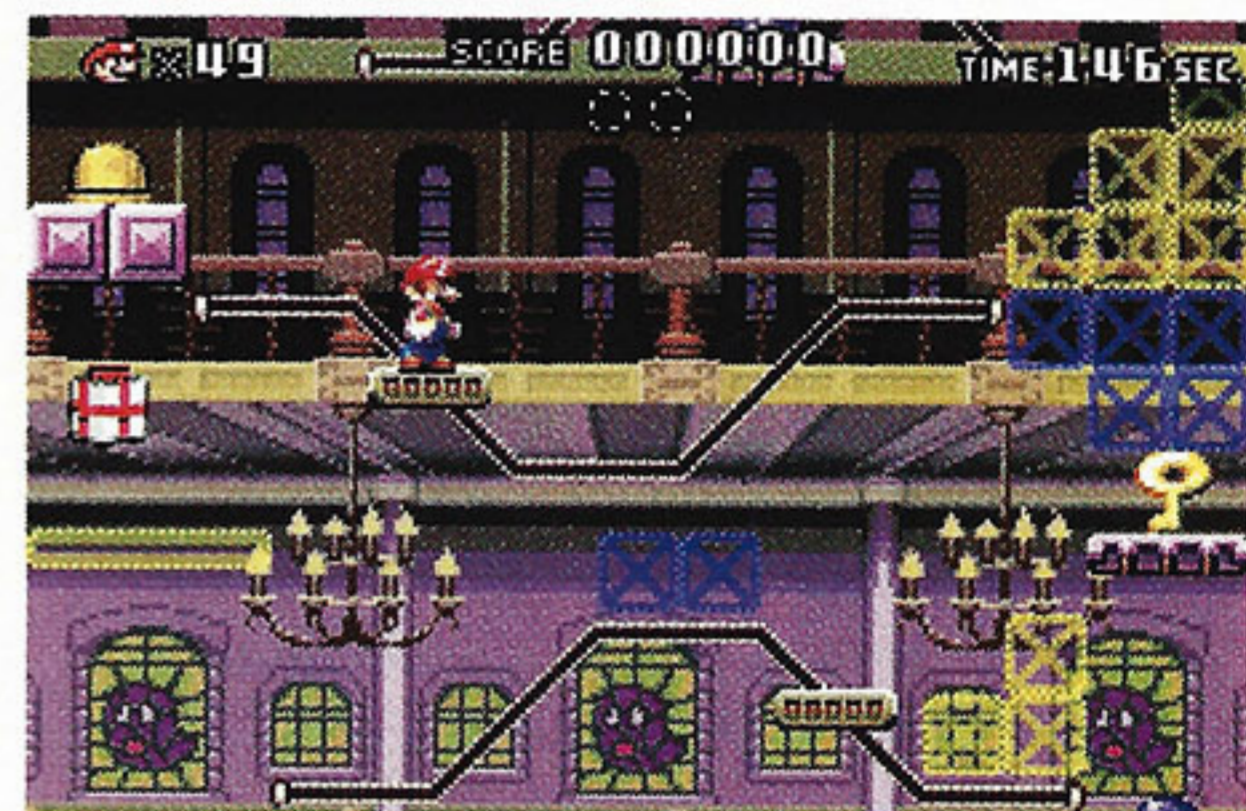


Use the spring to reach the ledge with the door on it. Go right, across the ropes, and land on the ledge. See the switches on the right? Push the blue one. Head left back across the ropes and then grab the first present. Pick up the key and toss it onto the conveyor. Push the red switch when it moves beyond the red wall outlines. Hit the blue switch again when the key is safely on the other side. Quickly, go back across the ropes and grab the key.



Part 2. Bounce on the spring to reach the high ledge. Go to the left side of the shield enemy and duck. It'll push you through the hole in the wall. Grab the second present, hop onto the enemy's back, and go up the ladder. Duck again to get pushed through the next hole. Jump across the

donut platforms before they fall. The final present is up top. Use the 3 springs to get it. Jump across the next set of donut platforms and grab the hammer. Use it to snuff out the fireballs standing between Mario and the mini-Mario.



LEVEL 4-3

Hop onto the first platform and backflip up to the middle platform. Ride it to the left and push the yellow switch, then drop onto the ledge below to get the first present. Ride the first platform to the right and grab the key. Hit the blue switch below.



Ride the platform back to the left when it comes and jump onto the blue ledge. Ride the second moving

platform over to the yellow switch, and quickly jump back onto the platform. Now, go up the yellow stairs and ride the next platform to the left.



Drop onto the ledge in the middle and push the blue switch, then, as before, jump back onto the platform and

ride it further left. Backflip to grab the second present, drop onto the middle moving platform, and push the yellow switch. Go right and up and onto the yellow ledge so that you can unlock the door.



Part 2 is less complex. Push the blue switch, which will transform the blue ghosts into blocks and the red blocks into

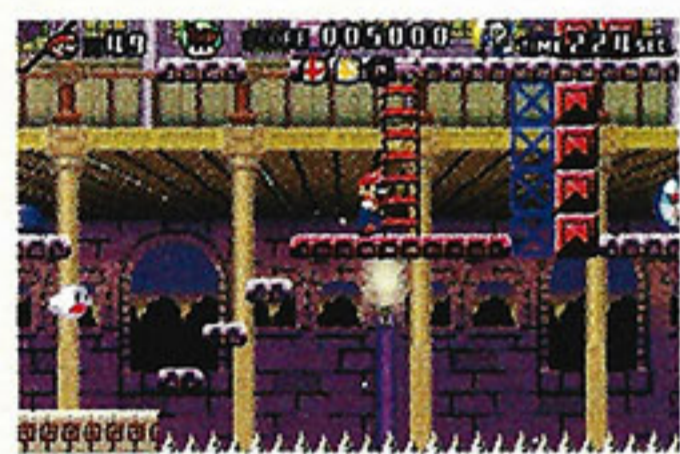
ghosts. Cross the gap and wait until the red ghosts are near the ledge. Push the red switch. Spring onto the (now) red blocks and continue up and left using the falling spikes

as platforms. Grab the last present, climb the ladder, and push the blue switch. Jump over the gap and climb the next ladder. Finally, push the red switch and jump onto the platform on the left.

LEVEL 4-4



Beware the Boo. He'll follow you when your back is turned, so turn around once in a while to stop him in his tracks. Go right and let the spikes drop. Grab the present, climb the ropes, and continue going right. Drop down to get the second present. Hit the blue switch and go left. Use the spikes as stepping stones to cross the pit to the left. Jump back onto the ropes, go right, and jump onto the blue ledge. Go left and perform a double handstand jump under the platform to reach the red switch. Push it and ride the elevator down to the key. Carry it back up to the door.



When part two begins, immediately run to the right, go up the steps, and climb the ladder. Jump on top of the knight with the

shield so that you can hop onto the ledge to the left. Ride the moving platform and grab present no. 3 to the left. Fall onto the blue switch on the ledge below. Ride the elevator up and hop onto the moving platform again. Have the shield knight push you through the hole in the wall to the right (duck down).

LEVEL 4-5



Climb the ladder and push the blue switch. Climb back down and use the spring to bounce up to the upper ledge

on the right. Go past the Thwomp, grab the first present, and drop down onto the conveyor. Ignore the key right now. Climb back up the ladder near the blue switch and bounce on the spring to reach the platform with the red switch and the second present. Push the red switch and go back under the Thwomp. Drop to the conveyor and handstand jump up to the key. Drop the key onto the conveyor and follow it to the left.

In part two, immediately push the yellow switch to trap the upper ghost between the yellow bricks.



When it moves left past the red wall outline, push the red switch. You'll use that ghost as a step later.



Use the spring to bounce onto the red ledge and backflip up to the upper platform. Climb up the ladder and pay attention to the two ghosts near

the vines. Push the blue switch when the lower one is to the right of the ropes and the upper one is near the ledge on the right. Go down the ladder and head left. Use the ropes and the ghosts to grab the last present and reach the mini-Mario.

LEVEL 4-6



Spring bounce up to the first platform and jump onto the one on the left when it comes near. Ride it left and take the elevator up.

Go right and drop down onto the donut platform to get the first present. At the bottom, push the blue switch and spring back up to the moving platform. Jump onto the blue ledge on the right.



Take the elevator to the top, head left, and drop into the "room" that the blocks form. Push the yellow switch. Stand on the donut

block until it falls and hop onto the second moving platform. Take the left elevator back up, go right, and climb the ladder. Pick up the key, drop down to the left, and then go right to open the door.

To start part 2, climb the ladder and push the blue switch and the red switch to bring the shield knight to ground level. Push the blue switch again. Drop down and let the shield knight push you through the hole to the left (duck, again).

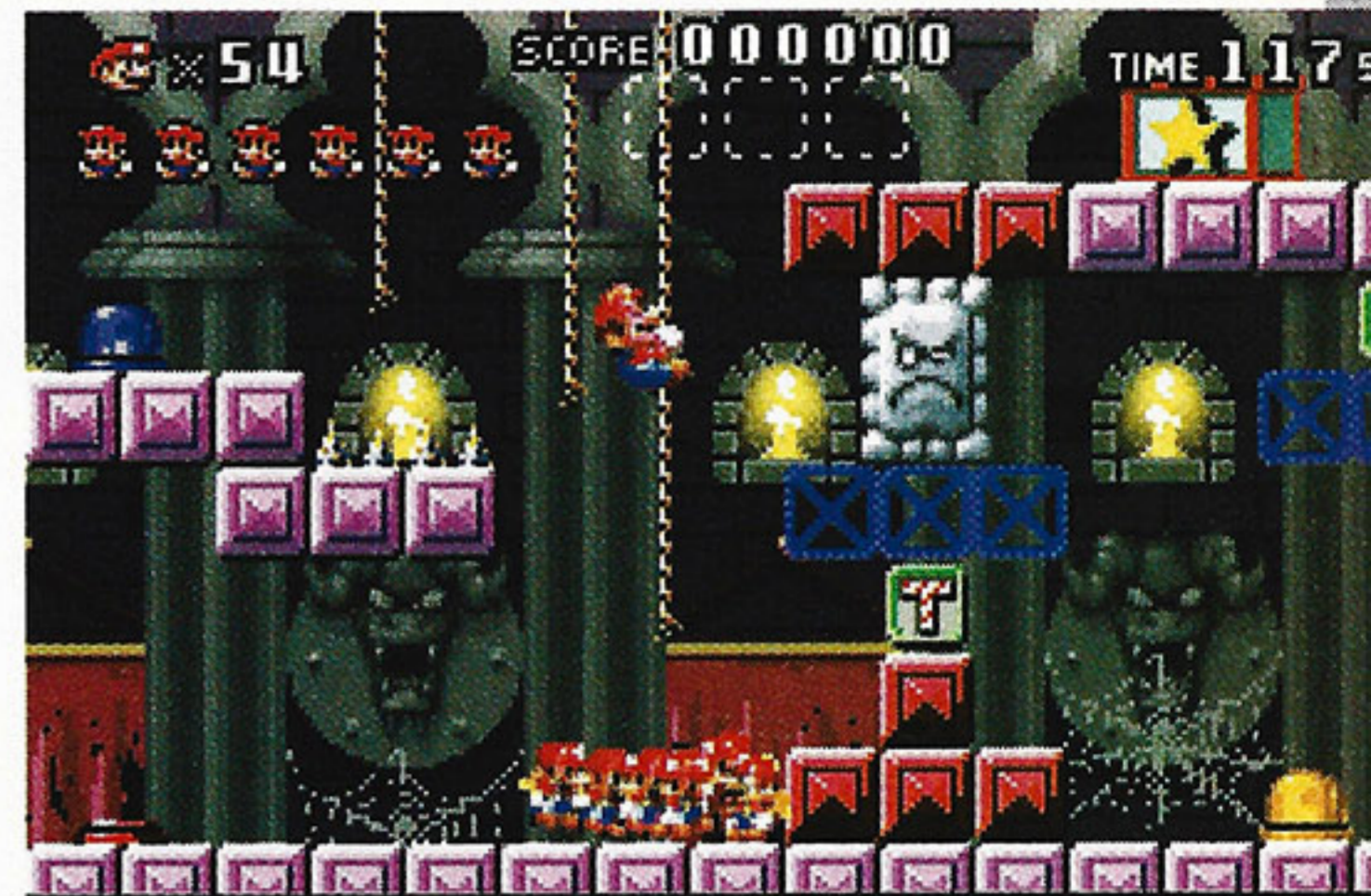


Climb the ladder to and trigger the red switch when the ghosts are in a stair-like pattern. Grab the second present and then go up and to the

right. Stand on the donut blocks. As they fall, jump left to grab the last present.



Push the blue switch and let the knight push you to the left again. Once more, push the red switch to use the ghosts as steps.



LEVEL 4-MINI MARIOS

Use the red ledge to jump onto the ropes. Climb up the ropes and go left. Slide down the ropes and push the red switch on the left to jail the Thwomp. Go right and the mini-M's will grab the letter T.



Go right and push the yellow switch. As the Thwomp raises up, run to the right and have the mini-Marios

use the spring to bounce onto the upper ledge. Go left, jump onto the ledge with the blue switch on it and they'll grab the Y.



Go right and bounce up the springs to the top ledge. Go left and drop down. Trigger the Thwomp and

then push the blue switch to trap it. Now, jump to the upper ledge and move left to grab the O. Now, head right and bounce on the spring. Let the Mini-Marios follow. When they catch up, push the red switch and jump over to the red ledge. Corral them into the toy box.

LEVEL 4-BOSS

When DK pushes a button, one of the ghosts turns into a Shy Guy. Pick up the Shy Guys and throw them at DK. Repeat 4 times to win. Don't touch the ghosts. Also, keep in mind—any Shy Guy you're carrying won't turn back into a ghost. So long as you're carrying a Shy Guy, there will only be one ghost to watch out for instead of two.



World 5 Mystic Forest



LEVEL 5-1

Push the conveyor switch behind you and hop onto the conveyor to the left. Duck under the wall, grab the key, and throw it upward (Up+B) onto the conveyor belt above. When it drops onto the second conveyor belt, jump to grab the first present and land on the conveyor switch. Let the key ride the third conveyor, but hit the switch again when it lands on the fourth. When it lands on the ground, hit the switch again and quickly run down the ladder. Duck under the wall to pick up the key with one or two seconds left on the timer. Hit the switch there and drop the key onto the conveyor. Duck to follow it under the wall.



In part two, spring bounce to the first conveyor. Backflip up to the next conveyor and ride it to the right. Jump onto

the ropes and grab the second (yellow) present. Jump onto the left conveyor and duck to get the last present. Grab the ropes on the left and drop onto the conveyors below. Go right again. Climb the ropes all the way this time, wait for a fireball, and then go left on the conveyor while ducking. Grab the mini-Mario.

LEVEL 5-2



Climb the nearest ladder and grab the hammer to get rid of the Shy Guy. Stand under the next ladder and

press B to toss the hammer upward. Go up the ladder and re-grab the hammer to wallop the next Shy Guy too. Push the blue switch on the right. Go back left and up the blue ladder. At the top, grab the Hammer and quickly beat the other Shy Guys. Hold onto the hammer, grab the first present, and go right. Toss the hammer upward, push the red switch, and re-grab the

hammer to take out the Shy Guy on the right. Drop down and use the last hammer on the last Shy Guy. Push the blue switch and grab the key. Push the red switch to reach the door.



When part 2 begins, climb the rope and go right. Use the ape's head to reach the ropes and then push the yellow switch. Climb the ropes and grab present no.2 on the left. Grab onto the ape's tail to reach the far left. Hit the red switch and the ape will drop. Go right and down and transfer across the ropes on the left. Use that ape's tail to reach the last present. Push the yellow switch when the ape is on the red platform. It will drop to the lower ledge.



Go down there, hit the red switch, and use the ropes and ape's tail to reach the spring. Bounce to get the mini-Mario.

LEVEL 5-3



Climb the ladder and duck on the conveyor to get present no.1. Drop down, pick up the key, and throw it onto the conveyor. Follow it left under the wall, pick it up again, and push the conveyor switch. Use the spring to bounce up to the ledge.



Push the yellow switch and throw the key onto the conveyor to the right. Follow it through the opening. Pick up the key and stand on the left side of the yellow block. Throw it up to the top conveyor. Quickly drop to the right and land on the conveyor switch. Go left on the conveyor and duck to pass under the wall. Push the next conveyor switch and then push the red switch. Now, fast, go right and up the ladder and grab the key before it disappears.

