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ISSUE 36

TOTAL GAMES.net



TOTAL ADVANCE

Christmas Special

100% UNOFFICIAL

HARRY POTTER

REVIEW Griffindor gaming on the good old Game Boy



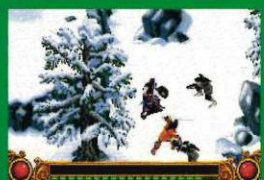
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EXCLUSIVE Seasonal Samus Shenanigans!



LORD OF THE RINGS TWO TOWERS

REVIEW EA's shrunken Middle Earth rated!



PLUS! More reviews than EVER before!

Mortal Kombat: Deadly Alliance, Worms Blast, Minority Report, Bubble Bobble, SSX Tricky, Dave Mirra BMX, Santa Claus Jr, Frogger 2, Virtua Tennis, Disney Sports, He-Man, Kirby In Dreamland and SO MUCH MORE!

EXCLUSIVE REVIEW!

POKÉMON RUBY AND SAPPHIRE

It's a beauty! And guess what? We've already caught all 351 brand new Pokémon!

A GAME BOY CAROL

PAST, PRESENT AND FUTURE

The history of the Game Boy, and changes yet to come!



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PARAGON PUBLISHING

ISSUE 36

POKEMON RUBY AND SAPPHIRE

XMAS SPECIAL

SONIC ADVANCE 2



Too hot to handle

SPYRO

Fires up



Available



COMING SOON



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GOD REST YE, MERRY
TA FANS...



SAD TIDINGS...

TOTAL ADVANCE IS DEAD. TO BEGIN WITH. This must be distinctly understood, or nothing wonderful can come of the magazine you are going to read. TA is dead as a doornail.

Sorry to be so blunt, folks, but sadly the choice between buying new batteries or a magazine has been the downfall of regular GBA publications, and this will be the last issue of Total Advance.

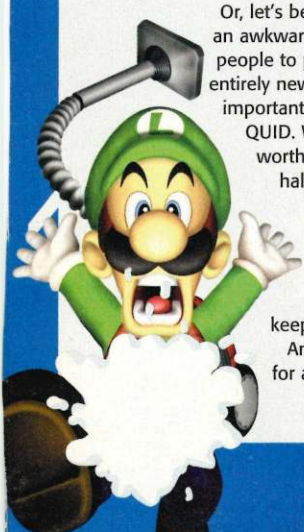
Never mind, though, eh? We've all got chestnuts roasting on an open turkey and stuff like that to soften the blow, and yet another New Year is about to unfold, which could see many important changes in the GBA world.

Or, let's be honest, it SHOULD see a lot of changes. First they release a machine with an awkward screen that annoys even the most serene gamer, forcing thousands of people to pay extra for internal light fittings, then they give rise to rumours about an entirely new generation of GBA, with about fifty unnecessary changes, and, most importantly of all, they set the price for these charming handheld titles at THIRTY QUID. We all LOVE the GBA to distraction, but almost none of these games are worth this price. And with poor GBA fans scrimping and saving to get the latest half decent titles, who's going to be able to afford dedicated magazines?

Despite all this, we've sorted out something in the region of 40 Game Boy reviews in this final issue, as well as a look at what you're going to have to afford in the coming year. We all hope this will help you get the value for money you deserve, and thank every single TA fan from the bottom of our bottoms for keeping us going for four years!

And don't forget to turn to **CUBE** and **GAMES™** magazines for all your GBA needs in future - they're never wrong!

Merry Xmas everybody! And several Happy New Years...

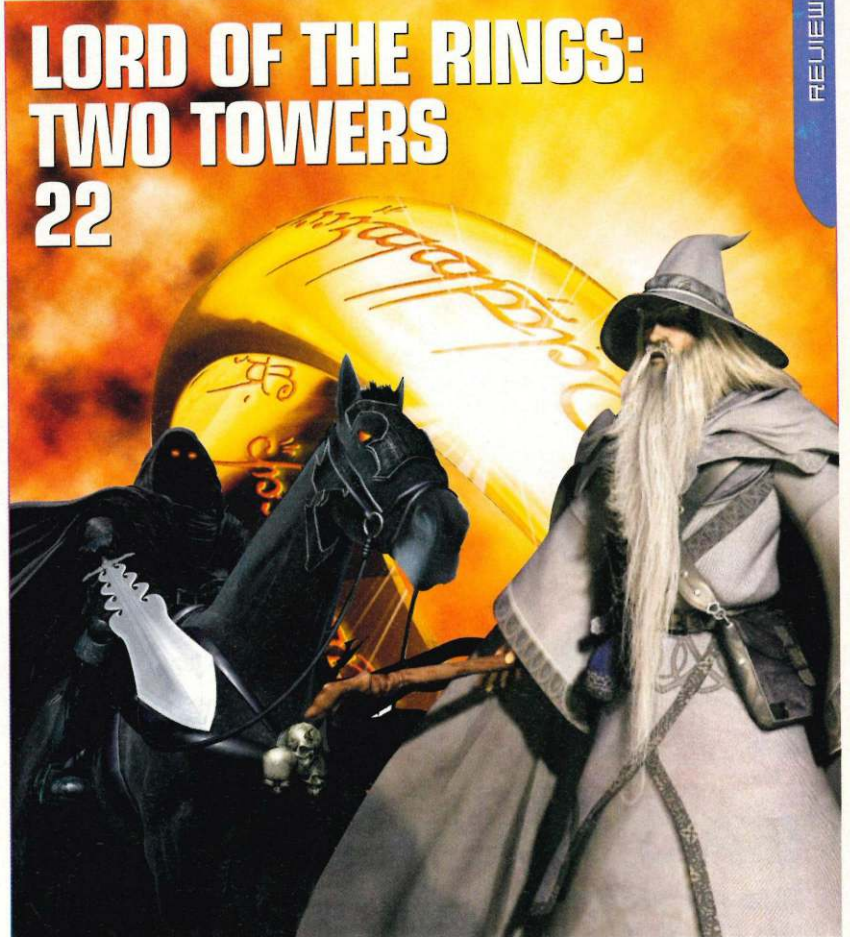



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 MANAGING EDITOR
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STEPH PEAT
 DESIGNER, CUBE
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MARTIN MATHERS
 DEPUTY EDITOR, GAMESTM
 XMAS PRESENT: A nice cake



GBA

ADVANCE NEWS



GBA CHARTS

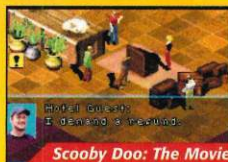
WHAT'S HOT AND SIZZLING COURTESY OF CHART TRACK!

TOP GAME THIS ISSUE!



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A NEW BEGINNING?

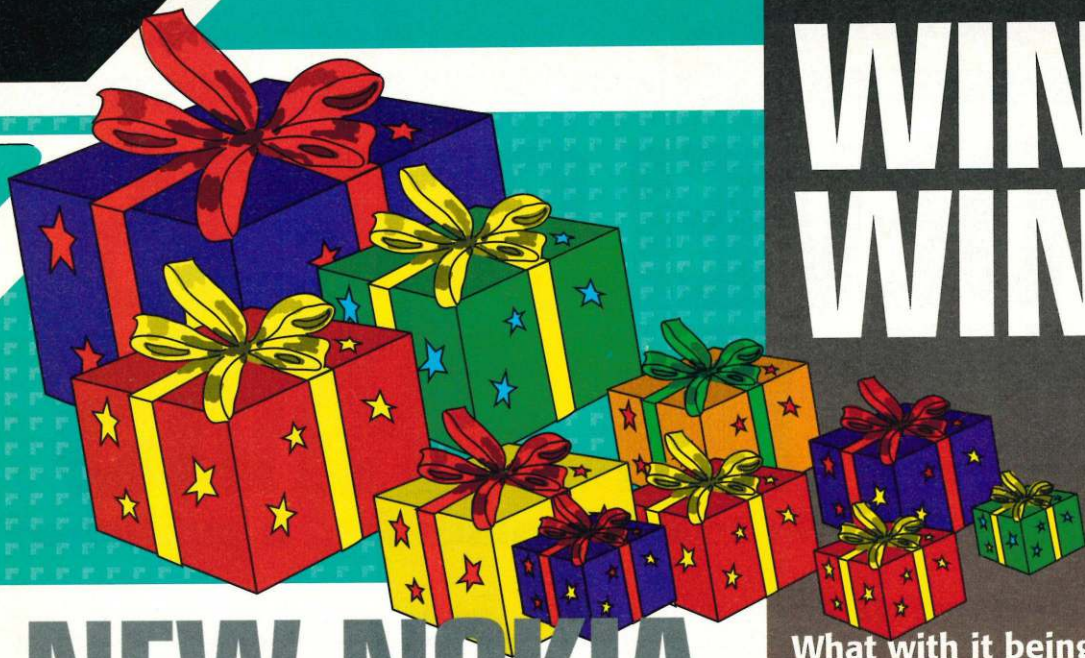
What will 2003 bring for the poor old GBA?

WELL, NINTENDO'S RE-RELEASE of the GBA is bound to bring a few surprises, unless (as is fervently wished) the new model really is just a backlit offering. But one way or the other, there should be some exciting new GBA capabilities blowing our way in the next few months. One of the nicest pieces of equipment we've seen is the new Kemco MP3 player, which allows you to plug into practically any sound source and make MP3s of whatever you want! There's even a microphone, allowing you to turn your GBA into a personal recorder! But no news yet of this coming to the UK.

You can buy it on-line, however, just like the new GBA Mini-Camera, which plugs right into the cartridge slot like the old GBC camera, and allows you to take up to thirty shots on your GBA and transfer them to a PC. As it's not official, none of the fun of the GBC camera has yet been implemented – Nintendo should be working on this now!

The only really exciting official release, though, is the Game Boy Player! Now you can play any Game Boy game – Classic, Color or Advance – on the GameCube thanks to the simplest of add-ons! Plug GBA games directly into the GameCube, and you've practically got yourself a SNES into the bargain. The GBA can also be used as a controller for multiplayer games, but there's sadly no news on any software giving Super Game Boy style options for each play, which is a huge shame. It's also worth mentioning that this add-on is bound to boost GameCube sales, at the expense of the GBA. So only time will tell whether this was as smart a move as it seems.





NEW NOKIA KNICK-KNACKS

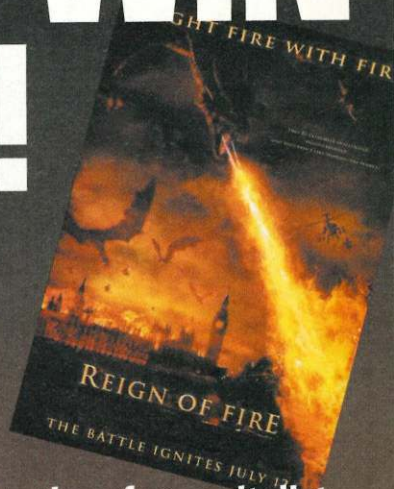
Will mobiles render the GBA useless? Probably not...

...BUT IT CERTAINLY won't be for want of trying. The Finnish phone funsters Nokia, have announced the launch of N-Gage, a brand new mobile games system that owes more than a little to the GBA's design, but will eventually cost just a fraction of the GBA's asking price (at least as far as the games themselves are concerned). Gamers will be able to buy five games on one memory card, which will then allow them to play against up to seven people around the world. It will also be free to play against an opponent within ten yards thanks to a Bluetooth connection that won't rely on the phone lines. No more messing with link-up cables at least! No price has yet been quoted for

the memory cards, but it's rumoured to be a lot lower than £29.99 – and that's for five games! Bearing in mind that companies like Sega are confirmed to be developing titles for the project, coupled with the fact that wireless gaming is expected to generate \$8 billion a year by 2007, N-Gage could well cause even more problems for dear old Ninty. Perhaps they'll soon be reduced to developing games for Nokia.



WIN WIN WIN!



What with it being the time for capitalist consumption, sweets, presents and all that, here's our final Christmas present bonanza! If this does constitute a bonanza...

CHESTNUTS ROASTING

Reign of Fire goodies for your hearth!

WE WERE SO chuffed with the stack of *Reign of Fire* goodies we received from our old chums at Bam! that it's irritating to have to give it all away. Nevertheless, the brainboxes who know the answer to the question below will be proud owners of five exclusive *Reign of Fire* mouse mats, note pads, watches, coaster sets, original soundtrack CDs and, of course, Bam!'s superb games for the GBA and GameCube! For God's sake! Talk about the season of giving! Well, I suppose you must have them. Get your answers to CHESTNUTS ROASTING COMPO 36 before 1 February 2003 though, or there'll be fireworks!

Which of the following shows or films does NOT contain a dragon of any form?

- A REIGN OF FIRE
- B IVOR THE ENGINE
- C BLESS THIS HOUSE
- D THE CLANGERS

POWER TO THE PEOPLE!

THQ bring you pressies galore, God bless them...

WE JUST ABOUT managed to get a few mentions in for the forthcoming THQ *Power Rangers* title *Wild Force*, and a good move it is. Yes, they are still around and clearly every bit as powerful as ever they were! There's even a brand new set of figures for the heroes due out in the New Year, but you'll be able to get your mitts on them straight away, -ish. In fact, good old THQ will go further and throw in a GBA for one lucky bleeder and five copies of the game to boot! Just get this one right, send in your entry to 'POWER TO THE PEOPLE COMPO 36', before 1 February 2003, and you'll be laughing.

Who recorded the song 'Power To The People'?

- A THE POWER RANGERS
- B WOLFIE SMITH
- C JOHN LENNON
- D RINGO STARR



SNOOP

A SMALLER SCOOP OF GBA NEWS!...

THQ'S WILD TIME

Toy Headquarters continue their run of Nickelodeon/Klasky-Csupo cartoon spin-offs this winter with releases for *The Wild Thornberries Movie*, as well as new titles *Fairly Odd Parents* and, a couple of months later, *Spongebob Squarepants* returns! We all know these basically translate into ten-level platformers, but at least the *Wild Thornberries* is offering three different multiplayer games on one cart – now that's got to be worth waiting for!



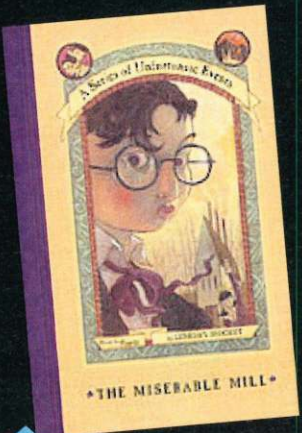
X-CELLENT NEWS!

You can't keep a good mutant down! Not content with releasing the forthcoming *Invincible Iron Man* platformer, Activision have recently released shots for a brand new Wolverine adventure, *Wolverine's Revenge*, which will be released alongside the *X-Men 2* movie. The shots show a predictable beat-'em-up adventure, but the exclusive storyline (revolving around Wolverine's 48-hour mission to find the people that have given him an incurable virus) looks set to more than make up for this.



LEMONY SNICKET AHOY!

Despite Potter's stranglehold over the children's book market, Lemony Snicket (otherwise known as author Daniel Handler) has had enormous success with his 'A Series of Unfortunate Events' series, soon to be made into a movie by Paramount Pictures and Nickelodeon Movies. Activision will in turn be bringing out the videogame versions of the tale of three savvy orphans later in the year, with the GBA version predicted to be out in time for next Christmas.



DEVELOPERS UP IN ARMS

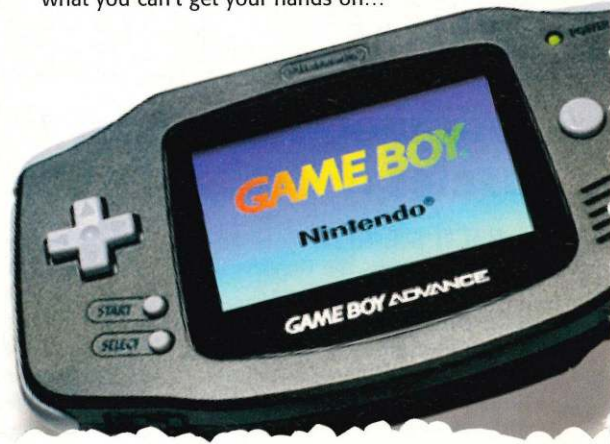
Why can't these GBA games find a publisher?

IS SOMETHING ROTTEN in the world of handheld gaming? In the same month that Nintendo and seven European distributors were fined for maintaining artificially high price differences in Europe, games developers have started kicking up a stink about the difficulty of getting games published at all, unless they happen to have some licence tacked onto them.

Several UK developers have finished GBA titles sitting in their records, refused any release date because of the nasty state of the GBA market which is driven by tie-in licensed games. This in turn puts publishers off picking up any original game, no matter how good it is. "Developers can't get great GBA titles published because publishers and the men in suits are more interested in licences. Of course, this means that an awful lot of quality titles aren't getting published, which seems like a crime to me", an industry insider explained,

"Unfortunately publishers won't take the risk to release non licensed product that they will have to market heavily to gain a return, it's purely financial."

Sadly, this means that you will never even find out about the existence of many games. Among several developers, Bits Studios in particular, have had this problem with both *Wizards* and *Jet Riders* finished, but temporarily shelved. So let's have an exclusive look at what you can't get your hands on...



GAME ON!

Save Money On Your Favourite GBA titles!

With so many games being released on the GBA, it's hard to keep up. That's where TOTAL ADVANCE and those fine people at GAME come in. We've teamed up with them to offer you this lovely £5 off voucher to help you stretch your pennies even further! So, what are you waiting for? Get it cut out and race as fast as your little game-addled legs will carry you to your nearest GAME store!

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3. This voucher is not recoverable and is not exchangeable for cash.
4. This voucher is redeemable against Game Boy Advance games only.
5. Only one voucher may be used per purchase.
6. This voucher cannot be redeemed against a pre-owned purchase.
7. This offer may be withdrawn at any time without prior notice.
8. This voucher is valid until 31 December 2002

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£5

Any GBA game priced £29.99 or over

OFF VOUCHER

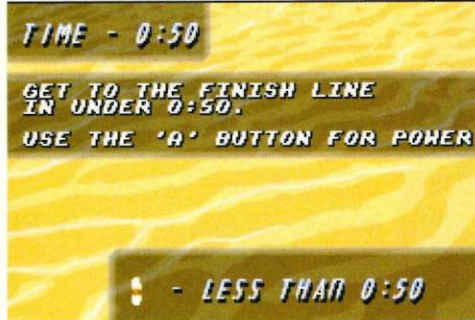


Jet! Wooooh, yeah!

JET RIDERS



Perhaps it would have been easier to make it 'Splash 2: The Game'



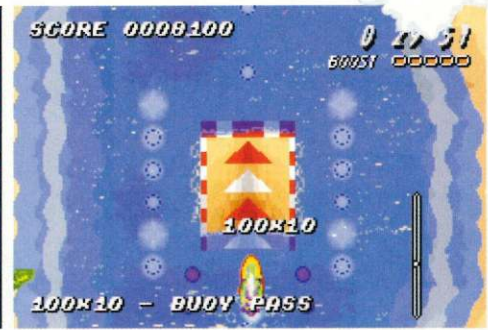
IF YOU'RE EXPECTING *Wave Racers* on your GBA, then you might be a little bit disappointed, but with no good reason. The top-down style shown in *Jet Riders* may be a little low-tech in principle, but it's the way Bits Studios have presented this game that makes it worth a look or ten.

Great graphics and sound effects work together to give a surprisingly realistic effect to every challenge you face here. Parrots circle

overhead, the tide ripples on the shore, and with every twist and turn you can really feel the power of the machine tearing through the water. The floaty water effect is used attractively throughout, even on the menu screens, and it goes without saying that there are plenty of multiplayer options.

Is *Jet Riders* shaping up to be an absolute must-have title? Possibly not, but without a doubt it deserves to be released.

"WITH EVERY TWIST AND TURN YOU CAN REALLY FEEL THE POWER OF THE MACHINE"



TOTAL ADVANCE

INFORMATION

JET RIDERS

PUBLISHER: NONE FOUND

DEVELOPER: BITS STUDIO

PRICE: £29.99 PROBABLY

ORIGIN: UK

PLAYERS: 1-4

PERCENTAGE COMPLETE

RELEASE DATE: WHO KNOWS?

KAYLA DEVLIN

PASSWORD
H48789 . 2P56F2D

PRESS 'SELECT' TO ENTER PASSWORD

STARS ★ 00 / 88

TOTAL ADVANCE

THINKS...

FIRST IMPRESSION

■ It may not be based on an old SNES game, or a blockbuster movie, but *Jet Riders*, if released, would have a unique position on the GBA as the only watersports racer available in the world! Surely that alone should be enough to guarantee it a release some day? If not, there's still the massive amount of challenges, multiplayer options and great presentation to consider. Fingers crossed!

bag up 'n' go



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unzip 'n' play!

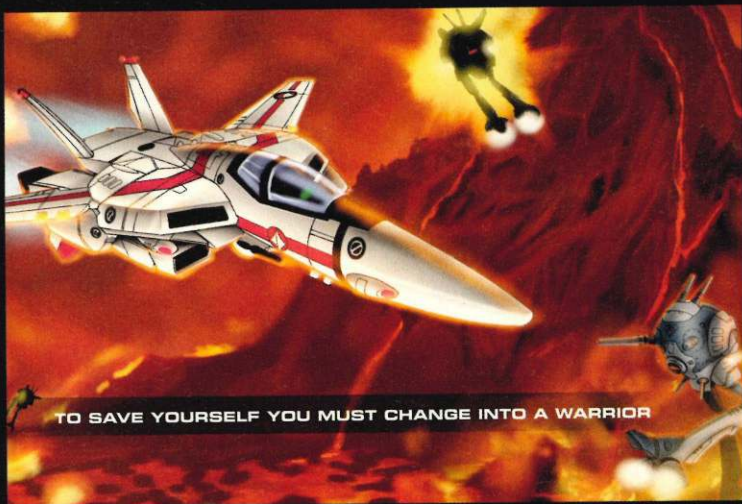
 <p><PlayStation®> Bag with PS Essential insert from £24.95 + P&P</p>	 <p><PSone®> Bag with PS1 Essential insert from £24.95 + P&P</p>	 <p><PlayStation®2> Bag with PS2 Essential insert from £29.95 + P&P</p>	 <p><Gameboy Advance™> Bag with GR Essential insert from £29.95 + P&P</p>
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TO SAVE

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GAME BOY ADVANCE

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Harmony GOLD



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FEATURE

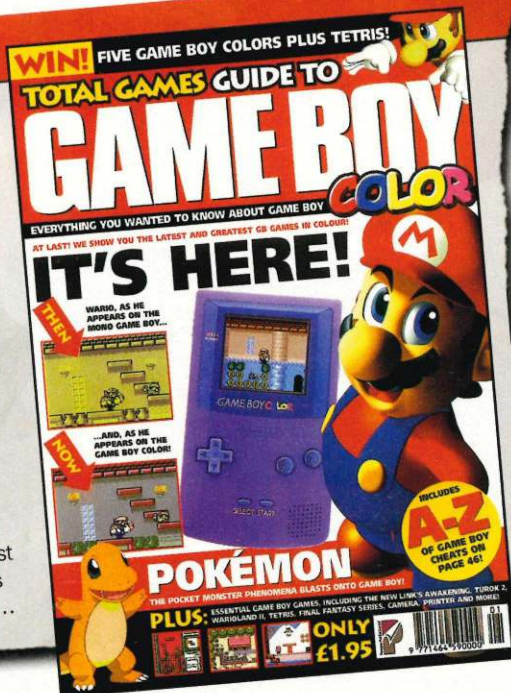
The Spirit of ... GAME BOY past...



I am the Spirit of Game Boy Past! Rise and walk with me through the past four years of hand-held gaming, as charted by my old friends at TOTAL ADVANCE. Okay, just sit there and read this then...

1998

So began the *Total Games Guide To Game Boy Color.* When Nintendo announced the release of their brand new Game Boy Color machine – an update of the nine year old classic gaming brick – back at the end of 1998, we were the first in there to get to grips with the technology and start spreading the word to gaming freaks all over the world. Ah, we can remember it now. The Spice Girls were still together, President Clinton was the most powerful sex machine in the world and mobile phones weighed more than a gram. It seems scarcely believable now, on the brink of 2003, that we could wax lyrical about the things that now generally languish at the bottom of kitchen drawers, but look over at page 19. One of the best games just released is the GBC version of Harry Potter's new adventure. Perhaps the little fellow was ushering in a new world of video gaming after all...





1999

At that time there weren't many games designed specifically for the GBC. It was this year that would see the release of hundreds of amazing new titles, and prove to be the Game Boy Color's greatest year, shifting 300,000 units in December alone. This was the golden period when people were just getting to grips with laughable little things called Pocket Monsters (or something like that) and all the greatest gaming names were appearing in full colour on handheld for the first time (excluding alternatives like the Game Gear, which was already dead by this point, and any other daft handheld efforts that never took off in this country). While the rest of the world was wandering around in combats worrying about the planes falling out of the sky come New Year's Eve, GBC fans were exploring worlds never before seen, or just having a round of *Mario Golf*...

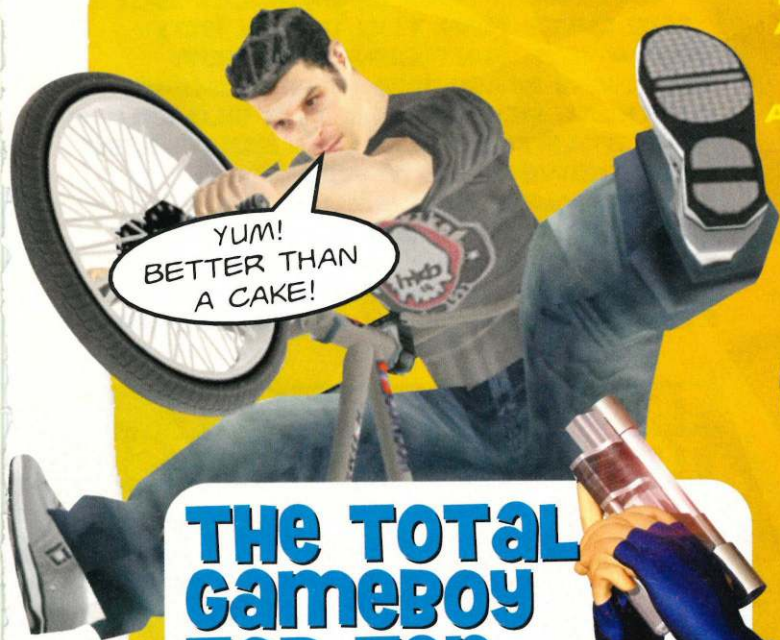


2000

The year that brought us *Big Brother* and *Euro 2000* also had its positive points, with the nail-bleedingly tense *Pokémon Championship*, as well as *Austin Powers*, *Thunderbirds*, *Pokémon Yellow* and *Lara Croft* making the Game Boy Color totally shagadelic. Despite this, it was also *Total Game Boy Color's* painful duty to warn you off stinkers like *Gift*, *Ultimate Fighting Championship* and all those bleedin' platform games, which involved finding red and blue keys. We also kept you up-to-date as the rumours became news stories about the impending Game Boy upgrade, the Game Boy Advance...



'GAME BOY'S WORLD TURNED COLOUR ON NOVEMBER 28, 1998. IT'S A SLIMMER, SLEEKER AND MORE UP-TO-DATE LOOK, A FASHION STATEMENT FOR THE END OF THE DECADE AS MUCH AS A NEW GAMING EXPERIENCE. IT'S DESIGNED TO APPEAL TO BOTH MALE AND FEMALE GAMERS AND MAKES THE DULL GREY GAME BOY LOOK AS SAD AND DATED AS A BROWN AUSTIN ALLEGRO'



THE TOTAL Gameboy TOP TEN HUMDINGERS!

If you see these for a fiver on some magical market stall, get in there!

Harry Potter And The Chamber of Secrets	98%
Legend of Zelda: Oracle of Ages/Seasons	95%
Pokémon Gold/Silver/Crystal	95%
Pokémon Red/Blue/Yellow	95%
Legend of Zelda: Link's Awakening	95%
Mat Hoffman's Pro BMX	95%
Mickey's Racing Adventure	95%
Tomb Raider	95%
Mario Tennis	95%
Mario Golf	95%



TOTAL GAME BOY TEST YOUR COLOR STRENGTH!

GRAPHICS!
We can remember it blindfold! ★★★★★

SOUND!
The fiddler in fine fettle... ★★★★★

PLAYABILITY!
Wonderful happiness! ★★★★★

LASTABILITY!
Haunt us no longer! ★★★★★

OVERALL! %

97

MORE OF GRAVY THAN OF GRAVE ABOUT THIS

Hum Dinger!

ice-mant
buscent
wamp!





FEATURE



2001

The launch of that Game Boy Advance thing saw another evolution, as we became *Total Game Boy* magazine and a whole host of new faces, from renaissance models to quantum-leaping insects, joined the crew. Game Boy Color finally started winding up, but still had classics like *Pokémon Gold* and *Silver* to keep it selling (difficult to believe now that the GBC was only big for a few short years) but we were almost too busy with all-time time great titles like *Mario Kart: Super Circuit* to even notice:

'NINTENDO HAS OFFICIALLY SET THE DATE FOR THE GAME BOY ADVANCE. ANTICIPATION FOR THE NEW MACHINE IS REACHING CRITICAL POINT AND THE RUMOURS ARE STARTING TO FLY ABOUT JUST HOW POWERFUL IT WILL BE... EITHER WAY YOU COULD BE PLAYING POKÉMON IN 3D WHILST ON THE MOVE BY THIS TIME NEXT CHRISTMAS! NOW THAT IS SOMETHING WORTH WAITING FOR!'

THE TOTAL ADVANCE TOP TEN STAR GAMES!

THERE ARE STILL YEARS IN THE OLD BRICK YET, BUT WHAT ARE THE MUST-HAVES SO FAR?

1	Golden Sun	95%
2	Street Fighter Alpha 3	95%
3	Tony Hawk's Pro Skater 4	95%
4	Colin McRae Rally 2	94%
5	Harry Potter & The Chamber of Secrets	94%
6	ISS	94%
7	King of Fighters: Neoblood	94%
8	Mario Kart: Super Circuit	94%
9	Spyro: Season Of Ice	94%
10	Super Streetfighter II Turbo Revival	94%



THE ULTIMATE BOTTOM 10

THE WORST BITS OF PROGRAMMING WE'VE EVER BEEN FORCED TO SIT THROUGH. NO HARD FEELINGS TO THE COMPANIES RESPONSIBLE, BUT STILL... HONESTLY!

-1	Alienators: Evolution Continues	42%
-2	Hot Potato!	42%
-3	Land Before Time	40%
-4	Ultimate Fighting Championship	33%
-5	Spirit: Stallion of the Cimarron	36%
-6	Snow Cross	30%
-7	F18 Thunderstrike	28%
-8	Cruisin' Velocity	13%
-9	Shrek Swamp Kart Speedway	10%
-10	Antz World Sportz	8%



'How do Nintendo do it? This game is the one we've all been waiting for – testing the GBA's capabilities to the absolute limit! In fact, it may all be downhill from here. You'll gasp, you'll shout and you'll throw it across the room on 150cc, you'll do anything but regret that you ever bought this game. It's worth buying the console just to play it! Okay, so the crap GBA screen works against quality racing in the later levels, but this is a new high for handheld gaming and should be in everyone's collection! – Mario Kart review, issue 21



2002

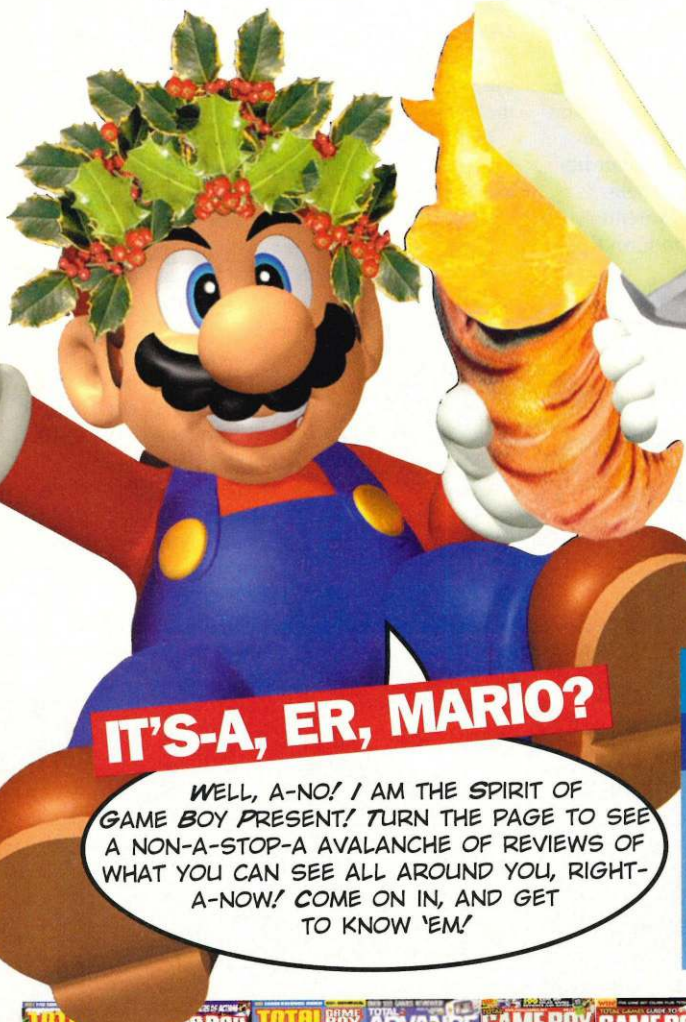
AND SO, all things must have their ending, no matter how premature. The crazy world of *Total Game Boy* was scrapped to make way for *Total Advance*, the sister magazine to *Cube* magazine that you're crying into right now. Just over a year ago we seemed to have no end of rivals in the GBA magazine world, and now there are practically none (and certainly no monthly publications), despite the fact that the GBA has more game releases per month than any other console, and despite Nintendo's recurring claim that the GBA is the fastest selling console ever. So what's gone wrong?

Well, as we've already said, the price of GBA games has to be the real culprit. Only one in 50 games even comes close to earning their price tag. We all know that most of these titles are either old games from the early nineties or ten-level platformers, all of which would make for heavenly playing on the move if the cost was realistic, but (especially when you bear in mind that a lot of GBA gamers don't even own a bigger console, preferring to

save their cash) £29.99 is more than ten pounds out. If you've got the choice between buying the complete *Star Wars Episode 2* DVD for less than 20 quid or buying the 12-level GBA version for thirty quid, which are you going to go for?

No matter what changes to the GBA world 2003 brings, this is the one thing that has to change. Those responsible have got to take on board the fact that, to many people, the GBA is not a console to lavish hundreds of pounds on (GBA games only cost a tenner less than other console titles!) – even twenty pounds is too much to ask for the three or four hours of vague entertainment so many new GBA titles offer. Cut the price, and perhaps it will once again be worthwhile to print a dedicated Game Boy magazine. As it is, the GBA (already treated with disdain by fans of other Next-Gen consoles) is in danger of slipping into relative obscurity and the makers will have brought it upon themselves.

Sorry to all readers who have diligently bought their copy of *Total Advance* over the years – without you we'd have been goners ages ago! Thank you for reading!




IT'S-A, ER, MARIO?

WELL, A-NO! I AM THE SPIRIT OF GAME BOY PRESENT! TURN THE PAGE TO SEE A NON-A-STOP-A AVALANCHE OF REVIEWS OF WHAT YOU CAN SEE ALL AROUND YOU, RIGHT-A-NOW! COME ON IN, AND GET TO KNOW 'EM!

JEM'S TOP 10

AFTER THREE YEAR'S HONOURABLE SERVICE, TA'S DEPUTY EDITOR GETS TO GIVE HIS OWN 'FAVES' A BOOST. SNEER ALL YOU LIKE, HE HAS HIS REASONS!

1	Mario Advance 2: Super Mario Land	(GBA)
2	Looney Tunes Collector: Martian Attack!	(GBC)
3	Pokémon Yellow	(GBC)
4	Spyro: Season Of Flame	(GBA)
5	Harry Potter And The Chamber Of Secrets	(GBC & GBA)
6	Broken Sword: Shadow Of The Templars	(GBA)
7	Scrabble	(GBC)
8	Robocod	(GBC)
9	Sonic Advance	(GBA)
10	Lego Island 2	(GBA)






Once, twice, three times a lady bounty hunter METROID FUSION

STAR
GAME



Nintendo's leading lady returns for one of the best GBA titles around... and it's not even a port of a SNES game!

YES, YOU'VE ALL

heard of Mario (even if you've been living under the proverbial stone since the dawn of time). No doubt you've all heard of Link too – the hero of Hyrule with short legs and a very long sword. But what about Samus Aran, ever heard of her? If not, you shouldn't blame yourself. Although Samus is one of Nintendo's key characters when it comes to game franchises, she hasn't appeared in a game on her own since the days of *Super Metroid* on the SNES. Having had a good old rest though after her last adventure, it's only fitting that the female bounty hunter makes a comeback on Nintendo's new handheld – although it's not in the form that you might have expected.

You see, the big thing about *Metroid Fusion* is that it's a totally new game set in an original location. Considering Nintendo's habit of converting old NES and SNES games onto the GBA rather than creating new versions of them, it's a bit of a shock. Setting itself well after the second extermination of Mother Brain and her evil gang of Space Pirates (don't worry if you missed all that, it's not all that relevant), Samus finds herself back on

planet SR388, the place where the whole *Metroid* saga began. Unfortunately though, things don't go quite according to plan and she ends up being infected by an evil parasite... blah, blah, blah. Taking cues from other story-heavy games like *Metal Gear Solid*, *Metroid Fusion* has a whopper of a plot that runs pretty much all the way through the game, thanks to the rather ominous computer that watches you every move.

Not surprisingly, *Metroid Fusion* is based heavily on *Super Metroid* in terms of graphics and structure – if you've played either *Castlevania* game on the GBA (*Circle Of The Moon* or *Harmony Of Dissonance*), you'll be familiar with the platform-based exploration style almost immediately. Rather than just leaving you to roam free and get totally

lost though – as was the case with *Super Metroid* – it's the guidance of your computer than helps you to see where to go next. Obviously, hard-core fans of the series might balk at the suggestion of being told where to go and claim it makes the game linear, but that's not the case. Obviously, the computer gives suggestions of where you should be

DON'T I KNOW YOU?