In part 2, drop down to the left and wait for the Bob-omb to demolish the blue wall. Pick up the next



Bob-omb and throw it at the left wall to remove it. Go up the ladder and head right to grab the second present.



Drop to the bottom area again and pick up another Bob-omb. Bounce on the spring and toss it at the left wall. Keep doing this to remove the floor

on the bottom-left. Drop down and push the blue switch, then use the spring to reach the new blue ledge. Do a double handstand jump to grab the last present. Go right and up the ladder to the top cannon. Use the Bob-ombs there to clear the wall and floor on the right side of the level. Afterward, go down and right to grab the mini-Mario.

LEVEL 5-4



Bounce up to the next ledge and use the switch to change the elevator's direction. Take it to the top and use the

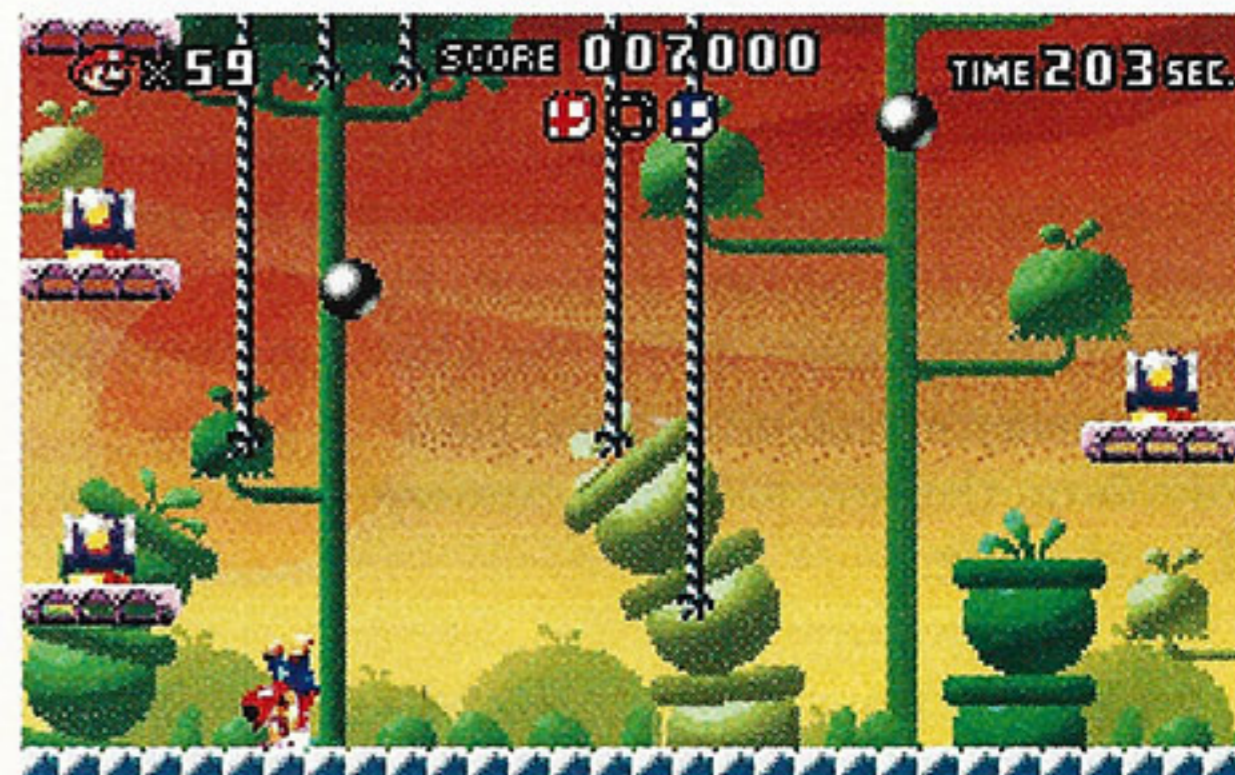
spring to reach the next ledge. Jump onto the ropes and go right to grab the first present. Avoid the bats. Continue right and slide down the ropes onto the elevator. Ride the elevators to ground level, push the blue switch, and ride the conveyor to under the wall.



Grab the key and use the spring to reach the conveyor switch. Push it and toss the key onto the conveyor. Follow it under the wall and

pick it up again. Ride the elevators on the right until you reach the door.

Part 2 is mainly a survival test. Go left and backflip to the ledge with the cannon to grab present no.2. Grab the rope, climb up, and follow the ropes to the



right. Keep going up until you find the last present and the mini-Mario. Watch out for the bats and cannonballs.

LEVEL 5-5



Hop onto the conveyor and duck to go under the wall. Bounce onto the second spring to reach the yellow switch. Push it. Go right and climb the ladder. Grab the key and push the conveyor switch. Go right and drop the key onto the conveyor. Follow it to the right and you'll grab the first present. Go right and jump onto the down elevator, then onto the up elevator. Drop the key and ride the down elevator to ground level. Push the conveyor switch, climb the ladder, and grab the key. Now take the elevator on the right to the door.



Shyguy too.

When part 2 starts, grab the hammer and smash the Shyguy on the left. Tap up+B to toss it up to the ledge and take out that



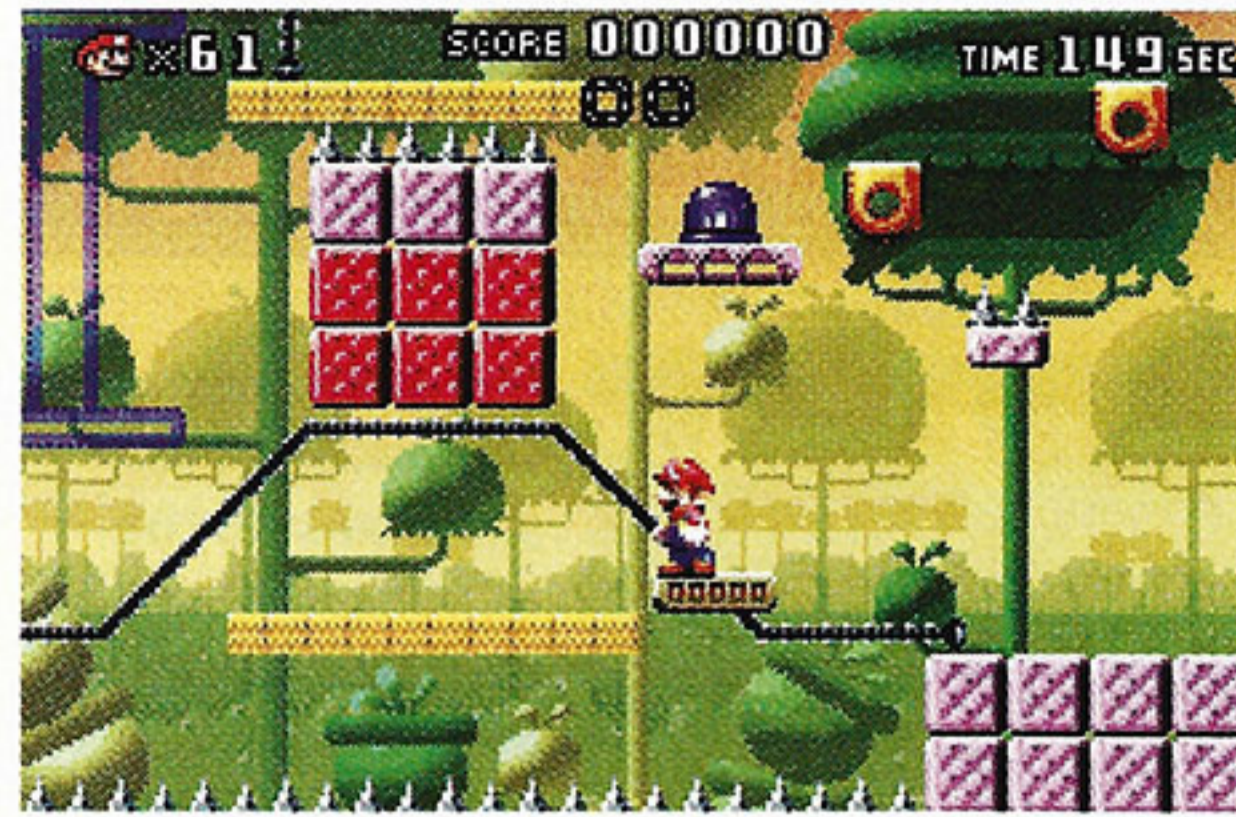
Go right and grab onto the ropes, including the ape's tail. The spring will take you to the upper ledge and the ape's head will lead

you to the conveyor. Grab the rope and jump over to the ledge with the hammer. Drop onto the right side of the conveyor and smash the knight. Duck to go under the wall and use the spring to grab onto the ape's tail. Hang on until you grab the second present, then go right and drop onto the ledge below.



Cross the ropes and repeatedly jump across the conveyors until you reach the top one. There, backflip to the platform on the ceiling and grab the hammer. Go left and smash the 2 enemies to clear the way to the last present and the mini-Mario.

LEVEL 5-6



Ride the moving platform until you're dropped onto the crumbly bridge. Hop up and down so it doesn't crumble as fast and jump back onto the same platform when it clears the left. From there, jump onto the next platform, ride it up, and jump up into the ropes. Climb up and jump to the right.



Drop down and use the first spring to bounce you into the first present and over to the second spring. Climb the ropes and go right. Run across the donut blocks and jump on the moving platform. Use it to grab present #2.

Drop onto the crumbly bridge and go right, to the blue switch. Push it. Jump onto the donut block on the right and backflip onto the



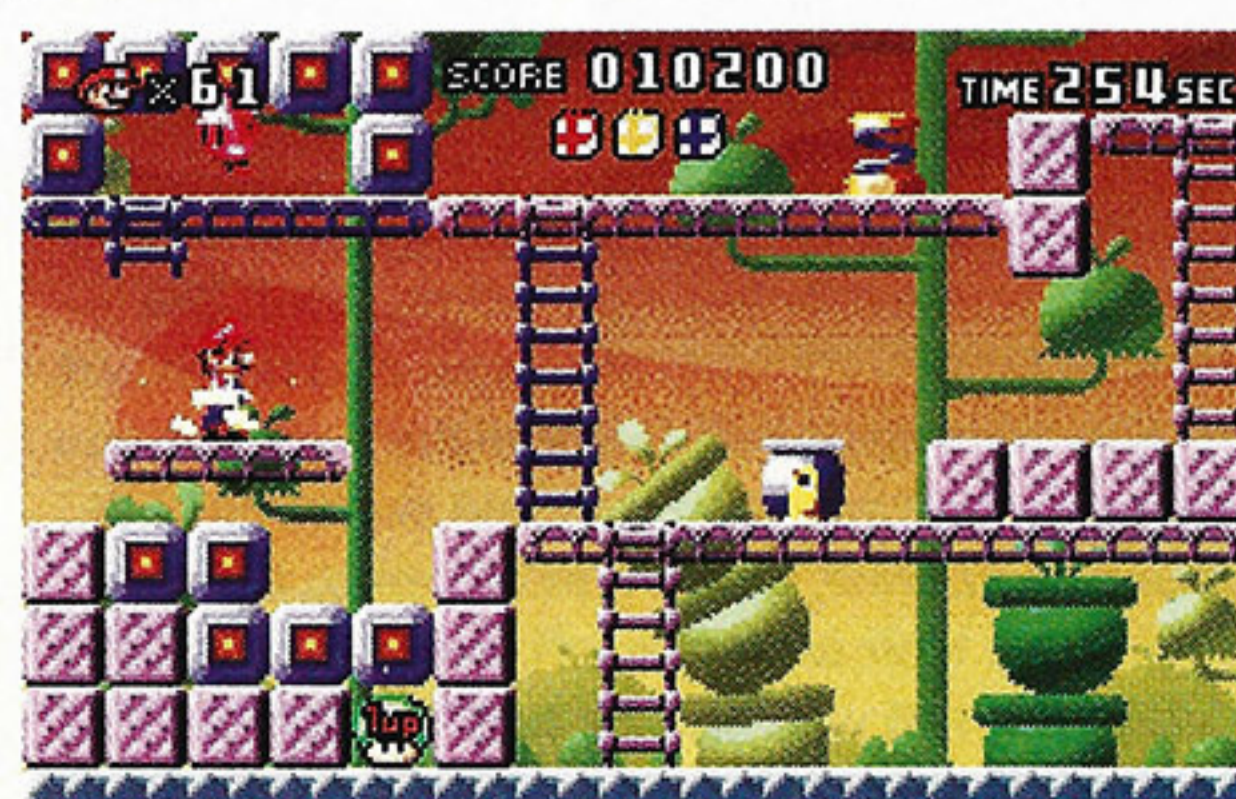
ledge above. Grab the key and go left to the lower blue ledge. The door is to the left.

In part 2, climb the ladder and use the Bob-omb to destroy the wall on the right. Climb up the next ladder and use the spring to reach the



ledge above. Use the next spring to bounce up to the ledges higher up. Once there, backflip or handstand jump over the middle gap to get the last present.

Go left and bounce off the spring to reach the ladder. Climb up to the blue switch and push it. Make your way down to ground level. Take a Bob-omb to the ledge on the left, and throw it up onto the ledge next to the destructible blocks. Double handstand jump up there to reach the Mini-Mario.



LEVEL 5-MINI MARIOS

Grab the Bob-omb and use it to bomb the wall on the right. Make sure the mini-Marios aren't near the explosion. Go up the ladder and right. Continue right so the mini-Marios use the spring to bounce up. Toss the Bob-omb away if it gets too close. Use the next spring to bring the mini-Marios to the top, then climb down the ladder and go left to snag the O.



Grab the Bob-omb and bomb the wall to the left. When the next Bob-omb appears, pick it up and toss it

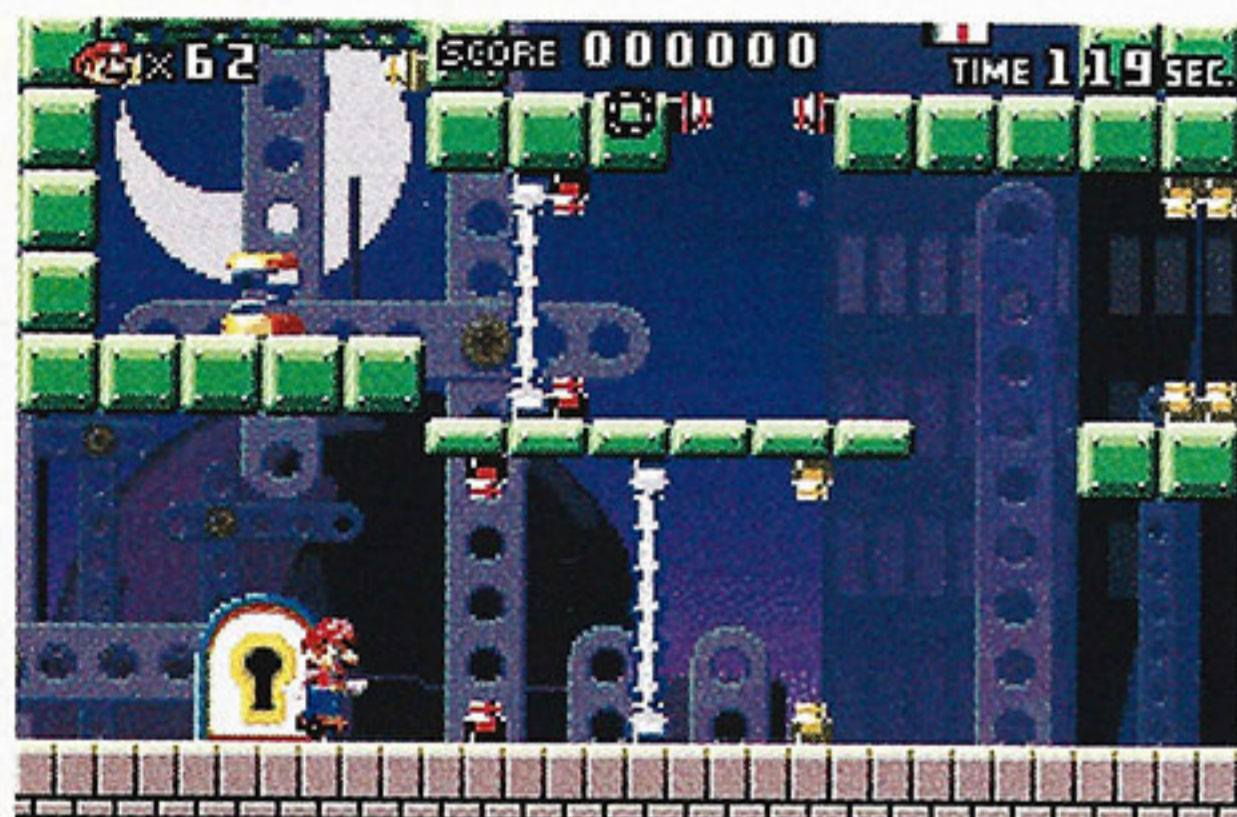
up onto the upper ledge next to the destructible blocks. Go right to lead the Mini-Marios away from the explosion. Next, go left and climb the ladder. Lead the Mario toys to the left and drop to the platform to push the blue switch. Jump onto ropes and back over to the upper ledge and go right, leading the mini-Marios through the passage and into the Y. Go right and climb down the ladder, and get rid of the Bob-omb over to the right. Go up and lead the Mini-Marios to the spring. When they catch up, go left and up the steps to the toy box.

LEVEL 5-BOSS

Pick up Bob-ombs and use the conveyors to get next to DK. Throw 4 Bob-ombs at him to defeat him. DK can push a switch that changes the conveyors directions. Also, if two Bob-ombs touch, they'll explode. Ouch! Here's a tip—stand in one of the gaps on the far right or the far left and jump if a Bob-omb falls above you.



World 6 Twilight City



LEVEL 6-1

Go past each lasers as it shuts off. Use the spring to bounce up to the ledge and go left. Jump across the gap, continue left and use the next spring to bounce up to the ledge. Quickly, when the lasers stop, run to the right and grab the first present. When they stop again, drop down and return to the spot with the spring. Bounce up to the ledge and handstand jump up to the next one. Hop onto the conveyor.



Ride the conveyor when the lasers aren't firing. Get the key and then trigger the conveyor switch to reverse the conveyor's direction. Use the spring to bounce up/left and go back to the beginning of the level.



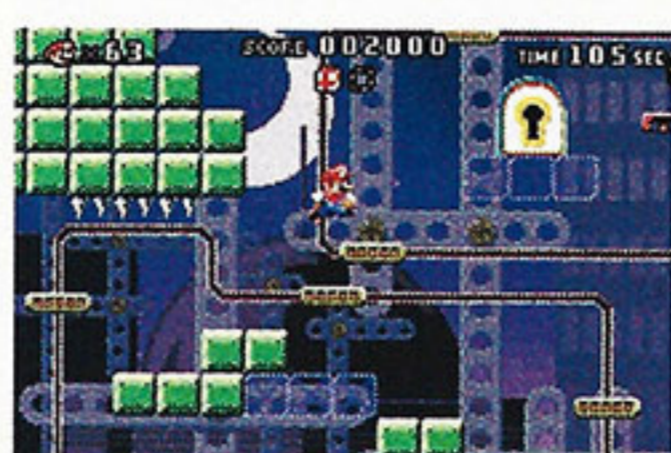
In part 2, climb the ladder and push the yellow switch. When the Shy Guy is standing in the middle of the yellow ledge, push the red switch. With luck, the other Shy Guy in the level will be on his yellow ledge too. Stand atop the Shy Guy to cross the spikes. Head right. Toss the third Shy Guy back onto the spikes. Push the conveyor switch and backflip or handstand jump onto the conveyor.



Ride the conveyor to the right and climb the ropes all the way up. On the top ledge, go left and duck on the conveyor to grab the second present behind the wall. Before you reach the end of the conveyor, backflip and land on the ledge containing the blue switch. Push it and drop down to the blue ledge, then go right and push the conveyor switch. Push the yellow switch if you didn't already and use the Shy Guy to go left over the spikes. Duck under the wall to get the final present and the mini-Mario.

LEVEL 6-2

Take the moving platform to the far left to get the first present. Jump onto one of



the platforms on the track above. Jump over to the left ledge, push the conveyor switch, and jump back onto the moving platform. Take it to the lower-right. Jump onto the block and backflip or double handstand jump to get the second present on the red ledge. Ride a platform over to the blue switch and push it. Ride to the top and grab the key.



Push the conveyor switch and ride one of the platforms down-left. Drop to ground level and ride one of the platform's on the lower track. Get onto the upper track again and make your way to the conveyor switch in the upper left. Push it and toss the key onto the conveyor. When it lands next to the door, push the switch again. Use a platform to reach the key.



Begin part 2 by using the trashcan to reach the wire. Wire swing and jump up to the high wire. Move right along the wire and drop onto the ledge. Hop onto the trashcan and perform a handstand (Down+A) to deflect the bricks. Push the yellow switch.



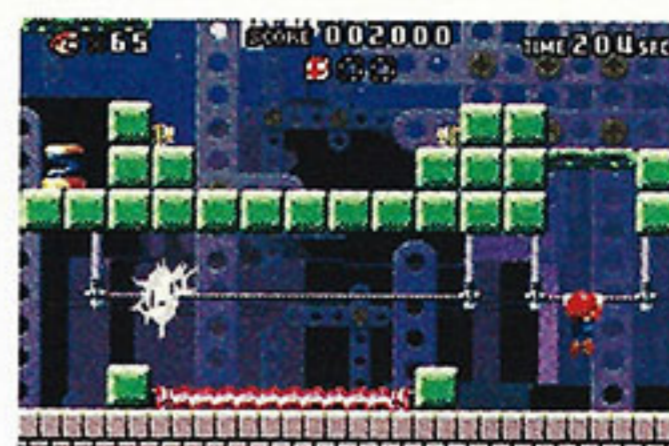
Climb the yellow ladder and throw one Shy Guy at the other to knock them both out. Go left, grab the wire, and drop down to get present no.3. Hold up to grab the wire just under it! Use the wires to swing back up to the top, go right, and climb down the ladder. Push the red switch and head down the green ladder. Throw the Shy Guy onto the spikes and use him to cross to the left. Perform a handstand on top of the Shy Guy to deflect the bricks.

LEVEL 6-3



Go right to get the first present. Push the blue switch. Use the spring to reach the ledge, climb the rope, and reach out for the robo-ape's tail. Don't move until the ape on the far left turns around and starts coming toward you. Now, let go and return to the beginning. Wait until the left ape is on the right side of the red wall outline and the right ape is on the left—push the red switch. Backflip from

the red wall to the ledge with the door. Use the apes' tails to reach the far left ledge and the key. Drop down, push the blue switch, and go right. Use the spring to reach the ledge and open the door.



Watch out for the spark on the first wire in part 2. Grab the wire and drop down when the red laser is gone. Grab onto the wire on the right and swing up to the upper area. Go left, duck under the yellow laser when it fires, and use the spring to reach the next ledge. Go right. Jump onto the ledge to get the second present. Step on the conveyor switch, go right, and push the blue switch. Go down and to the left, then use the wire to swing up to the upper ledge. Grab the last present and go right to find the mini-Mario.

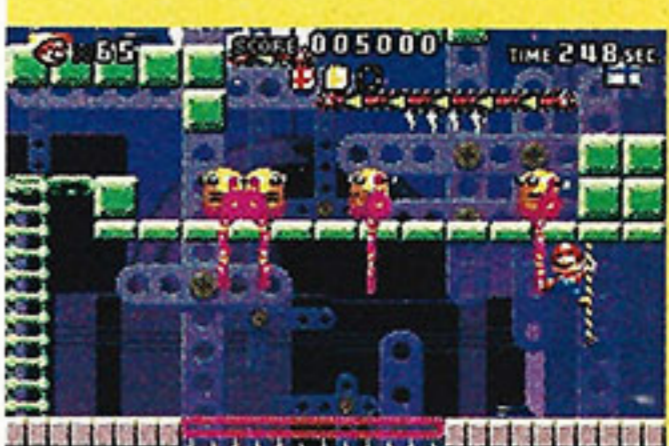


LEVEL 6-4

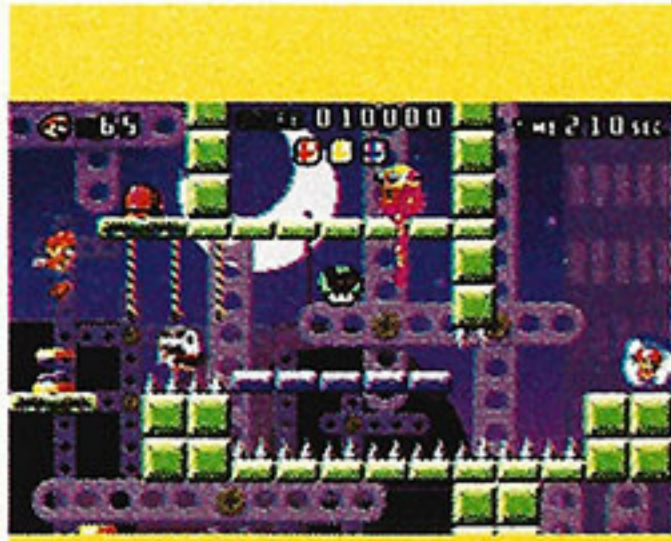
Go right on the conveyor and wire swing up to the moving platforms. Jump down-left and push the yellow switch, then go right to grab the first present. Now, go right and push the blue switch. Wire swing up to the moving platform. Grab onto the overhanging wire and wire swing up to get present no.2. Drop back onto the moving platform and go right.



Swing across the ropes, avoiding the lasers. Continue right and wire swing up to the upper ledge. Go left and stand on the key to avoid the laser. Quickly, pick it up and step on the red switch. Go left, down, and to the right. Drop into the gap when the lasers are gone and drop the key onto the conveyor. Follow it underneath the wall and use it to unlock the door.



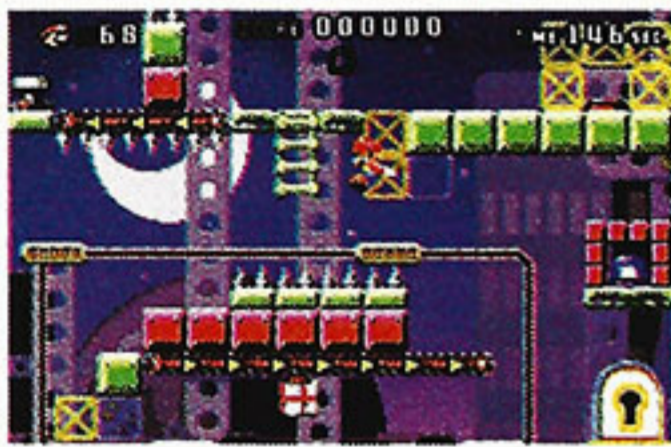
In part 2, push the blue switch and use the tails to cross the spikes. Climb the ladder, stand on the robo-ape, and duck to pass beneath the wall. On the other side, do the same on the other apes to pass under the spikes and grab present #2.



After grabbing present #2, go left and use the spring to bounce up to the top. Push the red switch when the

Shy Guy is on the blue ledge. Go down and use the ropes to drop onto the Shy Guy. Duck under the wall and grab the mini-Mario on the other side.

LEVEL 6-5



Drop onto one of the moving platforms and ride it until you can grab the first present. Continue riding until you're able to

push the yellow switch. Now, take the conveyor and use a platform to hop over to the ledge with the blue switch. Push it, get back onto a platform (duck!), and climb up the ladder.



Take the conveyor under the left wall, hit the conveyor switch, and throw the key onto the conveyor. Follow it. Pick it up again and push the

red switch, then drop it onto a moving platform. Ride the platform and drop the key onto the left-moving conveyor. Quickly, push the yellow switch and grab the key as it slides through. Now, push the conveyor switch and jump onto the conveyor. Throw the key behind you, onto the conveyor, and duck to go under the wall. Pick up the key on the other side and open the door.



For part 2, go right and let the knight push you under the wall. Push the blue switch and wait for the knight to come back. Let him push

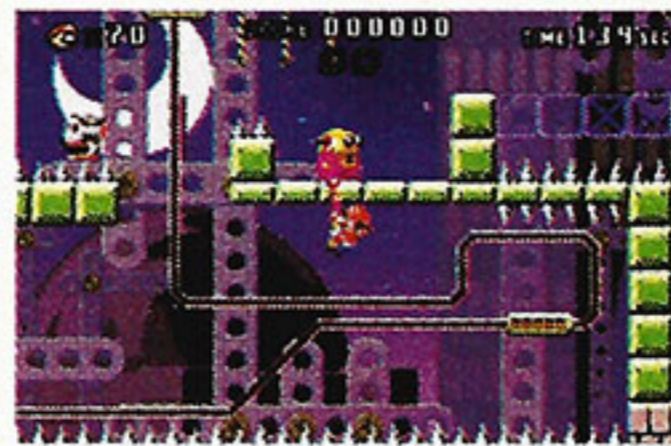
you under the next wall to the right. Climb the ladder and repeat the push contest to get to the ladder on the left. Push the yellow switch when the pushy knight is to the left of the yellow block outline, then climb back down and let Mario get pushed toward the second ladder.



Climb the ladder, get pushed to the right this time, and grab onto the lower wire. Go right and drop onto the wire below (about one Mario length past

the green block. Drop down onto the wire below, and drop down to the next wire to get present #2 (yellow). Push the red switch. Wire swing up to the upper wire, go right, get the last present, and drop to the wire below. Gently tap the jump button the fourth swing to land on the ledge containing the mini-Mario.

LEVEL 6-6



Ride the first platform to the right. Grab the tail and let the platform pass by the spikes. Drop back onto the

platform and ride it upward. Jump to the ropes and go right to the next moving platform. Duck so the ceiling doesn't push you off. Push the blue switch. Jump down onto the trashcan enemy and ride it left to the first present.



Head left, back to the first platform track, and use the platform to land on the Shy Guy on the spikes. Go left and spring bounce up to

the platform when it comes by. Quickly jump onto the left ledge. Drop down in between the lasers to get a 1-Up and present #2. Go right, jump to the right ledge, then down to the left ledge to grab the key. Ride the platform to the door.

In part 2, go right and duck to dodge the yellow laser. When it disappears, quickly walk to the right before the blue laser fires. Use the Bob-omb to destroy the floor and drop down to get the last present.

Go back up and throw Bob-ombs onto the ledge above to clear the wall, then use the spring to bounce onto the ledge. Hop onto the step so that you land just to the right of the spikes. Double handstand jump to move past the spikes. Continue left. Use the Bob-omb to clear the left wall, then pick up another and do the same to the blocks on the left. Go right and grab the mini-Mario.



LEVEL 6-MINI MARIOS

Go right and jump up to the top ledge. Lead the Marios to the T and down to the second conveyor belt. Quickly, go left, push the yellow switch and the conveyor switch. Continue all the way left (to the start) so the mini-Marios drop to ground level. Jump back onto the top ledge, go right, and climb down the ladder. Go left, past the lasers, and push the blue switch.

Let the mini-Marios catch up and grab the O. Climb down the ladder and go right. Pick up the trashcan and toss it up



to the ledge where the ladder is. Climb the ladder, pick the can back up, and spring bounce up to the top ledge. Don't let the Marios use the spring! Drop the can next to the left wall. Push the red switch and go right to lead the Mini-Marios up. Go left to the toy box.



LEVEL 6-BOSS

When DK drops a Bob-omb onto the conveyor, run past the lasers and push the conveyor switch. Climb the ladder, wait for the lasers to stop, and hit the second switch. This should drop the Bob-omb onto DK. Repeat 4 times to win. Watch out—DK can push his own conveyor switch too.

FINAL BATTLE

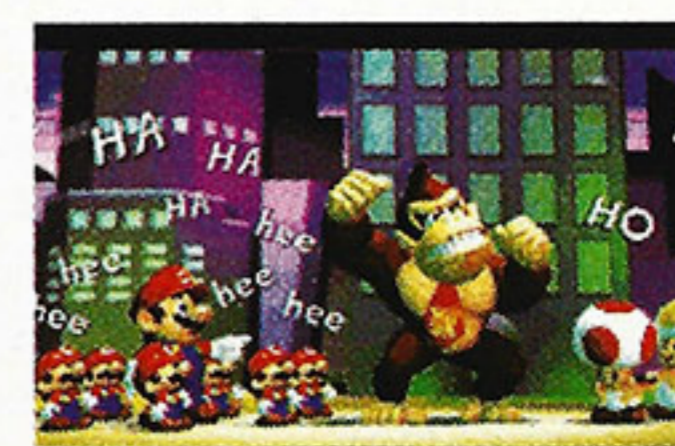
Once the cinema sequence ends, it's time for the final confrontation.



DK's switches cause colored keys to appear. Pick up a key and take it to the cage that matches the key's color.