Anyone who's played the previous *Metroid* games will most likely recognise a few familiar faces during their adventure (and you have to fight against them as well!).



Another mission, Samus ever... That was the best joke ever printed.

TOTAL
ADVANCE

INFORMATION

METROID FUSION

PUBLISHER: NINTENDO

DEVELOPER: IN HOUSE

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 1

STATS

■ A TOTALLY NEW METROID GAME

■ HOURS OF IN-DEPTH EXPLORATION

■ HUGE AND NASTY BOSSES

■ UPGRADE SAMUS WITH WEAPONS

RELEASE DATE: FEBRUARY '03

OUT ON THE NES IN 1986

SUITS YOU SIR: If you finish *Metroid Prime* on the GameCube and link it to the GBA version, you'll be able to use the Fusion suit in the GC game too.



Samus had just got back from shopping when she realised she'd forgotten Vim.



THIS YEAR'S FASHION

If you look closely at the screenshots around these pages and know a thing or two about Samus Aran, you might notice that she looks a bit different to how she has done in the past. Instead of wearing her regular orange Power Suit, she's now sporting a rather snazzy new blue one. It's not a fashion statement, but rather a result of being infected by the evil X parasites; hence the word Fusion being used in the title of the game. Luckily though, her new look does mean that Samus is now invulnerable to the X parasites so instead of infecting you, collecting them allows you to restore energy and ammunition.

Of course, if you're wearing that new suit where's your old one? Ah, where indeed. Although we don't want to give too much of the plot away, the fact that there's now more than one Samus on board the research station should be enough to get your pulse racing – especially when we say that there's only room for one of you...



"METROID FUSION IS A BIT OF A SHOCK"



heading but you're still free to take Samus wherever her abilities will let her go.

With seven massive areas to explore on board the deserted research station, *Metroid Fusion* is a big game for the GBA; offering around ten hours of play for experts of the series (and much, much



Thanks heavens for big metal blocks hanging from chains, eh?





BACK OF YOUR HAND
 If you ever get lost, you can look at the handy map to see where you've been, where you are and any items that you might have been unable to collect when you first found them.

OPTIONAL EXTRAS

Because of her infection and subsequent recovery, Samus isn't exactly at 100% when the research station goes critical. Unfortunately though, she's the only person in the area who can find out what happened and so in she goes to investigate. Thankfully, there are plenty of opportunities to enhance Samus's abilities through various methods. For example, the computer will often point you in the direction of a Data Room where new skills such as the Charge Beam, Morph Ball and Varia Suit can all be downloaded.

Then there is the Core-X; a collection of rather nasty X parasites that have managed to fuse themselves with a number of Samus's skills and need to be killed before she can claim them back for herself. On top of all these though, there are also a whole stack of hidden Missile, Energy and Power Bomb add-ons that can be collected to boost Samus's powers – however, it's up to your exploration skills if you want to lay your hands on any of them. Not surprisingly, they're vital to your success so you'll have to keep your eyes open for them along the way.



more for first-time players), there's also the incentive of collecting all the hidden power-ups for Samus's Power Suit. What's more, every minute of the adventure is packed with excitement and intrigue as you set out to discover exactly who's behind the mysterious 'accident' that destroyed the station and killed everyone aboard. Finishing the game and getting your final rating is only the first step to finding everything and it's this replay value that'll keep you coming back to *Metroid Fusion* time and time again. Easily one of the best games that Nintendo has produced for the GBA so far, this is a game that no GBA owner should be without... especially if you've got a GameCube as well.

MARTIN



THE MISSING LINK

If you're lucky enough to own a GameCube as well as a Game Boy Advance, then *Metroid Fusion* is the game for you – not only because it's great, but also because it can link-up to your GameCube for additional gameplay. There are two bonuses for you to collect, the better of which can be found by completing *Metroid Fusion* and then linking it up to your GameCube with the GBA/GC Link Cable. By following the instructions on screen, you can hook up your completed game and unlock something very special; the original *Metroid* from the NES! The whole game is there for you to enjoy, which means technically you're getting two games for the price of one. The only catch is that you need to own a copy of *Metroid Prime* for the GameCube before you can access any of these great goodies... and it's not out until March 2003. Bummer, eh?



VERDICT

ONE OF THE BEST ORIGINAL GAMES ON THE GBA YET

METROID FUSION

- VISUALS**
Everything is drawn with astounding definition and is animated to perfection.
- AUDIO**
High-quality sound with speech in places and ambient music to suit every area – just as you'd expect.
- GAMEPLAY**
Once you've started playing, you won't put it down until you're finished... or the batteries run out.
- LIFESPAN**
Playing through it once will take you a while, but getting all the items is something else...
- ORIGINALITY**
It might play like *Super Metroid*, but the story and levels are all brand new, and damn good too.

ALTERNATIVE

CASTLEVANIA: HARMONY OF DISSONANCE

Although these games have very different plots, both share a style of gameplay that makes them perfect complements for one another.



OPINION 90%

HUM-DINGER! There's no arguing with popular opinion, is there? You can see that there are going to be a lot of Star Games this issue, but this one is out right here, right now, and it's one of the few Nintendo titles that's really a credit to the company.

JEM

FINAL SCORE

96%

YOU CAN'T CALL YOURSELF A TRUE FAN OF GAMES IF YOU DON'T OWN THIS.



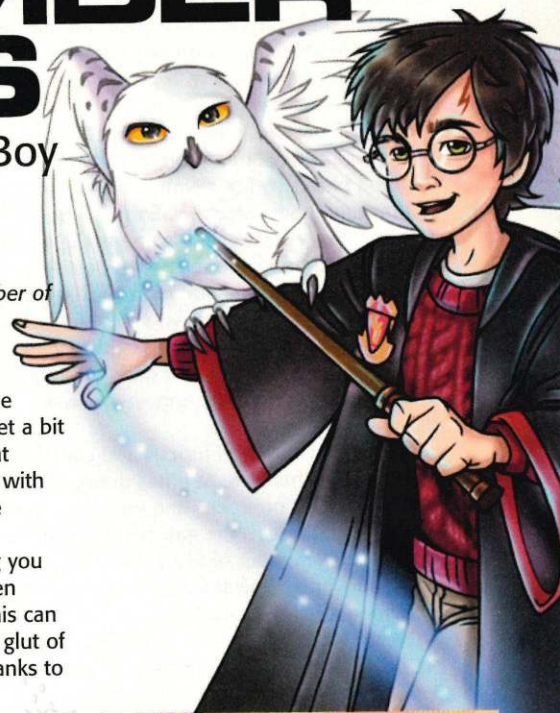


HARRY POTTER & THE CHAMBER OF SECRETS

Four years on, we're still leading with a Game Boy Color Game – and it's a beauty! Forty-seven cheers for Harry!

IT'S IMPOSSIBLE not to feel more than a little proud that this final edition of Total Advance not only still contains reviews of GBC titles, but also the game itself is head and shoulders above its nearest GBA rival – *Harry Potter and the Chamber of Secrets* offers everything that the Game Boy Color first promised all those years ago, and more. For a start, the game follows the book and movie's plot far more closely than any other console version. But as for the action, if you imagine *Pokémon* with a real plot and likeable characters, then this is pretty close to the mark. Harry and pals will improve their strength and magical skills by facing any number of weird beasts in battle, collecting spells and special moves (including superb attacks attained by collecting and link-up trading over 150 Famous Witches and Wizard Cards), which will eventually

help you to solve the Riddle of the *Chamber of Secrets* – remembering to keep those Gryffindor house points up, of course! There are even eight mini-games on the journey, allowing you to take control of the Weasley car, throw gnomes around and get a bit of Quidditch action – all with graphics that revolutionise the way the GBC works and with the highest quality tunes yet heard on the console. All these years of labouring away bringing you news and reviews on GBC games has been worth it after all, when little games like this can be made. This adventure puts the current glut of predictable GBA adventures to shame, thanks to the sheer intelligent depth of gameplay throughout – pure magic!



98%



TOTAL ADVANCE

INFORMATION

HARRY POTTER & THE CHAMBER OF SECRETS

PUBLISHER: EA

DEVELOPER: EA

PRICE: £24.99

ORIGIN: US

PLAYERS: 1

STATS

- IT'S THAT BOY AGAIN
- AMAZING NEW GBC GRAPHICS
- UP TO SIX WIZARD BATTLES
- 150 WIZARD CARDS TO TRADE
- PLOT IS CLOSEST TO THE FILM

RELEASE DATE: OUT NOW

YU-GI-OH: DARK DUEL STORIES

There has never, ever been a game as unremotely dull as *Yu-Gi-Oh: Dark Duel Stories*. What are they feeding the kids of today – that rubbish like this is allowed to splat onto the videogame market? The TV series passes an idle 20 minutes or so, but this game (and also the presumably equally awful GBA title soon to follow) consists of having a deck of cards and playing a cheap version of Top Trumps against some git with spiky hair. Think *Pokémon Trading Card Game* without the exploration, character interaction or well, ANYTHING WHATSOEVER. This cartridge apparently boasts 10,000 game cards. Well, whoop-de-doo. If this is your kind of game, we cannot stress enough how important it is that you get out a bit more, even if it's just to play a real game of cards against real friends. This game now goes straight into the bin. **02%**





It's Worms Jim, but not as we know it

WORMS BLAST

Those pesky worms are back but it's a whole new game

THERE CAN

be few gamers who have not encountered the *Worms* series in some form or another. Starting out as a classic turn-based action game on the PC, the franchise moved onto the PlayStation and other formats, keeping pretty much the same premise – blow the hell out of everyone. A while back, *Worms Pinball* suggested they may be more life in the old series yet and *Worms Blast* does away with the mindless violence and replaces it with puzzle action likely to give *Tetris* sleepless nights.

Worms Blast sees some of Team 17's most lovable characters attempting to clear the screen of coloured blocks by firing similar colours at them and making them disappear. Simple, but like the best puzzlers, effective. The game is slightly trickier than the 'point and shoot' ease of *Bust-A-Move*, the game's closest neighbour. As well as deciding where to fire your cannon, you must also choose how hard to fire it and this can lead to some deadly mistakes at important parts of the game, which are an unwelcome annoyance in an otherwise fun adventure.

The action is fast and furious and contains the classic *Worms* humour. At times during the game, the centre partition opens and you can simply fire your cannon through the gap and quite literally blow your enemy out of the water. This is of course hilarious, provided you are not on the receiving end of the attack!

Overall *Worms Blast* is a decent edition to the puzzle genre and anyone who has ever lost complete afternoons to *Game Boy Tetris* should make some space in their schedules...

KENDALL

"PUZZLE ACTION LIKELY TO GIVE TETRIS SLEEPLESS NIGHTS"

A LA MODE

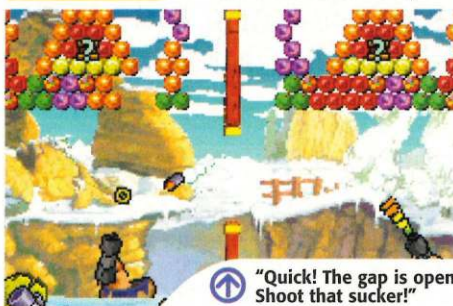
When it comes to puzzle games, it is simplicity that makes them a success. Alas, sometimes this can mean that whilst the multiplayer game may be brilliant, often the single player mode suffers. Not so with *Worms Blast*, there are a load of different ways to play the game. The Puzzle option puts you in different scenarios and you are running against the clock in order to clear the screen in order to collect all of the stars needed to progress. Often this requires you to get the angle of your shot exactly right in order to win – very tricky!

The tournament mode gives you other tasks to carry out, such as hitting targets moving around the screen.

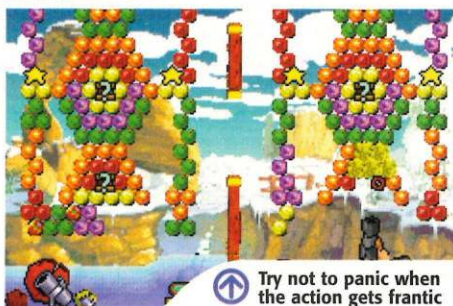
Of course, you can always just stick to the VS game and blast those damn worms...



"Who could those shadows be hiding?"



"Quick! The gap is open! Shoot that sucker!"



"Try not to panic when the action gets frantic"



VERDICT

OLD FAVOURITES RETURN IN AN ADDICTIVE AND FUN PUZZLER.

WORMS BLAST



VISUALS

The game looks great, it's very colourful and the bizarre cast are likely to bring a smile to your face!



AUDIO

Contains a happy-go-lucky Caribbean soundtrack, making you to forget the mania around you.



GAMEPLAY

It may not sound like the most interesting game around, but once you pick it up you'll be hooked.



LIFESPAN

With so many ways to play, you will not be getting bored with this in a hurry!



ORIGINALITY

Borrows from all the best puzzle games and puts the greatest elements together.

ALTERNATIVE

COLUMNS CROWN

The old SEGA classic comes to the GBA with all the playability intact. If you don't remember it the first time, grab a copy now!



OPINION

82%

COMICAL!

I kind of prefer the first version of *Worms* better than this one – more team violence, more action and more characters such as Beatles, Simpsons and Elvis. But the humour is still there, the game is fast and you get to blow each other up! Explosively fun!

SANNA

FINAL SCORE

80%

SIMPLE BUT FUN PUZZLING ACTION – IT MAY NOT BE AS VIOLENT AS OTHER WORMS GAMES BUT IT IS JUST AS ADDICTIVE!

TOTAL ADVANCE

INFORMATION

WORMS BLAST

PUBLISHER: UBISOFT

DEVELOPER: TEAM 17

PRICE: £34.99

ORIGIN: UK

PLAYERS: 1-2

STATS

■ CLASSIC WORMS CHARACTERS

■ TOURNAMENT MODE

■ PUZZLE MODE

■ MULTIPLAYER

RELEASE DATE: OUT NOW

tv to go?



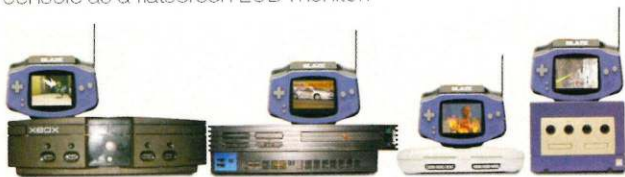

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Bored Of The Rings?

LORD OF THE RINGS: THE TWO TOWERS

The epic movie gets translated to our beloved handheld. Does this do the film justice?



TOTAL
ADVANCE

INFORMATION

L.O.T.R.: TWO TOWERS
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: GRIPTONITE
PRICE: £29.99
ORIGIN: UK
PLAYERS: 1-2

STATS

- FIVE SELECTABLE CHARACTERS
- BASED ON THE HIT MOVIE
- DIFFERENT PATHS THROUGH THE GAME
- MULTIPLAYER MODE
- BATTERY SAVE

RELEASE DATE: OUT NOW

SO YOU'VE READ

the book, you've seen the film (well, you've probably seen it by now) and now, in time honoured fashion, it's time to play the game. Yes indeed, those crafty folk at EA have released this GBA take on the *The Lord Of The Rings: The Two Towers* just in time to coincide with the film (and also the Christmas period). So is this just another cynical cash-in that will rely solely on its licence to sell? The answer to that question is, quite happily, a no. It's not a masterpiece by any means, but this will undoubtedly keep the legions of LOTR fans happy during the Christmas break. Compared to last month's *The Fellowship Of The Ring*, the action is much faster-paced and takes a more arcade-based slant on things. You can choose from one of five characters including Gandalf, Frodo and Aragorn. As you might expect, each of these has their own strengths and weaknesses, as well as a slightly different mission to complete. Perhaps the best way to describe the game is like a variant of the ageing coin-op Gauntlet, with a

dash of RPG tomfoolery thrown in for good measure. The latter element ensures that this is a deeper gaming experience than first impressions suggest. Initially, you spend most of your time running around the fairly detailed locales hacking away at any of the foes you encounter. Combat for the most part involves much hacking and slashing, but after half an hour's play you'll soon discover hidden depths. You see, breaking up the action is the fact that during your quest you can pick up items, including new weapons and armour – choosing which of these to use lends the game a lightweight strategic feel, which is enough to keep you engrossed in what's going on. Visually, the game is something of a mixed bag; the opening introduction sequence is most impressive, but the characters could have benefitted from slightly smoother animation. Fortunately, the backdrops are more than pleasing on the eye and discovering new regions makes your quest that little more satisfying. The sound is reasonable enough and helps generate the

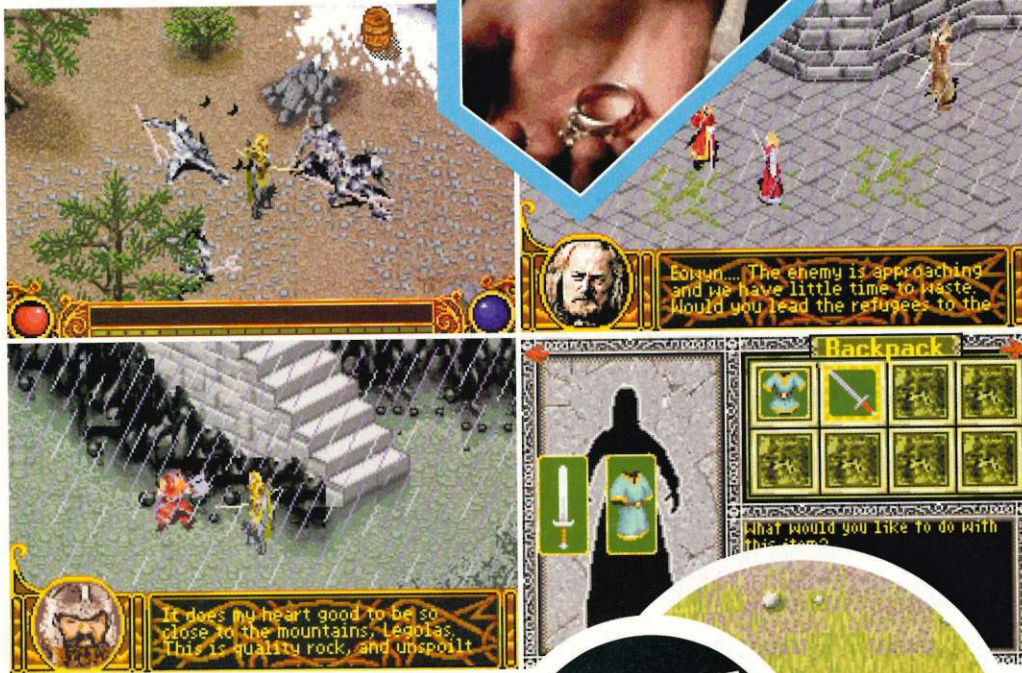


BUNCH OF FIVE

The game allows you to play as one of five different characters from the story, each of which has their own strengths and weaknesses. Aragorn is a good all-rounder, who is a bit tasty when it comes to swordplay. Eowyn may look quite frail but she can hack away with the best of them and is good at magic. Legolas uses his bow to attack foes from afar. Frodo is wee but wiry and can hold his own in the heat of battle. Then finally we have Gandalf – as you might expect, his expertise lies in the field of spell-casting, and believe us when we say that this guy would make Paul Daniels look like a cabaret magician (actually, you don't need Gandalf to do that). What's more, depending on your choice of character the game unfolds in a slightly different manner, although the various stories do intertwine at points. Yet despite all this, the game is still just a little bit lacking in depth and substance.



THE SMALL SCREEN: The game's introduction is particularly impressive for a GBA title, but quite how they managed to cram so much into the cartridge is beyond us



atmosphere during key encounters. We didn't exactly go crazy for Vivendi's *The Fellowship of The Ring*, but having seen both games, we can confirm that this does the epic tale the justice it deserves. Of course, you're probably all going to rush out and buy this regardless, but at least you can take peace of mind in the knowledge that this is a solid little tie-in. Anyway, on that note merry Christmas and a happy New Year!

SIMON

"SO IS THIS JUST ANOTHER CYNICAL CASH-IN THAT WILL RELY SOLELY ON ITS LICENCE TO SELL?"

FIGHT LITE

It pains us to say it, but the combat really can feel like a lightweight exercise in button bashing. Most encounters boil down to you wading in and then hacking away (or shooting, in some instances), until your enemies keel over. Still, eh?



DUNGEONS & DRAGONS: EYE OF THE BEHOLDER

If you've been around the block a few times then you may recall the *Eye Of The Beholder* games from the PC and Amiga era. In their day they were considered to be rather good. Unfortunately (or fortunately, depending on your point of view) this GBA version of the series has progressed little from the original games. It looks rough as hell and lacks anything like the visual polish that we expect from modern GBA titles. However, if you can get past the game's aesthetic shortcomings then what you have here is an enjoyable slice of RPG action that, while limited in certain respects, will keep you glued to your console for a good time. The puzzles are well thought-out, but the combat can be somewhat laborious and, in certain instances, quite boring. If you're willing to invest the time though, *Dungeons & Dragons: The Eye Of The Beholder* provides a satisfying, if slow-paced experience. It's not for everyone, but beneath the rough exterior lurks a decent title. **77%**



VERDICT

⊕ THE MOST INVOLVING INTERPRETATION OF THE BLOCKBUSTER MOVIE

⊕ **L.O.T.R.: TWO TOWERS**

VISUALS
The game doesn't look too bad, but it's far from one of the most attractive games available

AUDIO
One of the game's stronger points. Sadly, the good music isn't backed up by any decent sound effects

GAMEPLAY
The hack-and-slash gameplay gets really boring, but if you're after action, get strapped in!

LIFESPAN
There's a decent-sized quest to get through, only the most determined will get to the end of this one.

ORIGINALITY
This represents more than a rip-off of Gauntlet with a few RPG elements thrown in for good measure

ALTERNATIVE

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Some slow fight sequences spoil the fun, but this has the most plot, being based on the book itself.



OPINION 94%

GOLDEN! I've never been a fan of the Tolkien world, but I think that both LOTR titles have been outstanding in different ways. This adventure does everything you wanted the Star Wars titles to, it's absolutely fantastic!

JEM

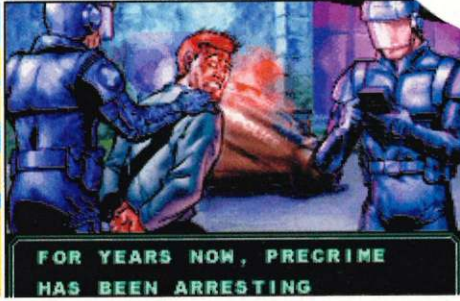
FINAL SCORE

80%

ENTER THIS ACTION-PACKED WORLD OF HAIRY-FOOTED BLOKES AND WEIRD DWARVES RIGHT NOW!



Thank god those punks decided to wear different trousers, or they'd never tell each other apart.



Ello ello ello, what's about to go on here then?

MINORITY REPORT

Phillip K Dick and Steven Spielberg on the Game Boy? Who could have foreseen that?

THE GBA HASN'T offered much in the way of real adult gaming so far – *Broken Sword*, *Ecks Vs Sever* and that's about it. But when it comes to adapting a Steven Spielberg and Philip K. Dick movie, there's no point in making it a cheesy platformer, which is presumably why *Minority Report* has been designed with slick menus and dark and explosive content. You'd be forgiven for thinking a very intelligent adventure is ahead, especially when you play Pre-crime officer John Anderton, charged with

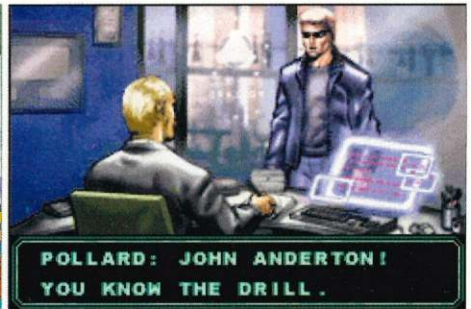
the task of proving that he is not guilty of the murder he's allegedly about to commit. This is a world in which murder has practically been eradicated. But this game asks you to do practically nothing but murder an endless stream of identical citizens.

Let's save you all the suspense and the bother of celebrating a decent grown-up title right now – this is a ten-level fighting game, which could have been based on the *Power Rangers* movie and no questions asked.

The truly pitiful illustrations show that



we're in the semi-movie-based world badly shown in the recent *Planet of the Apes* title, and for all the flashy details, (which are repeated constantly throughout) the game seems to begin on one of the shoddier *Street Fighter* arenas, where you must fight an endless stream of identical hoodlums. Little



TOTAL ADVANCE

INFORMATION

MINORITY REPORT

PUBLISHER: ACTIVISION

DEVELOPER: TORUS GAMES

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

- TEN LEVELS
- BASED ON THE MOVIE

RELEASE DATE: 29 NOVEMBER

A SOUND OF THUNDER

It's actually a few months until the official release of this Bam! movie tie-in, but we couldn't resist getting our percentage in while we could, as we've already played the finished version, and it really does seem to be one of the all-time must have GBA titles. If you read our exclusive preview, then you'll already know that it's based on a forthcoming movie, following the exploits of big game hunter Travis Ryer, faced with the task of saving the whole world from re-evolving into a monstrous nightmare,

thanks to the time-travelling exploits of dinosaur hunters. The 3D world is fantastically designed, with beautiful graphics, superb puzzles, unbelievable fights and the added bonus of differing levels and storylines, depending on the time-waves you face. Add to this brew a complete co-operative link-up mode, four-player mode with one cartridge and all sorts of cool vehicles to take control of, and you have a title that we can only tentatively award... **98%**



DISNEY'S TREASURE PLANET

We really are crowbarring in as many reviews as it's humanly possible in this issue! Not slated for release for many many weeks, Ubi Soft's latest Disney tie-in contains everything we've come to expect from the predictable Disney Interactive. Following the unwisely updated story of futuristic cabin boy Jim Hawkins, this adventure is a rollercoaster ride of misconceptions – you turn it on, and the Password/Options screen immediately tells you it will be cack – then you start the game, and it's a lusciously designed 3D adventure – very impressive! But then you play the game and there isn't a single mind-numbing cliché left out. Just on the first level, you'll be flicking more switches and collecting more bloody colour-coded keys than anyone could stand. Still, fans of the movie with too much money and not too much taste could well be tempted... **72%**



machines shoot electricity at you for no reason. The tune refuses to change from its endless five-note racket – you start to get annoyed.

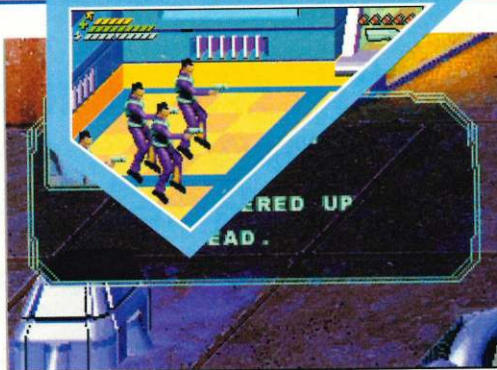
The controls are unbelievably clumsy (you have to take aim with the R button before feebly shooting one of your weapons and also, you have to jump to launch a grenade) and you soon discover it's far more entertaining to just run around, through the next door – otherwise you spend all your time awkwardly fighting the same fight over and over, wandering up blind alleys and getting extremely irritated.

It's a real shame, as the first moments of the game seem so promisingly cool and there's even a handy save option, but it doesn't take long to work out that they've basically reduced an intelligent thriller into a brainless beat-'em-up. Be warned!

JEM



PICK YOUR OWN: The first boss you meet doesn't want to be arrested so he's made seven holograms of himself. Just shoot constantly and you'll win the battle.



When the going gets tough, disguise yourself as Billy Idol, that's bound to work.



Ah, so it's only innocent hobos that shouldn't be killed, I see...



"A TEN-LEVEL PLATFORMER – COULD HAVE BEEN BASED ON THE POWER RANGERS MOVIE AND NO QUESTIONS ASKED"



VERDICT

A BOTCHED ATTEMPT AT ADULT GAMING, CONSIDERING THE MINUTE SIZE OF THE ADVENTURE.

MINORITY REPORT



VISUALS

The overall design is outstandingly cool and the graphics are fine too.



AUDIO

Nice samples, but the tunes get very repetitive. To the point of insanity, that is.



GAMEPLAY

There's precious little brainwork needed – it's just shoot, shoot, shoot. Turn GBA off!



LIFESPAN

Ten levels of much the same action, as far as we can see. And then, oblivion.



ORIGINALITY

It's a bit like *Double Dragon*. And pretty much any other platform/beat-'em-up you could mention.

ALTERNATIVE

E.T. THE EXTRA TERRESTRIAL

Well it's the only other Spielberg title there is, and there's more to do in this game as well.



OPINION 82%

AM I IN THE MINORITY? Because I thought this was sleek all the way through! Okay, so we've seen this style of fighting adventure many times, but this hasn't been badly executed – it's just nothing like the movie, that's all!

SIMON

FINAL SCORE

73%

SLEEK DESIGN, BUT ZERO PLAYABILITY. DOESN'T DESERVE TO SHARE ITS NAME WITH THE FILM.



Bill and Lance are back in action...

CONTRA ADVANCE: THE ALIEN WARS EX

The SNES classic blasts onto the GBA



ANYONE ATTEMPTING to pick out a definitive top ten of SNES titles would have a pretty tough task on their hands. However, you could be sure of the fact that most people would probably include *Contra Spirits* (*Super Probotector* in the UK) on their lists. Now, Konami has treated GBA owners to remake of the game – and a very good remake it is too. The premise is simple: a foul alien force has invaded Earth and it's up to you (and a friend, should you wish) to blast the hell out of these fiends and restore peace to the world. Deep it isn't, but there's no denying that this is one of the most action-packed titles you'll play on the GBA for some time. The six side-scrolling levels are stuffed full of enemies for you to blast through, and the inclusion of various power-ups (including flame-throwers, lasers and spread cannons) ensures that there's always something going on. The stars of the show are

undoubtedly the bosses that crop up at points within the levels. These range from a huge mechanoid skeleton to a massive brain-like foe. Fans of the SNES game may be disappointed to hear that this GBA interpretation does not include the two overhead levels - in their place are two stages ripped from the Mega Drive game *Contra: Hard Corps*, which, to be fair, is no bad thing (the Train level being a welcome addition). Visually, the title does a good imitation of its SNES father. Character animation is fluid, there's no sign of slowdown and the action blazes along at a good pace. In terms of audio the game fares less well – the music is quite poor, but fortunately the sound of gunfire and death cries nullifies this to a degree. If you're after a no-brainer blaster (and there's nothing wrong with no-brainer blasters) then this comes highly recommended.

SIMON

VERDICT

A FINE INTERPRETATION OF THE SNES CLASSIC AND WELL WORTH A LOOK

CONTRA ADVANCE: THE ALIEN WARS EX



VISUALS

Good character animation and no slowdown. Some of the backdrops look a little bland however.



AUDIO

The sound effects are up to scratch, but you'll still be whistling away with the music.



GAMEPLAY

Superb blasting action all the way and some of those bosses will test your combat abilities to the max.



LIFESPAN

It won't take you long to reach the end-of-game boss, but you'll still come back for more afterwards.



ORIGINALITY

Yes it's another SNES port. Hopefully one day, we'll see some more original GBA releases.

ALTERNATIVE

CT SPECIAL FORCES

A fine shoot-'em-up, which will keep fans of the genre blasting away for many an hour. *Contra's* better though.



OPINION CONTRARY WISE... 66%

I can argue with that any day of the week – I'm only glad Simon stayed clear of making this tired old flat adventure a *Star* game! I suppose it's hard to argue with a confirmed retro maniac, but this is uninspiring, boring stuff that should have been left on the shelf. **NICK**

FINAL SCORE

85%

ANOTHER SNES PORT, WHICH STANDS AS ONE OF THE BEST TITLES FOR THE GBA, NOW YOU CAN'T ARGUE WITH THAT

TOTAL ADVANCE

INFORMATION

CONTRA ADVANCE: THE ALIEN WARS EX

PUBLISHER: KONAMI

DEVELOPER: KONAMI

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 1-2

STATS

SIX DIFFERENT STAGES

PASSWORD SYSTEM

LINK-UP OPTION

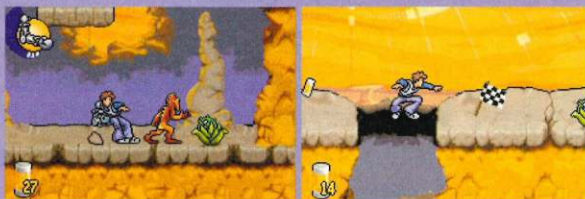
VARIABLE DIFFICULTY SETTINGS

UPDATE OF SNES CLASSIC

RELEASE DATE: OUT NOW

GALIDOR: DEFENDERS OF THE OUTER DIMENSION

We didn't have high hopes for this particular title, but having played the finished product we're happy to confirm that it's a fairly decent example of the action/adventure genre. It's all standard stuff, but the quality of the visuals, sound and gameplay lift it above the sea of mediocre GBA releases on the market. The game's main innovation is the inclusion of power-ups, which grant the central hero new capabilities. Robotic arms can be used to punch through walls (and enemies for that matter), whilst frogs legs (no, really) allow him to jump higher. Nothing really makes the game stand out as being exceptional, but what *Galidor* does, it does well. The quality of character animation impresses and a number of extra play modes bolster the game's longevity. At the end of the day, it isn't going to win any awards, but if you're after a good solid platform/adventure, then this is one of the better examples. It's hardly essential, but should you see it reduced (quite likely, we imagine) then give this a go. **70%**



The coin-op classic gets a makeover...

DEFENDER



Midway proves that you can't improve on perfection, with this dire update of a timeless arcade game

IT SEEMS THAT

hardly a month goes by without some publisher or other trying to dig up an old classic from the past and update it for the new Millennium. More often than not, these 'updates' completely miss the point of what made the original so great, the result typically being a game that appeals to neither fans of the classic game or newcomers alike. Midway's tragic GBA reworking of the 1980 coin-op *Defender* is no exception and proves that they just can't make 'em like they use to. The new game sticks closely enough to the concept of its ageing parent, although it introduces a number of new

ideas, such as a range of ships to choose from (each with different abilities), detailed backdrops and a Campaign mode.

Despite these new inclusions the core gameplay remains largely unchanged. Basically, you fly your fighter over a number of landscapes protecting humanoid characters on the surface from alien invaders. These aliens attempt to pick up the humans and take them to the top of the screen - if successful, they transform into mutant characters that attack without restraint. Visually, GBA *Defender* is passable, but the inclusion of backdrops diminishes from the simplistic purity of the arcade game. A distinct lack of pace (something that made the original so absorbing) also makes the action far less exciting than it should be. Consequently, what you get here is a tedious side-scrolling shoot-'em-up that is likely to leave all but the most undemanding of gamers cold. Ironically, the title's saving grace is the inclusion of a near-perfect port of the coin-op. This plays well, but it simply shows up the new remix for what it is and doesn't justify the purchase of this cartridge. Our advice is to give this one a miss and let the past stay in the past (if you know what we mean).

SIMON



TOTAL ADVANCE

INFORMATION

DEFENDER

PUBLISHER: MIDWAY

DEVELOPER: MIDWAY

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

- UPDATE OF CLASSIC COIN-OP
- TWO-PLAYER LINK-UP MODE
- DIFFERENT SHIPS TO CHOOSE
- INCLUDES CLASSIC DEFENDER PORT
- CAMPAIGN MODE

RELEASE DATE: OUT NOW

INVADER

Way back in the early days of the videogame industry the vertical scrolling shoot-'em-up ruled the arcades. Sadly, it fell from grace with gamers and was all but resigned to the pages of history. That said, every so often somebody tries to bring revitalise the genre, a case in point being this enjoyable (if somewhat lightweight) offering for the GBA. The storyline centres on the usual 'the aliens have invaded your planet and need a good kicking' hokum, but with titles like this it's not the plot but the gameplay that is important. In this respect, *Invader* delivers. Choosing from one of two state-of-the-art fighter craft you (and a mate via link-up) take on wave after wave of nicely detailed alien fighters. Various power-ups abound, which you'll need if you're to stand any chance of defeating the obligatory bosses that guard the end of each stage. If you're after originality, then you'll be disappointed with this. If, on the other hand, you hanker after an enjoyable slice of old school blasting action that looks, sounds and handles well, then you could do a lot worse than *Invader*.

70%



VERDICT

AN EXTREMELY TIRESOME BLASTER AND NO MISTAKE

DEFENDER



VISUALS

Nothing much to write home about. The backdrops make it hard to see what's going on



AUDIO

The sound effects and music are hardly offensive, but just like the rest of the game they're forgettable.



GAMEPLAY

The update lacks the pace and action of the original game; a real missed opportunity in our opinion



LIFESPAN

The Campaign mode will keep you playing for a while - that's if you can tolerate the dull gameplay



ORIGINALITY

This is not exactly what you'd call original. If you're looking for something new, head elsewhere.

ALTERNATIVE

MIDWAY GREATEST HITS

If you want the real thing then this is the package for you. This is old school gaming as it was meant to be.



OPINION

48%

FUTILE!

It's disgraceful, I mean why even bother to create an 'update' of this arcade game? Is Midway really that desperate? The game is slow, boring and insufficient, I'd say. Grab your mobile phone and have more fun with *Space Impact* or something... anything...

SANNA

FINAL SCORE

55%

AN ABSOLUTE WASTE OF A CLASSIC LICENCE, WHICH FAILS TO CAPTURE THE MAGIC OF ANCIENT COIN GUZZLER.

Present

Isn't it Bionic? Don't you think?

BIONICLE 2: MATORAN ADVENTURES

Will it be second time lucky for the sticklebrick-style soldiers?