After you free the Toads, dodge the barrels until the Toads reappear—carrying a large barrel. Carry the barrel up to the top area and throw it at DK. He'll fall onto the lower platform. Do this 3 times to win.



Congratulations, you've beaten the normal quest and unlocked the "plus" quest.

POCKET CODES

WHEN ALL ELSE FAILS, IT'S TIME TO CHEAT.

THIS ISSUE!

James Bond p93
 The Simpsons p93
 Super Smash Bros. p94
 Tony Hawk p95
 Advance Wars p96
 Castlevania p96
 Yu-Gi-Oh! p97

GAMECUBE CODES

BIG MUTHA TRUCKERS

Unlockables

If you don't know how to double-clutch or frequently confuse engine retarder brakes with the horrible animation system in Daikatana, these codes are for you. Enter them at the Cheat menu.

10 Million Dollars: LOTSAMONEY

Unlimited Time:

PUBLICTRANSPORT

Unlock All Cheats:

CHEATINGMUTHATRUCKER

Level Select: LAZYPLAYER

BLACK AND BRUISED

Unlockism

To activate these cheats, just enter the listed name when prompted to name your fighter.

Big-head mode: DAVID TUA

Dumb fighters: AJESSICA MELTON

Fart mode: ADAM GARDNER

Fat mode: RICH OBERDICK

Invincibility: MUHAMMAD ALI

Unlock all arenas: LENNOX LEWIS

Unlock all boxers: MIKE TYSON

BLOODY ROAR: PRIMAL FURY

Secrets

To unlock the following characters, play any mode the listed number of times. You can easily do this by starting a game and then quitting it over and over again.

Ganesha: 50 times

Cronos: 100 times

Kohryu: 150 times

Uranus: 200 times

Cheats

Clear Arcade mode the listed number of times. You can use any character you wish and may continue as often as needed.

Movie Player

One time: COM Battle

Two times: Kids Mode

Three times: Big Heads

Four times: Big Arms

Five times: No Wall

Six times: Min Wall

Seven times: Final Round

Eight times: Low Speed

Nine times: High Speed

10 times: No Blocking

11 times: Max Difficulty

12 times: Knock Down Battle

13 times: Human Only

14 times: Beast Only

15 times: Hyper Only

BLOODRAYNE

Vampire Codes

Go to the Cheat menu and enter these codes for vampire goodness.

God Mode: TRIASSASSINDONTDIE

Full Health:

LAMEYANKEEDONTFEED

Full Bloodlust:

ANGRYXXXINSANEHOOKER

Time Factor:

NAKEDNASTYDISHWASHERDANCE

Secret Louisiana Level:

BRIMSTONEINTHEBAYOU

Show Weapons:

SHOWMEMYWEAPONS

Extreme Dismemberment:

INSANEGIBSMODEGOOD

Level Select

ONTHELEVEL Then hold X and press A at the Main menu to display the Level Selection screen.



BEACH SPIKERS

Hot Uniforms!

Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial mode (including the noninteractive parts).

Fighting Vipers Style

Enter your name as FVIPERS for Fighting Vipers Uniforms 109-110, Hair 75, and Face 51.

Daytona USA Style

DAYTONA for Daytona USA Uniforms 107-108

Phantasy Star Style

PHANTA2 gets you Phantasy Star Online Uniforms 114-115, Hair 77, and Face 53.

Space Channel 5 Style

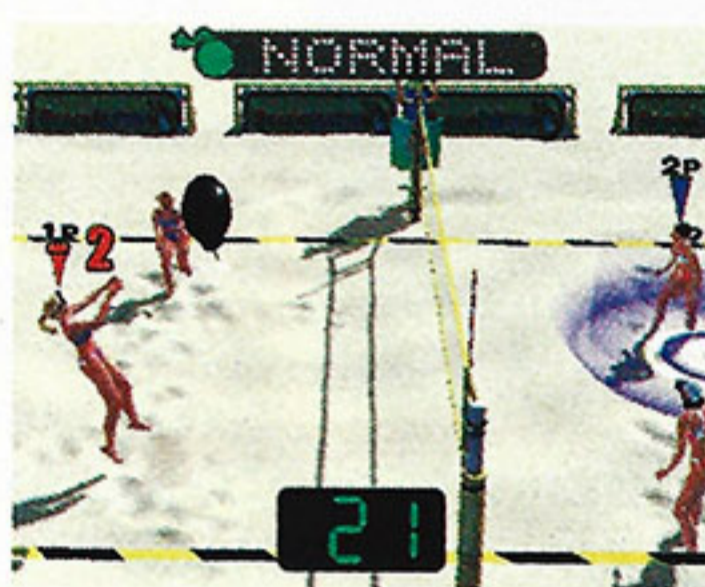
Ooh! La la! Get into the Space Channel 5 spirit with ARAKATA; it gets you Uniforms 111-113, Hair 76, and Face 52.

Virtua Cop Style

Tap in JUSTICE for Virtua Cop bikinis 105-106, and cop shades with Sunglasses 94.

Sega Style

OHTORII (Uniforms 116-117) gets you Sega logos up the wazoo—literally.



BLACK AND BRUISED

Knockout Codes

While it's not the best boxing game ever to hit consoles, it's a fun enough game for a rental. Grab some friends, head to the Cheat menu, punch in these codes, and knock each other's heads off.

All Boxers

Start, A, Y, X, X, Z, Z, X, Y, A, Start

Invincibility

Start, A, A, Y, Y, Z, Z, X, X, Start

Intercontinental Tourney

Start, A, A, A, Y, Y, X, X, X, Start

Conversation Mode

Put in Start, Z, A, Y, X, Z, Z, Z, Start

Boxer's Life Mode

Start, A, X, Y, Z, A, X, Y, Z, Start

Scrap Yard Arena

Start, Y, Z, Y, Z, A, A, Start

New Outfits

Start, A, Z, Y, X, Start

Turbo Mode

Start, A, Z, Y, X, Start

Rapid Power Up Mode

Start, A, Y, A, Y, A, Y, X, X, X, Start

Name-activated cheats.

Unlock all boxers: Mike Tyson

Unlock all arenas: Lennox Lewis

Invincibility: Muhammad Ali

Fat mode: Rich Oberdick

Punch drunk artificial

intelligence: Ajessica Melton

Big head mode: David Tua

EXTREME G III

Cool Tricks

You can enter the following tricks from the Press Start screen or from the Main menu.

Win next race: L + R + Z, L + R, Z, L + R + Z

Infinite ammo: L, R, L, R, L + R, Z

Infinite shield: L + R, Z, L + R, Z

Open all tracks: L, L, R, R, Z, Z, L + R + Z

Extreme track challenge: L, R, L, R, L, R, Z, L + R

Prize money: X2: L, R, Z, L, R, Z, L + R

DIE HARD: VENDETTA

Secret Agent Codes

You can't have his looks, charm, or ex-wife, but you can stroll through this game as easily as he made his way through Nakatomi Plaza. At Main menu:

Invincibility: L(ef), R(igh), L, R, L, R, L, R

Level Select: X, Y, Z, Z, X, Y, Z, Z

Flame On: X, Y, B, X, Y, B

Unlimited Hero Time: B, X, Y, Z,

Left, Right

Big Heads: Right, Right, Left, Right

Small Heads: Left, Left, Right,

Left

Pin Heads: B, X, Y, B, X, Y

Exploding Fists: Right, Right, Y, B,

X, Right, Right

Hot Fists: Left, Left, X, B, Y, Left,

Left

Exploding Bullets: Left, right, Z, Y, B

Liquid Metal Textures: B, Y, X, B, Y, X

ENTER THE MATRIX

Hacking Codes

Atari's videogame version of the Wachowski brothers' movie is based on a system, and systems are based on rules. Some can be bent. Others can be broken.

Open the Hacking menu, choose your saved game, and enter the system. Type Login and Guest to get the ball rolling. Then type Cheat and enter the following codes.

All weapons unlocked: 0034AFFF

Infinite ammo: 1DDF2556

Infinite focus: 69E5D9E4

Infinite health: 7F4DF451

Bonus level: 13D2C77F

Invisibility: FFFFFFFF1

Multiplayer mode: D5C55D1E

Faster logos flight speed:

7867F443

FREESTYLE

Freaky Codes

Master code: SOMONEY

All characters: FULLHOUSE

All costumes: HOOKEDUP

All tracks: BUSPASS

All bikes: FACTORY

No bike: SQUATTER

Slow motion: WTCHKPRS

Low gravity: FTAIL

Freekout meter fills quickly:

GOBIGNOW

Freekout time always active:

CEL DAMAGE

Cool Cheats

From the Main Menu screen, choose the Play option and press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose New Name. In the Name Entry screen, enter any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm it's the correct code.

Brian the Brain and Space World: BRAINSALAD

Count Earl and Transylvania World: EARLSPLACE

T. Wrecks and Jungle World: TWRECKSPAD

Whack Angus and Desert World: WHACKLAND

Melee Weapons Open: MELEEDATH

Hazard Weapons: HAZARDOUS

Unique Weapons: UNIQUEWPNS

Plastic Mode: FANPLASTIC (At the Event Select

screen, go to Smack Attack and press Down to

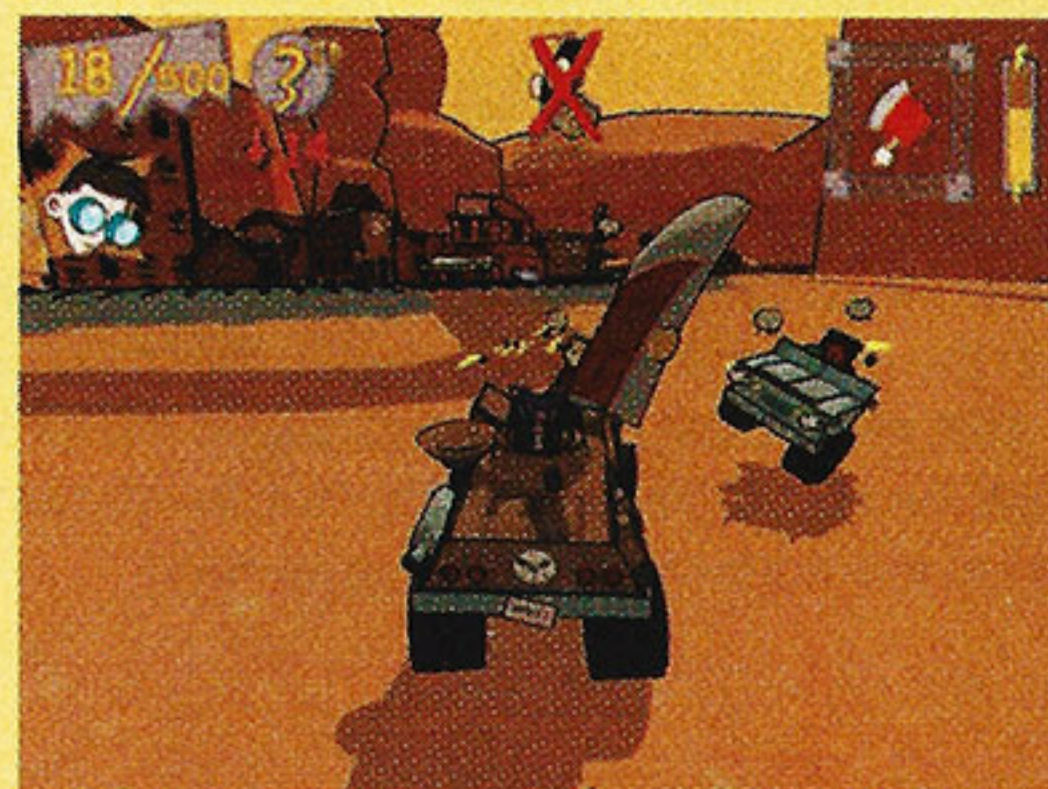
highlight Event Settings. Choose Event Settings

and then move down and select Options. On the

Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded ones.)

All FMV Sequences: MULTIPLEX!

Unlocks All Cars, Tracks, and Modes: PITA



ALLFREEK
Full boost for every trick:
 HURRYUP
Unlimited boost: LAZYRIDR

THE HULK

Green Codes
 Go to Code Input at the Options screen and enter these to play with Bruce Banner's DNA. Then select them from the Cheat menu.
Invincibility: GMMSKIN
Faster Regeneration: FLSHWND
Full Rage Meter: ANGMNGT
Unlimited Continues: GRNCHTR
Unlock All Levels: TRUBLVR
Wicked Punch/One-Hit Kills: FSTOFRY

JAMES BOND 007: NIGHTFIRE

Secret Codes
 The following codes must be entered in the Passcode screen.

Open Game Modes

Unlock all multiplayer scenarios: GAMEROOM
Demolition mode: TNT
GoldenEye Strike mode: ORBIT
Protect mode: GUARDIAN
Team King of the Hill mode: TEAMWORK
Uplink mode: TRANSMIT
Assassination mode: SCOPE

Unlock Multiplayer Characters

Jaws: DENTAL
Oddjob: BOWLER
Xenia: JANUS
Pussy Galore: CIRCUS
Scaramanga: ASSASSIN
Baron Samedi: VOODOO
Christmas Jones: NUCLEAR
Goldfinger: MIDAS
Tuxedo Bond: BLACKTIE
Unlock all: PARTY

Unlock Stages

Alpine Escape: POWDER
Enemies Vanquished: TRACTION
Double Cross: BONSAI
Night Shift: HIGHRISE
Chain Reaction: MELTDOWN
Phoenix Fire: FLAME
Deep Descent: AQUA
Island Infiltration: PARADISE
Countdown: BLASTOFF
Equinox: VACUUM

Extra Unlockables

Get all upgrades: Q LAB
Laser upgrade: PHOTON
Upgrade missiles: LAUNCH
Extra sniper ammo: MAGAZINE
Explosive scenery: BOOM
Driving Mode Stuff:
 Unlock SUV in Enemies Vanquished Level
 Start the level, pause the game, and hold down L. Then hit B, X, Y,



MARIO GOLF: TOADSTOOL TOUR

Extra Modes

If you want a few more modes of play, hold Z while you press Start at the Title screen. You'll unlock a Hole In One Tournament and a password option. Enter CEUPXJ1 at the Password screen to start the Target Tour mode.



B, and Y. Release L. You'll restart the level with the SUV from the Island Infiltration level.
Full Armor in Driving/On-Rails Levels: Pause the game and hold L as level starts. Then hit X, Y, B, X, X, X, and X. Release L. You'll have full armor when you unpaue. This code can be used repeatedly throughout a level.

Open Street Race 1 Stage: In Enemies Vanquished level, pause the game and hold down L. Then hit X, X, B, and Y. Release L. The race will begin.

Speed Up Driving Stages: In a driving level, pause the game and hold down L. Then hit B, Y, X, B, Y, and X. The speed will increase significantly.

Infinite Missiles in Driving Stages: In a driving stage, pause the game and hold L. Then hit B, Y, B, Y, and X in sequence. You'll get infinite missiles.

Upgrade Bullets in Racing Stages: Pause the game; hold down L; hit X, X, X, and X; then release L.

JEDI KNIGHT II: JEDI OUTCAST

Use The Force!
 If the Force isn't with you, young padawan, go to the Cheats section and punch in these codes.

Unlimited Force: SCOOTER
Unlock All Characters in Multiplayer Mode: PEEPS
Begin Game with Lightsaber: FUDGE
Infinite Ammo: BISCUIT
Invincibility: BUBBLE - Warning: If you enter this code before you fight Desann for the first time, you'll be unable to beat him, because Kyle cannot be defeated.
All Movies Unlocked: FLICKY
Hidden Level: DEMO
Unlock First Seven Levels: CHERRY

KELLY SLATER'S PRO SURFER

Tubular Codes
 On the Main menu, highlight Extras and press A. On the next screen, highlight Cheats, then press A. Enter the following codes in this screen.

Mega Cheat (all hidden surfers, levels, tricks, boards, and "Bails" video): 7145558092

Character Codes

Freak: 3105556217
Tony Hawk: 3235559787
Tiki God: 8885554506
Pastrana: 8005556292

All surfers: 9495556799

Stats and Tricks

Better balance: 2135555721
High jump: 2175550217
Even higher jump: 3175554007
All tricks: 6265556043
Max stats: 2125551776

Other Codes

First-person perspective: 8775553825
Unlock all suits: 7025552918
Unlock all levels: 3285554497

Legends of wrestling

Unlock All Wrestlers
 Enter the following code at the Main menu: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. If you did it right, you'll get text confirming so.

MADDEN NFL 2002

Infinite Creation Points
 Create a new player, then go to Edit Player mode. Select Speed, then select Attributes. You will now have 99 points in each category.

MX SUPERFLY

Ultimate Cheat
 Enter the following at the Main

menu: X, Y, then L + X, then R + Y. All tracks, riders, bikes, and minigames will be unlocked.

NBA 2K3

Special Stuff

Unlock Special Teams
 Select Gameplay from the Options menu. Hold Left on the D-pad and Right on the left analog stick and hit Start. The Codes selection will now be available from the Options menu. Enter MEGASTARS (all caps) in the Codes menu to unlock the Sega Sports, Visual Concepts, and Team 2K3 teams in Exhibition and Street modes.

RESIDENT EVIL 0

Minigame and More
Unlock the Leech Hunter Minigame

Complete the main game with an A, B, C, or D ranking.

Leech Hunter Minigame Rewards

Complete the Leech Hunter Game with the following ranks to unlock these rewards in the main game.

- A - Unlimited ammunition for any weapon
- B - Magnum
- C - Hunting Gun
- D - Handgun
- E - Submachine Gun

THE SIMPSONS: ROAD RAGE

Button Codes

While in the Options menu, hold the L and R shoulder buttons and then press the following button combinations.

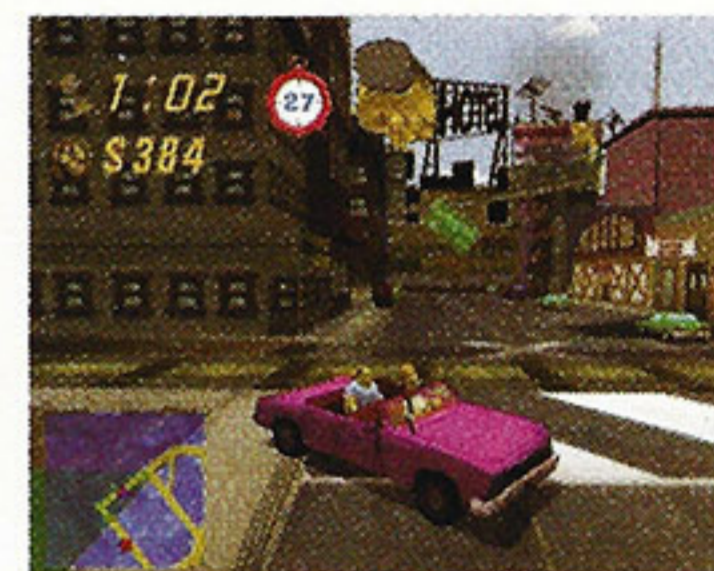
Red Soapbox Car: B, B, Y, X
Smithers in Mr. Burns' Car: B, B, Y, Y
Nuclear Bus: B, B, Y, A

Extra Money: Y, Y, Y, Y
Stop Time: X, B, Y, A (Press R to start, stop, and reset the timer.)
Nighttime Mode: A, A, A, A
Slow-Motion Mode: A, X, B, Y
Flat Characters: X, X, X, X

Time Codes

Change your Cube's internal date to the following in order to unlock these secret characters:

New Year's Krusty: 1/1/02
Thanksgiving Marge: 11/22/01
Halloween Bart: 10/31/02
Christmas Apu: 12/25/01



SONIC ADVENTURE DX

Super Sonic Codes

Sonic Adventure DX has a score of minigames in it, and each of those games has a level select. Here's the breakdown.

Sonic Chaos

Wait until "Press Start" appears at the minigame Title screen, then press Up, Up, Up, Up, Right, Left, Right, Left, Start.

Sonic Labyrinth

Wait until "Press Start" appears at the minigame Title screen, then press Up, Up, Right, Right, Right, Down, Down, Down, Down, Down, Down, Left, Left, Left, Left, Left, Left, Left, Left, Left.

Sonic the Hedgehog 2

RESIDENT EVIL

Infinite Grenades

Want infinite grenades of normal, flame, and acid? The alchemy involved is tricky, works only in Once Again, and ruins the balance of the game. Cool.

Step 1: Take Acid and Flame rounds and the Launcher to an Item Box.

Step 2: Place the launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

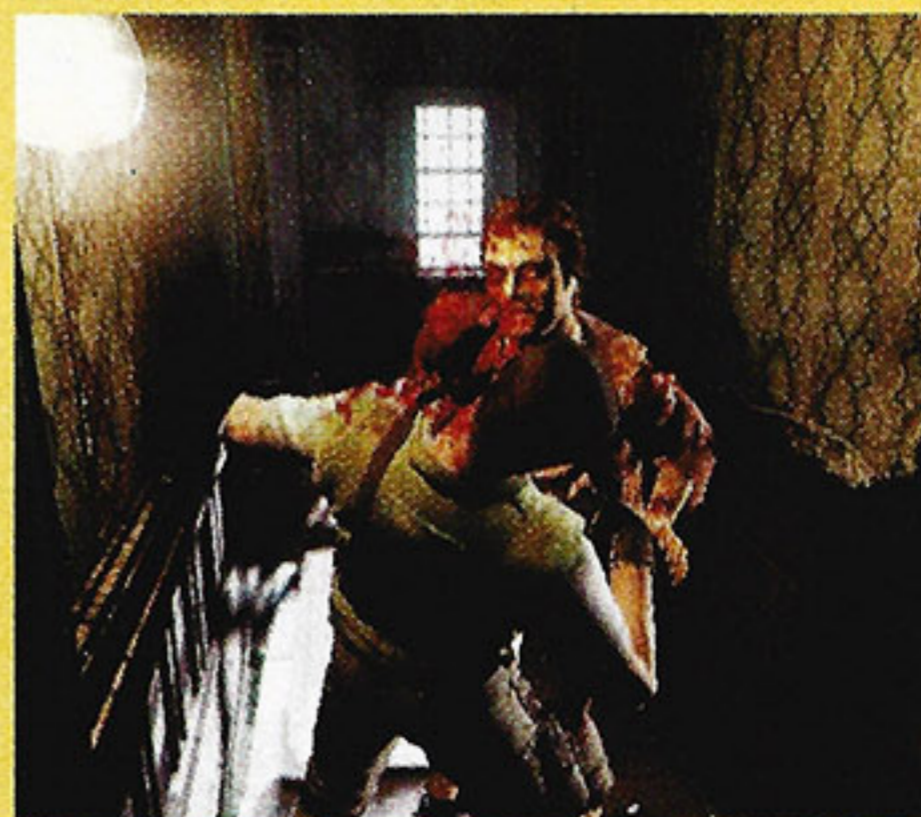
Step 3: Leave the Item Box, equip the launcher so it's your weapon, and then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades and press A, and the cursor moves over your launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the Once Again mode because it replaces the regular game on your second playthrough. In addition to changing the name of the regular game to Once Again, you'll get a new Title screen.

Real Survivor

How Do I Unlock It?



Complete the game once with either character. The game must be on the Normal difficulty setting.
What Is It? This is the regular game on an insanely hard difficulty level. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer autotracks, and the Item Boxes are no longer magically interconnected.

Invisible Enemy

How Do I Unlock It? Complete the game on Normal twice with the same character.

What Is It? Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a little bit of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually need to kill.

One Dangerous Zombie

How Do I Unlock It? Complete the game on Normal with Chris and Jill.

What Is It? This mode will overwrite the regular game mode. So if you go to the Once Again option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often and can't be killed.

GAMECUBE CODES

Tails blinks his eyes three times at the Title screen. Hold Down/Left + A + B and press Start just when he closes his eyes on the third blink.



STAR WARS: BOUNTY HUNTER

Mad Codes

You must enter the following codes at the Code Setup screen.

Unlock All Concept Art: R ARTISTS ROCK

Unlock All TGC Cards: GO FISH

Unlock Chapters:

Chapter 1: SEEHOWTHEYRUN

Chapter 2: CITYPLANET

Chapter 3: LOCKDOWN

Chapter 4: DUGSOPLenty

Chapter 5: BANTHAPOODOO

Chapter 6: MANDALORIANWAY

Unlock Missions:

1: BEAST PIT

2: GIMMEMYJETPACK

3: CONVEYORAMA

4: BIGCITYNIGHTS

5: IEATNERFMEAT

6: VOTE4TRELL

7: LOCKUP

8: WHAT A RIOT

9: SHAFTED

10: BIGMOSQUITOS

11: ONEDEADDUG

12: WISHIHADMYSHIP

13: MOSGAMOS

14: TUSKENS R US

15: BIG BAD DRAGON

16: MONROSSISBAD

17: VOSAISBADDER

18: JANGOISBADDEST

SUPER SMASH BROS. MELEE

Secret Characters

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

Dr. Mario: Play 100 Vs. matches OR beat Classic or Adventure mode as Mario without continuing.

Falco Lombardi: Play 300 Vs. matches OR defeat the 100-Man Melee mode.

Ganondorf: Beat Event Match #29 (Triforce Gathering).

Jigglypuff: Beat Classic or Adventure mode with any character.

Luigi: Beat Stage 1 of Adventure mode (Mushroom Kingdom) when the timer shows a "2" in the last seconds place (the fourth digit from the left). When you go to the

next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure mode.

Marth: Play 70 Vs. matches or play Classic, Adventure, or Vs. mode with each of the 14 normal characters.

Mewtwo: Play 700 Vs. matches or play Vs. mode for 20 hours.

Mr. Game & Watch: You must first unlock all of the other characters. Then beat Classic, Adventure, or Target Test mode with them all.

Pichu: Play 200 Vs. matches or beat Event Match #37 (Legendary Pokémon).

Roy: Beat Classic or Adventure mode as Marth without continuing.

Young Link: Play 500 Vs. matches or beat Classic mode with 10 different characters (two must be Link and Zelda).

SONIC MEGA COLLECTION

Heck of Codes

Sonic the Hedgehog

Level Select: At the Title screen, press Up, Down, Left, Right. You'll hear a chime if you've entered the code correctly. Next, hold B and press Start to enter the Level

Select and Sound Text screen.

Control Mode: At the Title screen, push Up, X, Down, X, Left, X, Right. You'll hear a chime if you've entered the code correctly. Begin your game as usual, and press Start to pause it. While paused, press B to reset the game, hold down A to play in slow motion (pressing X will let you jump while in slo-mo) and press X to advance the game one frame at a time.

Debug Mode: Before entering the Debug mode, enter the code for Control mode. Once that code has been entered, quickly press Up, X, Down, X, Left, X, Right, X. Then hold down B and press Start to begin the game. During gameplay, press A to enter Debug mode. If Sonic changes into a ring, you'll know you correctly entered the code. Use the D-pad to move Sonic around and even through walls. Press B to change Sonic into a different item and press X to place the current item on the screen. You can use this to place a ton of rings or enemies on the screen. Press A to change Sonic back to normal, but beware of any obstacles you may have placed on the screen. You'll also notice that the score and time (and various other graphics) are distorted while you're in Debug mode. Don't worry about that—it doesn't affect the gameplay.



the original Sonic, the score and time will be messed up, but it won't affect the gameplay. During the Debug mode, press Start to pause the game. Holding down A while paused causes the game to run in slow motion, X makes everything move frame by frame, and B resets the game.

Become Super Sonic

First, enter the Level Select code and go to the Level Select screen. Go to the Sound Test option and play the following songs: 04, 01, 02, 06. You'll hear a brief tune when you finish playing all the songs. Then highlight the stage you want to start on and press Start to begin. Now, simply collect 50 rings. When you jump while holding 50 rings, you'll transform into Super Sonic.

Sonic the Hedgehog 3 Level Select and Sound Test

Press Up, Up, Down, Down, Up, Up, Up, Up after you hear the word "Sega" and the screen fades to black but before the Title screen appears (you must enter this code very quickly—it may take a few tries to get it right). A ringing sound will let you know that you've entered the code quickly enough. At the Title screen, press Up, and a hidden option will appear that will take you to the Level Select and Sound Test screen.

Debug Mode

Enter the Level Select code and highlight the stage you wish to play. Hold the B button and press Start to begin the level. You will now be in the Debug mode. Pressing A again changes Sonic into a ring. B changes which item Sonic is, and X places an object onscreen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button makes the game run in slow motion, X moves everything one frame at a time, and B takes you back to the Level Select screen. As with all of Sonic's Debug modes, just ignore the screwed-up score and time displays.

Become Super Sonic

Enter the Debug mode code. Enter any stage and press A to change Sonic into a ring. Then press B once, and Sonic will change into a monitor. Hit the X button to place a monitor on the screen, and then press A again to change back into

SEGA SOCCER SLAM

Assorted Codes

Unlock Stadiums

Open Oasis stadium: Up, Up, Down, Down, X, X

Open Pacific Atoll stadium: Up, Up, Left, Left, Y, Y

Open Jungle stadium: Up, Down, Left, Right, X, Y

Open Alpen Castle stadium: Up, Up, Up, Down, X, X

Open Riviera Ruins stadium: Up, Down, Down, Y, X

Open Reactor Core stadium: Up, Left, Left, Right, X, Y

Open all stadiums: Up, Up, Up, Up, X, X

Alternate Teams

Alternate El Fuego: X, X, Down, Down, Left, Right

Alternate Spirit: Y, Y, Down, Down, Left, Right

Alternate Subzero: Y, Y, Down, Right, Left, Up

Alternate Toxic: Y, X, Down, Down, Up, Up

Alternate Tsunami: X, Y, Down, Up, Right, Left

Alternate Volta: Y, X, Down, Up, Down, Up

All alternate teams: X, Y, Down, Down, Down, Down

Gameplay Cheats

Maximum power: L, R, Left, Right, Y, Y

Infinite turbo: L, R, Right, Up, X, X

Big hits: L, R, Up, Up, X, Y

Infinite spotlights: L, R, Down, Right, Y, X

Fun Balls

Beach ball: R, Right, Right, Down, Y, X

Black box: R, Left, Left, Down, X, X

Box ball: R, Left, Right, Right, Y, Y

Classic soccer ball: R, Right, Left, Left, Y, X

Crate: R, Left, Down, Right, Y, X

Earth: R, Right, Right, Left, X, X

Eyeball: R, Right, Down, Up, X, X

Magic 8-ball: R, Right, Up, Up, Y, Y

Remy's head: R, Left, Right

Rob's head: R, Left, Up, Left, Y, X

Rusty can: R, Left, Up, Up, Y, Y

Items

Angus' items: Left, X, Right, X, Up

Arsenault's items: Left, Y, Up, Y, Down

Boomer's items: Left, Y, Left, X, Up

Dante's items: Left, X, Right, Y, Left

Djimon's items: Left, Y, Down, Y, Up

Duke's items: Left, Y, Up, X, Right

El Diablo's items: Left, X, Right, X, Down

Half Pint's items: Left, Y, Up, X, Up

Kahuna's items: Left, Y, Right, Y, Right

Kaimani's items: Left, X, Down, X, Down

Kiril's items: Left, Y, Up, X, Left

Lola's items: Left, X, Left, Y, Down

Madeira's items: Left, Y, Down, X, Up

Nova It's items: Left, Y, Down, Y, Right

Raine's items: Left, X, Up, X, Up

Rico's items: Left, X, Right, X, Right

Rumiko's items: Left, Y, Left, Y, Up

Zari's items: Left, Y, Left, Y, Right

Random Stuff

Pleasantville mode: Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left

Citizen Kane mode: X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right



Sonic. Simply jump on the monitor, and you'll change into Super Sonic.

Hidden Special Stage

Enter the Level Select code and go to the Sound Test option. Play the following songs in this order: 01, 03, 05, 07. Then highlight Special Stage 2, hold down B, and press Start. You'll be taken to a hidden bonus round.

SPEED KINGS

Crash-free Codes

If you're finding it difficult to make it through this rather difficult racer without crashing, enter one of these as your racer name.

Remember to include the period at the beginning of each one.