THE FIRST

Lego Bionicle adventure came in for some pretty heavy stick from us, mainly for aping *Zelda*'s style while having shoddy controls. But this time, although they've opted for a side-scrolling platformer which mainly involves opening doors, (one of our all-time bugbears) it's still surprisingly addictive. There's no real plot to talk of, and the whole *Bionicle* thing is just daft. But somehow the *Matoran Adventures* is bursting with charm. The aim of each level is first to find your pal, and then continue to switch between the two 'bots to trigger switches or smash boulders, open doors and so on, all to find missing artefacts and reach the exit. It sounds dull, yeah? But there are constant upgrades, with your

original Frisbee-style weapon getting more powerful as you explore the well-designed levels. Defeating the main villains, who roll around at top speed, can get tiring, but there are plenty of other baddies too, and you'll be skiing, swimming and smashing yourself silly all the way through. Enough save points are included to stop it getting irritating, and there are even six other characters to collect on the way. But they've always got to ruin it somehow. And in this case, they've done that by only having SIX LEVELS. Six? You'd expect more on the Vic 20! With roughly three hours play on this whole cartridge, the price-tag is simply inexcusable. But never mind, you can also keep an eye out for *Lego Football Mania*, *Island Xtreme Stunts*, and *Galidor*.

JEM



PETE & DUD – THE MATORAN ADVENTURES.

There's something about the coupling of the funny, hunched up Matoran with the silent, imposing Turaga figure that is more than a little reminiscent of the Dagenham philosophers Pete & Dud. The hidden dialogue more than backs this up:

Dud: Oh there you are Pete. What you doing over there?
Pete: I am waiting here in the driving snow, Dud, waiting for you to trigger me into action.
Dud: Oh. Well wait for me, Pete.

Dud: Here, what's that creature, Pete?
Pete: That, Dud, is the web-footed Barking titsy-fly. A very interesting creature.
Dud: I don't like the look of it, Pete. I think I'll wallop it.

Dud: Can you hear something, Pete?
Pete: If you look behind you, Dud, you may notice that there's a very large boulder about to crush us to bloody pieces.
Dud: What do we do, Pete?
Pete: Well it's a tricky situation, Dud. I say we run like the bleedin' clappers.

Pete: Leap, Dud! Leap in the name of Lego!
Dud: I am leaping, Pete!
Pete: You call that leaping? Hopping, that's what that is, Dud.
Dud: Sorry Pete.

Dud: Cor, look at all these!
Pete: They're bonuses, Dud, that's what they are.
Dud: Funny...
Pete: Funny, Dud.
Dud: Very funny, Pete. I just fancy an extra life.
Pete: Well hurry up and grab it, I'm sopping wet.



TOTAL ADVANCE

INFORMATION

LEGO BIONICLE 2: MATORAN ADVENTURES

PUBLISHER: EA

DEVELOPER: LEGO

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1

STATS

■ STARRING LEGO'S HIT CHARACTERS

■ PLAY TWO HEROES

■ SIX FLIPPIN' LEVELS

RELEASE DATE: OUT NOW

VERDICT

⊕ SURPRISINGLY ADDICTIVE ADVENTURE, LET DOWN BY BEING WAY TOO SHORT.

LEGO BIONICLE 2: MATORAN



VISUALS

Very well designed, with great visual effects throughout. It even rains blood!



AUDIO

Nothing special here, all minimalist beats and the occasional robot sound.



GAMEPLAY

It's as unoriginal as hell, but the level and character design somehow make it addictive.



LIFESPAN

It takes less than three hours to complete the game, and then there's absolutely nothing left.



ORIGINALITY

Zero marks here too – it is just flicking switches to open doors after all.

ALTERNATIVE

LEGO ISLAND 2

One of my personal favourite GBA games, an RPG with a sense of humour!



OPINION 60%

STANDARD! No originality here whatsoever – don't really understand what the meaning of all this is – there is no innovation, no plot and with only six levels, you won't be given the chance to enjoy it. I'd rather play real Lego.

SANNA

FINAL SCORE

74%

BEAUTIFULLY DESIGNED, BUT SO SHORT YOU CAN TIME AN EGG BY IT



Bub and Bob are back in action!

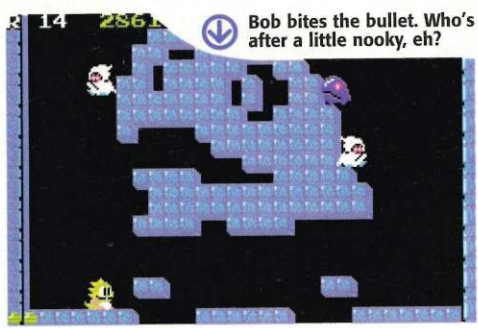
BUBBLE BOBBLE: OLD AND NEW

VERDICT

A CLASSIC GAME THAT DOESN'T NEED THE OPTION OF A MAKEOVER BUT GETS IT ANYWAY.

BUBBLE BOBBLE: OLD AND NEW

- VISUALS**
Best played in 'old' mode and looks just like the original arcade game - i.e. colourful and fun!
- AUDIO**
The tinkly tune from the original plays throughout and somehow manages not to become irritating.
- GAMEPLAY**
You'll play through to the end, and then you'll come back and play it some more - top stuff.
- LIFESPAN**
This is the sort of game you'll be digging out for long train journeys for a long time to come.
- ORIGINALITY**
As a conversion of an old arcade game, hardly original, although the coin-op was at the time.



Bob bites the bullet. Who's after a little nooky, eh?



Bad guys against cute but deremined little dragon

Dragons, damsels, bubbles, beasties and a hundred levels of platform action - what's not to like?

THE VIDEOGAME market seems to be getting as bad as the music industry these days for reproducing old material. It's difficult to open a reviews magazine covering any of the various formats without reading variations on the phrase 'it was an arcade classic, and now it's back!' The GBA seems to have been a particular target for the console grave robbers (or re-animators, if you prefer).

Bubble Bobble is one such title - with not actually bad graphics, just a little simple. The value of this title comes in the form of some simply, yet highly addictive gameplay. You take the role of a small dragon, (or two, if you fancy linking up with a friend) who must make his way through 100 increasingly tricky levels to rescue a couple of damsels in distress. Each level is populated by a variety of nasty creatures, but fortunately they can be despatched by first trapping them in a bubble

(because as everyone knows - dragons blow bubbles) and then bursting said bubble to send them on their way. With each level the 'meanies' get meaner and the levels more complex, while the addition of special bonus bubbles and different power-ups for Bub and Bob (the dragons) enhance the proceedings.

Bubble Bobble: Old And New is basically two games in one - an old, traditional version similiar the original arcade game, and a newer version with different... erm, possibly updated sound effects? While the idea of playing the same game twice might seem an attractive one to some people, there's really little point in the two different modes - particularly since the graphics of the new mode make it more difficult to spot where the enemies are. *Bubble Bobble* is as addictive as it has ever been and for that reason alone this game is a must-buy purchase, regardless of which version you want to play. Buy it now!



TOTAL ADVANCE

INFORMATION

BUBBLE BOBBLE: OLD AND NEW

PUBLISHER: EMPIRE

DEVELOPER: TAITO

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 1-2

STATS

- 100 LEVELS OF ACTION
- MULTIPLE POWER-UPS

RELEASE DATE: DECEMBER



ALTERNATIVE

RAINBOW ISLANDS
Actually the sequel to Bubble Bobble and made for a very nice Game Boy Color game.



OPINION 77%

HUBBA! I'm not going to be the one to gainsay the fact that BB is a classic title. But all I'd say is you're going to have to be a big fan to buy this. I've always found the game action too repetitive to get into, making this a boredom buster at best.

FINAL SCORE

92%

A CLASSIC ARCADE GAME GETS THE CHANCE TO ENTERTAIN A WHOLE NEW AUDIENCE - MAKE SURE THAT YOU DON'T MISS IT!



Acro-bat! Geddit? I should hope so too!



AERO THE ACROBAT

Another phoenix from the flames! Or is it going to be a load of old turkey? Let's give Aero a spin...

TOTAL ADVANCE

INFORMATION

AERO THE ACROBAT

PUBLISHER: METRO 3D

DEVELOPER: SUNSOFT

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ OLD SNES GAME

■ INSTANT SAVE

RELEASE DATE: 2003

RIGHT, LET'S GET

this over with. *Aero The Acrobat* is a very old game, basically an exact cross between *Sonic The Hedgehog* and *James Pond*, end of story. This GBA re-release contains 24 levels, which could be worse, plus extra difficulty challenges once the game is completed. It also looks very nice, and has a couple of surprises on the way. As usual, we have to say that anyone out there even considering spending thirty quid on it should get their brains tested.

And, as we've said a million and seventeen times before, this is a shame, because it plays like a dream. Opening with a strangely *Viz*-style comic book opening, we learn that some nasty bloke has done something nasty with Aero's circus, so he has to save his girlfriend Aerial, or something. Frankly who cares?

The point is, Aero is quite a

challenge to control, with his Sonic-style attacks, and many acrobatic skills; you'll be unicycling along tightropes, shooting yourself out of cannon, diving through flaming hoops and swinging on trapezes over the inevitable stupid spikes – all this in attempts to collect a certain amount of things, or flick a certain amount of switches.

The illusion of occasional originality surfaces with in-between level challenges, but it soon gets incredibly repetitive, and worst of all, the level design is pathetic, forcing you to explore way more than you would ever wish to – either maps or at least long-distance-vision was needed here.

Still, Aero had his fans this time last decade, and the game would deserve to be played all over again for the fine sum of about ten quid. We'll be glad never to have to say all this ever again.

JEM

VERDICT

A CLEVER, ATTRACTIVE AND ALMOST FUN PLATFORMER, IDEAL FOR RICH, NOSTALGIC GAMERS.

AERO THE ACROBAT



VISUALS

Superb character animation, detail and luscious design, though it does get repetitive



AUDIO

Nice circus-styled tunes, with options, and fair-do's SFX



GAMEPLAY

Gets totally irritating very quickly – it's all been done many times before



LIFESPAN

Twenty-four levels is better than some platformers, plus extra difficulty levels. Not much!



ORIGINALITY

Minus forty seven million on this score, as should be perfectly obvious by now.

ALTERNATIVE

SONIC ADVANCE

Good old blue-face will always beat these cheap old imitators, especially thanks to the extras.



OPINION

70%

SWINGING!

No. You're joking, right? I remember when this was out first time round. And it wasn't a *big* title like, you know, *Sonic* or something. This just smacks of laziness. It's an okay game but I'm not forking out £30 for it.

CHARLOTTE

FINAL SCORE

78%

SURPRISING FUN TO FILL A DULL HALF HOUR OR SO. WHAT DO YOU MEAN IT'S NOT FREE? SWIZZ!

AT THE TRAVELLING CIRCUS WHICH WAS IN TOWN, THE STAR PERFORMER AERO WAS JUST ABOUT TO PERFORM HIS DEATH-DEFYING ACT WHEN...



DISNEY'S KIM POSSIBLE

Disney Interactive will soon strike again, with another platformer that opens with the choice of 'Start Game/Password/Options', and then goes on to contain a dozen or so levels of exactly the same platform fayre as before, with the option to collect tiny videos and all that. This time it's in the name of Kim Possible, Disney's new sassy young supergirl who has her own TV show, but is apparently not worthy of a new idea for a video game. To be honest, we don't know how Digital Eclipse keep getting away with it.

38%





No boards or bikes required for this extreme sports title!

AGGRESSIVE INLINE



GOING DIZZY
All the street lamps and high rails are just perfect for some gymnastics. In aggressive inline you can grab hold of any of these poles and use them to spin round and round until you get dizzy.

Street skating has become very popular around the globe since the introduction of Inline skates and now you can compete without breaking any bones.

TOTAL ADVANCE

INFORMATION

AGGRESSIVE INLINE

PUBLISHER: ACCLAIM

DEVELOPER: FULLFAT

PRICE: £24.99

ORIGIN: US

PLAYERS: 1-2

STATS

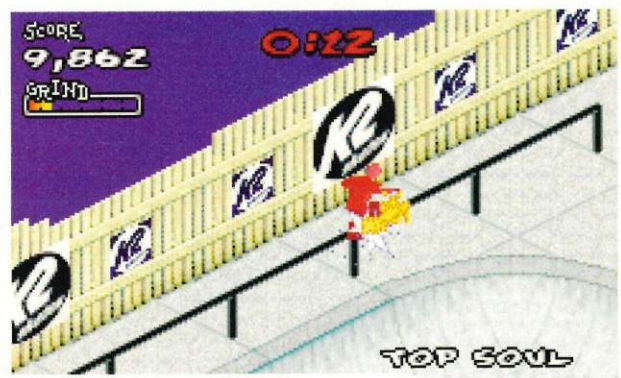
- LOADS OF PRO SKATERS
- TONS OF COOL TRICKS
- PLENTY OF EASY CHALLENGES
- MULTIPLAYER GAMES
- SIMPLE CONTROLS

RELEASE DATE: OUT NOW

A FEW MONTHS ago when *Aggressive Inline* arrived on the PS2, it was a huge success offering extreme sports fans a game, which incorporated loads of the old style with a number of new ideas. The easy gameplay and simple tasks made for great entertainment and now, a handheld version has been produced for the GBA. This is not just a straight conversion as the levels have slightly been shrunk and the objectives are listed at the beginning of each area, making the game easier to pick up and play. The graphics are smooth with a full 3D feel, just like *Tony Hawk's Pro Skater* and loads of tricks and stunts have been included to give the game that element of style. Along with the action, there is a full groovy soundtrack to listen to including some awesome drum and bass on the intros, but also heavy rock tunes to skate to. The game is still simple to play and after a few short goes, most gamers will find the controls easy. *Aggressive Inline* has a few really nice touches that make it different from the classic *Tony Hawk's Pro Skater* series including the ability to spin round and round like a gymnast anywhere you find a high rail or street light. In this way, you'll be able to get some height from your jumps and with loads of simple tricks, you will soon find yourself building up a huge score. For the first time ever, there is a worthy alternative to *Tony Hawk's Pro Skater*. Buy it and you will not be disappointed.

TOO MUCH AGGRESSION

Noting the style of the game along with smooth graphics and fun tricks throughout, we were a little confused as to why the game has been called *Aggressive Inline*. There is not even the slightest aggressiveness about this game and in fact we thought it was extremely nice. Does violence still sell these days? You won't find any punches or nastiness in this title anywhere, but then it wouldn't look as good if it had been called *Passive Inline* or *Ice Skates with wheels*!



You can skate just as well forwards as backwards and still pull off some amazing stunts!

VERDICT

EXTREME SPORTS FUN WITH PLENTY OF STYLE AND FULL 3D GAME AREAS

AGGRESSIVE INLINE

VISUALS
The levels are brightly coloured and full of well-rendered obstacles to skate on, or around.

AUDIO
The tunes are just top with a mixture of banging beats and heavy guitar to skate around to.

GAMEPLAY
Extremely easy to pick up and play with loads of cool tricks with the touch of a button.

LIFESPAN
Loads of challenges and levels to skate around, plus a very entertaining multiplayer game.

ORIGINALITY
Similar style game to *Tony Hawk's Pro Skater*, but with enough additions to make it completely new. Great Idea!

ALTERNATIVE

TONY HAWK'S PRO SKATER 4
Quite simply one of the best skateboarding games ever available on the GBA. Once you jump, you can't stop!



OPINION 90%

SUPERB!
"This is a 'must to have' game for all the extreme sports fanatics out there. It's got everything, good graphics, easy gameplay with loads of challenges. Without no doubt, one of my favourites, (apart from *Kelly Slater's Pro Surfer*) but hey, what can I say? I'm a dedicated surfer!"

FINAL SCORE

92%

FANTASTIC FUN WITH SIMPLE GAMEPLAY AND LOADS OF FUN CHALLENGES FOR YOU TO COMPLETE. THE SOUNDTRACK IS JUST AWESOME!



Football's coming home!



FIFA 2003

The beautiful game is back, but are you ready to take on the best teams in Europe?



FIFA HAS LONG

been the most famous football game since its debut back in 1995 on the MegaDrive, and it's still one of the best-selling sports games on any format. The concepts behind the first ever FIFA game are still present and all the elements you would expect are here.

Every team you could wish for is included and they all have a full squad of players (with their real names and everything). There are several gameplay modes to enjoy including a full league season or a chance to play against the best teams in Europe in the Champions League.

The gameplay is simple to follow and all the sprites are clearly visible – even when trying to perform a diving header or bicycle kick. All the teams wear their normal club colours and these too can be clearly distinguished against the pitch.

When playing it soon becomes apparent that a good deal of time has been spent making the game fluid - 'liquid football' is perhaps the best expression to use. The passing is slick and direct, making it easy to play your way down the pitch and, when shooting, the D-pad can be used to bend the ball and fox the keeper.

Free kicks and corners are also fairly simple to master and soon you'll be scoring goals from all angles and defeating even the best teams in the world.

Where FIFA 2003 really steps into gear is when using a link cable to play against friends. It's infinitely playable and the competition is fantastic. Football is coming home to the GBA and this is a definite contender for the title.

VERDICT



QUICK AND RESPONSIVE FOOTBALL GAME FROM THE MASTERS OF SPORTS GAMES.

FIFA 2003



VISUALS

The graphics and sprites are easy to see. Good colour definition makes it easy to identify teams.



AUDIO

Real-life crowd noise throughout the game and a nice bouncy tune for the menus.



GAMEPLAY

It's fast, responsive and incredibly easy to master. Maybe just a little too easy if we're being honest!



LIFESPAN

As a single player game a season may be enough, but as a multi-player game it could last for ages!



ORIGINALITY

Nothing original about this title, but you know exactly what to expect by now.

ALTERNATIVE

ISS

Yet another very strong contender for the title of 'best football game ever'. An absolute must for fans of the best sport in the world!



RUSS

BACK OF THE NET!

85%

You'd have thought a football game on the GBA would have such tiny sprites it would unplayable. But EA have just proved you wrong with this wonderfully detailed and authentic kick-em-up. Now you can beat Man Utd in miniature!

CHARLOTTE

FINAL SCORE

89%

A GOOD, FUN FOOTBALL GAME THAT HAS JUST ABOUT EVERYTHING YOU COULD WISH FOR.

TOTAL ADVANCE

INFORMATION

FIFA 2003

PUBLISHER: EA SPORTS

DEVELOPER: IN-HOUSE

PRICE: £24.99

ORIGIN: UK

PLAYERS: 1-2

STATS

■ LIVE CROWD NOISE AS YOU PLAY

■ QUICK, RESPONSIVE CONTROLS

■ REAL PLAYER NAMES

■ PLAY AGAINST THE BEST TEAMS

■ LINK-UP PLAY AGAINST MATES

RELEASE DATE: OUT NOW

DISNEY SOCCER

Mickey and his magical friends are everywhere on the GBA at the moment and are trying their hands at almost every sport imaginable. In this title the Disney gang take to the pitch for a jolly old game of football with a number of magical additions to make the game a bit more exciting.

Graphically the game is very impressive and all of your Disney favourites take to the pitch to compete. There are several different gameplay modes to enjoy including a league season and special tournaments.

Once again, special power-ups can be collected to give your team the edge and multiplayer fun can be had with up to four of your friends. This is a good fun footy game that's easy to play and easy to understand. 80%



Let the battle commence!



⬆️ "Ooh, a giant orange. Brilliant!"



⬆️ Joe resists the urge to sit down and watch Neighbours

TOTAL ADVANCE

⊕ INFORMATION

CAR BATTLER JOE

PUBLISHER: NATSUME

DEVELOPER: ANCIENT

PRICE: £29.99

ORIGIN: UK

PLAYERS: 4

⊕ STATS

- UP GRADE YOUR CAR
- FOUR PLAYER LINK UP

RELEASE DATE: DECEMBER 2002

CAR BATTLER JOE

RPG meets driving game meets fighting game? It's a crazy idea – but it might just work...

A COMPANY such as Natsume is not afraid to innovate a little when it comes to gaming – a great example is the bizarre but brilliant *Harvest Moon* – and in *Car Battler Joe*, it seems we have a similarly original and innovative title for the GBA.

Trying to describe this game is by no means easy, but if you can imagine *Pokémon* with cars instead of monsters, then you won't be a million miles away. The player assumes the role of Joe, a carrot-haired chap who wants to follow in his father's footsteps and become a great road warrior. Pika pika!

By completing missions in the form of jobs for the local folk, exploring the countryside and picking up other people's scrap (well, if they will leave it lying around), you can improve the quality of your fighting car. This is vitally important, as you'll be entering the car in championships where you must fight against other road warriors in an all-out bash-fest – and between championships, the missions you undertake will become easier if you have a faster car with better weapons.

Upgrading your vehicle is therefore a big part of the game and you can scour the countryside for parts or buy them with the money you earn from completing missions. Unfortunately, finding the best configuration for your car can sometimes be a little bit confusing and the process is often occasionally hit and miss affair. It isn't always clear which bits are best to use, so it is sometimes possible to spend too much time taking bits back to your garage only for them to prove worthless.

However, there is plenty here to justify a purchase. Aside from the gorgeous graphics that wouldn't look out of place on a much more powerful machine, the sound is impressive and there is a huge challenge in completing the game. Carrying out the various sub-quests will take absolutely ages and there are so many different ways to customise your car that the game keeps on drawing you back for one more go – plus the game has a four-player link-up option for some multiplayer combat!

In a market where so many games seem based on the same set of ideas, *Gun Battler Joe* is a real breath of fresh air. Highly recommended.

KAREN

VERDICT

⊕ IS IT A DRIVING GAME? IS IT AN ADVENTURE GAME? WHO CARES – IT'S A GREAT GAME!

⊕ CAR BATTLER JOE



VISUALS

The graphics look superb, although when driving and in combat, the visuals aren't so spectacular.



AUDIO

Great sound effects and the tinkly ambient soundtrack gives the game a nice atmosphere.



GAMEPLAY

A great combination of adventuring and driving combat – something for everyone!



LIFESPAN

There's plenty to do – you'll keep on upgrading your car and garage to get better and better!



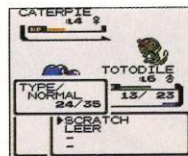
ORIGINALITY

The combination of several game genres makes for a unique gameplay experience.

ALTERNATIVE

POKÉMON CRYSTAL (GBC)

If RPGs are your cup of tea, the adventures of Ash Ketchum and his monster mates are essential.



OPINION 70%

BRARRRUM!

Karen's right, bar the obvious Pokémon connections, this is a breath of fresh air – but not too fun to play. The racing sections are as dull as anything gets on the GBA, and if I see one more spiky haired freak on the Game Boy I'll kill something.

JEM

FINAL SCORE

87%

AN ORIGINAL AND UNUSUAL GAME WITH GREAT CHALLENGES THAT WILL KEEP YOU PLAYING ON AND ON. THE CAR'S THE STAR!

JOE SOMEBODY

You take the role of Joe, a budding young driver who has inherited his excellent driving skills from his father, who has mysteriously disappeared. He's not going to discover what's happened by lying about in bed though...



The miracle boy is back!

DAVE MIRRA FREESTYLE BMX 3

We're told to get on our bikes yet again – but could this be the last time?



BMX RIDING WAS

a huge craze when we were young and now everyone's doing it again. The arrival of the X Games and Gravity Games has seen even more interest in the sport and Dave Mirra is one of the best-known personalities on the circuit. His latest game on the GBA is an absolute masterpiece and totally unlike other BMX games we have encountered to date.

To start with, the action is now completely 3D and you are able to ride your bike in any direction around the ramp-littered arenas, rather than just side-to-side. This makes the game more like *Tony Hawk's Pro Skater* and, with the huge amount of tricks and grinds at your fingertips, you'll be impressed by how fun a BMX extreme sports game can be.

To add to the free-roaming riding, the graphics are fantastic. The scenery around the levels is extremely detailed and all the shading is immaculate. Another major plus is the music – the soundtrack has rock hits from the charts blasting out as you ride. The tunes sound so good it's hard to believe that it's all packed into a tiny GBA cartridge. The action is easy to control and you can choose to be one of many pro-riders. Each character has special moves and all of these are very easy to pull off with simple button combinations.

This is by far the most impressive extreme sports game that we have played on the GBA. It truly is a remarkable piece of handheld programming and an absolute must for your collection!

RUSS



SOUNDS GOOD!

The soundtrack for *Dave Mirra 3* is a veritable fest of modern rock with bands such as Green Day, Saliva, Ten Foot Pole, New Found Glory and Sludgefeast providing the tunes. The music is just awesome and goes extremely well with the on-screen action. It's absolutely incredible that all this has squeezed onto the tiny GBA cartridge and left room for an amazingly playable game at the same time. Rock on, dudes!



VERDICT

BMX EXTREME SPORTS ACTION WITH FREE MOVEMENT AROUND MASSIVE 3D ARENAS.

DAVE MIRRA FREESTYLE BMX 3



VISUALS

The graphics are sensational and the riders look amazing. The areas are well detailed and enormous.



AUDIO

Rock soundtrack with loads of clearly recognisable hits. A great achievement.



GAMEPLAY

Very easy to control with loads of challenges. It's basically *Tony Hawk's Pro Skater* on bikes!



LIFESPAN

Loads of levels and characters to play means you'll get hours and hours of fun from this cartridge.



ORIGINALITY

We've seen a number of extreme sports games on the GBA, but very few can match this!

ALTERNATIVE

TONY HAWK'S PRO SKATER 4

Another brilliant addition to the *Tony Hawk* series of games with loads of tricks and challenges to test your skills.



OPINION

RADICAL! 89%

Now I can see what all the baggy-trousered fuss was all about – this BMX lark is really rather good. Incredible graphics, an awesome soundtrack and, most importantly, plenty of freedom to ride around make this an essential purchase. Gnarly, apparently.

CHARLOTTE

FINAL SCORE

96%

THIS IS PROBABLY THE BEST EXTREME SPORTS GAME ON THE GBA. WELL WORTH SPENDING YOUR CASH ON.



TOTAL ADVANCE

INFORMATION

DAVE MIRRA FREESTYLE BMX 3

PUBLISHER: ACCLAIM

DEVELOPER: FULL FAT

PRICE: £24.99

ORIGIN: USA

PLAYERS: 1-2

STATS

- LOADS OF PRO RIDERS
- VARIED CHALLENGES FOR ALL
- NEW BIKES CAN BE BOUGHT
- 3D ARENAS
- UNIQUE TRICKS AND GRINDS

RELEASE DATE: OUT NOW



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Fight! Because I said so!

MORTAL KOMBAT: DEADLY ALLIANCE



Proof that the GBA is capable of being classed as a 'Next Generation Console' at last!

THERE'S NO DENYING

that recent beat-'em-up offerings have done pretty well out of us, but this fighter is really going to take the ginger nut. There have only ever been two or, at the most, three must-have beat-'em-up franchises, and either way, *Mortal Kombat* is one of them. The first *MK* offering didn't exactly send us sprawling to the floor with excitement. But this time, with the deadly alliance of Shang Tsung and Quan Chi to defeat and 12 superbly animated characters to choose, we've been floored.

Mortal Kombat: Deadly Alliance is a whole new deal. Launched alongside the other console versions, (without the addition of a patronising 'Jr

or 'Mini' to the title) this is a handheld fighter for serious fans of mutilation, and it pushes the GBA's capabilities more than any other fighting title so far.

The Koins system is a great feature, allowing you to tot up points that will unlock a dizzying amount of secrets, from crucial new moves to entire hidden players. And all the old warriors are on duty in only slightly dodgy 3D, with some really engaging effects, and all the gore you're really after (though not enough to earn an 18 rating, obviously). The new arenas also deserve a mention, and the shots cannot do justice to hell-holes like the Acid Bath.

No arsing around with saves this time - *MK:DA* creates an entire profile for your mission, and it's going to take so much ferocious button-punching to open up every hideous secret lurking inside. You've got to buy this - it's the scrapper messiah.

JEM



ROCKY

Of course, for a different kind of tournament, you could try reliving the professional career of Mr Rocky Balboa, thanks to the folks at Rage. And it's quite an impressive career too, with the right soundtrack and movie effects throughout, plus some seriously vicious bouts of momentous boxing to get through. Some of the graphics are a bit, well, SNES-ish, but still, beat-'em-ups with cinematic aspirations make a nice change.

88%



LEGENDS OF WRESTLING 2

Sadly, the last new fighter we get our mawlers on turns out to be a little frustrating. *Legends Of Wrestling* foolishly centres on the ridiculous figure of Hulk Hogan, despite the fact that hidden among the game's impressive 40 greasy grapplers are - wait for it - Big Daddy, Giant Haystacks and André the Giant! Superb move, but the game itself isn't terribly fun to play, unfortunately. It's all a little bit fiddly, and you can easily complete the tournament by continually pressing A to slap your opponent into submission. Still, once we get the hidden characters out in that ring this will be a must-have old-school favourite.

83%



TOTAL ADVANCE

INFORMATION

MORTAL KOMBAT: DEADLY ALLIANCE

PUBLISHER: MIDWAY

DEVELOPER: IN-HOUSE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1-4

STATS

AMAZING GRAPHICS

NEW CHARACTERS

RELEASE DATE: 2003



VERDICT

YET ANOTHER TRULY AWESOME BEAT-'EM-UP - BUT THIS ONE'S GOT THE MOST BLOOD! MUST HAVE.

MORTAL KOMBAT DEADLY ALLIANCE



VISUALS

Not big on details, but the overall effect is stunning. A triumph.



AUDIO

Hmm. Some samples are going to get very annoying very quickly. Bit of a letdown.



GAMEPLAY

As good as ever it's been, and they've certainly not skimped on the extras!



LIFESPAN

This cart could become one of the cornerstones of your GBA collection.



ORIGINALITY

Some of the innovations made here with handheld fighting are amazing features.

ALTERNATIVE

TEKKEN ADVANCE

One of the best 3D effect 'serious' fighting games, finally superceded!



OPINION

95%

COME ON, THEN!

Ooh, now I like this. There's nothing like a spot of *Mortal Kombat* for channeling some aggression - and now you can carry it around with you. It looks great and it plays wonderfully.

CHARLOTTE

FINAL SCORE

97%

DROP-DEAD AMAZING!
TOP THIS, TEKKEN!

Woh-oh-oh... you're in the army now!

ARMY MEN: TURF WAR

Say what you like about the Army Men games from the 3DO – they're certainly persistent!



Halfway across, Private Green started to regret not eating his Weetabix that morning



"Eat rocket, you Tan bast... er, bastions of evilness! And don't come back"

TOTAL ADVANCE

INFORMATION

ARMY MEN: TURF WARS

PUBLISHER: 3DO

DEVELOPER: MOBIUS

PRICE: £29.99

ORIGIN: US

PLAYERS: 1-4

STATS

2 VEHICLES

4 DIFFERENT WEAPONS

RELEASE DATE: OUT NOW

THE LATEST

GBA offering from the 3DO stable is *Army Men: Turf War* – it puts you in the shoes of a new recruit to the Green army setting out to single-handedly take on the evil Tan forces. This means wading through eight levels of bunkers, tanks, gun towers and little plastic soldiers, shooting, blasting or melting (toy soldiers are particularly averse to flame-throwers, being made of plastic as they are) all who stand in your way.

Someone has obviously tried very hard to develop a decent game around the *Army Men* franchise – your character is very versatile – he's able to run, jump, roll, crawl, climb, swing on ropes and drive vehicles – and there's a lot going on in the levels, which play a lot like a 3D version of the classic arcade title *Commando*. But... (you knew there had to be a but) there are problems.

The first and most important is the whole design of the game. Everything is based on an isometric layout, which means you're always moving on diagonals. So to move in any direction, you have to push the D-pad in two directions at once – up and left, up and right, etc. The problem is that the GBA D-pad is not designed for this movement and it's all too easy to end up pointing the wrong way. This can result in you falling off ropes or throwing your grenades in the wrong direction, which is extremely frustrating. The other problem is that the GBA screen really isn't designed for this kind of game – the characters are incredibly small and it's kind of like watching little yellow and green ants wandering around. Surely, it can't be good for your eyes?

On a home console, this game might do well, but it's just not suited to a handheld, even with the option of four-player link-up.

ROY



MELT THOSE MUTHAS!

As the enemy soldiers are made of plastic, the ideal way to take them out is with a flamethrower, which melts them away. Don't try this at too close quarters though, or else!



VERDICT

A NICE IDEA FOR A GAME SPOILED BY... WELL, THE GBA'S CONTROL PAD!

ARMY MEN TURF WAR



VISUALS

Lots of very small characters roaming around on backgrounds, close to their clothing colour.



AUDIO

Jaunty little tunes play throughout and there are a lot of fairly satisfying weapon effects.



GAMEPLAY

Wander through levels, blasting bad guys and picking up ammo – shame about the control method really.



LIFESPAN

The link-up might give it a little more life but you might well go blind if you play it for too long.



ORIGINALITY

Climb things, hang on things and shoot things. If there's originality here, then we can't see it

ALTERNATIVE

ARMY MEN: OPERATION GREEN

They just keep coming, and coming, and coming. More adventures from the Army Men, slightly better thought-out ones too.



OPINION

60%

SPOILED!

Although it seems amusing in the beginning, you'll soon lose your temper due to the inefficiency of the control pads. They're totally useless for GBA and wether you like it or not, frustration soon takes control over you.

SANNA

FINAL SCORE

69%

COULD'VE BEEN GOOD BUT FOR THE CONTROL, WHICH MAKES THE GAME DIFFICULT, THERE'S NOT MUCH FUN HERE



ADVANCE

INFORMATION

BARBIE GROOVY GAMES

PUBLISHER: VIVENDI

DEVELOPER: UNIVERSAL

PRICE: £29.99

ORIGIN: UK

PLAYERS: 2

STATS

■ NINE MINI-GAMES

■ PLAY AS BARBIE AND HER FRIENDS

■ TWO-PLAYER OPTION

RELEASE DATE: OUT NOW

Think pink!



It's mini-game madness as blonde bombshell Barbie gets groovy on the GBA!

BARBIE GROOVY GAMES



BARBIE HAS MADE

a doll-sized dent in the gaming market this autumn, stamping her delicate little feet all over the GBA, PC, PlayStation and GameCube. She has skated, spied, explored and even travelled time, but in this particular Game Boy outing, Barbie and her friends enjoy a collection of nine mini-games.

Based largely on other existing games, such as noughts and crosses, draughts, hangman and concentration, these challenges allow little girls to try their hands at a range of puzzles in a Barbie style.

Initially, players can opt to play as either Barbie or one of her friends – including her 'special friend' Ken – and can then choose to visit one of nine locations, including a toy shop, dance copy, record store, jewellery shop and even a party. Each location contains a particular mini-game and these vary in difficulty and indeed, enjoyment. Of the simpler games, there is a round of noughts

and crosses in the park and a Connect 4-style challenge in which the player must place four matching scoops of ice cream in a row. The more meaty challenges include a game of draughts on the beach, the conga-line (which is not unlike Snake on your mobile, but when you hit the wall or bump into other dancers, everyone falls over!) and a Bust-A-Move style game, which takes place – bizarrely – in the hairdressers!

Each game can be played in easy, medium or hard difficulty, but this is nonetheless a title targeted at the younger end of the gaming market. The game also has a link-up option so that two players can challenge each other, which adds value to a game that could otherwise do with a little more content.

Colourful, fun and even – dare we say it – educational, *Barbie Groovy Games* is nicely designed and perfect for its market, so if you're a fan of all things pink, get groovy baby!

KAREN

VERDICT

PUZZLES GALORE FOR LITTLE GIRLS WHO LIKE HEARTS AND FLOWERS!

BARBIE GROOVY GAMES



VISUALS

The game certainly doesn't stretch the GBA's visual capabilities, but it looks bright and colourful.



AUDIO

A few cute tunes and sound effects as Barbie completes the various challenges.



GAMEPLAY

Girlie gaming at its finest, with some fun challenges to enjoy.



LIFESPAN

With only nine mini-games, Groovy Games is very much for younger gamers, even with three difficulty levels.



ORIGINALITY

The puzzles are mostly based on existing games, but feature some imaginative twists.

ALTERNATIVE

RUGRATS: I GOTTA GO PARTY

A collection of cool mini-games with the terrible toddlers – and four-player link-up too!



OPINION 60%

PLASTIC!

Certainly made for young girls and true Barbie fans. Not much excitement for the rest of us. With only nine levels, you would probably bring out the 'real' Barbie to play with. And by all means, where did Barbie get groovy in this game?

SANNA

FINAL SCORE

82%

A SIMPLE, FUN SELECTION OF PUZZLES FOR GROOVY LITTLE GIRLS!

BARBIE SECRET AGENT

Move over 007, there's a new secret agent in town, and we're not talking about that Vin Diesel. Barbie is shaken but not stirred, as she goes undercover in *Secret Agent Barbie*, a new GBA adventure game, which sees the super-smart gal unravelling a perilous plot and preventing an evil villain from stealing the royal jewels!

Secret Agent Barbie is a side-scrolling action game in which players team up with the blonde Bond to complete 16 mini-missions, solving brain-teasers and completing puzzles as they progress through the colourful levels. Barbie runs and jumps around various worlds and even hops into a spy-car, onto a hi-tech water jet for some high-speed action!

Designed for girls aged six and over, the game will delight fans of the Barbie. A nicely designed platformer that is guaranteed to entertain budding spy kids. **84%**





Yes sir, I can boogie!



MARY-KATE AND ASHLEY: GIRLS NIGHT OUT

The teenage twins strike a pose on the GBA – but do they know all the right moves?

IF YOU HAVE two left feet, then Mary-Kate and her equally blonde sister Ashley have the answer. There's no longer any need to embarrass yourself by dancing in public, or indeed dancing at all. Just pop this little cart in your GBA and you've got yourself a virtual disco – and a portable one at that!

The idea of the game is simple, which runs along the same lines as other dance games before it. Follow the cues on screen, hit the appropriate button on your console (in this case, Up, Down, Left or Right) and then get down and get funky while psychedelic surroundings swirl in the background!

You can opt to play as either Mary-Kate or Ashley and chose their clothes, changing their hair and outfit, even providing them with a new pair of funky dancing shoes should you so wish. With a range of difficulty levels, the game goes from tediously easy, just like the beginning of the school disco, through to button-bashingly tricky, as you speed up and get moving!

If you're finding the whole dancing lark a bit repetitive, you can also visit the game's other



areas. In Mix, there's an option to be your own DJ, with three save slots for storing your master dee-jay efforts, and in Jam, you can make your own music.

There are plenty of tunes to work your way through, along with unlockable clothes, songs and moves, but this game is still strictly for little girls or those in touch with their feminine side. Serious gamers may want to sit this one out, but Mary-Kate & Ashley fans will dance with delight at this GBA offering.

KAREN

VERDICT

IF YOU'VE GOT RHYTHM, YOU JUST MIGHT FANCY A DANCE!

MARY-KATE & ASHLEY: GIRLS NIGHT OUT

VISUALS
Bright and colourful backgrounds jazz things up, but the game doesn't make the most of the GBA.

AUDIO
Although with audio clips and plenty of toe-tapping, you won't rush out to buy the single.

GAMEPLAY
The dancing action soon gets pretty repetitive without a dance mat to strike your moves on.

LIFESPAN
There's plenty to unlock, but you may well have put it down before then!

ORIGINALITY
Only Britney has shaken her 'thang' on the GBA in a dance game before the twins.

ALTERNATIVE

BRITNEY'S DANCE BEAT

Another GBA dance game, this time with the queen of pop herself, Ms Britney Spears!



OPINION 68%

FUNKY!
Mary-Kate and Ashley might be very lovely, but this just wasn't my cup of tea. The GBA already has Britney's dance outing and besides, I don't think this sort of game is well-suited to the GBA's mechanics. Get yourself down to the arcade for *Dance Dance Revolution* instead.

CHARLOTTE

FINAL SCORE

80%

THE TEENAGE TWOSOME GET INTO THE GROOVE ON THE GBA!

TOTAL ADVANCE

INFORMATION

MARY-KATE & ASHLEY GIRLS NIGHT OUT

PUBLISHER: CLUB ACCLAIM

DEVELOPER: POWERHEAD

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ PLAY AS MARY-KATE OR ASHLEY

■ VARIED DIFFICULTY LEVELS

■ UNLOCK SONGS, CLOTHES, TUNES AND DANCE MOVES

■ VARIOUS BACKGROUNDS

RELEASE DATE: OUT NOW

THE REVENGE OF THE SMURFS



Smurfs are small, blue, and Dutch. And now they're back!

It seems that the evil Gargamel is planning to kidnap all the smurfs (the fiend!) and four of them have gone missing already. It is your job – as an intrepid smurf adventurer – to rescue the smurfs by exploring four different worlds, each split into several levels.

The colourful cartoon world of the smurfs looks cheery on the GBA, and young platform lovers will enjoy this simple little game, which has you toddling about smurf land collecting goodies and dodging obstacles. No fighting though – these are smurfs, after all.

If the platforming action becomes monotonous (or runs out, which it will if you're any kind of seasoned gamer), there's also a one and two-player mini-game section, where you can embark on a Frogger-style hop across a river!

One for kids only, although big kids will no doubt enjoy seeing these old friends on the GBA too! Shame it's old stuff!

79%





TOTAL
ADVANCE

INFORMATION

SSX TRICKY

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: EA CANADA

PRICE: £34.99

ORIGIN: US

PLAYERS: 1-2

STATS

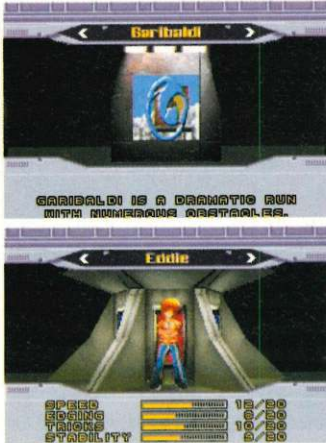
- ALL THE TRICKS FROM THE ORIGINAL
- TEN WORLDS CONTAINING ALL PS2 COURSES
- ALL 12 CHARACTERS
- THREE DIFFERENT GAMEPLAY MODES.

RELEASE DATE: 1 NOVEMBER 2002

There's no boarding like snowboarding SSX TRICKY



Snowboarding has never been better than SSX, but can the Advance reproduce that special SSX feeling?



"SADLY THE GBA REALLY STUMBLES WHEN TRYING TO RE-CREATE THE 3D NATURE OF THE ORIGINAL"

FOR THOSE FEW

of you who don't know all about SSX, it is possibly best described as insane snowboarding.

With its wacky characters, over-sized tracks, insane tricks and turbo boost system, SSX is the game that launched the PS2 and showed everybody what the machine could do. A sequel soon followed and the game spread out to other consoles and has now made it down to the GameBoy Advanced. The first and most obvious question is whether or not the GBA is anywhere near up to re-creating the thrills and spills of the original. As *Tony Hawks' Pro Skater* proved, the GBA can take a top-notch game from the latest generation of consoles and make an excellent translation.

Unlike *Tony Hawks' Pro Skater*, SSX on the GBA attempts to be literally a translation as physically possible. It's in real 3D and the tracks are easily identifiable as re-creations of those in the original game. There are five snowboarders in each race so you've got rivals to punch and kick; it has the same massive jumps and the trick system recreates most of the moves found in the original (although only having four buttons doesn't help).

So far so good, but sadly the GBA really stumbles when trying to re-create the 3D nature of the original. It's slow running, sluggish to control

and there's some horrific pop-up. Also – and this may seem like splitting hairs – there's none of the free-range feeling that you got in the original. Instead of flying down a fully fledge mountain, you are reduced to navigate a tiny bobsleigh-style course and any attempt to leave the sides is rudely denied. There are no discernible shortcuts, secret areas or hidden specials to find. The result is that the game has been stripped down to the bare basics: turn the corners, jump off the ramps, perform a trick and land feet first on the ground.

Now, don't get us wrong: we're all really impressed by various programmers' ability to squeeze ever-increasingly impressive 3D games out of the GBA's aging SNES-based technology. But there comes a point when you have to accept that some things just aren't possible – and this is a case in point. It would have been far better to take the essence of SSX, huge jumps, massive tracks, tons of tricks, a turbo boost system and placed it into an isometric game (like *Tony Hawk's*). At least that way it would have been fun to play.

In attempting to be as much like the original PS2 version of *SSX Tricky* as possible, it simply draws attention to how inferior the handheld version really is.

MARK

SPIN ME ROUND
Despite having far less buttons than the PS2 original (which used all eight buttons and both pads), SSX on the GBA manages to re-create many of the tricks found in the original.



AND IS THE NAME OF THE CIRCUIT OF TRACKS IN THE GAME.

FIVE ALIVE: Impressively, the game manages to have five riders on a 3D course all at once. They all perform tricks and you can attempt to bash them off their boards.



FULL ON 3D

By far the most impressive part of the game is the way it has managed to cram an impressive rendition of each course in full 3D. Each course has the look and feel from the original PS2 version with the red chevrons marking areas that are ripe for stunts. You even get big drops like the original.

Obviously, this is a GameBoy Advanced so the graphics aren't of the same high quality as the PS2 and GameCube versions, however it does stand up impressively well compared to other GBA games. There has been a trade-off though and one way in which the game suffers is by losing out on the free-roaming nature of the original. You can no longer fly off the sides of the tracks to find secret areas and hidden routes. It's also far more difficult to land tricks because the lower graphical quality reduces your ability to gauge the jumps properly.

It's good to see the Game Boy Advance being used to it's fullest potential, but it's a shame that it interferes so much with the actual gameplay.



You can spin through the air and pull incredible tricks, just like in the PS2 original



IT'S ALL IN THERE

As well as the impressive 3D engine, it's good to see that pretty much the entire game has been crammed into that small cartridge.

There are ten different courses to ride down: Garibaldi, Elysium Alps, Aloha Ice Jam, Pipe Dream, Snowdream, Mercury City Meltdown, Tokyo Megaplex, Alaska, Mesablanca and Untracked. It also has all 12 characters: Brodi, Eodie, Elise, JP, Kaori, Luther, Mac, Marisol, Moby, Psymon, Seeiah and Zoe. They are just as crazy as in the original being a mixture of futuristic snow-punks and serious sports people. Once again, competition is a big deal in the game and you can make friends and enemies by racing friendly or pushing and shoving your way into first place.

As well as all the tracks and characters, you have three different gameplay modes to compete in. The World Cup sees you racing down the slopes in a series of competitions (if you gain first place on a track you'll open up tracks in the other modes.) There is also a show-off mode where you can pull your best tricks and a free ride where you can get to know the slopes inside out.



VERDICT

IMPRESSIVE BUT THE GAMEPLAY SUFFERS FOR THE GRAPHICS ENGINE.

SSX TRICKY

VISUALS

It's hard not to be impressed by the 3D engine and five characters racing down the slopes at once.

AUDIO

There is some great music in the style of the original that is best heard through your headphones.

GAMEPLAY

This is where it all falls down. The effort have sadly gone into the graphics instead of the game itself.

LIFESPAN

It's not the easiest game to beat and with ten different tracks to learn you'll find it hard to finish.

ORIGINALITY

Although it's based on a PS2, it's rare to see a 3D snowboarding title that looks this good on the GBA.

ALTERNATIVE

SHAUN PALMER'S PRO SNOWBOARDER

With one of the world's best snowboarders as its star and it's in a similar vein to the groundbreaking GBA *Tony Hawks'* game.



OPINION

77%

BRRRR! SSX Tricky is one of the few PlayStation games I've bothered to play for more than a second, and at first sight they seem to have made the transition quite well. But it's just way too fiddly to get anywhere with it! Wait for the sales... **JEM**

FINAL SCORE

78%

IT'S A GREAT LOOKING GAME, BUT SADLY ALL THE EFFORT SEEMS TO HAVE GONE INTO THE STYLE AND NOT INTO THE SUBSTANCE OF THE GAME



TOTAL ADVANCE

INFORMATION

VIRTUA TENNIS
PUBLISHER: THQ
DEVELOPER: ALTRON
PRICE: £29.99
ORIGIN: US
PLAYERS: 1-2

STATS

- REAL PLAYERS
- TOURNAMENT PLAY
- WORLD TOUR
- FAST ARCADE ACTION
- ACE!

RELEASE DATE: 28 MARCH 2003

From Russia with Love-All VIRTUA TENNIS

The world's best tennis game, now available in your hand – has THQ served up an ace?

STAR GAME



WE'D JUST like to have a minute silence and remember the SEGA Dreamcast. The console may be long gone but some of its titles remain in our hearts as some of the finest of recent years. The best game on the system was possibly *Virtua Tennis*, so we were very excited to see how the tennis spectacular would fare – now it has been shrunk and converted to the good ole Game Boy Advance. We don't need to be worried – everything that made *Virtua Tennis* enjoyable on the home system still remains and what we now have is the finest GBA tennis game around! *Virtua Tennis* is simple to play – you can pick up and have fun instantly without having to learn hundreds of tricky shots or having to go through the indignity of losing your first few games as the opponent just aces everything past you. No, the

learning curve is just right – that's not to say that *Virtua Tennis* is not a challenge though – you'll certainly have trouble once you find yourself up against the Williams sisters who are faithfully reproduced here.

As well as the exhibition mode, which is great for a quick blast, you can also enter tournaments around the world on grass, clay or hard courts and there is an excellent World Tour mode, which is where the longevity of the title shines through. If you can persuade your mate to buy the game, (just show them this review!) then you can enjoy some fast two-player action too.

The Dreamcast may be dead and buried but *Virtua Tennis* lives on in this essential GBA purchase. Excellent!

KENDALL

“THERE IS AN EXCELLENT WORLD TOUR MODE WHICH IS WHERE THE LONGEVITY OF THE TITLE SHINES THROUGH”



Another epic battle commences! Okay, so it's just a game of tennis...



I just want to go somewhere hot... But Morocco's a good place to pick up...



VERDICT

THE BEST TENNIS GAME ON THE GBA. A SPORTING ESSENTIAL.

VIRTUA TENNIS



VISUALS

Virtua Tennis looks great throughout and the players are all brilliantly animated.



AUDIO

You don't want a symphonic epic playing in the background, so *Virtua Tennis* does not intrude.



GAMEPLAY

Absolutely great – the game is easy to pick and you won't be putting this one down in a hurry.



LIFESPAN

It'll take ages before you complete all of the tournaments and then, there is the World Tour to enter.



ORIGINALITY

Well, it's a port of an ancient Dreamcast game so what do you expect? Don't mess with a classic!

ALTERNATIVE

NEXT GENERATION TENNIS

More tennis action in this decent Wanadoo title – now the second best tennis adventure out there!



OPINION
89%

SMASHING! Oh I say, as the late Dan Maskell would have no doubt said. Not only does this game look lovely and play brilliantly, but it will keep you competing for ages. And it's much less tiring than the real thing – you can play sitting down, after all.

CHARLOTTE

FINAL SCORE

91%

VIRTUA TENNIS TRANSLATES BRILLIANTLY TO THE HANDHELD AND FANS OF THE SEGA CLASSIC SHOULD GRAB A COPY OF THIS RIGHT NOW

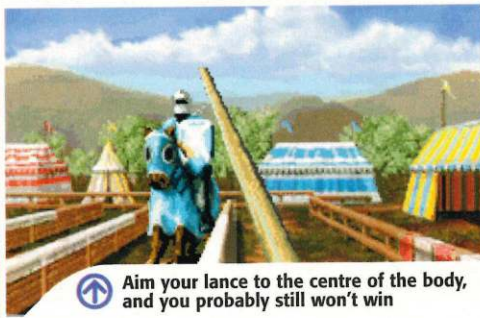


The sound of hooves beats 'cross the glade...

DEFENDER OF THE CROWN



Well that's just charming, isn't it?



Aim your lance to the centre of the body, and you probably still won't win

Thrills, spills and gross geographical errors...

TOTAL ADVANCE

INFORMATION

DEFENDER OF THE CROWN

PUBLISHER: METRO 3D

DEVELOPER: CRAWFISH

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1

STATS

■ CONTROL WHOLE ARMIES!

■ CLASSIC TITLE

■ GAME SAVE

RELEASE DATE: OUT NOW

METRO 3D

assure us that *Defender of the Crown* is 'one of the most memorable medieval action games in history'. Just beaten by *Super Robin Hood* on the Spectrum?

It's quite fitting if it is, as this is one of the first Amiga titles to be churned out for the GBA – and if nowt else, it's a treat to play without long periods of clunky loading.

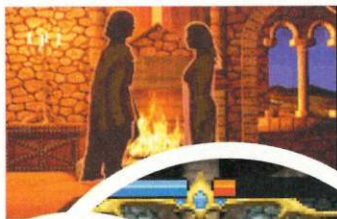
As the only real war strategy available so far is a Jap version of the Napoleonic wars, this is quite a coup for Blighty, even if it's as historically accurate as a skateboarding disciple. In this yarn, you see, Richard The Lionheart has been murdered, and the whole country's in disarray, with Saxons and Normans at each other's throats and land up for grabs. You control your home army, aiming to restore peace and become King.

It's all a vaguely swashbuckling load of fun, with action and strategy thrown in together, but nothing outstanding. It's also a shame that each available character has a defect that will make your campaign almost impossible to complete.

Graphically this game is rather showing it's age, but jousting, raiding and chatting with Robin Hood is always a huge improvement on the average cacky re-release. Hurrah for the Middle Ages!

JEM

"GRAPHICALLY AND AURALLY, THIS GAME IS RATHER SHOWING IT'S AGE."



ROBIN HOOD – THE TRUTH!

A SPASM BY PROF. DENZIL LITTLEJOHN

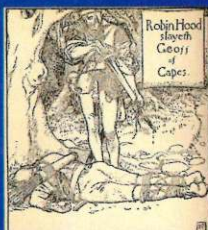
The legendary figure of people's hero Robin Hood is generally known today as either bland actor Kevin Costner or a fox in a hat. But it may shock you to learn that neither interpretation is historically accurate. After literally lunchbreaks of research, I can finally reveal the true historical figure which inspired the legend, in this hitherto unexciting passage from the Franciscan scholar Geoffrey De Derder's great history of Britain, 'Bygge Plas':

Aynde whenn th'Kyng, ine alles his maiestyle, arryved, Tivas clyr for alles too see young Robyn Locke, a knave, Bear his ers in Kyng John's faceall vacinité, aynde quoth, 'Verily I prefer thy brothere.' 'Tis sooth! Bye th'waye, pardonne mye spellyng, but I'm verry pyssede.'

The only other connection with Robyn Locke is his love for a maid called Marion. According to the worst ballads, everything that he did, he did it for her.

Yet his memory shall live on for twenty eight more years, when we shall all become scatterbrains.

Prof. Littlejohn is on holiday. Having a lovely time.



VERDICT

A REFRESHING CHANGE FOR THE GBA – EVEN IF THE GAME ITSELF ISN'T TOO ADDICTIVE

DEFENDER OF THE CROWN



VISUALS

As Amiga-like as you can imagine – nice, but nothing outstanding.



AUDIO

The tunes stay with you quite a while – and there's plenty of clashing steel!



GAMEPLAY

Almost impossible to get anywhere with this one – but it's fun trying.



LIFESPAN

If you manage to make a breakthrough, you'll be returning to the game constantly.



ORIGINALITY

Not your average GBA game, certainly. A good example of a rare genre.

ALTERNATIVE

ADVANCE WARS

More hands-on battles, but without the lush Medieval world to make it interesting.



OPINION

ALRIGHT!

72%

I can't say that I've had the time of my life playing this game. However, I found it quite amusing for its Medieval theme, which you really can't learn anything from. There are better options out there, if you're looking for real a strategical challenge!

SANNA

FINAL SCORE

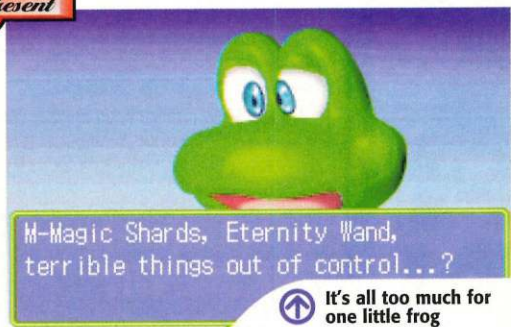
80%

IF SAVING DAMSELS AND FIGHTING THE FRENCH IS YOUR BAG, THEN LAY ON!

HAVE AT YE!

You can't do anything till you've got the cash – and the only way to do that is go raiding! But to have any success, you need to choose a great swordsman, and a press A and R non-stop throughout the four skirmishes.





M-Magic Shards, Eternity Wand, terrible things out of control...?

It's all too much for one little frog



Frogger invested his money in a nice little home

Hip hop and you don't stop

FROGGER'S ADVENTURES 2

The frog is back and he is jumping to save the universe!

OF COURSE, younger gamers may not have been aware of Frogger the first time around. He was a cute little fella whose only concern was attempting to cross very busy roads without getting squashed by the ever increasing traffic. In recent years, Frogger has returned, but this new frog is very different from the one that we used to know and love. For a start, he wears trousers now. Trousters! Also, with each game that arrives, the storylines get more bizarre and more complex.

Frogger's Adventure 2 finds our ribbiting hero attempting to find five pieces of a magical wand, which is responsible for keeping the harmony in the universe and if Frogger does not put the wand back together then crazy things will start happening – when we meet him, doves are already coming out of his fridge and flowers

appearing from his remote control! The simplicity of the older games is long gone, but *FA2* does return to the classic elements that made *Frogger* so enjoyable – there are still log hopping antics, although now Frogger is also armed with a super jump and the ability to pull blocks with his sticky tongue in order to get to the next level. As we have come to expect from this sort of colourful adventure, there are items which award you with a free life if you collect them all and there are also warp gates, which take you to secret areas.

FA2 is a decent enough platform adventure – there's nothing here we haven't seen a million times before though and we still don't like the trousers. Nicked from Osmondle.

KENDALL



TOTAL ADVANCE

INFORMATION

FROGGER'S ADVENTURE 2

PUBLISHER: KONAMI

DEVELOPER: IN-HOUSE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1-2

STATS

- 5 HUGE LEVELS
- BONUS MINI-GAMES
- TWO PLAYER CHALLENGES
- FROGGER

RELEASE DATE: OUT NOW

TURBO TURTLE

Blimey, you wait months for a game featuring a green amphibian and then two come along at once, thanks to Majesco and Iridion.

Turbo Turtle is a classic arcade style game in which you must direct our titular turtle hero around complex mazes without falling off of the sides. As you make your way round the tricky courses, you need to pick up various coloured keys in order to progress and your actions are all being timed, adding even more tension to the already exciting action. This is one of those games which is incredibly simplistic but once you pick it up, you'll find yourself happily playing away for hours. If you have spent much of the last year enjoying the charms of Super Monkey Ball, then we suggest you grab yourself Turbo Turtle right now. It's brilliant!

88%



VERDICT

DECENT PLATFORM ADVENTURE, ALTHOUGH DON'T EXPECT ANYTHING NEW.

FROGGER'S ADVENTURE 2

VISUALS
The game looks great, everything is well animated and it's one of the most colourful games around.

AUDIO
Again, this is impressive. Fantasy style tunes playing throughout, driving the action along nicely.

GAMEPLAY
Far more than the road crossing antics of old, you'll be busy doing lots of exciting things.

LIFESPAN
With five pieces of the magical wand to collect from different lands, this one should last you.

ORIGINALITY
It's the sequel to a game featuring a 20-year-old icon. If want originality, then look elsewhere.

ALTERNATIVE

FROGGER: THE GREAT QUEST

As the title no doubt gave away, this is our green hero heading off to save the day in a fun arcade adventure.



OPINION
78%

AMPHIBIOUS!
It's nice to see an update of a very old game that isn't just a cash-in for nostalgia freaks. The title has been developed into a lovely-looking platformer that, while it isn't original, is still great fun to play.

CHARLOTTE

FINAL SCORE

80%

AS LONG AS YOU DON'T EXPECT ANYTHING NEW, FROGGER'S ADVENTURE 2 IS MOST DEFINITELY WORTH A LOOK

The Disney gang are feeling rather sporty! The best game to get to see a variety of clothed animals rolling on boards? Yes.

DISNEY SPORTS SKATEBOARDING



MICKEY MOUSE and his *Disney* friends don't need introductions, but since their animated tales on TV, they have now taken up skateboarding and you have been invited to join in the action. The *Disney* team are taking to the parks to perform grinds and tricks, but along with the usual skateboarding affair there is a certain magical element as well that only *Disney* can provide. You can choose to play as a number of *Disney* favourites including Mickey, Minnie, Donald or Goofy and each has different skills when on a board. The graphics look totally awesome with well-rendered levels full of bright colours and loads of ramps and rails to perform tricks on. The controls are simple to use and the tutorial at the start of the game helps you to settle swiftly into the action.

Unlike *Tony Hawk's Pro Skater* or any of the other extreme sports games, this title is all about fun and you have a number of goals to perform as you cruise around the gorgeous levels. Enemies need to be knocked over and letters and checkpoints must be collected before you can proceed to the next area. This game is not about simulation and so to begin with the skaters only have a few basic tricks that they can perform. As you collect the letters lying around the levels, you can then buy new tricks for your characters to help them achieve the scores on the later levels. Although not very technical, there is still a great deal of fun and the *Disney* sparkle just shines through.

DISNEY BASKETBALL
With this being the last ever issue of Total Advance, we will not get a chance to review another *Disney Sports* title that is already in development. This time the crazy gang grow a few inches and have fun and frolics on the Basketball court. This is sure to be another amazing fun game and could well be worth a look!



RUSS

VERDICT

SKATEBOARDING FUN WITH MICKEY, MINNIE, DONALD AND GOOFLY!

DISNEY SPORTS SKATEBOARDING

- VISUALS**
Bright colourful graphics, great character animation and well-detailed levels.
- AUDIO**
Nice tunes that accompany the on screen action, but not something you'd listen to on a Walkman.
- GAMEPLAY**
Large 3D levels with loads of easy challenges. The controls are also easy use.
- LIFESPAN**
Plenty of levels to explore and several *Disney* characters to upgrade and earn new tricks for.
- ORIGINALITY**
The *Disney* characters add an element of fun to the experience of various extreme sports.

ALTERNATIVE

AGGRESSIVE INLINE

An easy to understand extreme sports title with some amazing tunes to accompany the action.



OPINION

ROLL ON! **89%**
As an extreme sports person and gamer, I wouldn't say this would be my highest choice, but when it comes down to animation, nobody does it better than *Disney*. This is a fantastic fun game to play and fans of any age will enjoy the top cartoon fun. Thumbs up for this one!

SANNA

FINAL SCORE

91%

A SUPERB BLEND OF COLOURFUL DISNEY ANIMATION AND EXTREME SPORTS ACTION. GREAT FUN CAN BE HAD BY GAMERS OF ALL AGES

TOTAL ADVANCE

INFORMATION

DISNEY SPORTS SKATEBOARDING

PUBLISHER: KONAMI

DEVELOPER: DISNEY

PRICE: £24.99

ORIGIN: US

PLAYERS: 1-2

STATS

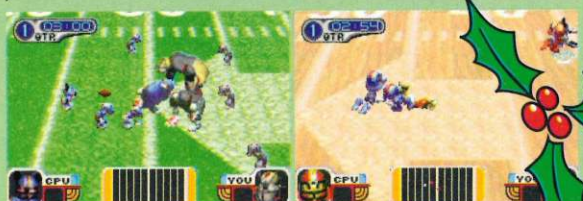
- LOADS OF TRICKS
- SIMPLE CONTROLS
- LOADS OF GORGEOUS LEVELS
- SPECIAL TRICKS TO LEARN
- ALL THE FAV DISNEY CHARACTERS

RELEASE DATE: 2003

DISNEY SPORTS FOOTBALL

Skateboarding is not the only sport that the *Disney* crew have got into, as another top title is also winging its way to the GBA. This time the gang try their luck at American Football and each character has his own special skill. Essentially, the game is basically five on five football with all the usual gameplay you would expect from a Gridiron title. There are loads of different formations and plays to choose from and the rules of engagement are exactly what you'd expect. Of course with this being a *Disney* title all the crew are eligible to play and the graphics look totally amazing. To add to the fun of the game, there are also magical power-ups hidden over the pitch and these can be used to help defeat your opponents as well as gaming skill. This is another fun title that is well worth a gander if you know a little about the rules of American football.

82%





He has the power...

HE-MAN: POWER OF GRAYSKULL

The Master Of The Universe is back for his first ever Game Boy adventure!



VERDICT

A NICE RETURN FROM THE OLD BEEFCAKE – BUT WAIT FOR THE SALES, AS THERE'S NOT MUCH PLAY HERE

HE-MAN: POWER OF GRAYSKULL



VISUALS

A superb attempt at a 3D feel, although the sprites can look quite messy.



AUDIO

Some great tunes and SFX, but they repeat so much you'll annoy everyone unless you turn it down!



GAMEPLAY

Strangely addictive, mainly because you finish each level quite quickly, and there aren't many of them.



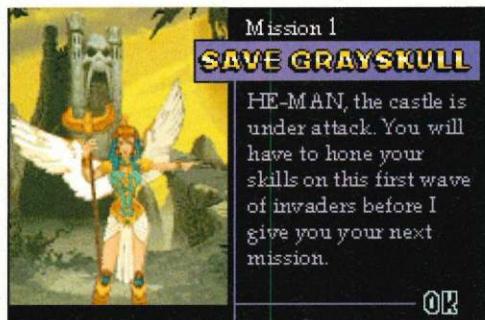
LIFESPAN

There is a High Score table, but that's not going to keep you coming back for long.



ORIGINALITY

Very like many other license tie-ins out there, but with some nice touches.



IT'S THE MOST

unlikely comeback since Tony Blackburn emerged from some jungle or other – the first ever fantasy character to originate from a plastic toy has been given a dusting down for a 21st Century audience and by all accounts he still has the power. Guess what he's up to now? Saving the troubled world of Eternia from the evil Skeletor. Turn up for the books, eh?

The action of this particular battle for Eternia plays very much like the recent 3D *Star Wars* adventures – lots of blocking, jumping and sword-swiping inevitably leading up to a boss battle. There's also a good power strike achieved by storing up your fighting power. Unfortunately, considering that He-Man is supposed to be the most powerful man in the universe, he takes a

lot of time killing pointless monsters, who can easily finish him off in only a few swipes. The diagonal view is also scandalous to say the least and there are loads of jumps that are almost impossible to judge properly.

But for all that, it's fun to see the whole Grayskull crew back – some sections see you racing across terrain on Battle-Cat, and even Orko is always on hand to dispense vaguely useful information.

It's a shame that the promised two-player section seems to not have made it to the final cartridge, though, as all you're left with is a handful of levels, accessible via passwords. But it's still more than we ever expected from the Masters of the Universe this decade!

JEM



POWER RANGERS: WILD FORCE

Yet another top-down 3D style battler recently released is THQ's latest *Power Rangers* title, *Wild Force*. Just like in *He-Man*, you're wandering around on a diagonal slant pasting weird creatures in the face, being helped by allies and looking for bonuses. The difference here is that you choose



one ranger to play as, and then all four chums back you up with their special animal powers as you try to stop an evil race called the Org from doing nasty stuff. It's a great improvement on previous side-scrolling efforts, and apart from being filled with great SFX, some quite impressive moves and huge 3D environments, it also has multiplayer options as well – one thing *He-Man* seems to have lost out on! It's amazing that kids are still buying *Power Rangers* stuff in this day and age, but at least they're getting their money's worth with titles like this.

83%

ALTERNATIVE

STAR WARS: NEW DROID ARMY

Very much the same game, for all that *He-Man's* closer view makes it hard to tell.



OPINION

DEFECT!

Not impressed with this one! The game lacked something necessary to make you feel any satisfaction on finishing it. And also, He-Man needs to go the gym and pump some iron. She-Ra, on the other hand, now there's a real hero...

SANNA

60%

FINAL SCORE

79%

HE HAS THE POWER! BUT ONLY FOR A COUPLE OF HOURS, AND THEN YOU'RE FINISHED

TOTAL ADVANCE

INFORMATION

HE-MAN: POWER OF GRAYSKULL

PUBLISHER: TDK

DEVELOPER: TANIKO

PRICE: £29.99

ORIGIN: US

PLAYERS: 2

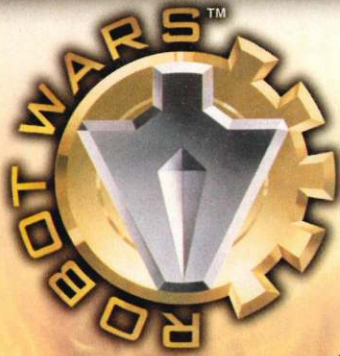
STATS

■ CONTROL WHOLE ARMIES!

■ CLASSIC TITLE

■ GAME SAVE

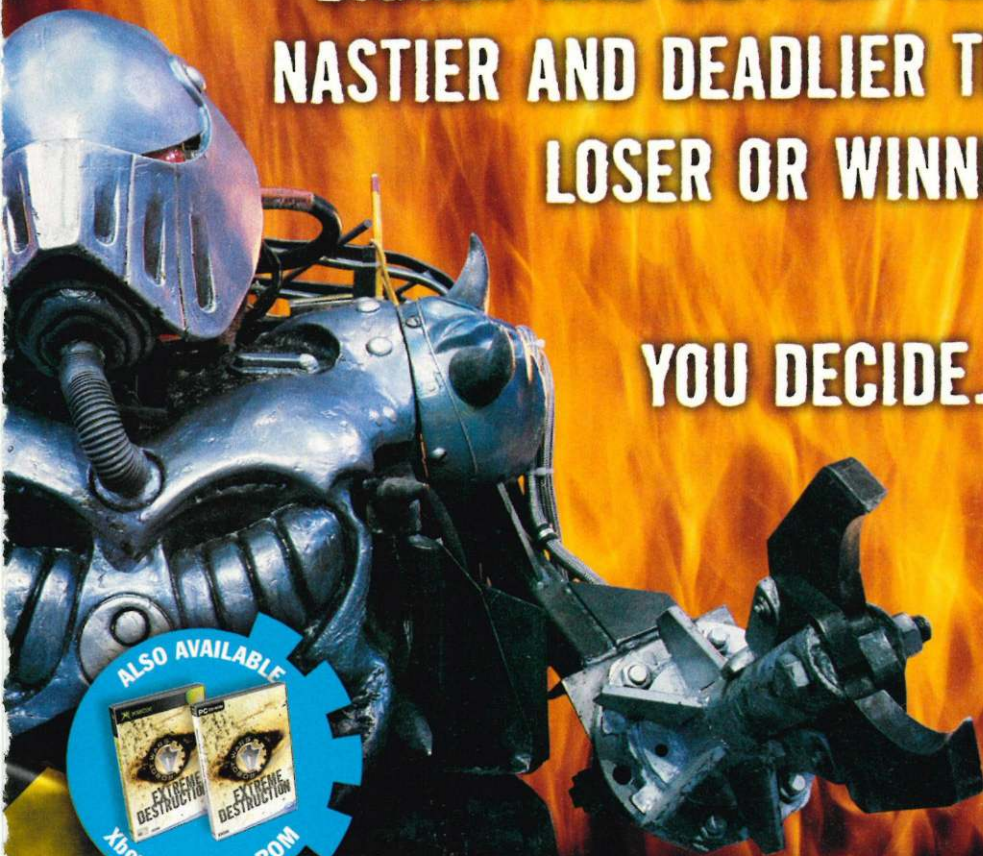
RELEASE DATE: 2003



EXTREME DESTRUCTION

ROBOT WARS IS BACK.
BIGGER AND BETTER THAN BEFORE.
NASTIER AND DEADLIER THAN BEFORE.
LOSER OR WINNER?

YOU DECIDE.



Actual screen shots

CHECK OUT THE ALL NEW:

DESTRUCTION BEGINS
NOVEMBER 2002

www.robotwarsthegame.com

GAME BOY ADVANCE



It's Chriiiiiistmaaaaaaaas!

SANTA CLAUS JR ADVANCE

Jingle all the way in this festive adventure with Santa's little helper!



Wow, it's just like a Woolies advert



Watch out sonny, those icicles look nasty



CHRISTMAS

— a time for relaxing, eating rich food, watching too much telly and opening your presents, right? Well, that's what most of us will do, but Christmas for young Nick, the star of this GBA title, is about to get a whole lot more stressful. A wicked witch has cast some evil spells that have scared the world's children so much that they have all run away to hide. This makes Santa's job even harder than usual, so the presents can only be delivered on time with Nick's help!

This is essentially the aim of *Santa Claus Jr.* As Nick, you must run and jump around the levels, jumping on baddie's heads as you go and deliver presents to the children who are hiding from the witch. Once they get a present, the spell will be broken and the children will return home safe and sound to play with their new toy.

The game first appeared on the GBC but here, there are extra worlds to play in and there is more to do. Starting with snowy mountains, the levels take you through a canyon, into a mine and lastly, into the evil witch's realm itself, with plenty of other stop-offs along the way.

All the levels are well drawn and perhaps more importantly still, the graphics are light and bright, even on the gloomy old GBA screen. Too many developers have made their GBA games so dark that it is virtually impossible to see what is going on, but even the underground missions in *Santa Claus Jr* are bright enough to see what is really happening. This makes everything more fun, because you're not killed by monsters you can't see, or fall down gaps you didn't know where there. You can see all the various enemies in full detail, from yetis to bats and even charging reindeer!

Clearly aimed at the younger end of the market, the levels are short but numerous and there are no tricky problems that will have you stumped for hours. Steady progress is what this game is all about, so the difficulty setting might not challenge more competent gamers. Admittedly, there is nothing revolutionary to be found here, but this isn't a game that tries to do anything different. Instead, it concentrates on the core values of a platform game and delivers a very enjoyable effort that might not be the best in the genre, but still guarantees plenty of festive fun.



KAREN



VERDICT

⊕ SURPRISINGLY ADDICTIVE ADVENTURE, LET DOWN BY BEING WAY TOO SHORT.

⊕ SANTA CLAUS JR ADVANCE



VISUALS

A bright little platformer to get you into the spirit of Christmas.



AUDIO

Nice bright graphics make it easy to see the action.



GAMEPLAY

Simple, yet fun to play, which is how platformers should be.



LIFESPAN

Not too tough, but enjoyable enough to come back to from time to time.



ORIGINALITY

By no means revolutionary, platform fans only need apply.

ALTERNATIVE

ICE AGE

More snowy platforming fun, this time with the prehystrical cast of Ice Age.



OPINION

60%

OH DEER!

This one is for the kids and nothing more. The atmosphere is cool, christmassy and the graphics look alright. A typical platformer that should be played by kids and parents during the holidays. But you might get bored sooner...

SANNA

FINAL SCORE

84%

A COLOURFUL KID'S PLATFORMER THAT JINGLES ALL THE WAY

TOTAL ADVANCE

⊕ INFORMATION

SANTA CLAUSE JR ADVANCE

PUBLISHER: JOWOOD

DEVELOPER: NEON

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1

⊕ STATS

■ 36 LEVELS

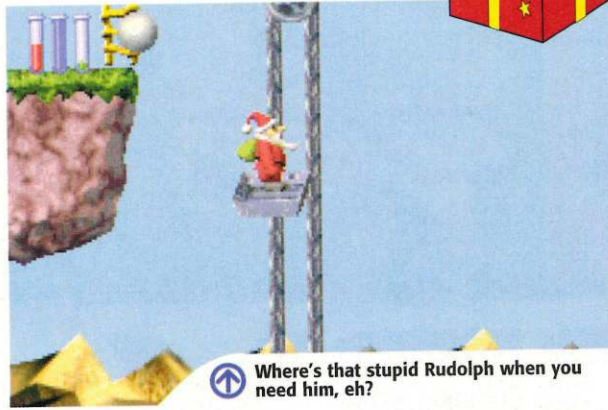
■ 30+ ENEMIES TO DEFEAT

■ 2 DIFFICULTY MODES

RELEASE DATE: OUT NOW



Ho ho hero!



Where's that stupid Rudolph when you need him, eh?

VERDICT

AN UNUSUAL ADVENTURE, WITH LITTLE OR NO RE-PLAY VALUE AND PRECIOUS FEW LEVELS.

SANTA SAVES THE EARTH



VISUALS

Lushly designed 3D effect sprites, but not many – it all looks the same eventually.



AUDIO

Why only one Christmas tune? The in-game music is awful, and SFX are nowt.



GAMEPLAY

It's easy to get into this game, but it's not very fairly designed – you'll be bored of it quickly.



LIFESPAN

With 15 levels and no save system, it'll make for one short unhappy play.



ORIGINALITY

As it's mainly searching for keys, here's another zero for you, Santa!