Eighteen Best Laps: .lapt18

All Driving Tests Complete:

.test9

All Meets Won: .meet6

Grand Prix Mode Finished: .prix

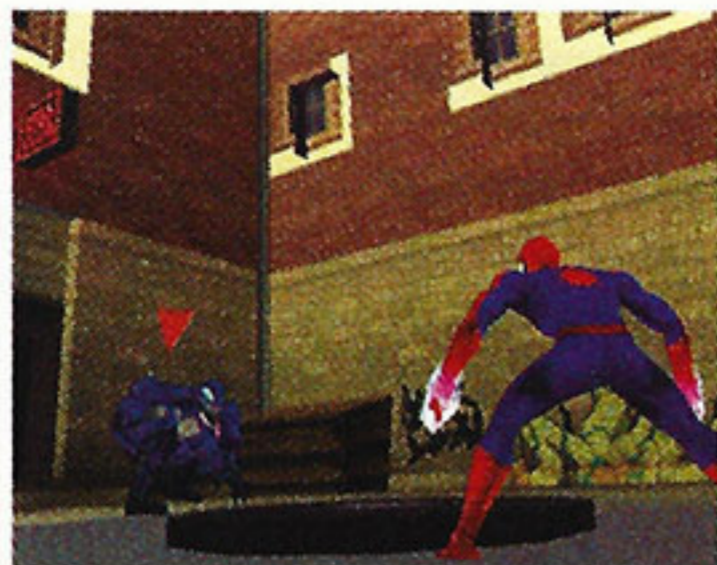
Custom Respect Points:

.resp[insert desired number of points]. So if you want 50 points, type .resp50

SPIDER-MAN

Assorted Codes

Enter these codes in the Cheats



field in the Specials section from the Main menu:

KOALA: Opens all combat controls

IMIARMAS: Opens all stages

HEADEXPLODY: Opens Pinhead Bowling mode

ARACHNID: Unlocks all above options, plus Gallery extras

GIRLNEXTDOOR: Opens Mary Jane as a playable character

HERMANSCULTZ: Opens Shocker as a playable character

SERUM: Opens a scientist as a playable character

KNUCKLES: Opens a thug as a playable character

STICKYRICE: Opens another thug as a playable character

THUGSRUS: Opens yet another thug as a playable character

FREAKOUT: Opens still a

fourth thug as a playable character

CAPTAINSTACEY: Opens a helicopter pilot as a playable character

REALHERO: Opens a security guard as a playable character

ORGANICWEBBING: Gives you unlimited web fluid

CHILLOUT: When playing as Green Goblin, your glider will never overheat.

ROMITAS: Allows you to skip levels from the Pause menu

DODGETHIS: Unlocks Matrix mode

SPIDERBYTE: Shrinks Spider-Man by a considerable degree

GOESTOYOURHEAD: Big Head mode

JOELSPENUTS: Big Head mode for enemies

UNDERTHEMASK: Unlocks First-person View mode

SPYHUNTER

Random Secrets

Enter these codes as if you were creating a new player profile for the game. After you enter them, you'll bounce back to the Main menu without having created an actual profile. You can view the

movies you unlock by going into System Options from the Main menu and selecting Movie Player from the Options menu. Here are the codes:

GUNN: Opens Saliva: The Spy Hunter Theme movie

WOODY: Opens Early Test Animatic movie

TONY HAWK'S PRO SKATER 3

Passwords

Choose the Cheats selection from the Options menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu

MARKEDCARDS: Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options.

Super Stats

MAXMEOUT: Unlock All Characters

FREAKSHOW: Unlock Every Single Movie

From the Main menu, select Options and then Cheats. Enter POPCORN.

Pirate Skating: Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it. One of the garage doors will open and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

Beat the game the prescribed number of times.

Snowboard Mode: Beat the game 11 times.

Always Special Mode: Beat the game 12 times.

Perfect Rail Balance Mode: Beat the game 13 times.

Maxed-Out Stats Mode: Beat the game 14 times.

Giant Mode: Beat the game 15 times.

Slow-Mo Mode: Beat the game 16 times.

Perfect Manual Balance Mode: Beat the game 17 times.

Tiny Mode: Beat the game 18 times.

Moon Mode: Beat the game 19 times.

Expert Mode: Beat the game 20 times.

First-Person Mode: Beat the game 22 times.

Unlock Darth Maul: Complete all 54 goals and earn golds at each

competition with one skater.

Get Neversoft Eye: Similar to unlocking Darth Maul but do it with 21 skaters.

Get Skater From Hell: Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine: Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum: Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick: Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera: Do the same thing you did to unlock Officer Dick, but do it with one more skater.

WAVERACE: BLUE STORM

Passwords

In order to get the Password option, perform the following on the Main menu: Z + X, Start. Select the Password option that appears and enter any of the following codes:

D L P H M O D: Dolphin-back free-room

K T U P W N P D: Normal difficulty Dolphin Park stunt mode

W C X 5 W P 5 A: Expert difficulty Southern Island Stunt mode

M J V 8 L K L 6: Hard difficulty La Razza Canal time attack

J 7 8 4 W M H F: Normal difficulty Lost Temple Lagoon time attack

L Q 3 T R K T E: Hard difficulty Lost Temple Lagoon time attack

X-MEN: NEXT DIMENSION

Mutant Codes

Having trouble defeating evil mutants? Go to the Main menu, enter the Master Code, then pick off evil mutants with ease with these other codes.

Master Code: Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start

One-Hit Kills: Up, Up, Down, Down, X, Y, Y, X

Slow Deaths: Repeat the One-Hit Kills code

Unlimited Supers Toggle: Up, Up, Down, Down, A, X, A, X

Artificial Intelligence Toggle: Up, Up, Down, Down, A, A, B, B, X, X, Y, Y

Unlock Bastion: Win Story mode as Magneto without losing any matches, then defeat Bastion.

Unlock Bishop: Win Arcade mode as Gambit.

Unlock Blob: Win Arcade mode as Bishop.

Unlock Psylocke: Win Arcade mode as Betsy.

Unlock Dark Phoenix: Win Arcade mode as Phoenix, or win story mode as Magneto.

Unlock Sentinel A: Win Arcade mode as Cyclops.

Unlock Sentinel B: Win 20 matches in Survival mode.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Codes From Space

From the Main menu, go to the Options screen, and then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You have to enter both passcodes for each cheat before they will work.)

Stage Select

Put in !??QWTTJ for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Unlockable Ships

Black Cadillac: Put in !ZUVIEL! for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

TIE Fighter: Put in ZT?!IRGBA for your password. Move to Enter Code and press A.

You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

TIE (Advanced) Fighter: Put in NYM!UUOK for your password. Move to Enter Code and press A.

You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Naboo Fighter: Put in CDYXF!?Q for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press A.

R2D2 will beep to confirm correct code entry.

Slave 1: Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A.

R2D2 will beep to confirm correct code entry.

Millennium Falcon: Put in MVPQIU?A for your password. Move to Enter Code and press button A.

You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press A.

R2D2 will beep to confirm correct code entry.

Hidden Options: Unlock the audio commentaries for each individual stage type in the name BLAHBLAH. Head to the Special Features option and turn on Audio Commentary. Now, select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Documentary : After finishing all 10 main missions, you can get it under the Special Features menu option.

Unlock the Art Gallery: Enter EXHIBIT! as a passcode.

Unlock the Concert Hall: Enter Composer as a passcode.

Ace Mode: Complete all the Tatooine Training objectives and finish the game with 15 gold medals to unlock Ace mode.

Black and White Mode: Type in LIONHEAD at the Passcodes screen to play the game in a "classic" color mode.

Unlockable Ships

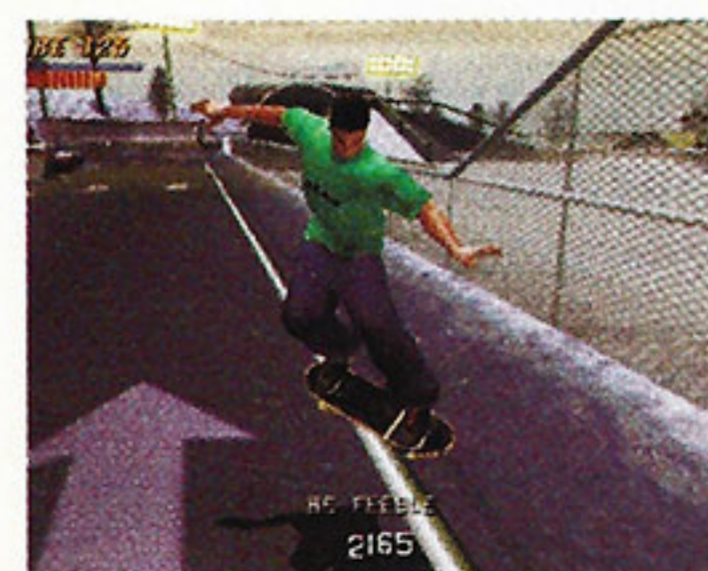
Slave 1 Ship: Finish all missions with a silver medal or better.

Millennium Falcon: Finish all missions with a bronze medal or better.

Naboo Starfighter: Finish the Tatooine Training in all four time settings. You must get all discovery items and objects, and get two hidden bonus items in each zone. Times: 6 a.m., 2 p.m., 6 p.m., 11 p.m.

TIE Fighter: You must steal a TIE Fighter and complete the mission in level 7 during both daytime and nighttime hours.

Darth Vader's TIE: Acquire 15 gold medals.



ADVANCE WARS

Increased Difficulty

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

ALIENATORS: EVOLUTION CONTINUES

Level Passwords

Enter these level passwords to jump ahead in the game.

Level 2: MDKMZKCC

Level 3: BHSZSKTC

Level 4: ZKTSHKMC

Level 5: JLPFDKHB

Level 6: HMDBRKCB

Level 7: GLDKLKZB

Level 8: GLPKLRB

Level 9: GLDJBKFF

Level 10: GLPJBKFF

Level 11: GLDKBKZF

Level 12: GLPKBKRF



BOKTAI: THE SUN IS IN YOUR HAND

Trick the Sun Sensor

You can use a black light to simulate the sun to help you when you need sunlight. Similarly, when you need darkness, go inside a very dark room instead of simply covering the sensor to get the best results.

DONKEY KONG: LAND 2

GBC Button Codes

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

40 Banana Coins: B, B, A, A.

All Kremcoins: A, B, A, B.

Extra Lives: A, A, B, B.

DONKEY KONG: LAND 3

GBC Bonus Stage

Go to the Cape Codswallow's level, Total Recoil. When you begin the stage, jump toward the left to enter a bonus stage.

DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels

A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.

All Weapons, Items, Keys: A, B, B, A, A, A, A.

Radiation Suit: B, B, A, A, A, A, A, A

Invincibility: B, B, B, A, A, A, A, A

God Mode: A, A, B, A, A, A, A, A

Computer Map: B, A, A, A, A, A, A, A

Advance Levels: A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current

level).

Berserk Mode: B, A, B, A, A, A, A, A

DRIVER

GBC Stage Passwords

From the main menu screen, highlight and choose Undercover.

Then choose to continue and enter these passwords as shown.

Stage 2: Tire Mark, Police Badge, Pylon, Red Light.

Stage 3: Traffic Light, Key, Key, Blue Light.

Stage 4: Pylon, Pylon, Pylon, Police Badge.

Stage 5: Key, Red Light, Red Light, Traffic Light.

Stage 6: Key, Police Badge, Tire Mark, Blue Light.

Stage 7: Police Badge, Pylon, Police Badge, Red Light.

Stage 8: Red Light, Police Badge, Key, Tire Mark.

Stage 9: Pylon, Blue Light, Red Light, Red Light.

Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.

Stage 11: Blue Light, Key, Key, Key.

Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.

Stage 13: Key, Police Badge, Police Badge, Pylon.

Stage 14: Red Light, Blue Light, Red Light, Blue Light.

ECKS VS. SEVER

Ecks Level Passwords

Level 2: EXTREM

Level 3: EXCITE

Level 4: EXCAVATE

Level 5: EXCALIBUR

Level 6: EXTORT

Level 7: EXPIRE

Level 8: EXACT

Level 9: EXHALE

Level 10: EXHUME

Level 11: EXONERATE

Level 12: EXPEL

Sever Level Passwords

Level 2: SEVERE

Level 3: SURVIVE

Level 4: SAVANT

Level 5: SUFFER

Level 6: SULPHER

Level 7: SERVE

Level 8: SEETHE

Level 9: SEVERAL

Level 10: SEVERANCE

Level 11: SAVAGE

Level 12: SACROSANCT

FINAL FIGHT ONE

Unlocking Secrets

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit," and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret. Here is a list of the number of opponents to be defeated and what it opens.

50: Alpha Guy

200: 9 Lives

500: Alpha Cody

800: Stage Select

1300: Color Change

2000: Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Gaggar and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next," and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GOLDEN SUN: THE LOST AGE

Various Codes

Data Link-up: To transfer completed data from Golden Sun, hold down L+R+Left and push B on the black logo screen.

Different Title Screen: Push down the shoulder buttons when you start up the game for a special title screen.

Go to last Sanctum: While you load a saved game up, push down

L+R+Start to go to the last Sanctum.

Music Test: Hold down the R button when you are in battle mode and you can cycle through songs you've heard in the game by pressing right or left.

Name Your Characters: Push Select, Select, Select on the name select for Felix and you will be able to give names to Jenna, Picard, and Sheba. You can also choose names for Garet, Ivan, and Mia by pushing Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, Select.

New Difficulty Settings: Beat the game and then select "New Game" on the title screen. This time an option for easy mode will pop up, and then one for hard if you decline.

FROGGER

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.

Scramble
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

TIME PILOT

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in Time Pilot.

Gyruss: On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.



Yie Ar Kung-Fu: On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.
Rush'n Attack: On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

CASTLEVANIA: ARIA OF SORROW

Codes of Blood

Get the Real Ending

Equip the following souls before you fight Graham: Flame Demon, Succubus, and Giant Bat. You'll then have access to the previously hidden Forbidden Area, where you'll be able to fight two more bosses. If you beat both, you'll unlock Sound mode and Boss Rush mode, as well as the best ending. If you beat the first, and die fighting the second you'll get the second-best ending.

Play as Julius Belmont

Enter "Julius" after beating the game.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

CASTLEVANIA: HARMONY OF DISSONANCE

Simon Belmont Code

Simon Belmont makes his return to the series that helped put Konami on the map. Once you've beaten the game, press Up, Up, Down, Down, Left, Right, Left, Right, B, A while the Konami logo is being shown. Start Boss Rush mode and you'll play as Simon Belmont.



RAMPAGE PUZZLE ATTACK

All Levels: Enter GJPPNLPTNQ as your password to unlock all levels and characters.

SONIC ADVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game, like he did in Sonic 2 and 3. Highlight Sonic and press Up. Move over to highlight Tails and press Down. Next, highlight Knuckles and press L. Then, highlight Amy and press R. Move back to Sonic and press A. If the trick is done correctly, you'll hear a chime. Now, during gameplay, Tails will follow you every move!

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in orange) and what they open up when you use them.

W7HV1: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.

W7HZZ: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.

W7OZZ: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.

080ZG: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container.

Z787K: Fluid Upgrade, Armor

Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.

ZV87K: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.

ZV7Z2: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.

ZV3Z0: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.

HV37K: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.

JV37H: Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web



Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

STREET FIGHTER ALPHA 3

Fighting Codes

We've got the scoop on how to unlock the game's many secret characters.

Evil Ryu: Defeat Arcade mode with three different characters.

Guile: Defeat Arcade mode with five different characters.

Maki: Defeat Arcade mode with seven different characters.

Yun: Defeat Arcade mode with nine different characters.

Eagle: Defeat Arcade mode with eleven different characters.

Shin Gouki/Akuma: Defeat Arcade mode with Evil Ryu, Guile, Eagle, Maki and Yun.