ALTERNATIVE

SANTA CLAUS JR

A far superior Christmas adventure – and it's right over there!



OPINION 60%

HO HO HO!

Looks aren't everything, as many a liar has said. But in this case, it's true. Sure, this is a lovely-looking game but it's just so dull. Platformers are great but only for so long. And the festive theme may limit this title's lifespan even more.

CHARLOTTE

FINAL SCORE

74%

NICE PACKAGING, BUT IT'S A CRUMMY CHRISTMAS PRESENT NONETHELESS

TOTAL ADVANCE

INFORMATION

SANTA CLAUS SAVES THE EARTH

PUBLISHER: TELEGAMES

DEVELOPER: IVOVGAMUS

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

PASSWORD SYSTEM

3D EFFECTS

RELEASE DATE: OUT NOW

SANTA CLAUS SAVES THE EARTH

Santa Claus is coming to town – and he's cruising for a bruising as well!

WHILE A sprog delivers all his presents, it's nice to know that Santa himself is busy saving the world. And these shots prove that it looks rather outstanding. Detailed sprites and furnished environments, all rendered with a shiny semi-3D effect make this a visual treat, but it's only when you get a few levels in that you realise these effects are repeated ad nauseum, making this the kind of PC game you download for free. Besides the fact that there are only 15 levels, the game also disappoints because (sigh) all you're doing is collecting keys to open doors. Is this really all the fun you can have? What is this damned obsession with keys in these

BLUE CHRISTMAS

Every time Santa pops one of two blue pills, he can either jump twice as high or briefly be invulnerable. Sadly, the power-ups are usually placed in really useless areas, making it all a bit pointless.



stupid games? They try to add value for money by totting up the shiny things you collect, but there's no need for this at all – you don't get high scores, there's no reason to go back, this is just an extremely basic platformer. Despite all this and the bad level design that sees you constantly trapped with no escape, plus the dull bosses and no re-play quality, this game is quite a pleasant jaunt at times, and would make fair yuletide play – if GBA games were ever going to even approach a reasonable price that is! As it is, if Santa himself gives you this game, he'd have wasted his cash.

JEM

POPE IDOLS!

It's a practically-not-known fact that Saint Nicholas first got the gig of delivering presents to all the Earth Children by entering Pope Idols – this was a scheme set up by Pope Trevor XII in 88 AD to bolster the groovy new Christian following by bribing all the world's sprogs. The panel consisting of the Pope, St. Paul and Dr Fox picked Nick, as we all know, but whatever became of the other competitors?

Brianette Plinkle

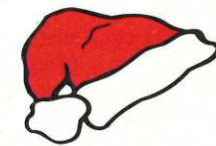
Disappointed that her bid to deliver gifts in her stinking old tights was turned down, Brianette went on to have a No. 1 hymn, 'What's Wrong With My Tights, Lord?' and then disappeared into oblivion.

Saint Luke

Jesus' old mate thought he'd be a winner thanks to the old school sandals, but he was turned down on the grounds that his eyes were 'all over the bleedin' place'.

Redcap

This little Scottish Hobgoblin made it into the final four due to his small stature and red apparel. Unfortunately, his scheme of travelling around the world garrotting children was deemed politically incorrect.





Time to roll out the pink blob for another adventure...



KIRBY NIGHTMARE IN DREAMLAND

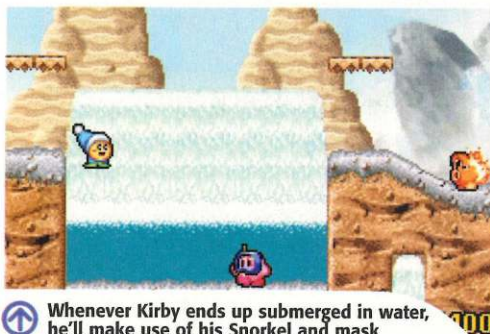
FLUFFY CLOUDS
At the end of every stage you'll fall onto a platform. Pressing the A button at the right moment will catapult you up several layers of clouds. You'll rack up a few points accordingly, depending on how close you were to this 'hot spot'.



He'll huff, he'll puff and he'll blow your GBA down!

TOTAL ADVANCE	
INFORMATION	
KIRBY: NIGHTMARE IN DREAMLAND	
PUBLISHER:	NINTENDO
DEVELOPER:	HAL LABORATORY
PRICE:	£34.99
ORIGIN:	JAPAN
PLAYERS:	1-4
STATS	
■	7 WORLDS OF PLATFORM ACTION
■	SUCK-UP ENEMY ABILITIES
■	MULTIPLAYER MODES
■	LOADS OF MINI-GAMES
■	ADVENTUROUS
RELEASE DATE:	Q4 2003

WITH ALL OF the fuss and hype over the *Mario Advance* titles, it's easy to overlook some of the other Nintendo mascot's top games. *Kirby: Nightmare in Dreamland* may be an update of an old NES game, but that certainly doesn't stop it being one of our favourite platformers for the GBA. The player takes control of Kirby; a fat pink blob that can run, jump and suck... and uh, that's about it. Well, until you suck up an enemy, that is. If you press B, then you'll



take a big gulp of air and if you're next to an enemy, you'll swallow it too. Providing it's a certain enemy type, by pressing down you'll then be able to use their abilities – for instance, swinging a sword or reflecting lasers off of a shiny surface. It's this novel feature that provides the player with an almost endless array of ways of getting through a level... and fighting the various bosses that appear every couple of stages.

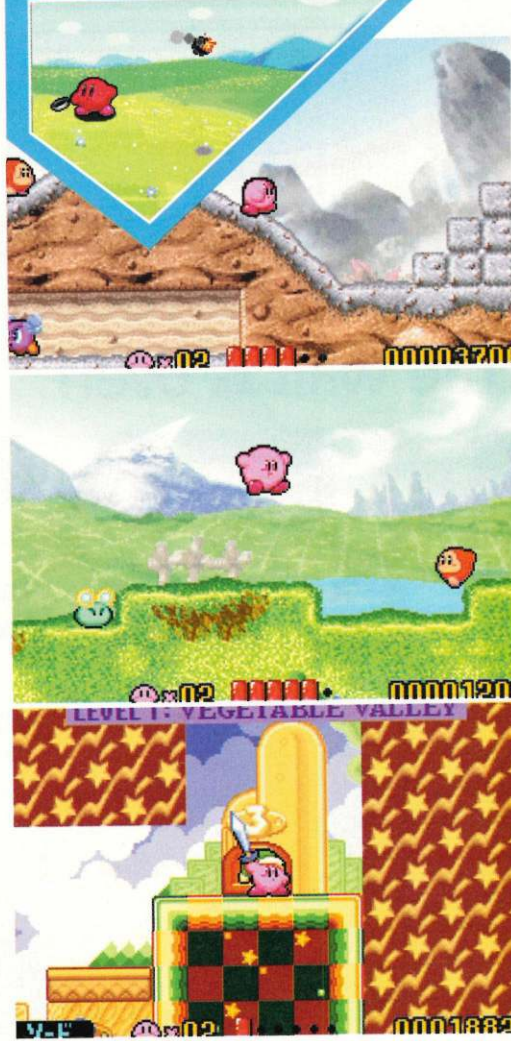
These gameplay mechanics may seem initially daunting, but clever Nintendo have been up to their usual tricks and you're introduced to new moves and enemies in such a way that you won't even notice that you're progressing. The visuals are just as slick as the design, with bright colours, gorgeous backdrops and animation that really brings the characters to life. The sounds match the visuals perfectly, too. Uplifting tunes have rarely sounded so fitting when you look around at the bright scenery.

Although it's easy to wax lyrical over a fantastic game, it's also best to keep in mind that it does have its downsides. The glaring problem is that once

FEELIN' HOT: There are several mini-games to play. Our favourite is the 'hot potato' style one, where you have to whack a bomb towards your team-mates with a frying pan.

MOVIN' ON UP!

Kirby, after having used his blower is fully armed! There are over 25 'abilities' to discover and each one can be used in many different ways throughout the levels. You can swing swords about, turn into fireballs and even turn into a spaceship later on. If you take damage when you're using an 'ability', it will escape your stomach in the form of a star. Quickly exhaling this star back into yourself will allow you to carry on as you were before, chopping and slashing away.



VERDICT

➤ A CRACKING ADVENTURE THAT REWARDS THE PLAYER HANDSOMELY.

➤ KIRBY: NIGHTMARE IN DREAMLAND



VISUALS

Delightful colours, top-notch enemy design – everything is packed with Nintendo personality.



AUDIO

Bright and uplifting tunes suit the happy atmosphere of Dreamland well.



GAMEPLAY

Perfectly tuned mechanics and flawless level design. Nintendo really know their stuff.



LIFESPAN

You'll get through the game in a weekend's playing, but you would want to go back for more.



ORIGINALITY

The first Kirby game on the GBA and hopefully not the last.

ALTERNATIVE

SUPER MARIO ADVANCE 2

Probably the finest 'classic' Mario title. This shows that Nintendo upstaging every new game there is with ten years old ones. Hmm...



OPINION

GO JAPAN! 95%

Well, what can I say, Nintendo has done it again! This game offers a gameplay second to none – loads of adventures that will keep you going from dusk to dawn. Truly joyful and full of ingredients a platformer should have, including minigames.

SANNA

FINAL SCORE

92%

EXCELLENT GAME THAT ALL GBA PLATFORM FANS SHOULD PLAY AT LEAST ONCE

HISTORY WITH KIRBY!

HERE'S A QUICK RUN-DOWN OF THE MORE NOTEWORTHY GAMES IN KIRBY'S RESUME:

- *Kirby's Dream Land* (1992, Game Boy)
This game may have only consisted of four easy stages, but it was full of character and charm, endeared many to the little pink blob.
- *Kirby's Adventure* (1993, NES)
Pretty much what you see before you now, except that it lacked a few features and the music was highly irritating.
- *Kirby's Pinball Land* (1993, Game Boy)
Paving the way for the likes of *Pokémon Pinball*, this showed Nintendo turning an otherwise pretty dull genre on its head with the inclusion of elements, such as bosses and power-ups.
- *Kirby's Dream Course* (1993, SNES)
A true classic. Take miniature gold, add Kirby and his ability to suck enemies and what do you get? One of the most addictive two-player SNES games ever! Track this one down if you can...
- *Kirby's Dream Land 3* (1997, SNES)
The final title on Nintendo's 16-bit machine in Europe was pretty much the same game over again, but this time Kirby had help from a few friends. The main game was pretty large and not less than five mini-games topped things off nicely.



you've gone through the game, the only thing to entice you back (Aside from the idea of simply playing through the game itself) is a special boss fight mode where you have six energy bars and all the bosses to go through in one go and a hard mode, which sees you going through the whole game again – this time with a smaller amount of life. This doesn't really help the cause when you realise just how short the game is. If you're a fan of cutesy platformers though, then these complaints are water off a duck's back when you take in the whole picture; Finely tuned gameplay with that Nintendo touch of Magic. Marvellous!

GARY



➤ Yuk! Very rude... An odd day at the office for the Nintendo bods, then...



STAR
GAME

At long last... the wait is over!

POKEMON RUBY & SAPPHIRE



To start with you have to immediately use your chosen beast to save the Prof from danger!



With new improvements, you're now much better informed of what effect levelling-up has

They're only out in Japan at the moment, but the Pocket Monsters are back and they've brought along 100 new friends

TOTAL ADVANCE

INFORMATION

POKÉMON: RUBY & SAPPHIRE

PUBLISHER: NINTENDO

DEVELOPER: GAME FREAK

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 1-4

STATS

- 351 MONSTERS
- TIME AND WEATHER EFFECTS
- FOUR PLAYER LINK-UP
- LOADS OF NEW FEATURES
- MOST IN-DEPTH GBA GAME YET?

RELEASE DATE: 2003

WAY BACK WHEN we started playing *Pokémon Blue* for the first time, we weren't really fully aware of the enormity of what we were doing. At the time, we seemed to be merely playing through an excellent game but, in hindsight, we were experiencing the beginning of possibly the biggest phenomenon in mobile gaming. Roll on a few years and *Pokémon* may not have the same gigantic appeal it had several years ago but the games remain as strong as ever, if not stronger. Pre-orders for these two games were over a million each in Japan, where they immediately topped the multi-format charts – perhaps *Pokémon* isn't quite as dead as some would have you believe...

The story remains the same; guide your character from Pokémon novice to Pokémon Master. As in *Crystal*, you're able to pick a male or female character (the other will

become your rival) as you start your quest and there are three all-new starting monsters to choose from. Along the way you'll experience all the features of previous *Pokémon* adventures along with a whole host of new goodies; expect *Pokémon* beauty contests, two-on-two battles, more involved breeding and training and loads of new monsters, trainers and Gyms where you can show the world what you're made of. If you thought there was a lot to do in the other *Pokémon* games, you really are in for quite a shock – it took us over 200 hours of gaming to catch the full 251 in *Gold* and *Silver* and we're not even close to filling our new Pokedex. These games are massive, easily rivalling any recent console release in terms of size, scale and re-playability. With so much to do and so many ways to do it, what more is there that a game can do?



NEED A LIFT: Since you don't get the Fly or Surf abilities until later in the game, this tiny man and his boat will be available to you in order to skip between certain points.

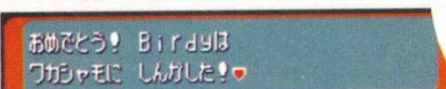


TEAM ROCKET'S BLASTED OFF!

Those of you looking forward to giving Jesse and James yet another kicking will be sorely disappointed; neither the bungling duo nor, their talking Meowth are anywhere to be seen in these two new games. In fact, Team Rocket itself is worryingly absent, but that doesn't mean you can let your guard down - there are two brand new bands of Poke-thieves in operation! Depending on which version of the game you play, you'll be faced with either the fiery Team Magma or the slippery Team Aqua. Both are as devious as each another and they won't make life-easy for you - Aqua and Magma are causing trouble along every step of your *Pokémon* adventure. There seems to be some rivalry between the two opposing teams too - when playing Ruby, there will be times when members of Team Aqua show up to rough up anyone who stands in their way. Perhaps someone needs to explain the meaning of 'teamwork' to them. Jesse and James never had this problem. Then again...



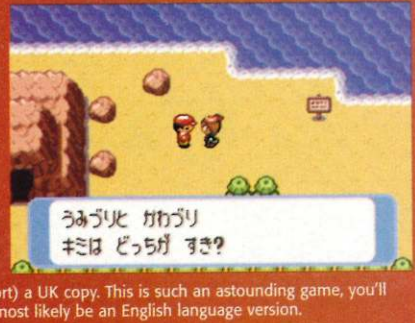
GREEN FINGERS
Much like the Berries in the previous *Pokémon* games, you can pick these plants, but this time, the seed can be refined into snacks or replanted to maintain their natural balance - it's up to you!



"PERHAPS POKÉMON ISN'T QUITE AS DEAD AS SOME WOULD HAVE YOU BELIEVE"

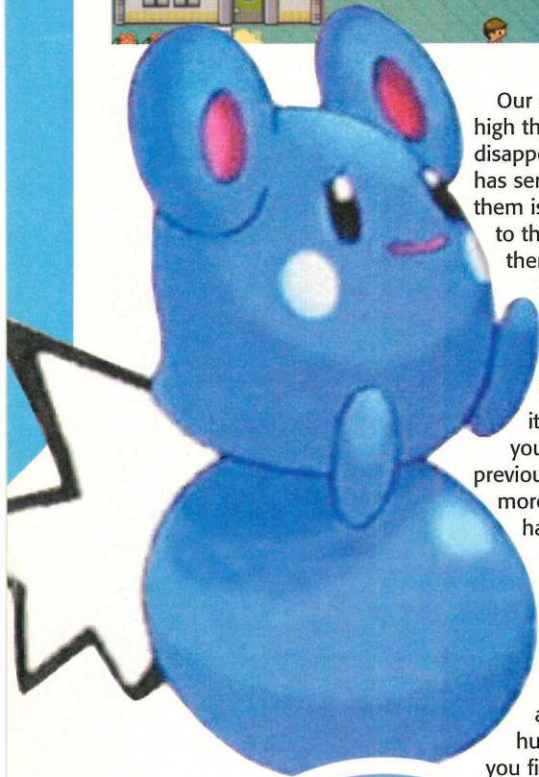
I DON'T UNDERSTAND!

Our main concern when we started playing through *Ruby* and *Sapphire* was that we didn't have a clue what was going on, but we've been pleasantly surprised so far. Although all the dialogue is in Japanese in this version, anyone who's played a *Pokémon* before, should be able to jump straight into the action with minimal fuss. The plot is the same as always, which is fairly simple to follow - the only thing we've had problems with are in-game trades, but by scribbling who wants what, we were able to go back later and exchange monsters with ease. We were also able to come up with a neat method of working out what moves and items actually do - by saving before trying either of them then reloading, we were able to establish what every item we had and every single skill did! In all fairness, unless you're a real Poké-nut like us and need this game now, we suggest you hold out for the American version or (if you can wait or don't want to import) a UK copy. This is such an astounding game, you'll want a copy that you can really make the most of, which will most likely be an English language version.





こんどは LUPINの おへやも あるのよ!
さあ なかに はいりましょ!



Our expectations of Ruby and Sapphire were so high that it would have been incredibly easy to be disappointed. Luckily, all this time in development has served the games well – everything about them is just perfect. From the lush new graphics to the awe-inspiring depth, it's amazing that there are still those who dismiss the series as 'childish'. This can probably be put down to the TV series as anyone who sat down with these games for more than a few minutes would see that they're absolutely full to bursting with things to do. The game itself follows a slightly less linear structure – you're free to explore a little more than in previous games, and towns and villages are a lot more varied. Some will have open Gyms, some have Gyms you'll need to return to later while others have none at all. Shops and villagers also vary more from place to place and you'll need to keep on top of who sells what if you want to pick up a bargain or two. Fans of the first games will be glad to hear that the Safari Zone makes a welcome return; you'll be able to go hunting for rare Pokémon all you like once you find it!

While the graphics may not quite be at the dizzy heights of, say, Golden Sun, they are more than functional; everything looks as pretty as it should and the monsters themselves are better represented than ever before. The game is Nintendo through and through – we're treated to no end of bold and colourful buildings, characters and surroundings. Sound is the same with brilliant tunes (many of which will be recognised by veteran Pokémon fans) play throughout. As usual though, it's the gameplay that wins the day. The series has always had a strong

OLD SKOOL

Since you can't link *Ruby* and *Sapphire* to the older Game Boy Color titles, all 351 Pokémon are said to be available through these two games. We assume that one or two will be held back for Nintendo events (much like what happened with Mew and Celebi) but otherwise, we look forward to catching the likes of Mewtwo, Suicune and Zapdos all over again. In addition, there are of course new evolutions and baby versions of existing monsters; we've caught Azurill (baby Marill) among others so far, and we expect there to be loads more. While we do love the new monsters that have been discovered, there's still something special about bagging yourself one of the golden oldies - you should've heard us when we caught Pikachu in the new Safari Zone! There are also a lot of differences in what skills each creature will learn too - there are new moves all round and some old favourites to boot. We're a little concerned that our newly acquired Jigglypuff doesn't seem to know how to sing at the moment, but we're sure with some decent training, she'll be belting out the lullabies in no time!



DOUBLE TROUBLE
You'll know when a big two-on-two fight is brewing – you'll come across two trainers side by side who won't force you to fight like other trainers. This gives you some time to prepare for these epic fights believe us, you'll need it!



あ! やせいの
マクロニタガ と



↑ The second Gym is dark and teeming with ninjas, so you'll have trouble finding your way



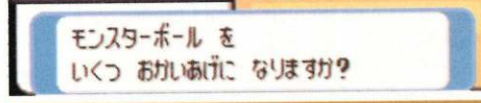
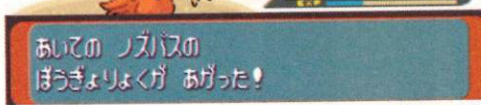
customisation theme, allowing the player to not only pick their monsters, but to train them as fit as possible. This is now taken even further than just moves and vitamins – using a handy tool received soon into the game, your *Pokémon* can be fed snacks to further increase their parameters as you wish.

In actual fact, there are so many neat new touches and additions that we'd be hard pressed to squeeze them all into these four pages. Individual *Pokémon* abilities? You got it – punch a Quilfish and you'll take damage, for example. Real time and weather? Sure – rain weakens fire beasts while a sandstorm damages all bar a rock-hard monster. It's difficult to see how they'll improve on this but for now, one thing is certain: this is by far the best game on Game Boy Advance. This is a masterpiece.

LUKE

“THE GAME FOLLOWS A SLIGHTLY LESS LINEAR STRUCTURE AND YOU'RE FREE TO EXPLORE A LITTLE MORE THAN IN THE PREVIOUS GAME”

KONICHIWA PIKACHU: The bulk of the text may be in Japanese, but you can name your character and monsters in English to make things a bit easier.



VERDICT

⊕ EVERYTHING WE HOPED IT WOULD BE AND MUCH, MUCH MORE...

POKEMON: RUBY/SAPPHIRE



VISUALS

Not the best but good nonetheless. Rounded, colourful and beautifully drawn throughout



AUDIO

Familiar jazzed-up tunes. The *Pokémon* cries are a bit disappointing but there are 351



GAMEPLAY

Takes the gameplay of the previous *Pokémon* to the next degree, but with improvements



LIFESPAN

Just beating all the Gyms will take long enough. Expect months, if not years, of solid play.



ORIGINALITY

With the third generation of *Pokémon* games, Game Freak continues to innovate new titles

ALTERNATIVE

POKÉMON CRYSTAL

The only thing that even comes close in terms of gameplay or length, and bigger than *Pokémon*



Yellow.. Plus it's a safe alternative to importing.

OPINION

SQUIRTLE! 90%

This looks beautiful. It's going to be amazing. But please bear in mind that Luke is a complete Poké-freak, and anyone normal would be a fool to spend their money on importing the Jap version of this game. Wait for it in English, then it'll be 99%!

PHILLIPS

FINAL SCORE

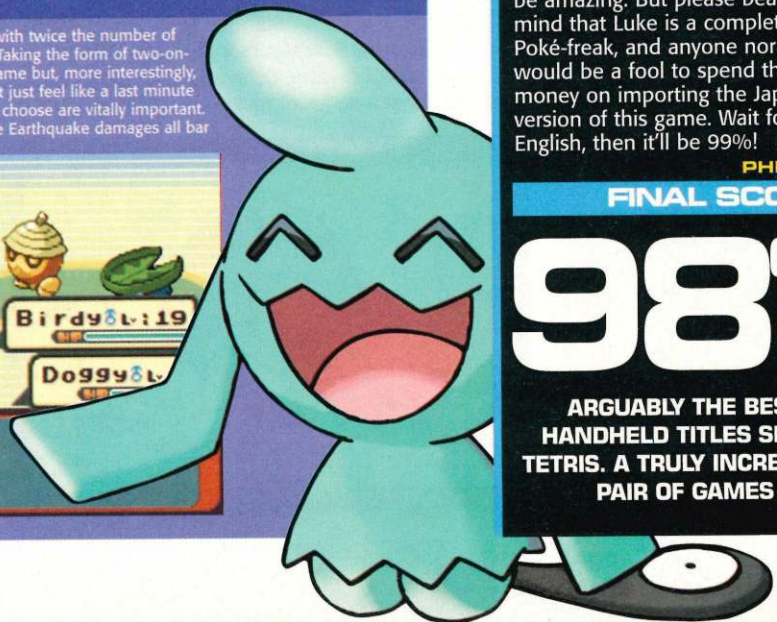
98%

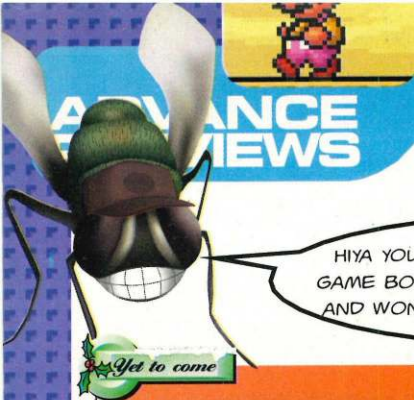
ARGUABLY THE BEST HANDHELD TITLES SINCE TETRIS. A TRULY INCREDIBLE PAIR OF GAMES

FOUR WAY PLAY

Probably the biggest inclusion in these new games is the ability to battle with twice the number of *Pokémon* – now four monster battles are more than just wishful thinking! Taking the form of two-on-two team-up battles, these fights occur with certain trainers in the main game but, more interestingly, they can also be played with four human players. This battle mode doesn't just feel like a last minute addition either – everything down to the combination and moves that you choose are vitally important. For instance, Surf will sweep both opponents with a huge tidal wave while Earthquake damages all bar the monster that uses the skill.

You'll have to try out a lot of combinations before you find a pairing that works really well – many combinations will be functional but can you find a super-effective pairing? You'll also need special items for these duels, otherwise you could be left healing up one monster while the other takes more and more damage. These large-scale battles are a fantastic inclusion and just go to show that Game Freak and Nintendo really do listen to what fans of the games want to see – this was one of our most-wanted features and now we have it. Hurrah!





What's Mario got in the pipeline for us?

HIYA YOU LOT! AHEM. I AM THE SPIRIT OF GAME BOY YET TO COME! HEED MY WORDS, AND WONDER AT THE HITS OF 2003! WOOH!



TOTAL ADVANCE	
⊕ INFORMATION	
MARIO ADVANCE 4	
PUBLISHER:	NINTENDO
DEVELOPER:	IN HOUSE
PRICE:	£TBA
ORIGIN:	JAP
PLAYERS:	1-4
PERCENTAGE COMPLETE	
00 25 50 75 100	
RELEASE DATE: 2003	

MARIO ADVANCE 4



Hey! It's another ancient NES game dug up and thrown onto the shelves! Or is it...? Er, yes. It is.

THERE WERE A few raised eyebrows and at least one startled cough when Nintendo announced that the third Mario release for the GBA would be the SNES adventure *Yoshi's Island*. After all, the first SMA was a GBA re-jig of a SNES re-jig of a NES game, so where are the others? Particularly as many people see *Super Mario Bros 3* as Mario's finest hour – inarguably his best NES adventure.

We'd already accepted the fact that a new Mario title for the GBA in this half of the decade is unlikely, so Nintendo could at least release the right ones in the right order?

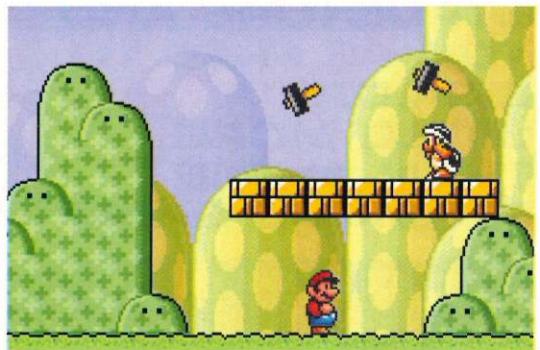
No raised eyebrows then for the casual announcement in Japan earlier this year that two more Mario titles were being worked on – and that the next release would indeed be *Mario Bros 3*.

Originally released in 1990, this yarn paved the way for the classic *Super Mario World*. But, excellent though it still is, it's hard to believe that it took Nintendo two years to make – it takes less than two hours to complete.

Once again, you're on the road to Bowser's castle, thanks to Princess Toadstool's inability to lock the door. This time, however, defeating each of the Koopa kids also saves a series of mushroom Kings, each

magically turned into animals. Great differences include the assistance given by Toad-like mushroom subjects (instant mini-game madness) and the ability to carry cool bonuses around outside the individual levels, and use them when they're needed.

And there are bonuses never seen again in the Mario oeuvre – raccoon suits help Mario fly and a frog suit helps him swim faster. It's all bound to look great on the GBA!



SUPER MARIO ADVANCE 5

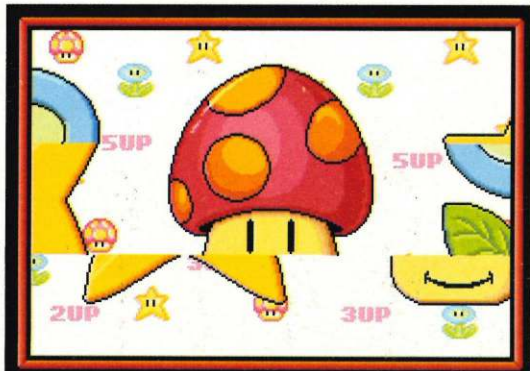
Yes, we know we've speculated endlessly about what the next old re-release will be. So what's to stop us doing it again? One theory is that since Nintendo admitted there would be two Yoshi titles for the GBA, *Yoshi's Story* would be the ideal candidate. But, despite the fact that this was the first GBA demo, entire N64 games are a little hard to fit onto the handheld. And there's still *Super Mario RPG* sitting on the shelf, just waiting to be dusted down. But as that hardly set the videogaming world alight first time round, who knows? We're certain though that Nintendo have too much self respect to try and get away with *Super Mario Advance 5: Super Mario Bros Deluxe*. Yes, totally certain. Surely...?



TOTAL ADVANCE

THINKS...
FIRST IMPRESSION

■ A classic game, which is sure to do well despite being relatively small compared to the previous two Mario adventures. Plus, my god, they'd better sort out some better extras this time round. It's got to be possible to fit *Super Mario Bros 1* onto the GBA cart as well – but anyone want to take bets on them even bothering to consider it?



The speedy hedgehog is back!

SONIC ADVANCE 2

The little blue hedgehog with a fondness for rings is heading for the GBA with a new friend and an even greater turn of speed



SEGA ADDED A little bit of colour to the 2002 Tokyo Games Show by making it a drooling public's first real chance to see one of the most hotly-anticipated sequels ever in action. *Sonic Advance 2*, the follow-up (you won't be surprised to hear) to *Sonic Advance*, returns us to the familiar world of 2D multi-directionally scrolling landscapes, inhabited by a pack of overly energetic mammals, with no regard for speed restrictions whatsoever.

Sonic is a mainstay of the gaming world these days and proof that sometimes a great idea doesn't need to be changed to ensure its continued success – this game has always worked best in 2D (you can keep

your *Sonic Adventure!*) and it always will. As is now customary however, *Sonic & Co* have a new friend to join them in their adventures for this newest GBA title in the series, and this time it's the turn of the humble bunny to get the rocket up the arse treatment (don't try that at home by the way).

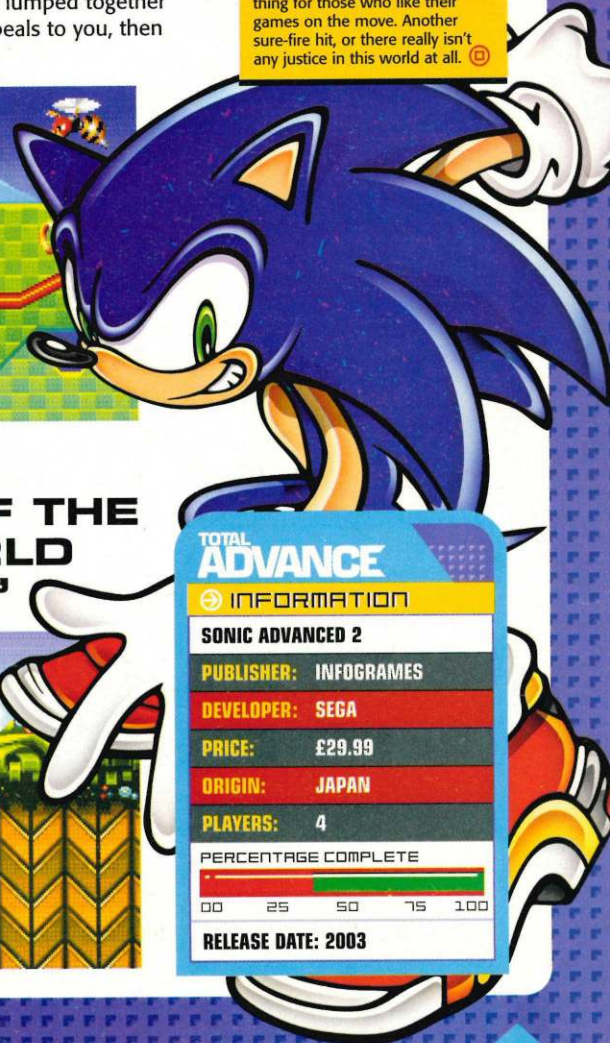
From what we've seen of this game so far, *Sonic* fans are in for a treat. If you like your games slow and laid-back then this isn't going to be the title for you, however if the idea of bouncing around all over the shop in a selection of new worlds lumped together with some classic *Sonic* levels appeals to you, then you're in for something of a treat!

TOTAL ADVANCE

THINKS...

FIRST IMPRESSION

■ The first *Sonic* incarnation was a huge hit and this one takes all the great elements and adds them to it. This is the kind of game that your GBA is made for; simple no-nonsense arcade action at its best and the perfect thing for those who like their games on the move. Another sure-fire hit, or there really isn't any justice in this world at all. ☺



WHAT'S IN A NAME?

Sounding like not so much a new character as more an instruction in a cookery book, Cream The Rabbit is set to be the newest character to join *Sonic & Co* in whizzing almost uncontrollably around the multi-directionally scrolling levels that long-time fans will be well familiar with. Cream is also the host of 'Chao Mini Garden', a new mode where players compete in minigames to build up their Chao abilities and can then port them into the GameCube *Sonic Adventure 2: Battle* title via the 'Cube/GBA link cable.



"SONIC IS A MAINSTAY OF THE GAMING WORLD THESE DAYS"



TOTAL ADVANCE

INFORMATION

SONIC ADVANCED 2

PUBLISHER: INFOGAMES

DEVELOPER: SEGA

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 4

PERCENTAGE COMPLETE



RELEASE DATE: 2003



The birds and the bears...

BANJO KAZOOIE 2 GRUNTILDA'S REVENGE



Thanks to the miracle of the Rare science labs, the wicked Gruntilda gets to take part in a game of 'what if?'

FOR ALL OF you who don't know what happened at the end of *Banjo Kazooie*, the bird and bear duo bumped off the evil witch Gruntilda. At the start of *Banjo Tooie*, Gruntilda's three sisters came and resurrected her. The premise for the latest game is simple; what if they never came to her rescue? Will the world be saved from evil? Will Bottles still die a horrible death? More importantly, will Banjo still get to go on a massive adventure?

Of course he will. Rest assured eventually Gruntilda will set herself free and we'll have plenty of isometric platform adventuring to deal with. To be quite frank, we can't wait.



TOTAL ADVANCE
INFORMATION
BANJO KAZOOIE 2: GRUNTILDA'S REVENGE
PUBLISHER: TBA
DEVELOPER: RARE
PRICE: £29.99
ORIGIN: UK
PLAYERS: 1-2
PERCENTAGE COMPLETE
 00 25 50 75 100
RELEASE DATE: TBA



What ho, explorers!

SABRE WOLF

The OAP adventurer returns for more wolf-chasing antics

IT'S BEEN A LONG time since we last played a *Sabre Wolf* game but Rare has resurrected the ageing hero and we certainly aren't complaining. Sabrewulf has been released from his stone tomb by a mysterious stranger, who has shattered the sacred amulet (oh, please...) into a gazillion pieces. Sabrewulf is now doing his merry dance

around the globe and wreaking havoc left, right and centre. It's up to you, as Sabreman, to return order to the world by finding the pieces of the amulet. It sounds simple and it is, but rest assured there's an awful lot of British humour in there to go with the isometric, RPG-cum-action adventure style gameplay.

TOTAL ADVANCE
INFORMATION
SABRE WOLF
PUBLISHER: TBA
DEVELOPER: RARE
PRICE: £29.99
ORIGIN: UK
PLAYERS: 1-2
PERCENTAGE COMPLETE
 00 25 50 75 100
RELEASE DATE: TBA



Spin, spin sugar!

SUPER MONKEY BALL JR

Monkeys in balls? What more could you possibly ask for?



SUPER MONKEY BALL and its sequel have to be some of the most-played games in the office of recent times, but when we heard about the GBA version we have to admit we were a little sceptical. The GameCube version is all about precision control and the chances of it translating well to a D-pad were minimal. Still, we've been proved wrong and, by using very clever controls, *Super Monkey Ball Jr* plays every bit as well as its big brother, and we've got it here to prove it! Almost as addictive as *Tetris*, *SMB Jr* will take the nation by storm in the next few months.

TOTAL ADVANCE

INFORMATION

SUPER MONKEY BALL JNR

PUBLISHER: THQ

DEVELOPER: REALISM

PRICE: £29.99

ORIGIN: US

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: Q1 03



Take to the skies with a bunch of monkeys

DIDDY KONG PILOT

Another classic N64 title makes its way onto the GBA

TOTAL ADVANCE

INFORMATION

DIDDY KONG PILOT

PUBLISHER: TBA

DEVELOPER: RARE

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: TBA

WITH ALL THE recent Rare events you would have thought that Diddy and co would be no more. However, it appears that Rare owns the rights to Diddy Kong's name – this means that we'll soon get to see Diddy, Timber, Banjo and their cronies racing their way around tons of themed tracks in cars, planes and rubber dinghies. While you will be able to play the game with the D-pad, you'll also have the option to use the tilt-sensor technology that will be built into the cartridge. Neither the character line-up or any other details have yet to be announced. Please don't let this one die, Rare!



Crash, bang wallop – what a comeback!

Get to come

CRASH BANDICOOT 2: N-TRANCED



Everyone's favourite Bandicoot (out of a choice of 300) is back for more miniaturised mayhem!



TOTAL ADVANCE

INFORMATION

CRASH BANDICOOT 2: N-TRANCED

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: VICARIOUS VISIONS

PRICE: £29.99

ORIGIN: US

PLAYERS: 2

PERCENTAGE COMPLETE

00 25 50 75 100

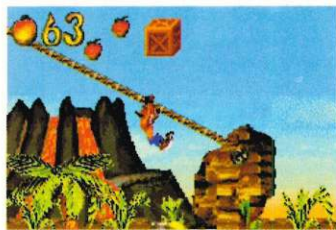
RELEASE DATE: 2003

WITH CRASH BANDICOOT: *The Huge Adventure* having sold 1.5 million copies and counting, it's no surprise to learn that the marsupial mentaler will shortly be returning to the GBA screen in a brand new, even more adventurous title – *N-Tranced* will be out in the first few weeks of the new year.

Strangely for one of these games, the central plot is one of the most innovative ideas in the game. Directly after saving the world in his last mission, Crash discovers that all of his Bandicoot pals have been brainwashed by the mysterious (but obviously extremely evil) N. Trance, who is in league with Crash's old nemesis N. Tropy. Now, faced with an army of old friends hell-bent on his destruction, Crash has his work cut out foiling his nemesis' foul plans and bringing the Bandicoot clan back over onto his side.

As the screenshots prove, it's all good recognisable platform fair, with the same re-play features as we saw in the last adventure. But some hefty additions are promised as well, such as multiplayer modes allowing you to go head to head in battle with mates and best of all, a brand new feature which links up to (apparently) both the GameCube title *Wrath Of Cortex* and the previous GBA game to unlock all sorts of hidden levels and characters in all titles. This sounds

incredibly ambitious and should really be taken with a pinch of salt, but with or without it, Crash is still offering GBA fans more than twice the usual platform play time and this superb title can't wash up on these shores a day too soon.



TOTAL ADVANCE

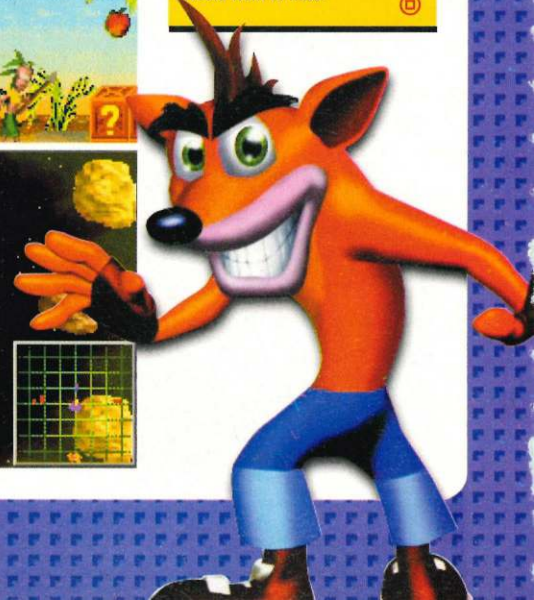
THINKS...

FIRST IMPRESSION

■ This Crash sequel seems to be promising not only the moon on a stick, but also a presentation case to keep it in. We believe that some of the promised features won't make it to the finished version, but either way, with some kind of link-up, the usual re-exploration features and more than 40 levels, this is one GBA adventure that no true gamer would want to miss.

LET ME ROLL IT

We only got about ten minutes play time with the new game, but the best new section we discovered was the rolling section – a complete 3D level in which you control Crash, imprisoned in a bubble. Navigating your way through the Nitro crates and avoiding the edges is a superb challenge and feels, strangely, very realistic. New bits we never got to include controlling Crash's pals Coco and Crunch in all sorts of new vehicles and also perfecting Crash's new moves, Rocket Jump and Super Slide.



Link returns – big style!

THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS



Things can't get any better when you can have two new GBA Zelda games for the price of one!

DO YOU KNOW what the worst thing about this being the last issue of Total Advance is? That we won't get to review this game. Never mind the fact that by the time you read this we might be out on the street, forced to sell our bodies to overweight politicians, in order to scrape together enough cash to put new batteries in our GBA. No, we're just more cut up about not being there for the launch of this awesome title!

It's almost like someone at Nintendo went a little mental: "We could release the old SNES title on the GBA, or we could create an entirely new multiplayer Zelda title", they might have thought. Either decision would've almost guaranteed them pots of cash, but instead they thought "nah, sod it – let's release both games on one cart – we'll do it for the kids!" Ah, bless you Kylie and Robbie – your words would touch the hearts of even the hardest corporate exec!

Erm... anyway. *The Legend Of Zelda: A Link To The Past* was the SNES title, which introduced us

to a whole new Link, a character destined to trek through 'Tolkien-esque' worlds, seeking to help the lovely Princess Zelda on every Nintendo console before and since. This game gives it to you as it first appeared, except you can play it on the bus!

That's not the really important bit though – no, the best bit is that for the first time ever, you're going to have the opportunity to explore the Hyrulean landscape with a friend (with three friends in fact!) because the second game on the cart, *Four Swords*, is a unique new adventure that allows up to four players to work with, against one another via the GBA link cable to tackle puzzles that one Link couldn't do alone. The thought of four Links in just one game is almost too much to comprehend!

TOTAL ADVANCE
THINKS...
FIRST IMPRESSION

■ Look, let's face it – it's not one, but two *Zelda* games, one of which is basically the SNES title that got everyone hooked on the series in the first place. The other offers four-player simultaneous adventuring – it's 'gotta' be fantastic and will sell bucket-loads! Pre-order it now and ensure that you're not the only person without it!



CONSTANT EVOLUTION

If two games on one game isn't quite enough for you, then how about a different game every time? One of the key features of *Four Swords* is that each time you play, a randomly created dungeon is produced, which ensures you should never play the same game twice. In addition to this, how you perform in *Four Swords* affects certain factors in *A Link To The Past* and vice versa, creating a practically limitless range of playing experiences.



"IT'S ALMOST LIKE SOMEONE AT NINTENDO WENT A LITTLE MENTAL."



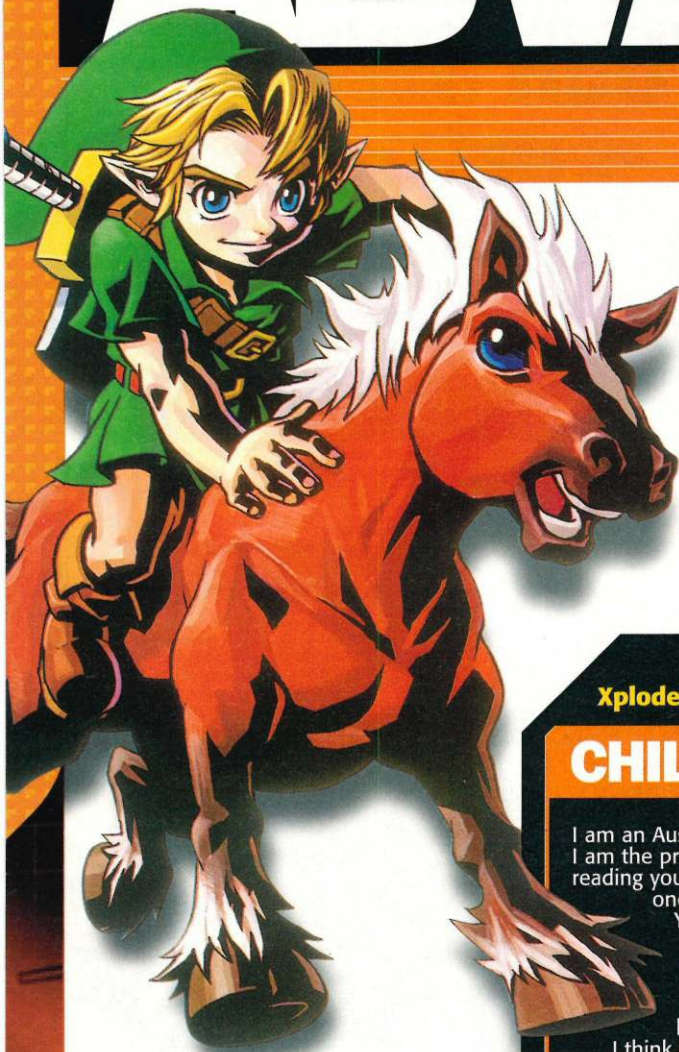
TOTAL ADVANCE
INFORMATION

A LINK TO THE PAST/FOUR SWORDS

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £29.99
ORIGIN: JAPAN
PLAYERS: 1-4

PERCENTAGE COMPLETE
00 25 50 75 100

RELEASE DATE: Q2 2003



Once more unto the breach,
dear friends...

Well, here we go, for old time's sake. Roll up to pass on your thoughts about any GBA-related stuff for the final time, or forever hold your peace!

The sender of the Star Letter each issue wins an XploderGBA courtesy of our friends at Fire International!

STAR
LETTER

CHILD'S PLAY?

I am an Australian gamer who would like to express my disgust at some game manufacturers. I am the proud owner of a GBA and eight different games, all of which I have bought after reading your reviews. In fact, none have scored less than 90% from your magazine. If there is one game I want however, it is *Super Monkey Ball* for GBA.

You can imagine my horror when logging on to a few websites recently, only to find that the game has been called *Super Monkey Ball Jr.* It seems that some companies take handheld gamers as jokes. True, the game is a toned down version of the GCN title, but a title like *Super Monkey Ball Advance* (although clichéd) would go down better than the childish 'Jr' that has been stuck on the end.

I think that we handheld gamers deserve more respect. Well, that's my view, anyway.

CHRIS, AUSTRALIA

TA: Dear Chris,

Ordinarily, you'd now be the proud winner of a Blaze GBA Xploder for raising such a good point, but as you live on the other side of the planet and this is the last ever issue, you'll just have to content yourself with a job well done sir!

You're damned right, of course. Hardly any games seem to be designed for people with more than three brain cells, let alone for an adult audience, and the patronising title for Super Monkey Ball illustrates this perfectly. It's no wonder really that GBA peripherals, games and (ahem) magazines are struggling when the GBA is marketed as a kiddy's time-waster, good enough only for decade-old adventures and ten level platformers. But then, it has always been the same. The GBA will carry on regardless for a few more years/months and then be superseded by a more powerful handheld. Will this new console be able to hold it's own against the other Next-Next-Gen offerings? I wouldn't run a book on it to be honest.



LINK TO US?

We may not be here to listen any longer – mail, texts and all are no longer, but remember you can always debate anything Game Boy related on the totalgames.net forum!

LINK UP

DOUBLE OR NOTHING?

DEAR TA, I've been reading your mag now for over six months and I think it is the best. Your mag has all the up to date news, previews and reviews. A couple of days ago I bought *Robot Wars Extreme Destruction*. I was wondering why you haven't reviewed it yet. I think it is the best game out. Also for the *Robot Wars* game for the GBC you gave 75%, I think deserves 80%. I also am wondering what you think of my idea. It is that for a game that tons of people are buying but the developers didn't have enough room to put a lot in that they could make an expansion cart. It's like a cart that you put into your GBA and on top of it you put the game cart in and then you have double that was in the first. Cheers,

PAUL JOHNSTON, AIRDRIE

TA: Dear Paul, Erm... we've reviewed every single *Robot Wars* game there is, Paul. Check the *Know Your Games* section dude! And we needn't fall out over 5% eh? It took a team of experts to try and understand that last paragraph. We were going to try and re-write it, but it seemed impossible. You mean there should be a GBA expansion cart, yes? It's a bit of an old-fashioned idea, mate, and knowing Nintendo, they'll probably bring out a brand new GBA before they bother with an expansion cart. Any time it's been done with other consoles (or any kind of CD add-on etc) it's always been a disaster, so it's probably just as well that it ain't happening!

THE FINAL FRONTIER

DEAR TA Hey you really are 'Total' Advance aren't you! I never buy a GBA game without consulting the infinite wisdom of a TA review. But anyway, on page six of issue 13 (going back to olden days of good-quality video games) you have a list of all confirmed GBA games coming out. Well they might have been confirmed in 2000 but I don't seem to be able to find any info on some of them. So please, could the infinite wisdom of TA tell me: Will there be any *Star Trek* games for the GBA, as said in issue 13? Thanks, now my GBA is screaming for me to play once more, so I've got to go save the world again.

CHRIS WEBBER, NORTHAMPTON



TA: Dear Chris, My god you do go back, don't you? Sorry to deprive you of your monthly TA fix. Getting the old Issue 13 out, and dusting it down, we see what you're on about, and there's really no news on a *Star Trek* title for the GBA sorry mate. Rumours fly around like mad in the early days of a new console and most of them come to nothing. But then, perhaps the new *Star Trek* movie may make all the difference...

HOLA KLONOA!

DEAR TA

I'm fifteen, Spanish and staying in Ireland for a year to study in an English speaking school (How can you drink this thing? Tea with milk all day!). What I've learned most playing videogames is that what makes the difference between a *Crash Bandicoot* game and the *Klonoa* game for PSX is the STORY. Crash games are good platform games, but if you change the typical story of saving the world from a big bad guy into a story that develops while you play, with surprises in the middle and an incredible ending, the game goes further and it turns into an interactive book/movie, making you feel a part of it. I would like to know if there's a game for the GBA that has a good story, and if *Klonoa: Empire of Dreams* is one of those. Thanks, you're the best GBA magazine in all Ireland and Spain!

MIGUEL JUAN DURAN SANZ, GALWAY

TA: Dear Miguel, We have to admit your English is superb, although there's nothing wrong with milk in your tea. It's sick to have tea without it, but that's another matter. Anyway, you might be a little disappointed with the GBA *Klonoa* game - it's great, but the plot isn't too clever. In fact, the new *Crash* game possibly has a better plot, surprisingly. But yes, there's a real dearth of unpredictable storytelling in GBA adventures. *Broken Sword* is pretty much the only handheld game with any kind of story to it - even most RPGs boil down to wandering through dungeons and battling endlessly. Any developers listening out there? Give us a job, we can write 'em better!

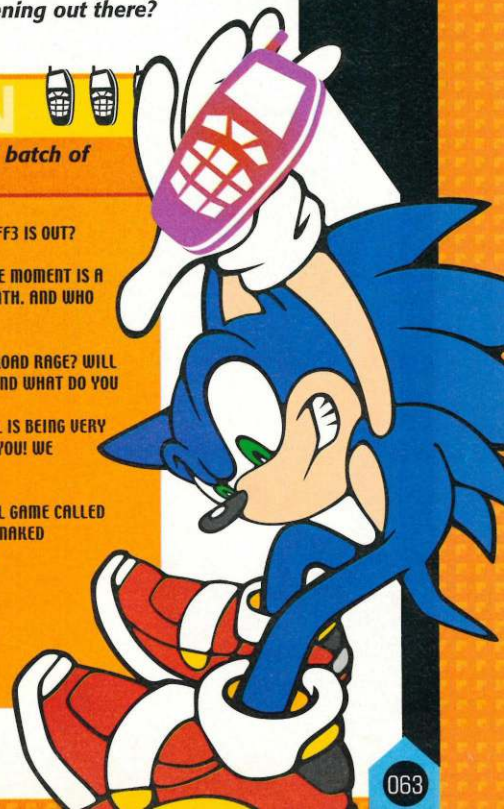
TXT CORNER

PRESS THE BUTTON



We'll miss the constant interruption of all your texts piling onto our old mobile - here's the final batch of SMSs from your diseased little minds:

- HEY TA, I AM WORKING MY WAY THROO CASTLEVANIA 1 & I AM STUCK ON THE 2 DRAGONS BOSS. NOTHING SEEMS 2 KILL THEM! HELP PLEEZ! FROM DJ.
TA: EQUIP MARS AND MANDRAGORA AND HOP DOWN TO THE BOTTOM. KILL ONE DRAGON BY SLIDING BENEATH IT'S HEAD AND ATTACKING WHEN YOU CAN. THEN DO THE WHOLE THING AGAIN.
- CAN I HAVE A GAMEBOY ADVANCE FOR I BOUGHT TOTAL ADVANCE BY ACCIDENT AND THE GAMES LOOK COOL AND IT WOULD MAKE ME BUY UR MAGAZINE A LOT.
TA: HERE'S AN IDEA, MATE. WHY DON'T YOU GET SIXTY POUNDS, ROLL IT UP AND SHOVE IT AS FAR UP YOURSELF AS YOU CAN, EH?
- TIP BOOKS A GR8, BUT HOWZABOUT SUM PLASTIC GAME CASES?? PS ANY NEWS ON METAL SLUG 6 GBA METAL GEAR? TA RULES! FROM DAN.
TA: AH, PERHAPS THAT'S WHAT WOULD HAVE SAVED US! OR POSSIBLY NOT. NO NEWS ON THEM AS YET, DAN, BUT THEY'RE OLD GAMES SO THEY'LL PROBABLY TURN UP EVENTUALLY.
- HI TA HAVE YOU GOT A RELEASE DATE FOR ROBOT WARS 2? GR8 MAG BY THE WAY. FROM OWEN.
TA: YES, IT'S ALREADY OUT TO BUY!
- HEY I LUV FINAL FANTASY AND WANNA KNOW WHEN FF3 IS OUT? SANDAMAN
TA: WHEN? YOU'RE HOPING, SON! ALL THAT EXISTS AT THE MOMENT IS A RUMOUR OR TWO, IN GERMAN. DON'T HOLD YER BREATH. AND WHO CARES ANYWAY?
- HEY, HAVE YOU GOT ANY MORE NEWS ON SIMPSONS ROAD RAGE? WILL THERE BE ANOTHER CRASH GAME SOON, LIKE C.T.R! AND WHAT DO YOU RECOMMEND I GET NEXT?
TA: FOR CRASH INFO, TURN TO PAGE 60! AND ZOO DIGITAL IS BEING VERY SECRETIVE AT THE MOMENT, OTHERWISE WE'D TELL YOU! WE RECOMMEND THAT YOU GET... UP.
- HI TA I GOT AN IDEA THE COMPANY CAN MAKE A COOL GAME CALLED STRIP POKER! WHEN YOU WIN THE HAND (CARD) THE NAKED WOMAN STRIP HER INDIES OFF! AGE 18 ONLY. PUMA
TA: BIT POINTLESS YOU ASKING PUMA, AS I'D BE VERY SURPRISED IF YOU WERE OVER 18!

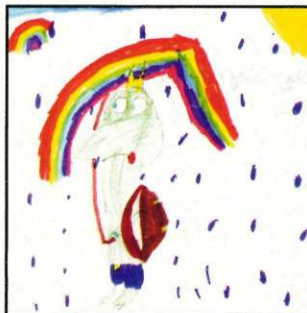


FEATURED FORUM



As we've said, you can share all your Game Boy related thoughts, dreams and prejudices live with fans around the world on the TGN forum at www.totalgames.net/forum/! This issue, we've opened the forum up for your views on our own sad demise. So, for one last time, it's over to you lot...

AUTHOR	TOPIC: THE END?
JemR@TotalAdvance	☹️ Afternoon all! Sad to report, but fans of TA should know that Issue 36, this year's Christmas special, due out 19th December, will be the last issue after nearly four years. GBA owners simply don't spend money on magazines. So there we are, there are no regular UK magazines devoted to the Game Boy any more. But I thought we could make one last big thread on here - include whatever you want, thoughts on the mag, on the GBA's future, whatever...
Numpy	☹️ Sorry to hear that. I wonder if GBA coverage within dedicated Gamecube magazines, has kept people from buying a strictly GBA related mag, assuming that most GBA owners have Gamecube also.
Number45	☹️ That is indeed a shame. I have only had a GBA for a few months and have bought TA since I've known about it. As Numpy says, typically you get a certain amount of information from the GC mags and also the many other multi-format magazines available. I'm sure the advent of the Internet has also not helped matters!! So then, what next?
Neurotica	☹️ After four years of dedication, the magazine has finally been felled. I've only had my GBA since June, so it's a shame that there are now no GBA mags. Looks like I'm going to have a look at Games TM from now on.
IaMfRoMhOlaNd	☹️ A sad but simple truth... Gamers are graphics whores. Trying to explain the intricacies of Advance Wars is like talking to a brick wall. In short: the general public are morons. I love my GBA. It's the best console in history.
Nintendifference	☹️ Bloody hell!! What a shame! I've bought every issue of TA (under its various names) and will truly be sorry it's gone. Other mags only give token coverage of GBA games, so I hope Games TM will have a decent-sized handhelds section.
BMXgamer	☹️ It's a shame to see a mag die out! I wish the whole Total Advance team good luck for what ever they do next.
Rebel	This just sucks, TA is the greatest, please say that the Game Boy will live on! I've brought every issue since #1!!
Sobtanian	☹️ Damn it I hate when things die. This is just as bad as the news that shocked us when SEGA killed my beloved DC, now TA is out of print soon and we GBA fans are left without a mag. I love the net but nothing beats a good old-fashioned magazine, it does the hard job for you and gives you the ripe fruit. Oh well, hope this forum stays online at least, and thanx for the great devotion over the years...
Rebs7	☹️ Almost speechless - am really sorry that you have to stop TA. Not since I was a kid have I kept half an eye on the date waiting for a magazine to come around. I only have a GBA and you'll know from my past postings what a fan of the mag I am. Blimey, I just logged on to see if something would cheer me on this grey ol' day and instead there was terrible news lurking. Could you do the mag online if we all subscribed?
Turf_Layer	☹️ I'm sad to see TA go. I've bought it for about a year when I got my GBA last X-Mas. Well now that TA's going there will be no proper GBA cover, which is a shame, I suppose it's because the GBA just isn't taken seriously, which I don't understand. Just because it has 'cartoony or kiddie graphics'... But wasn't that state of the art 10 years ago? Now I will have to trust crappy internet reviews... I bought Lego Bionicle because of them. I hope the GBA will last a long time and won't be succeeded by the next GB too quickly. At the moment I'm looking forward to Pokémon and the new Golden Sun. Hope you TA guys find a place in the Paragon family!
Interactive	☹️ Sad to see TA go as GBA really deserves a mag of it's own. Will GamesTM give proper coverage to GBA games? It annoys me how GamesMaster seems to think that because GBA is the smallest console, the reviews should be crammed into the smallest space possible (4 to a page) when in fact there is no reason why they should not get as much space as games on any other format.
Rebel	☹️ Argh! We have to buy (crap mag name deleted) now for more GBA stuff. I bet (crap mag name deleted) are loving it.
JemR@TotalAdvance	☹️ Sucks, don't it? Take it easy folks...



HELLO AND GOODBYE, FOLKS! I'VE BEEN DYING TO SHOW YOU SOME OF THE COOL PICS WE'VE STILL BEEN GETTING, BUT COULDN'T TILL NOW! HERE'S A GREAT OSMONDLE PICCY! NOW I'LL GET BACK TO MY DRINKING!



LINK UP

The final reader's review (Okay, that's enough 'finals' now, what do you want us to do, drown on our own tears? - ed) comes from two brothers - so it's two games! So there's a load of Radica stuff for you two, then!

WARIOLAND 4

By Chris Maskill, aged 8

WARIO IS LAZING around, reading the newspaper and giving his nose a spring clean, when all of a sudden, he sees an article which makes his nose seem suddenly irrelevant. A princess is trapped in a pyramid and whoever rescues her gets gold and treasure. So, being the greedy swine Wario is, he rushes off to rescue her...

This game has very good graphics. The scenery is very detailed but still 2D - 3D would make it better. It is quite addictive. You can choose what world you want at the second level, the hall of hieroglyphs is first and there's no choice for that. The game itself is a fun game.

You get the hang of it quite quickly but it still takes a long time, although you always want to go back through the levels you've already done. At first I found the CD and the keys hard to find but it's getting less hard with practice and now I'm

quite far. You need to get the keys because that's the only way to get to the next level. This game is good if you like platformers. I would recommend it to girls and boys from 5 years old.



JACKIE CHAN ADVENTURES

By Alex Maskill, aged 10

I love beat 'em ups and adore platformers, so mixes of the two (*Gekido: Kintaro's Revenge*, *Final Fight* and *Double Dragon*) are like seventh heaven! So when my friend told me he had a game like that, I was ecstatic. When he mentioned that it featured Jackie Chan, I was amazed at how such a heavenly thing could exist. So I tried it out.

Jackie Chan is cleaning his uncle's antique

store when seven feet four worth of muscle, named Hawk Fu, comes in looking for a scroll. Jackie says they don't have any scrolls, but Hawk finds one by breaking a hollow statue with Jackie's head before legging it and Jackie finds that the scroll was one of eight magic scrolls, cue a round the world butt-kicking (more or less literally) tour from San Fran to Alcatraz!

It's addictive, but get to a bit where you are stuck, you try, fail, get mad and get Golden Sun back out, so it never lasts long, but if you can bear it, there's lots to do.

Basically, it's good, but not best. Original, but not for hardcore beat-'em-uppers, due to the non-violent combat animations. Still, if you like this genre, or just a (big) challenge, get it. Overall, wicked.

READER RATING 86%



IMPORTANT

The writers of this last printed review will receive a fantastically handy Gamester GBA pack from the lovely folk at Radica: Including the brand new Woofer!

TOTAL ADVANCE

INFORMATION

HARRY POTTER: CHAMBER OF SECRETS

PUBLISHER: EA

DEVELOPER: EUROCOM

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1



HARRY POTTER AND THE CHAMBER OF SECRETS

Instant saves help, but it's still a big adventure.

DIFFICULTY RATING

7/10

Easy Medium Hard

Harry's back for a second term at Hogwarts and another magical adventure. We've conjured up a mapped walkthrough guide to help him save the day.

ACT I: DIAGON ALLEY

AREA 1

DIAGON ALLEY

ITEMS: Save Book, Chocolate Frog

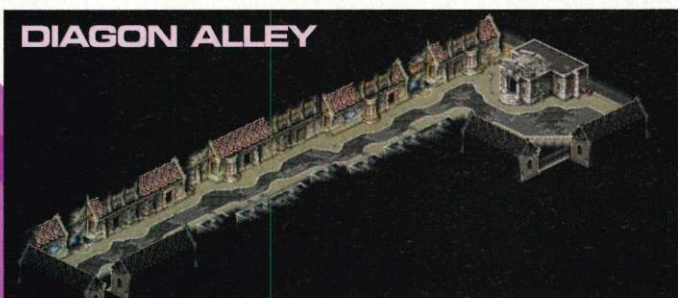
TASK 1: MONEY MATTERS

Collect your money from Gringotts Bank.

TASK 2: HAGRID HUNT

Buy all your supplies for your second year at Hogwarts and then meet Hagrid near the entrance to the Leaky Cauldron.

Speak with Hagrid and then enter Gringotts Bank. Talk to Griphook then walk through the archway at the top to enter the Upper Vaults.



AREA 2

GRINGOTTS UPPER VAULTS

Harry must navigate the tunnels and caves of the vaults below Gringotts, to find his vault and get the necessary money to buy items in the Diagon Alley shops.

1 After flipping the switch to open the vault door, dispatch the Fire Crab with a fully charged Flipendo.

2 Flip the switch to activate the crusher so you can get to the moving platforms. Once past these (avoiding the volcanic

eruptions), Harry can descend into the lower vaults.

A Fire Crabs are slow-moving creatures, but by no means harmless – when threatened, they're capable of emitting bursts of fire from their rear end!

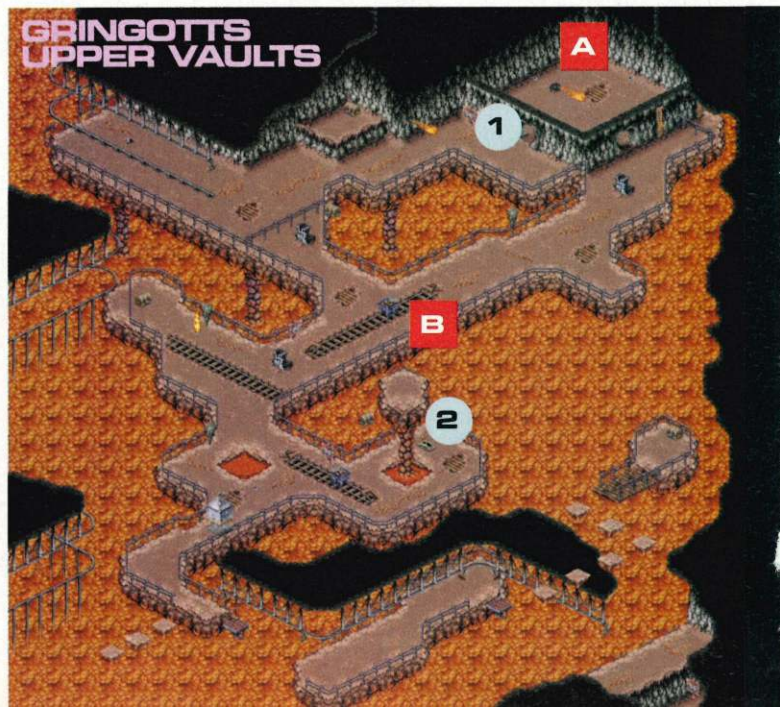
B Push gem carts (hold down **Ⓢ** and move the D-pad) for more hidden items.

TOP TIPS

Along the way, Harry will find Remembralls on the ground, which act as checkpoints – returning there if he falls off a ledge, for example. Save books are needed to save Harry's progress before the GBA is turned off.

If Harry is hurt, he can eat the wizard sweets left behind in chests by friendly goblins.

The occasional Sickle and Knut (wizard money) will be left behind in secret places – collect these to use in the shops of Diagon Alley.



AREA 3

GRINGOTTS LOWER VAULTS

ITEMS: Five gemstones, Incendio Spell

TASK 3: GRINGOTTS GEMS

Collect five gemstones to open the door to the spell book vault.

- 1** The Incendio spell is behind this door – but you'll need to find five gemstones to unlock it.
- 2** Cast several spells to destroy the Orange Snails, then get gemstone 1 from the chest.
- 3** Move the gem cart onto the switch, then defeat the Fire Crabs for gemstone 2.
- 4** Get gemstone 3 from the chest, then flip the switch to power up the crushers... but watch out for unstable stalactites.
- 5** Push the gem cart to the end of the rails to get gemstone 4.
- 6** Flip the switch to raise the crusher, push the boulder under it and flip the switch again to reveal the final gemstone.

Task 3 Completed

- 7** Go through the door and use spells to scare away the Giant Fire Crab, then collect the Incendio Spell.

- 8** Use the Incendio Spell to open Harry's vault and collect the money, then climb in the mine cart.

Task 1 Completed

AREA 4

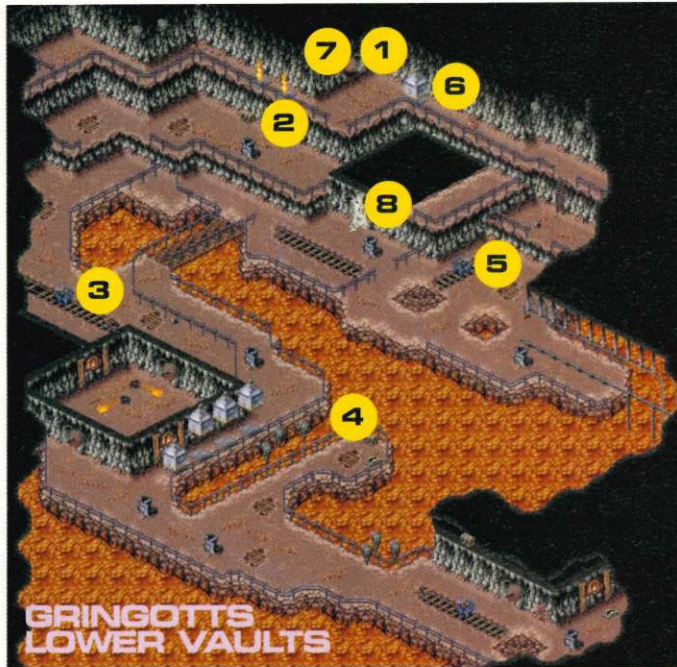
MULPEPPERS APOTHECARY

ITEMS: Potion kits, Wigganweld Cauldron, 'Gondoline Oliphant' Wizard Card

After using the Save Book outside Gringotts, you can tackle the shops in any order. Outside the Apothecary, Harry meets Ginny Weasley and offers to buy her a new potion kit for her first year at Hogwarts.

TASK 4: POTIONS PURCHASE

Buy two Potions Kits from Mullpepper's Apothecary.



Inside, Harry needs to buy the potion kits from the shopkeeper behind the counter. The kit comprises three different potion bottles: Wigganweld (stamina restoration), Poison Antidotes and Girding (a rare, hard to find, brew that temporarily prevents Harry from being hurt).

There is a secret room in this shop: just find the switch to roll back the shop display – in the glass jar in the room beyond is a Pumpkin Pastie. Come out of the shop and give Ginny her Potion Kit. Ginny gives Harry his first Wizard Card by way of reward – there are 25 Cards to collect in the game, arranged in sets of five.

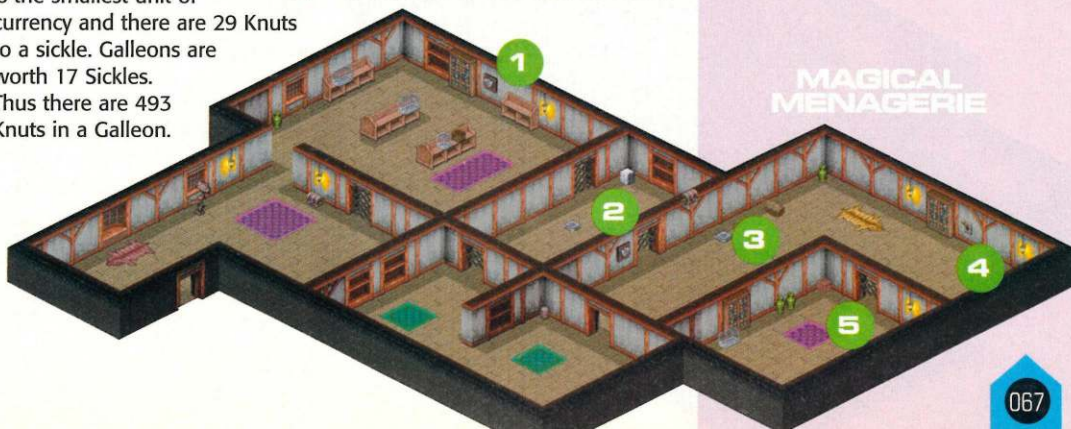


Task 4 Completed

TASK 5: BOOK SIGNING

Meet Ginny in Flourish and Blotts for Gilderoy Lockhart's book signing.

There are three types of coin in the wizarding world: bronze Knuts, Silver Sickles and Gold Galleons. The Knut is the smallest unit of currency and there are 29 Knuts to a sickle. Galleons are worth 17 Sickles. Thus there are 493 Knuts in a Galleon.



AREA 5

MAGICAL MENAGERIE

ITEMS: Trevor the Toad

Harry meets Neville Longbottom outside the magical Menagerie. Neville's managed to mislay his familiar, Trevor, inside the shop and the shop wizard is not a fan of children wandering around on their own. Neville asks Harry if he can help him return Trevor.

TASK 6: TROUBLESOME TOAD

Sneak into the Magical Menagerie, avoid the Imps and the shopkeeper and find Neville's toad. Return Trevor the toad to Neville.

Inside the shop Harry finds Hedwig on an Owl Post with a message from Ron. To read this, walk up to Hedwig and press the Action button. Ron warns Harry that he'll need to avoid the shop wizard by sneaking around – to sneak, hold down the Action button.

- 1** Use Flipendo on the shield to open the door.
- 2** Move the stone block onto the floor switch to open the next door.
- 3** Flipendo the barrel onto the floor switch to open the chest for money.
- 4** Flip the switch to open the door to the final room.
- 5** A quick Flipendo should knock Trevor out and allow Harry to catch him.

Once you've caught Trevor, return to Diagon Alley and return him to Neville to receive Harry's first Chocolate Frog. Like all wizard sweets, these restore Harry's stamina. Collecting five Chocolate Frogs will increase Harry's maximum stamina by one lighting bolt.

Task 6 Completed

AREA 6

GAMBOL AND JAPES

ITEMS: Dungbombs, Stink Pellets, Luminous Balloons

TASK 6: GRINGOTTS GEMS

Collect five gemstones to open the door to the spell book vault.

Harry meets Fred & George outside the shop where they encourage him to go inside and buy some goods. Harry can buy the following from this shop:

Dungbombs: These can be placed on the ground. A fuse magically lights, which smoulders for a few seconds before exploding and leaving behind a cloud of smelly gas. The stinking vapours can stop most creatures in their tracks. Trolls like the smell given off by Dungbombs, so they can be used to lure them.

Stink Pellets: These are egg-shaped pellets that can be thrown. When the pellets explode they give off a nasty smell. This stench lingers for a few seconds and will stun creatures that wander into it. However, a direct hit will cause more of a stun.

Luminous Balloons: These can be inflated and let go to create a noisy diversion. Certain creatures will stop in their tracks to watch them or even give up pursuit altogether to follow the balloon.

At the back of the shop is a small room. Use Incendio on the spiders web for some extra money and search the far wall – it's actually a secret panel. There's quite a few items for Harry to pick up in the next area – but watch out for Dungbomb-trapped chests: if he gets caught in their stinking vapours he'll lose some stamina.



HEADLINE: The Famous Duo



LEAKY CAULDRON

AREA 7

FLOURISH AND BLOTTS

Flourish and Blotts is the wizard bookshop in Diagon Alley and, for today only, has Gilderoy Lockhart, world famous wizard, signing copies of his new book 'Magical Me'.

Gilderoy likes to grab headlines, so when he spots Harry in the crowd of fans he quickly ensures that a picture of Harry and himself is taken for the front page of The Daily Prophet. He also announces that he has taken up the position of Defence against the Dark Arts teacher at Hogwarts.

Also in the crowd are Draco and Lucius Malfoy – Lucius takes pity on Ginny and gives her an extra book for her upcoming school year.

Task 5 Completed

Once Harry leaves the shop, go to the end of the Leaky Cauldron and speak with Hagrid. Follow Hagrid into the Leaky Cauldron.

Task 2 Completed

AREA 8

LEAKY CAULDRON

ITEMS: Save book, Floo powder

As Harry enters the Leaky Cauldron, Ron appears and tells him that they've missed the Hogwarts Express. Luckily Mr Weasley didn't take the flying Ford Anglia to work this morning – so all Harry and Ron need to do is use some Floo powder to return to the Burrow.

TASK 7: FINDING FLOO

Find the Floo powder hidden in the Leaky Cauldron and take it to Ron by the fireplace.

1 Push the recessed panel by the two barrels to open the trapdoor to a secret cellar with a chest containing a Silver Sickle.