Final Vega: Defeat Arcade mode on the hardest setting with Shin Gouki/Akuma.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened: Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood: Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

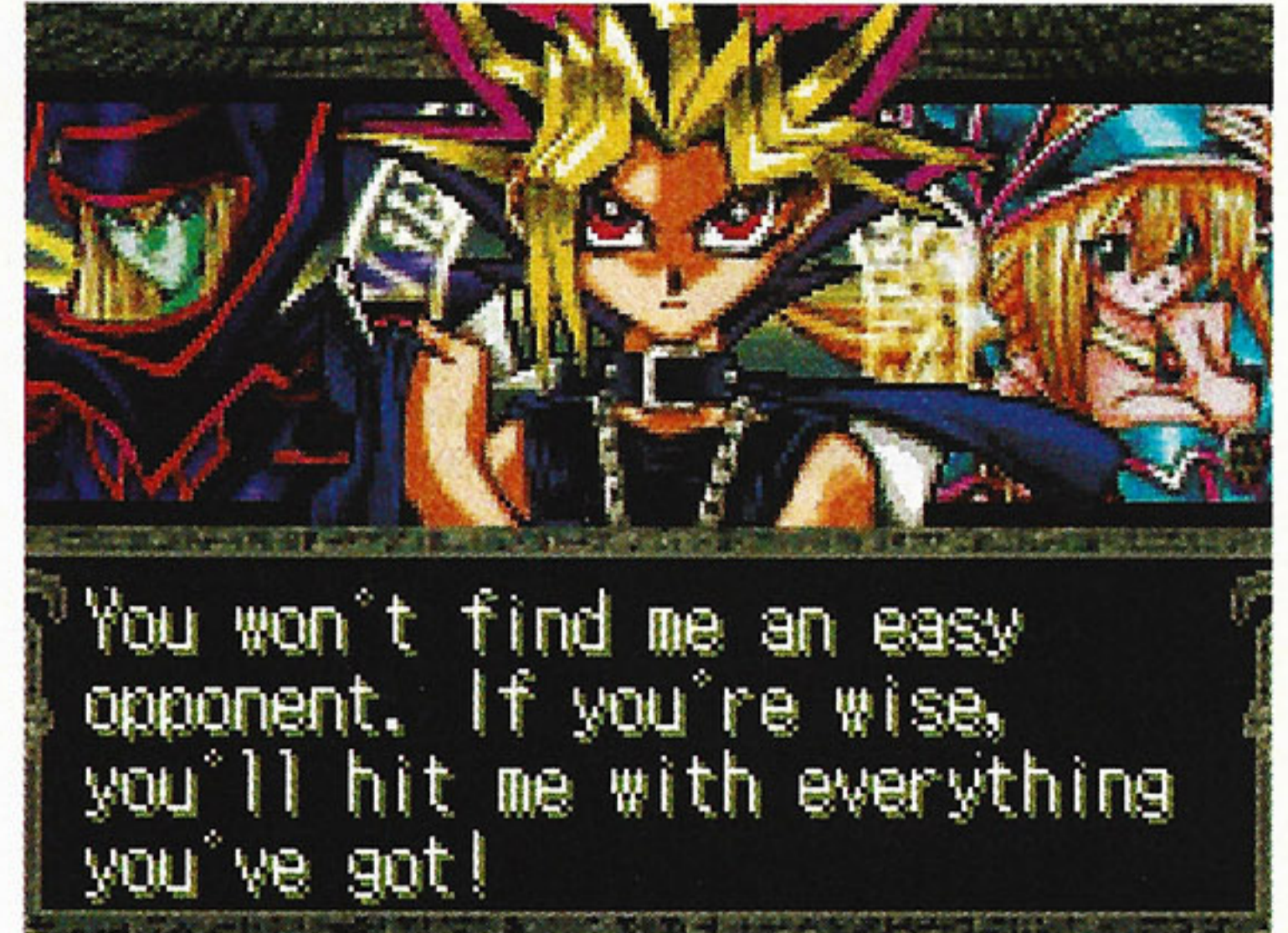
No Blood: Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

Constant Zoom In and Out: Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

Unlock Spider-Man: Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select: Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.

Level Select and Lotsa Money: Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.



You won't find me an easy opponent. If you're wise, you'll hit me with everything you've got!

YU-GI-OH! THE ETERNAL DUELIST SOUL

All Monster Codes

Because we love you.

7 Colored Fish: 23771716

7 Completed: 86198326

Acid Crawler: 77568553

Acid Trap Hole: 41356845

Air Eater: 08353769

Air Marmot of Nefariousness: 75889523

Akakiestu: 38035986

Akihiro: 36904469

Alligator's Sword: 64428736

Alligator's Sword Dragon: 03366982

Alpha The Magnet Warrior: 99785935

Amazon of the Seas: 17968114

Amoeba: 95174353

Amphibious Bugroth: 40173854

Ancient Brain: 42431843

Ancient Elf: 93221206

Ancient Jar: 81492226

Ancient Lizard Warrior: 43230671

Ancient One of the Deep Forest: 14015067

Ancient Telescope: 17092736

Ancient Tool: 49587396

Ansatsu: 48365709

Anthrosaurus: 89904598

Anti Raigeki: 42364257

Anti-Magic Fragrance: 58921041

Appropriate: 48539234

Aqua Chorus: 95132338

Aqua Dragon: 86164529

Aqua Madoor: 85639257

Arlownay: 14708569

Arma Knight: 36151751

Armaill: 53153481

Armed Ninja: 09076207

Armored Glass: 36868108

Armored Lizard: 15480588

Armored Rat: 16246527

Armored Starfish: 17535588

Armored Zombie: 20277860

Axe of Despair: 40619825

Axe Raider: 48305365

Baby Dragon: 88819587

Backup Soldier: 36280194

Banisher of the Light: 61528025

Barox: 06840573

Barrel Dragon: 81480460

Barrel Lily: 67841515

Barrel Rock: 10476868

Basic Insect: 89091579

Battle Ox: 05053103

Battle Steer: 18246479

Battle Warrior: 55550921

Bean Soldier: 84990171

Beastking of the Swamps:

99426834

Beautiful Headhuntsress:

16899564

Beaver Warrior: 32452818

Behogon: 94022093

Bell of Destruction: 83555666

Beta The Magnet Warrior:

39256679

Bickuribox: 25655502

Big Eye: 16768387

Big Insect: 53606874

Big Shield Gardna: 65240384

Binding Chain: 08058240

Bio Plant: 07670542

Black Dragon Jungle King:

89832901

Black Illusion Ritual: 41426869

Black Pendant: 65169794

Blackland Fire Dragon:

87564352

Bladefly: 28470714

Blast Juggler: 70138455

Blast Sphere: 26302522

Block Attack: 25880422

Blue Medicine: 20871001

Blue-Eyed Silver Zombie:

35282433

Blue-Eyes Toon Dragon:

53183600

Blue-Eyes White Dragon:

89631139

Blue-Eyes White Dragon:

80906030

Blue-Winged Crown: 41396436

Boar Soldier: 21340051

Bolt Escargot: 12146024

Book of Secret Arts: 91595718

Bottom Dweller: 81386177

Braccio-Raidus: 16507828

Breath of Light: 20101223

Bright Castle: 82878489

Burglar: 06297941

Burning Spear: 18937875

Buster Blader: 78193831

Call of the Dark: 78637313

Call of the Grave: 16970158

Call of the Haunted: 97077563

Candle of Fate: 47695416

Cannon Soldier: 11384280

Castle of Dark Illusions:

00062121

Castle Walls: 44209392

Catapult Turtle: 95727991

Ceasefire: 36468556

Celtic Guardian: 91152256

Ceremonial Bell: 20228463

Chain Destruction: 01248895

Chain Energy: 79323590

Change of Heart: 04031928

Charubin the Fire Knight:

37421579

SUPER MARIO ADVANCE 3: YOSHI'S ISLAND

MiniGame Code

To play the title's many minigames, go to the Level Select screen. Hold down Select, then press Left, Left, B, A, Right. A new window will appear.

SUPER MARIO WORLD: MARIO ADVANCE 2

Various Tricks

Easy Difficulty: Push the select button on the title screen to open up the easy difficulty level.

Play As Luigi: On the big world map, push R to play as Luigi.

Alternate World: If you finish all 96 goals, you will get a special version of the game world where colors and enemies change.

Top Score Stars: For each million points you get, a star will appear on the top score screen.

Extra Levels: On Star Road, there are five levels with hidden keys. If you find all these keys, after the last one you will see a warp, which will take you to eight old school levels.

Change Coins: If you collect five Yoshi coins in one level, the Yoshi coins will then change to Princess coins.

Old School Music: Let the game sit for a few minutes in th especial worlds and you will hear the original Mario Bros. music.

Unlock High Score Menu: Beat the special worlds and you will have a high score menu.

Map Warp: Complete all 96 goals and then push Select on the map screen. This allows you to jump around to different parts of the map quickly.

Special Logo:

Once you finish the special worlds, a Super Famicom (Japanese Super Nintendo) logo will appear above the special worlds map. Use the L button to see it!



YU-GI-OH! THE ETERNAL DUELIST SOUL (CONTINUED)



Chorus of Sanctuary: 81380218
 Claw Reacher: 41218256
 Clown Zombie: 92667214
 Cockroach Knight: 33413638
 Confiscation: 17375316
 Crass Clown: 93889755
 Crawling Dragon: 67494157
 Crawling Dragon #2: 38289717
 Crazy Fish: 53713014
 Crimson Sunbird: 46696593
 Crow Goblin: 77998771
 Crush Card: 57728570
 Curse of Dragon: 28279543
 Curse of Fiend: 12470447
 Curtain of the Dark Ones: 22026707
 Cyber Commander: 06400512
 Cyber Falcon: 30655537
 Cyber Jar: 34124316
 Cyber Saurus: 89112729
 Cyber Shield: 63224564
 Cyber Soldier: 44865098
 Cyber-Stein: 69015963
 Cyber-Tech Alligator: 48766543
 Dancing Elf: 59983499
 Dark Artist: 72520073
 Dark Assailant: 41949033
 Dark Chimera: 32344688
 Dark Elf: 21417692
 Dark Energy: 04614116
 Dark Gray: 09159938
 Dark Hole: 53129443
 Dark Human: 81057959
 Dark King of the Abyss: 53375573
 Dark Magician: 46986414
 Dark Rabbit: 99261403
 Dark Sage: 92377303
 Dark Shade: 40196604
 Dark Witch: 35565537
 Dark Zebra: 59784896
 Dark-Eyes Illusionist: 38247752
 Darkfire Dragon: 17881964
 Darkfire Soldier #1: 05388481
 Darkfire Soldier #2: 78861134
 Darkness Approaches: 80168720
 Dark-Piercing Light: 45895206
 Darkworld Thorns: 43500484
 Deepsea Shark: 28593363
 Delinquent Duo: 44763025
 De-Spell: 19159413
 Destroyer Golem: 73481154
 Dice Armadillo: 69893315
 Dimensional Warrior: 37043180
 Disk Magician: 76446915
 Dissolverock: 40826495
 DNA Surgery: 74701381
 Dokuroizo the Grim Reaper: 25882881
 Doma the Angel of Silence: 16972957
 Doron: 00756652
 Dorover: 24194033
 Dragon Capture Jar: 50045299
 Dragon Piper: 55763552
 Dragon Seeker: 28563545
 Dragon Treasure: 01435851
 Dragon Zombie: 66672569
 Dragoness the Wicked Knight: 70681994

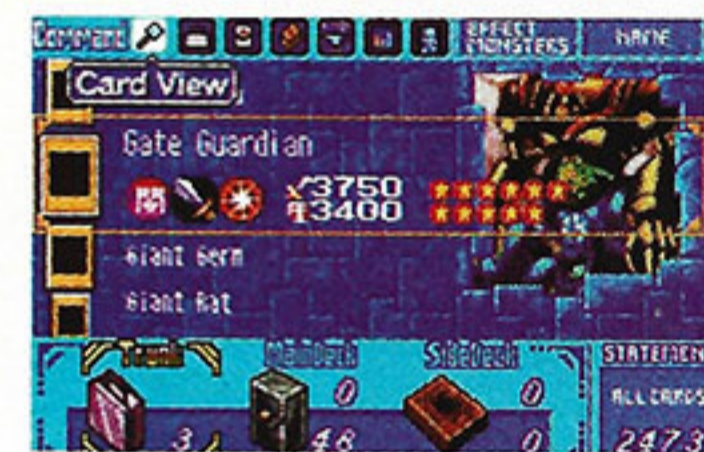
Driving Snow: 00473469
 Drooling Lizard: 16353197
 Dryad: 84916669
 Dunames Dark Witch: 12493482
 Dungeon Worm: 51228280
 Dust Tornado: 60082869
 Earthshaker: 60866277
 Eatgaboon: 42578427
 Eldeen: 06367785
 Electric Lizard: 55875323
 Electric Snake: 11324436
 Electro-Whip: 37820550
 Elegant Egotist: 90219263
 Elf's Light: 39897277
 Empress Judge: 15237615
 Enchanted Javelin: 96355986
 Enchanting Mermaid: 75376965
 Eradicating Aerosol: 94716515
 Eternal Draught: 56606928
 Eternal Rest: 95051344
 Exchange: 05556668
 Exile of the Wicked: 26725158
 Exodia the Forbidden One: 33396948
 Eyearmor: 64511793
 Fairy Dragon: 20315854
 Fairy's Hand Mirror: 17653779
 Fairywitch: 37160778
 Faith Bird: 75582395
 Fake Trap: 03027001
 Feral Imp: 41392891
 Fiend Kraken: 77456781
 Fiend Reflection #1: 68870276
 Fiend Reflection #2: 02863439
 Fiend Sword: 22855882
 Fiend's Hand: 52800428
 Final Flame: 73134081
 Fire Kraken: 46534755
 Fire Reaper: 53581214
 Firegrass: 53293545
 Fireyarou: 71407486
 Fissure: 66788016
 Flame Cerebrus: 60862676
 Flame Champion: 42599677
 Flame Ghost: 58528964
 Flame Manipulator: 34460851
 Flame Swordsman: 45231177
 Flame Viper: 02830619
 Flash Assailant: 96890582



Flower Wolf: 95952802
 Flying Kamakiri #1: 84834865
 Flying Kamakiri #2: 03134241
 Follow Wind: 98252586
 Forced Requisition: 74923978
 Forest: 87430998
 Frenzied Panda: 98818516
 Fusion Sage: 26902560
 Fusionist: 01641882
 Gaia Power: 56594520
 Gaia the Dragon Champion: 66889139
 Gaia The Fierce Knight: 06368038
 Gale Dogra: 16229315
 Gamma The Magnet Warrior: 11549357
 Ganigumo: 34536276
 Garma Sword: 90844184
 Garma Sword Oath: 78577570
 Garnecia Elefantis: 49888191
 Garoozis: 14977074

Garvas: 69780745
 Gatekeeper: 19737320
 Gazelle the King of Mythical Beasts: 05818798
 Gemini Elf: 69140098
 Genin: 49370026
 Germ Infection: 24668830
 Ghoul with an Appetite: 95265975
 Giant Flea: 41762634
 Giant Germ: 95178994
 Giant Mech-Soldier: 72299832
 Giant Rat: 97017120
 Giant Red Seasnake: 58831685
 Giant Scorpion of the Tundra: 41403766
 Giant Soldier of Stone: 13039848
 Giant Trunade: 42703248
 Giant Turtle Who Feeds on Flames: 96981563
 Gift of the Mystical Elf: 98299011
 Giganto Giga-tech Wolf: 08471389
 Giltia the D. Knight: 51828629
 Goblin Fan: 04149689
 Goblin's Secret Remedy: 11868825
 Goddess of Whim: 67959180
 Goddess with the Third Eye: 53493204
 Gokibore: 15367030
 Graceful Charity: 79571449
 Graceful Dice: 74137509
 Grappler: 02906250
 Gravedigger Ghoul: 82542267
 Gravekeeper's Servant: 16762927
 Graverobber: 61705417
 Graveyard and the Hand of Invitation: 27094595
 Great Bill: 55691901
 Great Mammoth of Goldfine: 54622031
 Great White: 13429800
 Green Phantom King: 22910685
 Greenkappa: 61831093
 Griffore: 53829412
 Griggle: 95744531
 Ground Attacker Bugroth: 58314394
 Gruesome Goo: 65623423
 Gryphon Wing: 55608151
 Guardian of the Labyrinth: 89272878
 Guardian of the Sea: 85448931
 Guardian of the Throne Room: 47879985
 Gust: 73079365
 Gust Fan: 55321970
 Gyakutenno Megami: 31122090
 Hane-Hane: 07089711
 Haniwa: 84285623
 Happy Lover: 99030164
 Hard Armor: 20060230
 Harpie Lady: 76812113
 Harpie Lady Sisters: 12206212
 Harpie's Brother: 30532390
 Harpie's Feather Duster: 18144506
 Harpie's Pet Dragon: 52040216
 Heavy Storm: 19613556
 Hercules Beetle: 52584282
 Hero of the East: 89987208
 Hibikime: 64501875
 High Tide Gyojin: 54579801
 Hinotama: 46130346
 Hinotama Soul: 96851799
 Hiro's Shadow Scout: 81863068

Hitodenchak: 46718686
 Hitotsu-Me Giant: 76184692
 Holograh: 10859908
 Horn Imp: 69669405
 Horn of Heaven: 98069388
 Horn of Light: 38552107
 Horn of the Unicorn: 64047146
 Hoshiningen: 67629977
 Hourglass of Courage: 43530283
 Hourglass of Life: 08783685
 House of Adhesive Tape: 15083728
 Hunter Spider: 80141480
 Hyo: 38982356
 Hyosube: 02118022
 Hyozanryu: 62397231
 Ice Water: 20848593
 Ill Witch: 81686058
 Illusionist Faceless Mage: 28546905
 Imperial Order: 61740673