2 Flip the switch to drop the chest containing the Floo powder in the secret room.

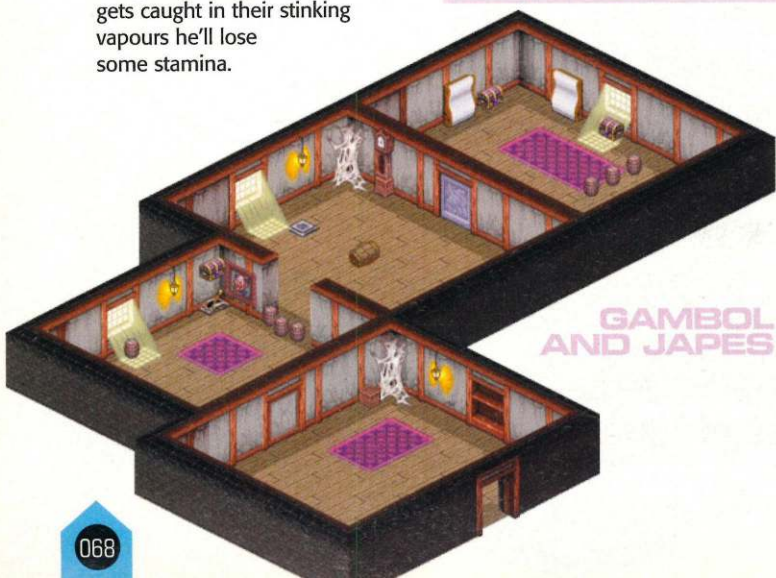
3 Flip the switch to move the nearby sideboard, then enter the secret room to get the Floo powder from the chest. Return to the bar and give it to Ron.

Task 7 Completed

A Search the barrels in the cellar for extra items.



Weasley's home swiftly behind, the Ford Anglia heads to Hogwarts at top speed.



GAMBOL AND JAPES

ACT II: HOGWARTS

NIGHT

AREA 9

WHOMPING WILLOW



The car flies in over the grounds, narrowly missing the perimeter wall and crashes into the 'Whomping Willow' tree.

Harry and Ron escape from the tree and walk up to the windows of Hogwarts just in time to see the Sorting Hat sequence for the new first years.

Snape creeps up on them from behind and takes them to the Entrance Hall, where he scolds them about the damage to the Whomping Willow and sends them to their Dormitory.

TASK 8: DORMITORY 1

Head up to the Gryffindor Dormitory on the seventh floor.

AREA 10

ENTRANCE HALL

ITEMS: Save Book, 2 Red Beans (1 in locked Alohomora chest at top of stairs, 1 in green vase)

Before heading up the stairs to the great staircase, explore the Entrance Hall – if Harry fires a fully powered Flipendo at the urn in the corner, he should find a red tomato Bertie Botts bean. There is a second red bean in the chest at the top of the stairs but Harry won't be able to get this yet as it's locked – he'll need to discover the Alohomora (unlocking) spell first. If all 100 red beans are collected, a secret will unlock in the Game Boy Advance front-end menu.

TASK 9: 100 RED BEANS

Collect 100 TOMATO flavour beans and you'll get a special reward.

The Gryffindor Dormitory is on the seventh floor so head up the stairs and through the door to enter the Grand Staircase.



AREA 11

GRAND STAIRCASE

ITEMS: 4 Red Beans (1 in green vase on floor 1, 1 in green vase on floor 4, 1 in green vase on floor 5, 1 in green vase on floor 7)

On Floor 1 Harry meets Nearly Headless Nick who warns him that Peeves is on the prowl, looking for students to torment. Harry must keep working his way up the stairs.

Floor 1 Exits: Slytherin Dungeons, Transfiguration, Floor 2, Entrance Hall.

Floor 2 Exits: Moaning Myrtle's, Library, Flitwick's Office, Floor 1/3, Portrait (currently empty).

When Harry reaches Floor 3 he meets Peeves the Poltergeist. Peeves, in his typical mischievous way, starts to throw vases at Harry – avoid them and keep running up the stairs!

Floor 3 Exits: Dumbledore's Office, Floor 2/4.

Floor 4 Exits: Hospital Wing, Floor 3/5, Portrait (currently empty).

Floor 5 Exits: Floor 5 Bonus, Floor 4/6.

Floors 5 and 6 have some silver knights who will attack Harry if he gets too close – a fully powered Flipendo will soon deal with them.

Floor 6 Exits: Floor 6 Bonus, Floor 5/7.

Floor 7 Exits: Gryffindor Common Room, Fred & George, Floor 6, Portrait.

Once Harry gets up to the seventh floor, he meets Hermione who explains how portraits can be used to quickly travel between floors of Hogwarts – the password for the portrait on the seventh floor is 'Garglehoot'. She also gives the password to the Gryffindor Common Room – 'Wattlebird'.

Go through the right-hand portrait to enter the Gryffindor Common Room.

AREA 12

GRYFFINDOR COMMON ROOM

ITEMS: Save Book, Wiggeweld Cauldron, 'Ignatia Wildsmith' Wizard Card, 2 Chocolate Frogs (1 past Ectoplasm barrier, 1 past Alohomora door)

5 Red Beans (1 in green vase to the right of Common Room, 1 past Ectoplasm barrier, 1 in wardrobe in Harry's bedroom, 1 in painting near Harry's bedroom, 1 in cobweb past Alohomora door)

1 Fire an Incendio spell to light the two metal sconces and open a secret door. Inside is a box with the 'Ignatia Wildsmith' Wizard Card.

2 Go to Harry's bedroom and talk to Ron.

Task 8 Completed

Ron suggests that you go and visit Fred and George in their 'shop'. To get there Harry needs to go through the Reading Room... and avoid Percy who is patrolling for students out at night. Head back to the Grand Staircase and enter Fred & George's area.

TASK 10: FRED & GEORGE'S SHOP

Stealth through the Reading Room to visit Fred and George's Shop.

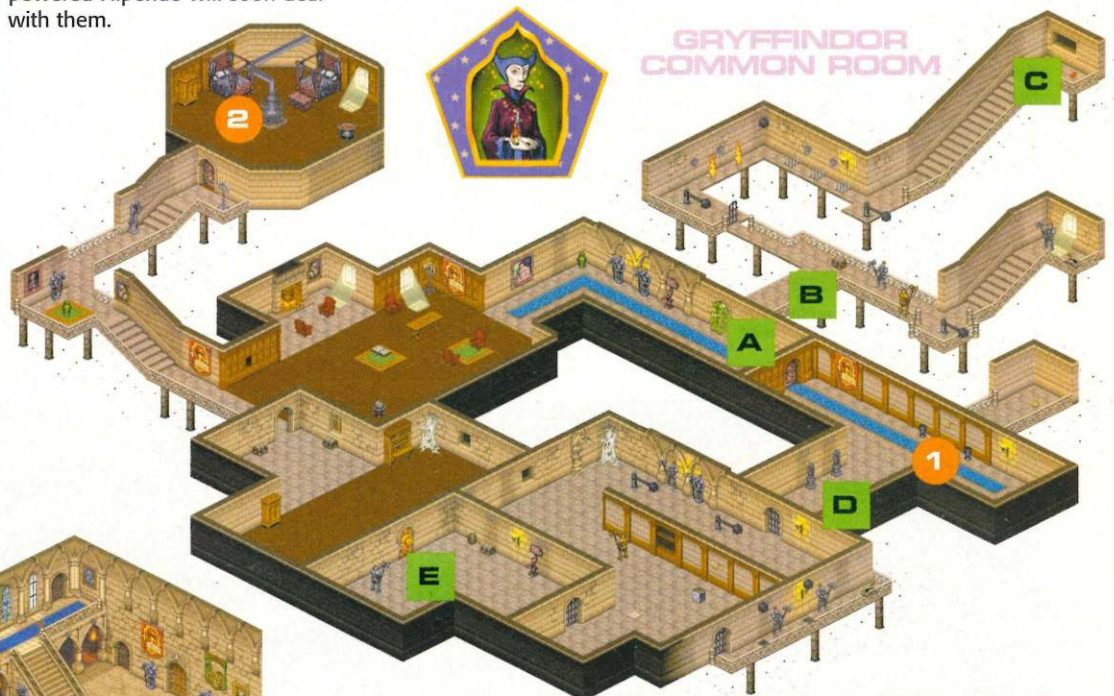
A You'll need a Skurge spell to remove this Ectoplasm barrier.

B This chest contains a Chocolate Frog.

C This red bean is tricky to reach. First you have to flip the switch on the right-hand staircase, avoiding/killing the knights (gold ones are indestructible). Then head up the left path, avoiding the traps and the vases rolling down the stairs, to get the bean.

D The busts of women cannot be interacted with until Harry has learnt the Avifors spell. Come back later to open the portcullis.

E This door can only be opened when you've learnt the Alohomora spell (once Harry has found all five Spell Wizard Cards). Inside are some Doxies (see later), beans and Chocolate Frog.



AREA 13

FRED AND GEORGE

ITEMS: Wigganweld Cauldron
'Herpo the Foul' Wizard Card
5 Red Beans (1 in green vase in Reading Room, 1 in barrel in secret corridor past bowl of fruit portrait, 1 in green vase in corridor outside Fred's shop, 1 past Avifors barrier and by Skurge door, 1 in cupboard through Skurge door)
2 Chocolate Frogs (1 in chest in corridor outside Fred's shop, 1 in chest through Skurge door)

1 Sneak through the Reading Room, avoiding Percy the prefect.

2 The shop is located in the toilet!

A You can tickle the portrait to find a secret passage leading to the shop.

B Refill your Wigganweld vial at this cauldron if it's empty.

C Return here later and use Avifors on the statues, then enter the secret passage and use Skurge on the Ectoplasm barrier. Beyond are a Chocolate Frog and 'Herpo the Foul' Wizard Card.

At the shop, Harry can stock up on Dungbombs, Stink Pellets and Luminous Balloons.

Task 10 Completed

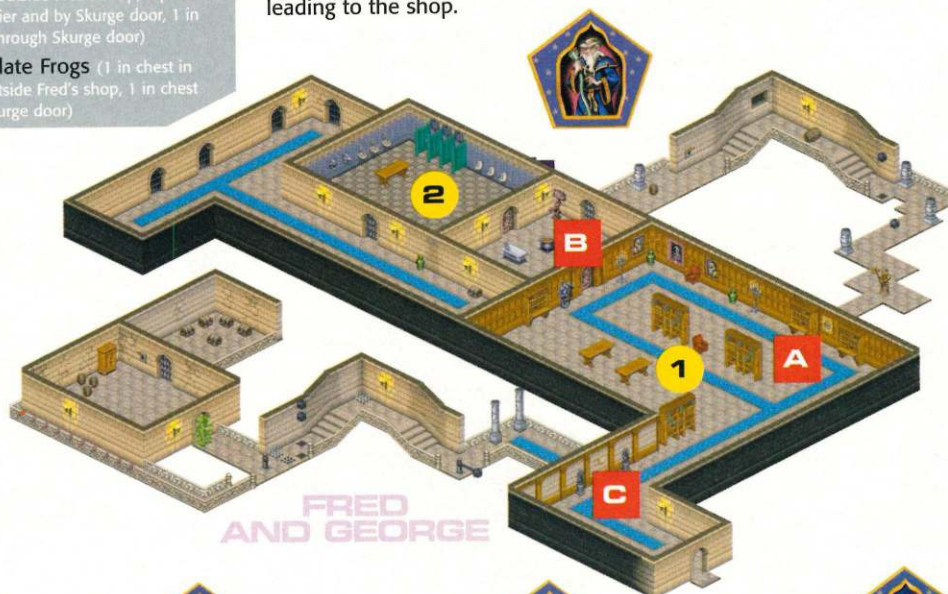
TASK 11: MEET RON IN DORMITORY

When you're done with the shop, return to the Dormitory to meet Ron.

Outside Fred's shop, Harry meets George who introduces the bean challenges – Harry doesn't need to do these but if he does he can win rewards. Only bean challenge 1 is open initially – once completed, the next challenge is unlocked.

TASK 12: BEAN CHALLENGE 1

Collect 10 BLUEBERRY flavour beans and return to Fred and George to collect your reward.



FRED AND GEORGE



AREA 14

BEAN CHALLENGE 1

ITEMS: 10 Blue Beans
'Helga Hufflepuff' Wizard Card

This is relatively simple to complete – particularly if Harry has a full vial of Wigganweld. Collect all ten beans, taking care of the barrels and other traps, exit and speak with George for the reward: a new password for the second floor portrait ('Scuttlegrip') and the 'Helga Hufflepuff' Wizard Card.

Task 12 Completed

TASK 13: BEAN CHALLENGE 2

Collect 15 CABBAGE flavour beans and return to Fred and George to collect your reward.

AREA 15

BEAN CHALLENGE 2

ITEMS: 15 Green Beans
'Salazar Slytherin' Wizard Card

Tougher than Bean Challenge 1, Harry needs to jump between the platforms, following Hedwig who is dropping green cabbage beans. Harry needs to be careful as the platforms crumble if he stands on them for too long. Collect all 15 beans, exit and speak with George for the reward: a new password for the fourth floor portrait ('Jellyreed') and the 'Salazar Slytherin' Wizard Card.

Task 13 Completed

TASK 14: BEAN CHALLENGE 3

Collect 20 BANANA flavour beans and return to Fred and George to collect your reward.

AREA 16

BEAN CHALLENGE 3

ITEMS: 20 Yellow Beans
'Rowena Ravenclaw' Wizard Card

Explore the maze and collect all 20 yellow beans. Avoid the ghosts and the various spike traps and flammers. Exit and speak with George for the reward: a new password ('Bobbylolly') and the 'Rowena Ravenclaw' Wizard Card.

Task 14 Completed

TASK 15: BEAN CHALLENGE 4

Collect 25 CHOCOLATE flavour beans and return to Fred and George to collect your reward.

AREA 17

BEAN CHALLENGE 4

ITEMS: 25 Chocolate Beans
'Godric Gryffindor' Wizard Card

The hardest of all of the bean challenges, this is extremely difficult to complete and requires expert timing and quick reactions. Collect all 25 beans, exit and speak with George for the reward: a new password ('Glovejuggler') and the 'Godric Gryffindor' Wizard Card.

Task 15 Completed

Once Harry has completed some bean challenges, he needs to return back to the Gryffindor Common Room to speak with Ron. On doing this, the first night will end and Day one will start.

Task 11 Completed

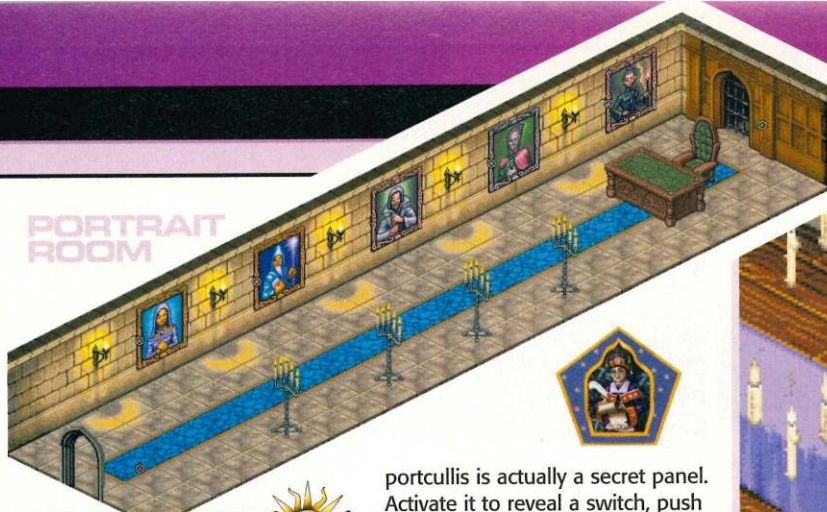
BEAN CHALLENGE 2



BEAN CHALLENGE 3



PORTRAIT ROOM



DAY 1

AREA 18



PORTRAIT ROOM

ITEMS: 'Bridget Wenlock' Wizard Card

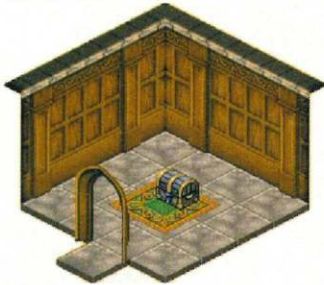
Speak with Ron and he tells Harry to meet him down in the Great Hall.

TASK 16: THE GREAT HALL

Meet Ron down in the Great Hall.

At this point Harry can either use the Grand Staircase or the portrait short cut on Floor 7 on the main landing. Use the portrait short cut as it's quicker – this will take you to the Portrait Room.

This is a central hub that lets Harry take short cuts to many of the floors/places in Hogwarts. Floors 2, 4 and 7 can all be quickly accessed using the portraits in this room. The two other portraits require bean challenges 3 and 4 to be complete before Harry can use them.



Furthermore there is a hidden secret at the far end of the room behind the desk – the second panel from the right of the

portcullis is actually a secret panel. Activate it to reveal a switch, push the switch and the desk will move. Move the chair onto the revealed floor switch and the portcullis will open – in the room beyond, in a chest, is the 'Bridget Wenlock' Wizard Card.



BONUS 1

ITEMS: 'Quong Po' Wizard Card, 2 Red Beans (1 in bottom corner, 1 in green vase)

This bonus room is accessible from the portrait room – but can only be accessed if Harry has completed Bean Challenge 3.



BONUS 2

ITEMS: 'Beaumont Marjoribanks' Wizard Card, 2 Red Beans (1 on room floor, 1 in cupboard)

This bonus room is accessible from the portrait room – but can only be accessed if Harry has completed Bean Challenge 4.



AREA 19

THE GREAT HALL

ITEMS: 'Sacharissa Tugwood' Wizard Card
1 Chocolate Frog (in chest)
2 Red Beans (both in green vases)

Speak with Ron and he explains House Points to Harry and tells him that he needs to go to Madam Hooch's Flying Lesson.

Task 16 Completed

Leave the Great Hall and meet Hermione. She explains that Harry needs to get to flying practice and gives him an owl scroll explaining how to fly.

TASK 17: FLYING LESSON

Go to the flying lesson area in Hogwarts Grounds for Madam Hooch's Flying Lesson.



THE GREAT HALL

AREA 20

WHOMPING WILLOW

ITEMS: 'Hesper Starkey' Wizard Card, 3 Red Beans (1 in cobweb next to Whomping Willow, 1 in bush to right of Whomping Willow, 1 in Avifors boulder)

The Hesper Starkey Wizard Card is in a chest close to the Whomping Willow.

An Avifors boulder is here – inside is a red bean – however Harry won't be able to get to it till he's learnt the spell later in the school year.

There's also an owl post in this area – it explains to Harry that bushes in the grounds of Hogwarts can be searched for extra items.



BEAN CHALLENGE 4



HOGWARTS GROUNDS



AREA 21

HOGWARTS GROUNDS

ITEMS: 'Derwent Shimpling' Wizard Card, 'Bowman Wright' Wizard Card

2 Chocolate Frogs (1 in chest on far western wall, 1 in chest near Wizard Card)

10 Red Beans (6 hidden in bushes, 1 hidden in cobweb near Hagrid's Hut, 2 in Avifors boulders, 1 in Alohomora chest)

A Watch out for gnomes in this area: these garden pests pose little real threat but can still be troublesome. They appear out of tree stumps – fire a charged Flipendo spell at a tree stump to destroy it.

B The Herbology Greenhouse opens up later in the school year.

C The Quidditch pitch is currently closed – come back later in the school year.

D Harry can enter Hagrid's Hut but Hagrid isn't around at the moment.

FORBIDDEN FOREST (SECRET AREA)



ITEMS: 'Daisy Dodderidge' Wizard Card

If you've connected the Game Boy Advance game to the Game Cube game then next to the Remembrall near Hagrid's Hut there will be a vine climbing the wall. Use it to access a secret part of the Forbidden Forest. This dark maze is inhabited by the Gytrash. Not much is known about these ethereal creatures but they need to be avoided at all costs as their touch causes Harry to lose stamina. Navigate



Collect the 'Derwent Shimpling' Wizard Card from a chest close to the Flying Practice area.

Madam Hooch and Hermione are waiting by the entrance to the Flying Practice Area. Speak with Hooch and beat the time challenge to win the 'Bowman Wright' Wizard Card. Don't worry if Harry doesn't beat the challenge first time – he can use the Broom shed to repeat flying practices.

Task 17 Completed

TASK 18: DORMITORY 2

Head up to the Dormitory to meet with Ron.

Head back up to the Gryffindor Dormitory and speak with Ron.

Task 18 Completed

Ron tells Harry that he's heard that a map of the school exists and that Harry should speak with Fred & George to find out more information.

TASK 19: MAP HINT

Visit Fred and George to find out about the Hogwarts map.



through the maze and you'll find the 'Daisy Dodderidge' Wizard Card on the ground. Collect this. If you've completed the four bean challenges, you'll now have collected all the Location Wizard Cards – which unlocks Gringotts Bank on the GameCube.



NIGHT 1

AREA 22

BELOW GROUND

Head over to Fred and George and speak to them. They explain to Harry that the map is down in the Hogwarts dungeons (off the Entrance Hall) but that Filch and Mrs Norris are down there... so it won't be easy to obtain.

Task 19 Completed

TASK 20: HOGWARTS MAP

Stealth past Filch in the dungeons and find the map to Hogwarts.

Near the entrance to the dungeons is an Owl Post with a message from Ron – he explains that the curtained alcoves can be used to hide from patrolling teachers and prefects. The entrance to Snape's area is currently locked – follow the corridor round to Filch's area.



AREA 23

FILCH

ITEMS: Poison antidote
Cauldron, Wiggeweld
Cauldron, Hogwarts Map

- 1** Cast Flipendo at the shield to raise the right-hand portcullis.
- 2** Flip the switch to open the left portcullis in the starting room.
- 3** Light the sconce to open the portcullis, then enter and grab the invisibility cloak. Run over and flip the switch to open the next door.
- 4** Move the block onto the floor switch to open another door.
- 5** Flipendo the barrel and roll it onto the floor switch to open the next door.
- 6** Push the blocks onto the floor switches to open the door.
- 7** Defeat the Fire Crab to open the next door.
- 8** Avoiding Mrs Norris (the cat), flip the switch to open the far door.
- 9** Use the curtain to hide until Filch walks past, then flip the wall switches to open the next two doors.



- 10** Incendio the cobweb to reveal a switch; flip it to open the next door.
 - 11** Flip the switch outside to open this room, containing Remembrall, Pumpkin Pasty and Poison antidote cauldron – fill up your vial.
 - 12** Push the block onto the floor switch to open the next door.
 - 13** Avoiding the rolling barrels, Flipendo the stationary one onto the floor switch to open the door.
 - 14** Move the stone block onto the floor switch to open the door.
 - 15** Move the block along the corridor to the floor switch – dodging the flammers.
 - 16** In here you'll find a Wiggeweld Cauldron, Invisibility Cloak and the Hogwarts Map. Put on the cloak and run out of the dungeon as quickly as possible.
- Task 20 Completed**
- A** Filch will throw Harry out if he catches him.
- B** Doxies are small winged flying sprites with poisonous tails. Use the poison antidote if you get stung.
- C** Trolls are unpredictable and stupid but also big and strong. Keep your distance.

**TASK 21:
DORMITORY 3**
Go back up to the Dormitory.

Once out of the dungeon, go to the Portrait Room – no one is in any of the paintings! Harry will have to take the long way up to the Dormitory and go up the stairs...



AREA 24

MOANING MYRTLE'S

As Harry walks up the stairs towards the Dormitory he hears a strange voice in his head coming from Moaning Myrtle's. In Myrtle's area he find Mrs Norris strung up

on the wall with the message "The Chamber has been opened. Enemies of the Heir Beware...". Dumbledore and Filch then turn up and Filch is distraught – he believes that Harry has petrified Mrs Norris but Dumbledore explains that it could not have been done by a second year – it would have required very powerful dark magic.

Note: The classroom and boys' toilets aren't immediately

ITEMS: Save Book, 'Gaspard Shingleton' Wizard Card, 2 Chocolate Frogs (1 in boys toilet, 1 in chest in room behind classroom) 5 Red Beans (1 in cobweb in corridor, 1 in green vase in corridor, 1 in chest in boys toilet, 1 in cupboard in classroom, 1 in barrel in closet of back room behind classroom)

available as they're blocked by a lock and ectoplasm barrier respectively – once Harry has learnt the Alohomora and Skurge spells he can return and collect the extra beans, Chocolate Frogs and Wizard Card.

Head back up the door and either walk up the stairs or use the portraits to get to the Gryffindor Dormitory. Speak with Ron and then Harry goes to bed...

Task 21 Completed



DAY 2

AREA 25

FLYING LESSON 2

ITEMS: 'Gwenog Jones' Wizard Card

Head back down to the Common Room and you meet Oliver Wood, Captain of the Gryffindor Quidditch team – he explains there's a flying lesson that Harry needs to attend.

**TASK 22:
FLYING LESSON 2**
Follow Oliver Wood to Flying Lesson.

Head outside and meet Oliver – he explains that there's a Flutterby in the area and that Harry needs to catch it in a certain time to get the 'Gwenog Jones' Wizard Card as a reward.

Task 22 Completed

Speak with Hermione and she tells Harry it's now time for Charms Class. Head up the stairs to the second floor and into Flitwick's Office.

**TASK 23:
CHARMS CLASS**
Meet Hermione on the second floor and complete Charms with Professor Flitwick.

AREA 26

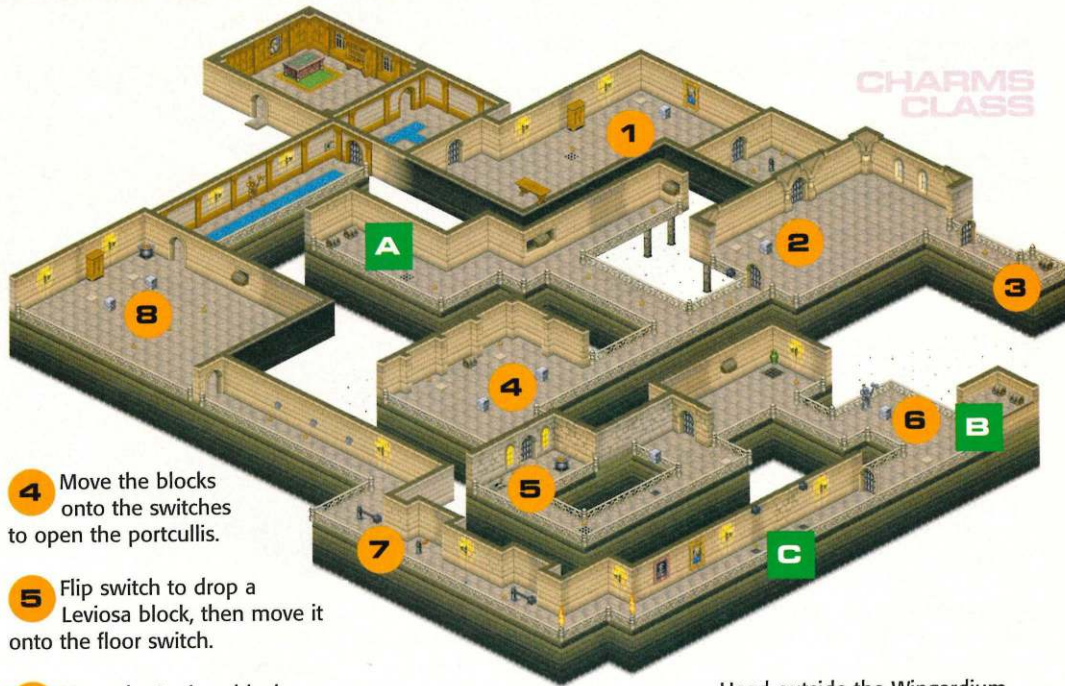
CHARMS CLASS



ITEMS: Wingardium Leviosa, 'Merwyn the Malicious' Wizard Card, Chocolate Frogs (both in chests)

25 Challenge Stars, 5 Red Beans (1 in chest by rolling barrels, 1 in chest on ledge, 1 in high chest, 1 by spinning metal block, 1 in final Leviosa blocks room)

Walk into Flitwick's Office and speak with Hermione. Through the door, Harry meets Flitwick who is offering a refresher course on Wingardium Leviosa. Once Harry enters the challenge there is no turning back until he completes it – so make sure that the Wiggeweld phials are full before commencing. For extra House Points, try collecting all 25 Challenge Stars in this class.



- 1 Pick the spell up from the table and cast it on the winged stone block to move it onto the floor switch.
- 2 Move block onto the closest switch first (see point 3), then the other one.
- 3 Collect a Challenge Star and the 'Merwyn the Malicious' Wizard Card.

- 4 Move the blocks onto the switches to open the portcullis.
- 5 Flip switch to drop a Leviosa block, then move it onto the floor switch.
- 6 Move the Leviosa block on the floor switch to open the door.
- 7 Down the corridor and past the flamer Harry will find another red bean – but watch out for the spinning metal block.
- 8 Move the Leviosa blocks onto the switches to open the door, then flip the switch in the corridor and exit.

Task 23 Completed

- A** Past the rolling barrels there are two chests – one with a Chocolate Frog and the other with a red bean.
- B** Move the Leviosa block under this ledge in order to reach the two chests and Challenge Star.
- C** Move the Leviosa block under these chests to reach them.

Head outside the Wingardium Leviosa Challenge and speak with Hermione. She tells Harry that he needs to find a book, *Hogwarts: A History*, if he wants to find out more about the Chamber of Secrets. The book can be found in the library.

TASK 24: HOGWARTS: A HISTORY

Visit the library and find a copy of *Hogwarts: A History*, then return with it to the Common Room.

AREA 27

FLITWICK'S OFFICE



ITEMS: Wiggeweld Cauldron, Chocolate Frog, 'Felix Summerbee' Wizard Card

5 Red Beans (1 in green vase on desk, 1 in desk in classroom, 1 in green vase in Flitwick's Office, 1 in chest in square room, 1 in chest in room with Chocolate Frog)

Before heading to the library Harry can use his newly acquired Wingardium Leviosa spell to explore Flitwick's Office (and find the last of the five Spell Cards, giving Harry the Alohomora spell).



- 1 Move the Leviosa block onto the switch to open the portcullis.
- 2 Use the Leviosa block to reach the red bean in this vase.
- 3 Dispatch the Doxies and search the desks for a red bean.
- 4 The Felix Summerbee Wizard Card is inside the chest.

- A** A couple of fully charged Flipendo spells should knock out the knights.
- B** You need the Alohomora spell to open this door – return later.
- C** One switch drops a chest, the other a Leviosa block – push onto floor switch to open portcullis.
- D** Defeat suit of armour to flip the switch to open the door. Get Chocolate Frog from chest.
- E** Move the Leviosa block by the ledge to reach the switch; flip it to release a second block, then move both blocks onto the floor switches to drop a chest.

FLITWICK'S OFFICE



AREA 28

LIBRARY

ITEMS: *Hogwarts: A History*, 2 Chocolate Frogs, 5 Red Beans (3 in chests, 1 in cobweb, 1 in green vase)

- 1 Move stone block onto switch to open portcullis.
- 2 Flip the switch to drop a second block, then move them onto floor switches.
- 3 *Hogwarts: A History* is on top of the table. Take it then head back out of the library and up to the Gryffindor Common Room.

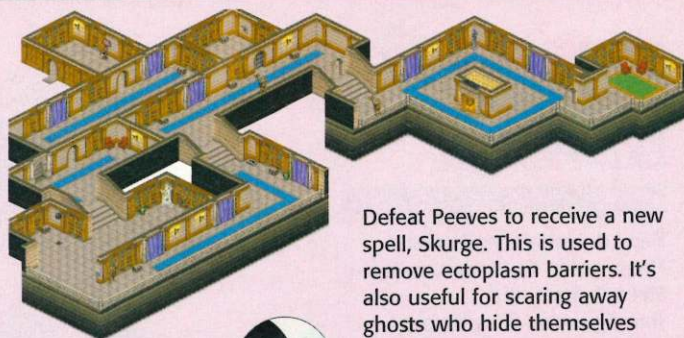
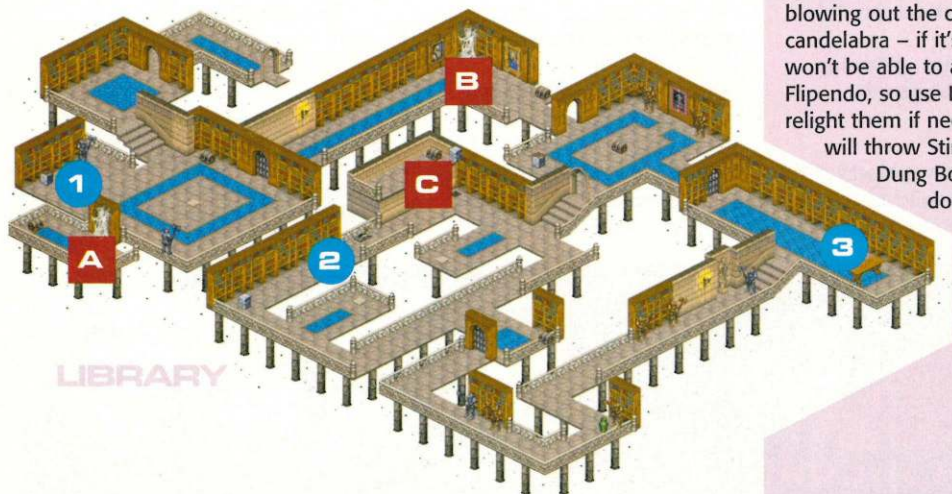
Task 24 Completed

A Incendio the cobweb to reach a chest containing a Chocolate Frog.

B Cast Incendio on this cobweb to find a red bean.

C After dropping the block, use it to reach this chest before moving it.

In the Common Room, Harry meets up with Harry and Ron and Hermione discovers from the history book that the heir of Slytherin is controlling the monster who is carrying out the attacks. Harry, Ron and Hermione all suspect that Draco Malfoy is the heir and come up with a cunning plan: by using a Polyjuice potion Harry can disguise himself as Goyle and find out the truth about the Chamber of Secrets from Draco! Before making the Polyjuice potion, Harry needs to find the recipe – it's in the book *Moste Potente Potions*... trouble is it's in the Restricted section of the Library...



NIGHT 2

AREA 29

LIBRARY (RESTRICTED)

ITEMS: Moste Potente Potions

Head back down to the Common Room and speak with Hermione. She tells Harry that he needs to go to the restricted area of the library...

TASK 25: MOSTE POTENTE POTIONS

Stealth through Library (Restricted) and find a copy of Moste Potente Potions, then return to meet Hermione.

Head down to Moaning Myrtle and meet up with Ron and Hermione. Entering the girls' toilets, they meet Moaning Myrtle. Speak with her and then leave the bathroom and follow the corridor round to the Library (Restricted) entrance.

Enter to meet Peeves again, who's in an even more mischievous mood. Cast Flipendo spells at him to weaken him – but watch out, he'll use the suits of armour to recharge himself; knock these out with Flipendo spells. Peeves also has a habit of blowing out the candles in the candelabra – if it's too dark Harry won't be able to affect him with Flipendo, so use Incendio to relight them if needed. Peeves will throw Stink pellets and Dung Bombs at Harry – dodge them or you'll lose valuable stamina.

Defeat Peeves to receive a new spell, Skurge. This is used to remove ectoplasm barriers. It's also useful for scaring away ghosts who hide themselves in statues.



The Restricted area of the Library is patrolled by a number of prefects. Use Harry's stealth and the curtained alcoves to sneak past them. The level is fairly linear – but be careful as there are no Remembralls – one mistake and Harry must start again at the beginning.



Quite a way into the level, Harry comes across a stone statue which has a cowardly ghost hiding inside. Casting the Skurge spell at the statue will scare the ghost away, leaving just the pedestal; move this onto the floor switch. In the room beyond, on top of the table, is the *Moste Potente Potions* book.

Harry now needs to stealth his way back through the level – remember to use Luminous Balloons to distract prefects if necessary.

At the entrance of the restricted section (where the Peeves battle took place) Harry meets Hermione who reads the book and explains that Harry needs to collect the following ingredients: Knotgrass, Fluxweed, Boomslang skin and leeches.

Task 25 Completed

TOTAL ADVANCE LIVE CHEATS HOTLINE

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any

GAME BOY ADVANCE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
0906 9060375

DAY 3

AREA 30



STORAGE CUPBOARD

ITEMS: Knotgrass

Head downstairs and meet Hermione in the Common Room. She tells Harry that Transfiguration class is next. However, she suggests going via the Entrance Hall to get the first potion ingredient by using Skurge on the ectoplasm barrier.

TASK 26: TRANSFIGURATION CLASS

Go to Transfiguration Class on Floor 1.

TASK 27: KNOTGRASS INGREDIENT

Search the school for a store cupboard to find the Knotgrass.

The Storage Cupboard, located off the Entrance Hall, has the first of the potion ingredients – the Knotgrass. Collect this and head back up to the first floor and enter the Transfiguration Classroom.

Task 27 Completed



STORAGE CUPBOARD

AREA 32

QUIDDITCH

Race Draco Malfoy to catch the Snitch. Fly through the rings to build up the broomstick boost. The match ends when either Draco Malfoy or Harry catches the Golden Snitch.

Unfortunately, a rogue Bludger at the end of the match hits Harry and knocks him off his broom – breaking his arm. When Harry wakes up he is in the Hospital Wing...

Task 28 Completed



TRANSFIGURATION CLASS

AREA 31

TRANSFIGURATION CLASS

ITEMS: 25 Challenge Stars, 'Clover Hipworth' Wizard Card, Chocolate Frog, Wiggewald Cauldron, 5 Red Beans (2 in Avifors boulders, 1 in chest next to Wiggewald Cauldron, 1 on floor, 1 in portrait)

Enter the Transfiguration Class and speak with Professor McGonagall. Once Harry enters the spell challenge there's no turning back till he completes it – so make sure that the Wiggewald phial is full before starting. For extra House Points try collecting all 25 Challenge Stars in this class.

- 1 Collect the Avifors spell from the table and cast it on the stone bust to turn it into a flock of birds, opening the secret door.
- 2 Cast Avifors on the two statues to open the portullis.
- 3 Move the two blocks onto the floor switches to open the portullis Harry passed.
- 4 Cast Avifors on the stone bust here to open the portullis by the stone blocks.
- 5 Flipendo the shield, then head back round the corridor.
- 6 Flip the switch to deactivate the traps outside. Get a red bean from the chest.
- 7 Avifors the stone bust to open the first portullis. Inside, flip the switch to open the next portullis.
- 8 Flip the switch to drop a Leviosa block in the previous corridor – use it to reach the 'Clover Hipworth' Wizard Card on the ledge.
- 9 Cast Avifors on the two stone busts.
- 10 Flip the switch and exit to complete the challenge.