Insect Armor with Laser Cannon: 03492538
 Insect Queen: 91512835
 Insect Soldiers of the Sky: 07019529
 Inspection: 16227556
 Invader from Another Dimension: 28450915
 Invader of the Throne: 03056267
 Invigoration: 98374133
 Jellyfish: 14851496
 Jigen Bakudan: 90020065
 Jinzo: 77585513
 Jinzo #7: 32809211
 Jirai Gumo: 94773007
 Judge Man: 30113682
 Just Desserts: 24068492, 15401633
 Kageningen: 80600490
 Kairyu-Shin: 76634149
 Kaiser Dragon: 94566432
 Kamakiriman: 68928540
 Kaminari Attack: 09653271
 Kaminarikozou: 15510988
 Kamionwizard: 41544074
 Kanikabuto: 84103702
 Karate Man: 23289281
 Karbonala Warrior: 54541900
 Kattapillar: 81179446
 Key Mace #2: 20541432
 Killer Needle: 88979991
 King Fog: 84686841
 King of Yamimakai: 69455834
 Kiseitai: 04266839
 Kojikocy: 01184620
 Kotodama: 19406822
 Koumori Dragon: 67724379
 Krokodilus: 76512652
 Kumootoko: 56283725
 Kunai with Chain: 37390589
 Kurama: 85705804
 Kuriboh: 40640057
 Kwagar Hercules: 95144193
 La Jinn the Genie of the Lamp: 97590747
 Labyrinth Tank: 99551425
 Lady of Faith: 17358176
 LaLa Li-on: 09430387

Larvae: 94675535
 Laser Cannon Armor: 77007920
 Last Day of Witch: 90330453
 Last Will: 85602018
 Laughing Flower: 42591472
 Launcher Spider: 87322377
 Lava Battleguard: 20394040
 Left Arm of the Forbidden One: 07902349
 Left Leg of the Forbidden One: 44519536
 Legendary Sword: 61854111
 Leghul: 12472242
 Leogun: 10538007
 Lesser Dragon: 55444629
 Light of Intervention: 62867251
 Lightforce Sword: 49587034
 Liquid Beast: 93108297
 Little Chimera: 68658728
 Little D: 42625254
 Lord of D: 17985575
 Lord of the Lamp: 99510761
 Lord of Zemina: 81618817
 Luminous Spark: 81777047
 Lunar Queen Elzaim: 62210247
 Mabarrel: 98795934
 Machine Conversion Factory: 25769732
 Machine King: 46700124
 Magic Jammer: 77414722
 Magic Thorn: 53119267
 Magical Ghost: 46474915
 Magical Hats: 81210420
 Magical Labyrinth: 64389297
 Magic-Arm Shield: 96008713
 Magician of Faith: 31560081
 Maha Vailo: 93013676
 Maiden of the Moonlight: 79629370
 Major Riot: 09074847
 Malevolent Nuzzler: 99597615
 Mammoth Graveyard: 40374923
 Man Eater: 93553943
 Man-Eater Bug: 54652250
 Man-Eating Black Shark: 80727036
 Man-Eating Plant: 49127943
 Man-Eating Treasure Chest: 13723605
 Manga Ryu-Ran: 38369349
 Marine Beast: 29929832
 Masaki the Swordsman: 44287299
 Mask of Darkness: 28933734
 Masked Sorcerer: 10189126
 Master & Expert: 75499502
 Mavelus: 59036972
 Mechanical Snail: 34442949
 Mechanical Spider: 45688586
 Mechanical Chaser: 07359741
 Meda Bat: 76211194
 Mega Thunderball: 21817254
 Megamorph: 22046459
 Megazowler: 75390004
 Meotoko: 53832650
 Mesmeric Control: 48642904
 Messenger of Peace: 44656491
 Metal Detector: 75646520
 Metal Dragon: 09293977



Metal Fish: 55998462
 Metal Guardian: 68339286

Metalmorph: 68540058
Metalzoa: 50705071
Millennium Golem: 47986555
Millennium Shield: 32012841
Milus Radiant: 07489323
Minar: 32539892
Minomushi Warrior: 46864967
Mirror Force: 44095762
Mirror Wall: 22359980
Misairuzame: 33178416
Molten Destruction: 19384334
Monster Egg: 36121917
Monster Eye: 84133008
Monster Reborn: 83764718
Monster Tamer: 97612389
Monstrous Bird: 35712107
Moon Envoy: 45909477



Mooyan Curry: 58074572
Morinphen: 55784832
Morphing Jar: 33508719
Morphing Jar #2: 79106360
Mother Grizzly: 57839750
Mountain: 50913601
Mountain Warrior: 04931562
Mr. Volcano: 31477025
Muka Muka: 46657337
Mushroom Man: 14181608
Mushroom Man #2: 93900406
Musician King: 56907389
M-Warrior #1: 56342351
M-Warrior #2: 92731455
Mysterious Puppeteer: 54098121
Mystic Horseman: 68516705
Mystic Lamp: 98049915
Mystic Plasma Zone: 18161786
Mystic Probe: 49251811
Mystic Tomato: 83011277
Mystical Capture Chain: 63515678
Mystical Elf: 15025844
Mystical Moon: 36607978
Mystical Sand: 32751480
Mystical Sheep #1: 30451366
Mystical Sheep #2: 83464209
Mystical Space Typhoon: 05318639
Needle Ball: 94230224
Needle Worm: 81843628
Negate Attack: 14315573
Nekogal #1: 01761063
Nekogal #2: 43352213
Nemuriko: 90963488
Neo the Magic Swordsman: 50930991
Nimble Momonga: 22567609
Niwatori: 07805359
Nobleman of Crossout: 71044499
Nobleman of Extermination: 17449108
Numinous Healer: 02130625
Octoberser: 74637266
Ocubeam: 86088138
Ogre of the Black Shadow: 45121025
One-Eyed Shield Dragon: 33064647
Ooguchi: 58861941
Ookazi: 19523799
Orion the Battle King: 02971090

Oscillo Hero: 82065276
Oscillo Hero #2: 27324313
Painful Choice: 74191942
Pale Beast: 21263083
Panther Warrior: 42035044
Paralyzing Potion: 50152549
Parasite Paracide: 27911549
Parrot Dragon: 62762898
Patrol Robo: 76775123
Peacock: 20624263
Pendulum Machine: 24433920
Penguin Knight: 36039163
Penguin Soldier: 93920745
Petit Angel: 38142739
Petit Dragon: 75356564
Petit Moth: 58192742
Polymerization: 24094653
Pot of Greed: 55144522
Power of Kaishin: 77027445
Practical: 33691040
Premature Burial: 70828912
Prevent Rat: 00549481
Princess of Tsurugi: 51371017
Prisman: 80234301
Prohibition: 43711255
Protector of the Throne: 10071456
Psychic Kappa: 07892180
Pumpkin the King of Ghosts: 29155212
Punished Eagle: 74703140
Queen Bird: 73081602
Queen of Autumn Leaves: 04179849
Queen's Double: 05901497
Raigeki: 12580477
Raimei: 56260110
Rainbow Flower: 21347810
Raise Body Heat: 51267887
Rare Fish: 80516007
Ray & Temperature: 85309439
Reaper of the Cards: 33066139
Red Archery Girl: 65570596
Red Medicine: 38199696
Red-Eyes Black Dragon: 74677422
Red-Eyes Black Metal Dragon: 64335804
Reinforcements: 17814387
Relinquished: 64631466
Remove Trap: 51482758
Respect Play: 08951260
Restructer Revolution: 99518961
Reverse Trap: 77622396
Rhaimundos of the Red Sword: 62403074
Right Arm of the Forbidden One: 70903634
Right Leg of the Forbidden One: 08124921
Ring of Magnetism: 20436034
Riryoku: 34016756
Rising Air Current: 45778932
Roaring Ocean Snake: 19066538
Robbin' Goblin: 88279736
Rock Ogre Grotto #1: 68846917
Rogue Doll: 91939608
Root Water: 39004808
Rose Spectre of Dunn: 32485271
Royal Decree: 51452091
Royal Guard: 39239728
Rude Kaiser: 26378150
Rush Recklessly: 70046172
Ryu-Kishin: 15303296
Ryu-Kishin Powered: 24611934
Ryu-Ran: 02964201
Saber Slasher: 73911410
Saggi the Dark Clown:

66602787
Salamandra: 32268901
Sand Stone: 73051941
Sangan: 26202165
Sea Kamen: 71746462
Sea King Dragon: 23659124
Seal of the Ancients: 97809599
Sebek's Blessing: 22537443
Sectarian of Secrets: 15507080
Senju of the Thousand Hands: 23401839
Seven Tools of the Bandit: 03819470
Shadow Specter: 40575313
Share the Pain: 56830749
Shield & Sword: 52097679
Shining Fairy: 95956346
Shovel Crusher: 71950093
Silver Bow and Arrow: 01557499
Silver Fang: 90357090
Sinister Serpent: 08131171
Skelengel: 60694662
Skelgon: 32355828
Skull Dice: 00126218
Skull Red Bird: 10202894
Skull Servant: 32274490
Skull Stalker: 54844990
Skullbird: 08327462
Sleeping Lion: 40200834
Slot Machine: 03797883
Snake Fang: 00596051
Snakeyashi: 29802344
Snatch Steal: 45986603
Sogen: 86318356
Solemn Judgment: 41420027
Solitude: 84794011
Solomon's Lawbook: 23471572
Sonic Bird: 57617178
Sonic Maid: 38942059
Soul Hunter: 72869010
Soul of the Pure: 47852924
Soul Release: 05758500
Sparks: 76103675
Spear Cretin: 58551308
Spellbinding Circle: 18807108
Spike Seadra: 85326399
Spirit of the Books: 14037717
Spirit of the Harp: 80770678
Stain Storm: 21323861
Star Boy: 08201910
Steel Ogre Grotto #1: 29172562
Steel Ogre Grotto #2: 90908427
Steel Scorpion: 13599884
Steel Shell: 02370081
Stim-Pack: 83225447
Stone Armadiller: 63432835
Stone Ogre Grotto: 15023985
Stop Defense: 63102017
Stuffed Animal: 71068263



Succubus Knight: 55291359
Summoned Skull: 70781052
Supporter in the Shadows: 41422426
Swamp Battleguard: 40453765
Sword Arm of Dragon: 13069066
Sword of Dark Destruction: 37120512
Sword of Deep-Seated: 98495314
Sword of Dragon's Soul:

61405855
Swords of Revealing Light: 72302403
Swordsman from Foreign Land: 85255550
Swordstalker: 50005633
Tailor of the Fickle: 43641473
Tainted Wisdom: 28725004
Takriminos: 44073668
Takuhee: 03170832
Tao the Chanter: 46247516
Temple of Skulls: 00732302
Tenderness: 57935140
Terra the Terrible: 63308047
The 13th Grave: 00032864
The Bewitching Phantom Thief: 24348204
The Bistro Butcher: 71107816
The Cheerful Coffin: 41142615
The Drdek: 08944575
The Eye of Truth: 34694160
The Flute of Summoning Dragon: 43973174
The Forceful Sentry: 42829885
The Furious Sea King: 18710707
The Immortal of Thunder: 84926738
The Inexperienced Spy: 81820689
The Little Swordsman of Aile: 25109950
The Regulation of Tribe: 00296499
The Reliable Guardian: 16430187
The Shallow Grave: 43434803
The Snake Hair: 29491031
The Stern Mystic: 87557188
The Thing That Hides in Mud: 18180762
The Unhappy Maiden: 51275027
The Wandering Doomed: 93788854
The Wicked Worm Beast: 06285791
Three-Headed Geedo: 78423643
Three-Legged Zombies: 33734439
Thunder Dragon: 31786629
Tiger Axe: 49791927
Time Machine: 80987696
Time Seal: 35316708
Time Wizard: 71625222
Toad Master: 62671448
Togex: 33878931
Toll: 82003859
Tomozaurus: 46457856
Tongyo: 69572024
Toon Alligator: 59383041
Toon Mermaid: 65458948
Toon Summoned Skull: 91842653
Toon World: 15259703
Torike: 80813021
Total Defense Shogun: 75372290
Trakadon: 42348802
Trap Hole: 04206964
Trap Master: 46461247
Trent: 78780140
Trial of Nightmare: 77827521
Tribute to The Doomed: 79759861
Tripwire Beast: 45042329
Turtle Tiger: 37313348
Twin Long Rods #2: 29692206
Twin-Headed Fire Dragon: 78984772
Twin-Headed Thunder Dragon: 54752875

Two-Headed King Rex: 94119974
Two-Mouth Darkruler: 57305373
Two-Pronged Attack: 83887306



Tyhone: 72842870
Tyhone #2: 56789759
UFO Turtle: 60806437
Ultimate Offering: 80604091
Umi: 22702055
Umiiruka: 82999629
Unknown Warrior of Fiend: 97360116
Upstart Goblin: 70368879
Uraby: 01784619
Ushi Oni: 48649353
Valkyrie the Magna Warrior: 75347539
Vermillion Sparrow: 35752363
Versago the Destroyer: 50259460
Vile Germs: 39774685
Violent Rain: 94042337
Violet Crystal: 15052462
Vishwar Randi: 78556320
Vorse Raider: 14898066
Waboku: 12607053
Wall of Illusion: 13945283
Warrior Elimination: 90873992
Warrior of Tradition: 56413937
Wasteland: 23424603
Water Element: 03732747
Water Girl: 55014050
Water Magician: 93343894
Water Omotics: 02483611
Waterdragon Fairy: 66836598
Weather Control: 37243151
Weather Report: 72053645
Whiptail Crow: 91996584
White Hole: 43487744
White Magical Hat: 15150365
Wicked Mirror: 15150371
Widespread Ruin: 77754944
Windstorm of Etaqua: 59744639
Wing Egg Elf: 98582704
Winged Cleaver: 39175982
Winged Dragon, Guardian of the Fortress #1: 87796900
Wings of Wicked Flame: 92944626
Witch of the Black Forest: 78010363
Witch's Apprentice: 80741828
Witty Phantom: 36304921
Wodan the Resident of the Forest: 42883273
Wood Remains: 17733394
World Suppression: 12253117
Wow Warrior: 69750536
Wretched Ghost of the Attic: 17238333
Yado Karu: 29380133
Yaiba Robo: 10315429
Yamatano Dragon Scroll: 76704943
Yami: 59197169
Yaranzo: 71280811
Zanki: 30090452
Zoa: 24311372
Zombie Warrior: 31339260
Zone Eater: 86100785

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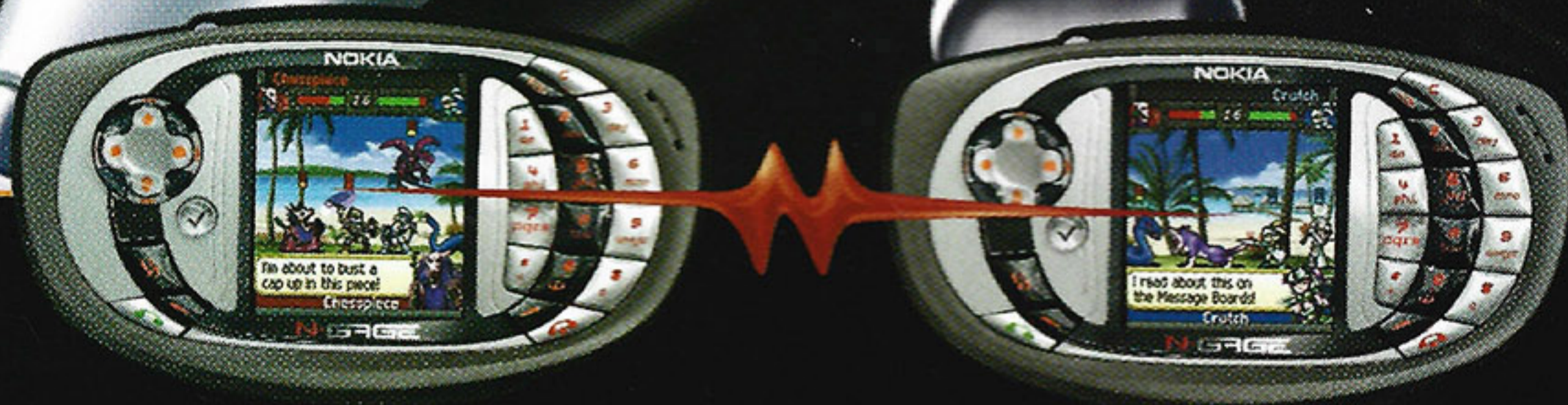
Own
v. To utterly decimate an opponent, usually by beating the snot out of

Search
Gib Glory

Deathmatch
30

Feeling froggy? Then leap!

Deathmatch



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