Task 26 Completed

- A Cast Avifors on the boulder for a red bean. Other boulders contain items.
- B Watch out for the Fire Crabs in the alcoves.
- C There's a Chocolate Frog in this chest.
- D There's a Challenge Star behind this fake wall panel.

Leave the Transfiguration Classroom and go out to the Grand Staircase to meet Oliver Wood who tells Harry that it's time for the first Quidditch match of the year – head out to the grounds of Hogwarts and to the Quidditch pitch.

TASK 28: GRYFFINDOR VS SLYTHERIN

Follow Oliver Wood to the Quidditch pitch for the match against Slytherin.



NIGHT 3

AREA 33

HOSPITAL WING

ITEMS: Leeches

When Harry wakes up, he finds himself in the Hospital Wing with Hermione visiting him. Luckily Madam Pomfrey has used some Skele-Gro on Harry's arm so it's better already.

Hermione points out that there should be some leeches in the Hospital Wing stores – these are one of the ingredients needed for the Polyjuice potion.

TASK 29: LEECHES INGREDIENT

Stealth through the Hospital Wing and find the leeches for the Polyjuice Potion.

- 1 Pick up the invisibility cloak, which will help you avoid the prefects.
- 2 Avoid the patrolling prefects.

AREA 34

SNAPE

ITEMS: Boomslang Skin, 'Newt Scamander' Wizard Card, 3 Chocolate Frogs, Poison antidote cauldron, 10 Red Beans (1 by trapdoor, 1 by Colin, 1 in Alohomora chest, 1 via moving platform downstairs, 2 on floor spikes, 1 in green vase, 1 in chest by spinning metal block, 1 in chest by Troll, 1 in cobweb)

Enter Below Ground and go through the door into Snape's private quarters. Ron has left a message for Harry by the owl post – he warns that Snape is guarding his office, pacing backwards and forwards in this area, and to watch out for him.

- 1 After using the curtain to get past Snape, flip this switch to open the portcullis.
- 2 Flip the switch to open the trapdoor and drop through it.
- 3 Flip the switch to let Colin Creevey out and be given the 'Newt Scamander' Wizard Card.
- 4 Flip the wall switch to open the other portcullis.
- 5 Run past the floor spikes and jump via the floating platforms.

- 3 Defeat the Troll and flip the switch.
- 4 Flip the switch to open the portcullis.
- 5 The leeches you need are in this room. Collect them and head back out of the Hospital Wing.

TASK 30: COMMON ROOM

Meet Hermione and Ron in the Common Room.

Head up to the Gryffindor Common Room and speak with Hermione and Ron. Hermione explains that it's nearly the Christmas holiday and that most of the students have gone home – luckily Malfoy, Crabbe and Goyle are still around so now would be an ideal time to put the Polyjuice plan into action and find out if the heir of Slytherin really is Malfoy. Hermione asks

Harry to meet her down in Myrtle's bathroom...

Task 30 Completed

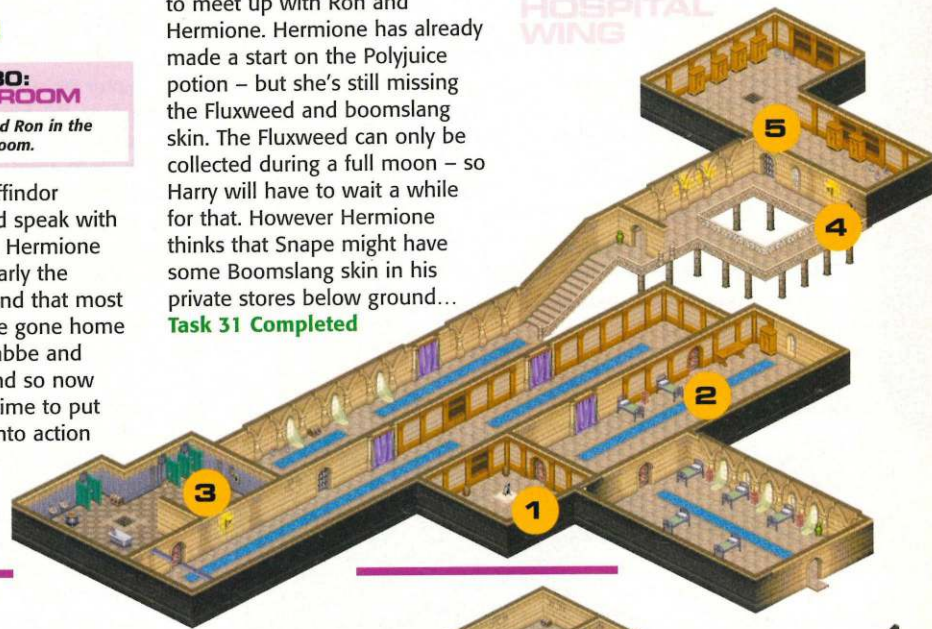
TASK 31: MYRTLE'S BATHROOM 1

Meet Hermione in Moaning Myrtle's Bathroom.

Head down to Myrtle's Bathroom to meet up with Ron and Hermione. Hermione has already made a start on the Polyjuice potion – but she's still missing the Fluxweed and boomslang skin. The Fluxweed can only be collected during a full moon – so Harry will have to wait a while for that. However Hermione thinks that Snape might have some Boomslang skin in his private stores below ground... **Task 31 Completed**

TASK 32: SNAPE'S PRIVATE STORES

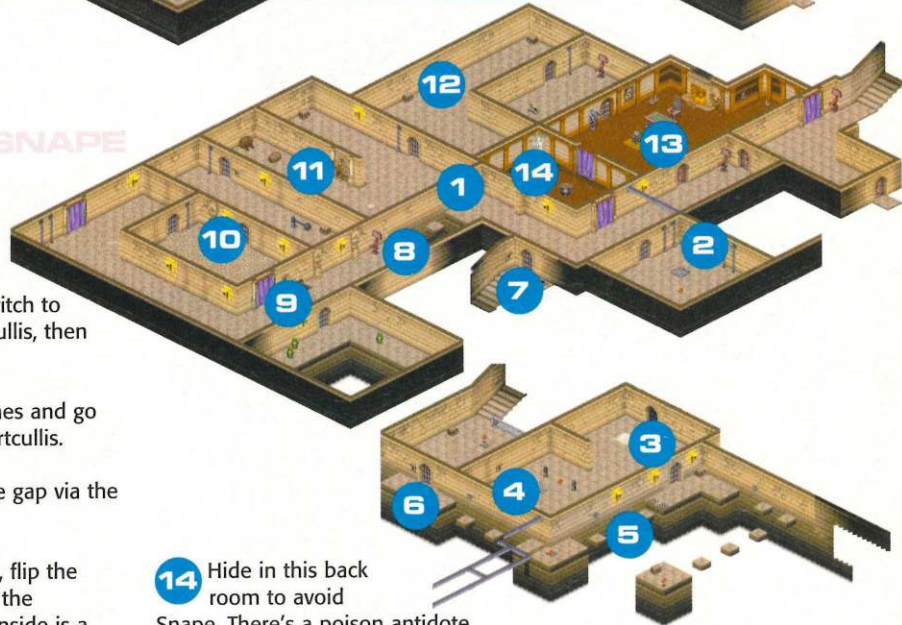
Find Professor Snape's private stores below ground and collect the Boomslang skin.



SNAPE



- 6 Flip the wall switch to open the portcullis, then head upstairs.
- 7 Flip both switches and go through the portcullis.
- 8 Jump across the gap via the moving block.
- 9 Avoiding Snape, flip the switch to open the portcullis opposite (inside is a vase with a red bean).
- 10 Fight the Doxies, then head into the next corridor and flip the switch.
- 11 Flipendo the barrel onto the floor switch.
- 12 Watch out for the Troll in this room.
- 13 Pick up the Boomslang skin, then use Flipendo to break a glass jar – causing Snape to investigate.



- 14 Hide in this back room to avoid Snape. There's a poison antidote cauldron here (and a red bean behind the cobweb).

Task 32 Completed

TASK 33: COMMON ROOM

Go to the Great Hall for the Duelling Club.

Head back out to the Entrance Hall and into the Great Hall for Duelling Club. Harry duels against Malfoy and Malfoy summons a snake, which then tries to attack. Harry speaks with the snake and Hermione realises that he's a Parselmouth... like

Salazar Slytherin himself. Now the whole school thinks that Harry is the heir of Slytherin! **Task 33 Completed**

Hermione tells Harry that it's now a full moon and that he should meet her at the Herbology Greenhouse...

TASK 34: GREENHOUSE

Meet Hermione outside the Greenhouse in Hogwarts grounds to collect the Fluxweed.

AREA 35

HERBOLOGY GREENHOUSE

ITEMS: Fluxweed

Meet Hermione outside the Herbology Greenhouse. She explains that the Fluxweed is inside – but so is the Venomous Tentacula... Enter the greenhouse and battle with the Venomous Tentacula, avoiding the spores it fires. Once defeated, the Tentacula leaves behind the Fluxweed.

Note: As it's a plant, the Tentacula is most damaged using magical fire (Incendio). It has



two attack patterns – firing individual seed pods and rapid-fire multiple seed pods. Keep running around dodging (and drinking Wiggenweld if low on stamina) and Harry should be fine.

Task 34 Completed

Head outside and speak with Hermione for the night to end...

DAY 4

AREA 36

BONUS FLOORS

ITEMS: Fluxweed



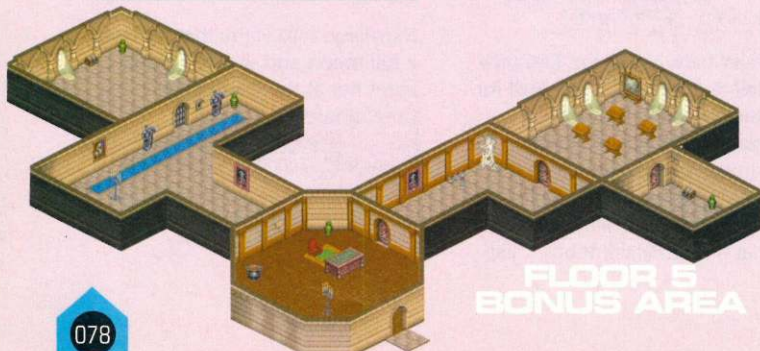
TASK 35: MYRTLE'S BATHROOM 2

Meet Hermione in Moaning Myrtle's Bathroom.

Head out of the Gryffindor Common Room and to the Grand Staircase. Unfortunately the portrait is empty so Harry will have to take the long way round and walk down the stairs. On the way down to floor 2 it's worth checking out the two bonus floors (now available to unlock as Harry has learnt both Alohomora and Skurge)...

FLOOR 6 BONUS AREA

ITEMS: 3 Chocolate Frogs, 15 Red Beans (1 in green vase, 3 on floor, 2 in chests, 1 behind globe, 2 in desks, 2 in cupboards, 2 in cobwebs, 1 in painting, 1 in barrel)
Note: In the classroom, move the chair onto the floor switch (hidden by desk) to open the portcullis.



FLOOR 6 BONUS AREA

FLOOR 5 BONUS AREA

ITEMS: 2 Chocolate Frogs, 10 Red Beans (4 in green vases, 2 in paintings, 1 in glass jar through first door, 1 in cobweb, 2 in desks in classroom)
Note: Search the wall close to the cauldron in the main room to open a secret passage.

Continuing down the stairs from Floor 5, Harry meets Hagrid who warns him to be careful wandering around Hogwarts.

On the third floor Harry discovers Justin Finch-Fletchley's body lying on the stairs – unfortunately Peeves turns up straight afterwards and starts screaming that Harry is killing students. Luckily McGonagall turns up and escorts Harry to Dumbledore's office.

FLOOR 5 BONUS AREA

AREA 37

DUMBLEDORE'S OFFICE

ITEMS: 1 Chocolate Frog, 'Gulliver Pokeby' Wizard Card, Fawkes the Phoenix, 5 Red Beans (1 in Alohomora Chest, 1 in cupboard past Alohomora door, 1 in green vase past Alohomora door, 1 in painting in Dumbledore's office, 1 in painting in Dumbledore's bedroom)

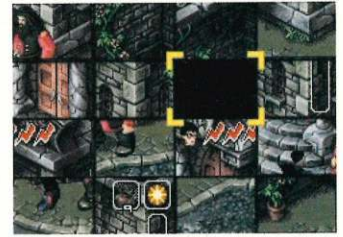
Enter Dumbledore's Office and follow the blue carpet to the end of the corridor – search the wall here to open a secret door. Follow the carpet round to a room with a door, a locked Alohomora door, an Alohomora chest and an Avifors bust.

Cast Avifors at the bust to open the portcullis. Walk through and use fully charged Flipendos to deal with the metal knights – there is a Chocolate Frog in the chest here.

Come back to the room with the Alohomora chest and unlock it to collect a red bean. Then use the Alohomora spell to open the Alohomora door. Walk through and collect the red beans from the cupboard and the green vase.

Exit and come back to the room where the Alohomora

chest was and take the last door through a room with pillars and a polished floor. Continue through to Dumbledore's office and then up the stairs to his bedroom. There is a red bean in a painting in Dumbledore's office.

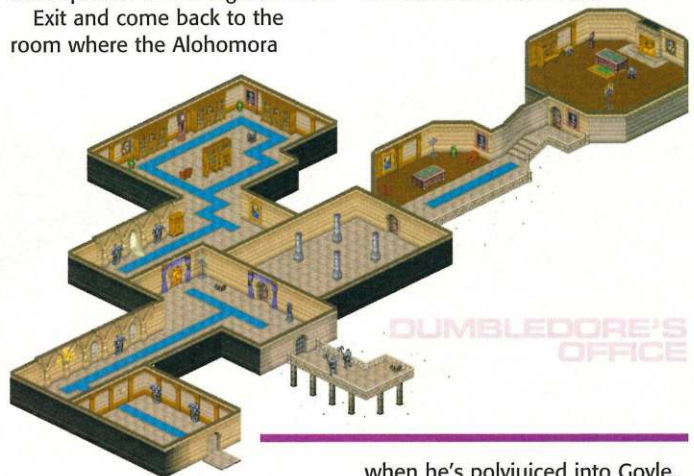


If Harry has been collecting all the beans as he goes along then this should be the last bean – unlocking the sliding puzzle from the front-end menu.

Task 9 Completed

Inside Dumbledore's bedroom Harry meets with Dumbledore and Hagrid – Dumbledore explains that he knows that it wasn't Harry that attacked the people...

Note: The 'Gulliver Pokeby' Wizard Card is in the chest in Dumbledore's Bedroom. Fawkes the Phoenix is also here.



NIGHT 4

AREA 38

MYRTLE'S BATHROOM

Harry next meets with Hermione in the Great Hall. She explains that she still needs a bit of Goyle so that Harry can turn into him using the Polyjuice potion – she says that she'll sort it out and asks Harry to meet her in Myrtle's bathroom. Head up to the second floor and enter Myrtle's...

Harry meets Hermione again – she's managed to find a bit of Goyle as well as some larger school robes for Harry to fit into

when he's polyjuiced into Goyle. Harry drinks the potion and turns into Goyle. Now all Harry needs to do is go to the Slytherin Common Room and meet Draco.

Task 35 Completed

TASK 36: MEETING RON

Go down to Floor 1 to meet up with Ron.

Head out of Myrtle's bathroom and down the stairs. On the way, Harry/Goyle meets Ron who points him in the right direction to the Slytherin Common Room.

Task 36 Completed

TASK 37: SLYTHERIN COMMON ROOM

Go down into the Dungeons and try to find the Slytherin Common Room.

AREA 39

SLYTHERIN DUNGEONS

Follow the blue carpet to the Slytherin Common Room – watch out though, as the portcullis door closes behind Harry/Goyle once he walks through it, closing off his escape route. Speak with Malfoy in the Common Room and it soon becomes clear that Malfoy is not the heir of Slytherin... and has no idea who it is! Unfortunately the Polyjuice potion soon begins to run out and Harry needs to escape from the Dungeons without getting caught by any Slytherin students.

Task 37 Completed

TASK 38: SNEAK TO THE ENTRANCE HALL

Sneak your way back to the Entrance Hall to meet up with Ron.

1 Speak with Malfoy in the Common Room.

2 Fight the Troll in this room.

3 Cast Skurge to get rid of the Ectoplasm barrier, then enter.

4 Cast Skurge on the statue, then move the pedestal onto the floor switch to open the door.

5 Avoid Slytherin students by hiding behind the curtains.

6 Flip the wall switch to open the portcullis.

7 Use the invisibility cloak, then quickly flip the switches in the next two rooms to escape.

Head up the Grand Staircase, exit to the Entrance Hall and chat with Ron – he suggests meeting Hermione in Myrtle's Bathroom...

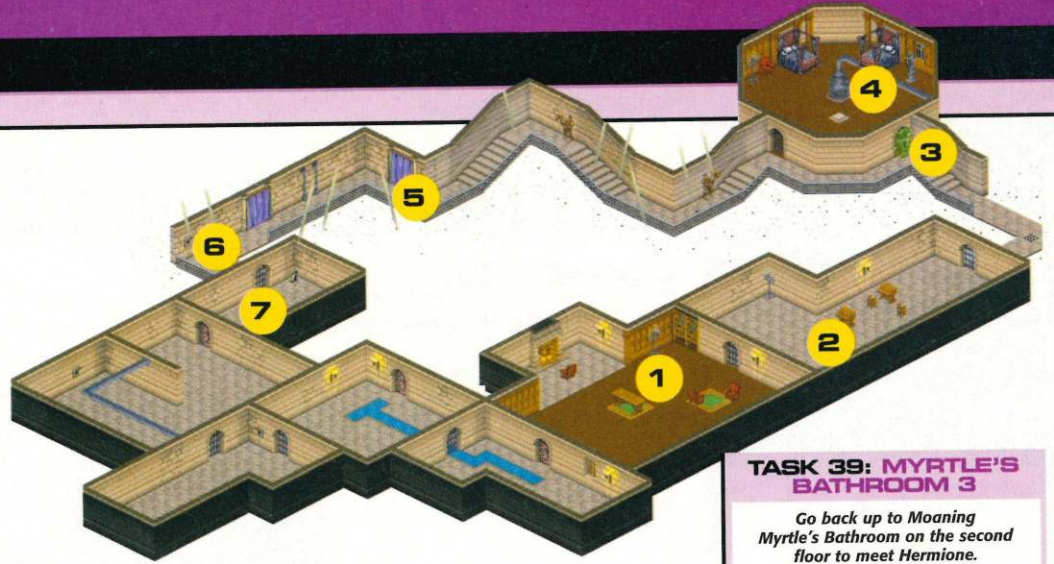
Task 38 Completed

TASK 39: MYRTLE'S BATHROOM 3

Go back up to Moaning Myrtle's Bathroom on the second floor to meet Hermione.

Head up the stairs and go to Myrtle's Bathroom. Harry meets with Ron and Hermione and explains that Malfoy is not the Heir of Slytherin. They then hear noises coming from Myrtle's bathroom and find her more upset than usual – someone tried to throw a book down the toilet and it nearly hit her! Harry retrieves the book and goes to bed...

Task 39 Completed



DAY 5

AREA 40

HAGRID

Harry starts writing in the diary and discovers that it can write back! The diary belonged to a student, Tom Riddle, who was at Hogwarts when the Chamber of Secrets was last opened. The diary tells Harry that the Chamber was last opened by... Hagrid! Ron then appears and Harry puts the diary into the chest at the foot of his bed...

TASK 40: HAGRID'S HUT

Go to Hagrid's Hut to ask him about the Chamber of Secrets.



Harry arrives at Hagrid's Hut just in time to see Hagrid being led away by Dumbledore. However he finds a key on the ground to the gate in Hagrid's back garden and he notices that the spiders are heading through this gate...

Task 40 Completed

TASK 41: THE FORBIDDEN FOREST

Use the key to open the gate, then follow the spiders through the Forbidden Forest and see where they lead...

Before entering the Spider Trail you may want to finish off the different flying challenges in the Broom Shed. Complete the 3 Ring Practice, Ring Practice 2 and Flitterby 2 challenges in their target times to be rewarded with the 'Cyprian Youdle', 'Roderick Plumpton' and 'Devlin Whitehorn' Wizard Cards.



AREA 41

SPIDER TRAIL

Follow the small spiders through this trail – watch out for the larger spiders along the way as they'll try to hurt Harry. Head along the path to Aragog's Lair...

Task 41 Completed

Following the spider trail, Harry comes across Aragog who explains that Hagrid isn't the Heir of Slytherin. He also announces that Harry will shortly become spider food for Aragog's children. Luckily Ron turns up at the last minute and rescues Harry.

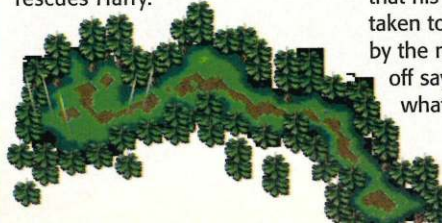
TASK 42: DORMITORY 4

Return to the Dormitory and examine your trunk.

Back at the Gryffindor Common Room, Ron tells Harry some bad news – his trunk has been ransacked!

Get Harry to go upstairs and examine the trunk and he'll spot that Tom Riddle's diary is missing!

Head back down to the Common Room and speak with Ron and Hermione. Ron reveals that his sister, Ginny, is missing... taken to the Chamber of Secrets by the monster! Hermione rushes off saying that she has an idea what to do next.



NIGHT 5

AREA 42

POOR HERMIONE

Ron meets Harry in the morning – he's not sure where Hermione is but he recommends checking Myrtle's bathroom to see if she's there...

TASK 43: FLOOR 2

Go down to Floor 2 to meet up with Ron.

On the way to Myrtle's bathroom Harry meets Professor McGonagall. She tells Harry some bad news – there's been another attack and this time it's Hermione...

Task 43 Completed

TASK 44: THE HOSPITAL WING

Go to the Hospital Wing to visit Hermione.

Up in the Hospital Wing, Harry finds Hermione petrified in her bed. Ron spots that she has a piece of paper in her right hand, which reveals that the monster terrorising the school is a Basilisk! Hermione also wrote the word 'Pipes' at the bottom of the paper. Ron and Harry work out that this means the Basilisk has been using the plumbing to move around the school. They decided to pay Moaning Myrtle a visit to see if she knows anything more...

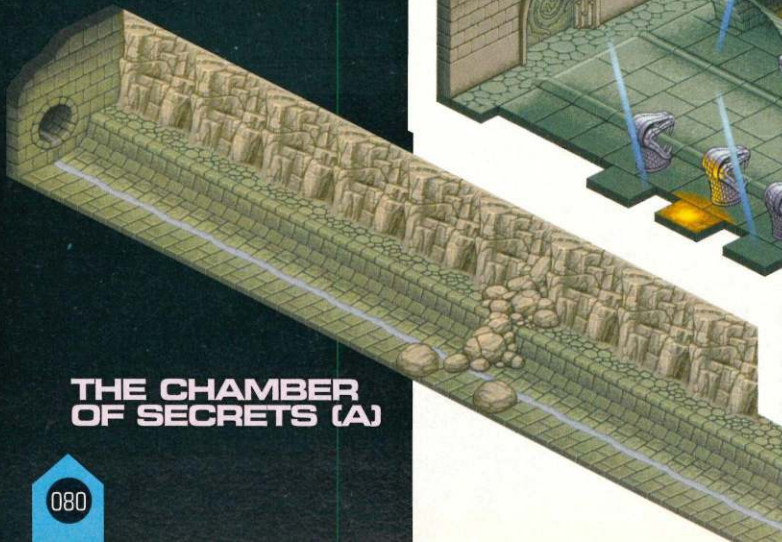
Task 44 Completed

TASK 45: MYRTLE'S BATHROOM 4

Go to visit Moaning Myrtle – perhaps she can help you find the entrance to the Chamber of Secrets...

At Myrtle's, Harry and Ron discover how to open the entrance to the Chamber of Secrets...

Task 45 Completed



THE CHAMBER OF SECRETS (A)

ACT III: THE CHAMBER OF SECRETS

AREA 43

CHAMBER OF SECRETS

Harry lowers himself down into the Chamber but a rockfall separates him from Ron, who then goes to get help. Watch out for the falling stalactites in this first area – the roof is still quite unstable.

In the next area Harry discovers a comatose Ginny and meets Tom Riddle. Tom then reveals himself to be Lord Voldemort! Follow Voldemort after he leaves – ensuring you don't get bitten by the many snakes in this area. Defeat all the snakes to open the door into the final chamber. As Harry enters, he meets the Basilisk. At that moment, Fawkes the Phoenix appears and pecks out the eyes of the Basilisk – preventing Harry from being petrified.



Harry must defeat the Basilisk by repeatedly firing Flipendo spells at it whilst dodging its attacks. The Basilisk has two main attacks: one is to jump up

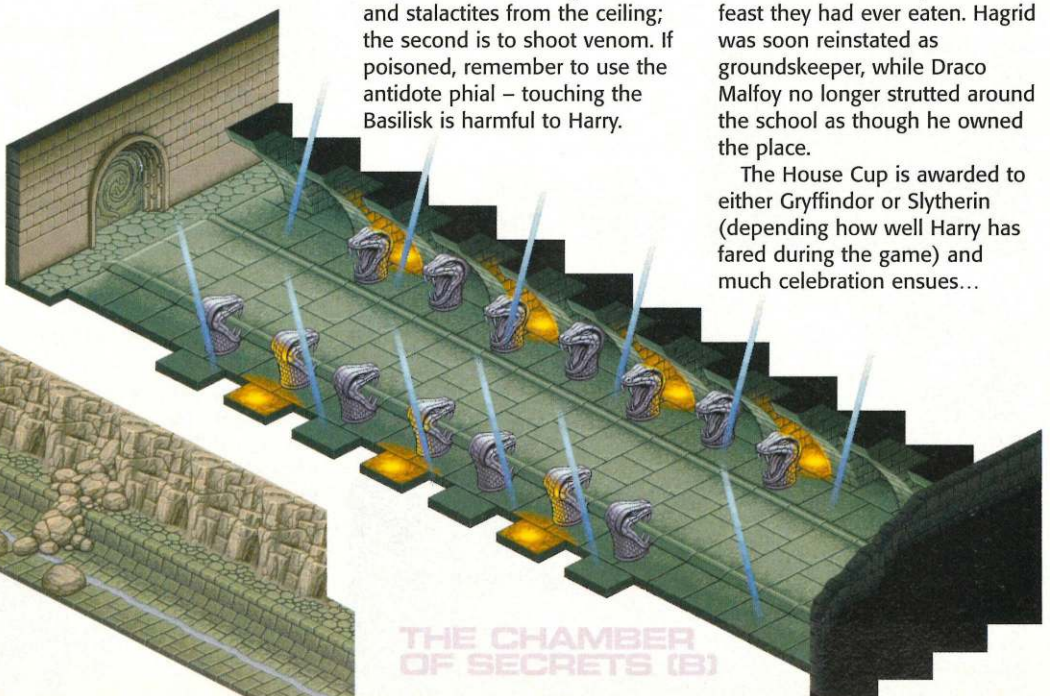
Fighting the Basilisk is quite tough but if Harry has collected all of the Chocolate Frogs in the game he should have quite a lot of stamina at this point. As Harry does more damage to the Basilisk it slowly changes colour – from blue to red. Once the Basilisk is dead, Harry is reunited with Ginny who is now alive and awake.



and down and dislodge boulders and stalactites from the ceiling; the second is to shoot venom. If poisoned, remember to use the antidote phial – touching the Basilisk is harmful to Harry.

Back in the Great Hall, Harry tells how everything happened, from how Lord Voldemort had enchanted Ginny Weasley through the diary, right up to the battle against the Basilisk. And so, thanks to Harry, the Chamber of Secrets was closed once again. Everyone who had been petrified returned to normal, and the students of Hogwarts were treated to the most spectacular feast they had ever eaten. Hagrid was soon reinstated as groundskeeper, while Draco Malfoy no longer strutted around the school as though he owned the place.

The House Cup is awarded to either Gryffindor or Slytherin (depending how well Harry has fared during the game) and much celebration ensues...



THE CHAMBER OF SECRETS (B)

WIZARD CARDS

There are 25 Wizard Cards to be collected in the game, comprising five sets. Collecting a set of five cards will unlock a secret feature.

BEASTS

Collecting all five Beast cards unlocks the Bestiary in the Notebook/Inventory.

Name	Location
Gulliver Pokeby	Dumbledore's Office
Derwent Shimpling	Hogwarts Grounds
Herpo The Foul	Fred & George
Newt Scamander	Below Ground
Gondoline Oliphant	Diagon Alley/Mulpeppers

POTIONS

For collecting all five Potion cards, you're awarded with five doses of Girding Potion. This makes you impervious to damage for a period of time – it's best saved for when you fight the Basilisk.

Name	Location
Hesper Starkey	Hogwarts Grounds (Whomping Willow area)
Beaumont Marjoribanks	Bonus 2 (off Portrait Room)
Gaspard Shingleton	Moaning Myrtle
Clover Hipworth	Transfiguration Class
Sacharissa Tugwood	The Great Hall

QUIDDITCH

Collecting all five Quidditch cards unlocks extra Flying Practice levels from the main menu.

Name	Location
Bowman Wright	Broom Shed/Hogwarts Grounds
Gwenog Jones	Broom Shed/Hogwarts Grounds
Cyprian Youdle	Broom Shed/Hogwarts Grounds
Devlin Whitehorn	Broom Shed/Hogwarts Grounds
Roderick Plumpton	Broom Shed/Hogwarts Grounds

SPELLS

Collecting all five gives you the 'Alohomora' spell, enabling you to unlock all magically 'padlocked' doors and chests in Hogwarts.

Name	Location
Merwyn the Malicious	Wingardium Leviosa Challenge
Bridget Wenlock	Portrait Room
Felix Summerbee	Flitwick's Office
Ignatia Wildsmith	Gryffindor Common Room
Quong Po	Bonus 1 (off Portrait Room)

LOCATIONS

Collecting all of these (the fifth one being in



the secret Forbidden Forest area which only unlocks if you connect the GBA to the GameCube version of the game) opens up the Gringotts Bank location on the GameCube version.

Name	Location
Helga Hufflepuff	Bean Challenge 1
Salazar Slytherin	Bean Challenge 2
Rowena Ravenclaw	Bean Challenge 3
Godric Gryffindor	Bean Challenge 4
Daisy Dodderidge	Forbidden Forest (secret area)

CHOCOLATE FROGS

There are 26 Chocolate Frogs in the game (though only 25 are needed to hit maximum stamina – the 26th is in Diagon Alley and is duplicated later in the game in case the player misses it).

Location	No. of Chocolate Frogs
Diagon Alley Main Street	1
Hogwarts Grounds	2
Below Ground/Snape's Area	3
Great Hall	1
Transfiguration Class	2
Moaning Myrtle's	1
Flitwick's Office	2
Library	2
Charms Class	2
Dumbledore's Office	1
Floor 5 Bonus Area	2
Floor 6 Bonus Area	3
Fred & George	2
Gryffindor Common Room	2

RED TOMATO BEANS

There are 100 red tomato beans scattered throughout the game. Collect all 100 to unlock the Sliding Puzzle mini-game from the front-end menu.

Location	Number of beans
Hogwarts Grounds	10
Whomping Willow Area	3
Below Ground/Snape's Area	10
Entrance Hall	2
Great Hall	2
Transfiguration Class	5
Moaning Myrtle's	5
Flitwick's Office	5
Library	5
Charms Class	5
Dumbledore's Office	5
Floor 5 Bonus Area	10
Floor 6 Bonus Area	15
Fred & George	5
Gryffindor Common Room	5
Bonus 1 (off Portrait Room)	2
Bonus 2 (off Portrait Room)	2
Great Staircase	4

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 Publisher Ubi Soft
 Issue 33

WTA TOUR TENNIS
 [Progress Bar] 76%
 Genre Sports
 Publisher Konami
 Issue 30

WWF: ROAD TO WRESTLEMANIA X8
 [Progress Bar] 92%
 Genre Beat-'em-up
 Publisher THQ
 Issue 34

WWF: ROAD TO WRESTLEMANIA
 [Progress Bar] 88%
 Genre Beat-'em-up
 Publisher THQ
 Issue 23

X-MEN REIGN OF APOCALYPSE
 [Progress Bar] 76%
 Genre Beat-'em-up
 Publisher THQ
 Issue 23

XXX
 [Progress Bar] 42%
 Genre Platform
 Publisher Activision
 Issue 35

ZONE OF ENDERS
 [Progress Bar] 77%
 Genre Strategy
 Publisher Konami
 Issue 31

ZOOCUBE
 [Progress Bar] 77%
 Genre Puzzle
 Publisher Acclaim
 Issue 32

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GAME BOY COLOR

The complete listings of TOTAL ADVANCE Reviews



LEGEND OF ZELDA: ORACLE OF AGES/SEASONS **95%**



POKÉMON GOLD/SILVER/CRYSTAL **95%**



Welcome to CABLE CLUB COLOSSEUM.

POKÉMON YELLOW **95%**



MARK: WHAT?
Unbelievable

LEGEND OF ZELDA: LINK'S AWAKENING **95%**



MAT HOFFMAN'S PRO BMX **95%**



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
102 Dalmatians	Platform	Activision	15	72%
1942	Shoot-'em-up	Capcom	20	82%
3D Pocket Pool	Sports	Virgin	17	85%
720 Degrees	Arcade	Nintendo	03	43%
A Bug's Life	Platform	THQ	02	58%
Action Man	Platform	THQ	16	78%
Adventures of the Smurfs, The	Adventure	Infogrames	14	55%
Airforce Delta	Flight Simulation	Konami	14	70%
Aladdin	Platform	Disney	13	75%
Alfred's Adventure	Platform	SCI	11	80%
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	Sports	Acclaim	04	86%
All Star Tennis '99	Sports	Ubi Soft	05	86%
Alone In The Dark	Adventure	Infogrames	18	85%
Animorphs	RPG	Ubi Soft	14	60%
Antz Racing	Racing	EA	16	70%
Antz	Platform	Infogrames	05	75%
Antz World Sportz	Sports	Big Ben Int	24	8%
Asterix: Search For Dogmatix	Platform	Infogrames	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
Baby Felix Halloween	Platform	BBJ	23	69%
Backgammon	Puzzle	JVC	12	64%
Barbie: Ocean Discovery	Adventure	Mattel	07	50%
Barbie: Pet Patrol	Simulation	Vivendi	26	72%
Batman Of The Future	Beat-'em-Up	Ubi Soft	14	83%
Batman: Chaos In Gotham	Platform	Ubi Soft	14	83%
Battleships	Strategy	Take 2	05	78%
Bear In The Big Blue House	Party	Ubi Soft	27	70%
Beauty And The Beast	Puzzle	Disney	06	68%
Black Bass Lure Fishing	Sports	Majesco	14	78%
Blade	Shoot-'em-up	Activision	15	67%
Bob The Builder	Puzzle	BBC Int.	14	68%
BSX Road Champs	Sports	Activision	16	85%
Bubble Bobble Classic	Puzzle	Taito	08	86%
Buffy The Vampire Slayer	Platform	THQ	12	55%
Bugs Bunny Crazy Castle 4	Platform	Kemco	09	47%
Bust-A-Move 4	Puzzle	Acclaim	04	75%
Buzz Lightyear Star Command	Shoot-'em-up	Activision	15	66%
Cannon Fodder	Strategy	Codemasters	15	90%
Carmageddon	Racing	SCI	03	36%
Castlevania Legends	Platform	Konami	01	84%
Caterpillar Construction Zone	Simulation	Mattel	12	85%
Catwoman	Platform	Kemco	10	68%
Catz/Dogz	Virtual Pet	Mattel	09	58%
Centipede	Shoot-'em-up	Take 2	02	64%
Chase HQ: Secret Police	Adventure	Metro 3d	05	75%
Chessmaster	Puzzle	Mindscape	04	79%
Chicken Run	Adventure	THQ	14	83%
Colin McRae Rally	Racing	THQ	20	96%
Commander Keen	Platform	Activision	20	70%
Conker's Pocket Tales	Adventure	Nintendo	03	90%
Cool Bricks	Puzzle	SCI	11	86%
Cool Hand	Puzzle	Take 2	02	85%
Croc	Platform	THQ	10	90%
Croc 2	Adventure	THQ	12	91%
Cyber Tiger	Sports	EA Sports	13	91%
Daffy Duck: Fowl Play	Platform	Sunsoft	09	88%
Daikatana	RPG	Activision	15	92%
Déjà Vu 1 & 2	Adventure	Kemco	08	90%
Dexter's Lab: Robot Rampage	Platform	Ubi Soft	20	70%
Dinosaur	Adventure	Ubi Soft	12	83%
Dinosaur'us	Platform	EA	15	73%
Disney's Atlantis	Platform	THQ	22	79%
Disney's Magical Racing Tour	Racing	Activision	15	79%
Diva Starz	Party	Vivendi	29	59%
Donald Duck: Quack Attack	Platform	Ubi Soft	14	84%
Donkey Kong Country	Platform	Nintendo	14	90%
Donkey Kong Land	Platform	Nintendo	01	86%
Doug's Big Game	RPG	Ubi Soft	16	90%
Doug's Big Game	RPG	Ubi Soft	16	90%
Dragon Ball Z: Legendary Super Warriors	RPG	Infogrames	31	65%
Dragon Tales: Dragon Wings	Puzzle	Ubi Soft	16	69%
Dragon Warrior Monsters	RPG	Eidos	07	92%
Driver	Racing	Infogrames	10	92%
Dropzone	Shoot-'em-up	Acclaim	03	82%
Duke Nukem	Platform	GT Int.	03	90%
Dukes of Hazzard 2	Racing	Ubi Soft	16	82%
Earthworm Jim: Menace...	Platform	Crave	06	80%
Elevator Action	Platform	TDK	18	80%
Elmo 123	Puzzle	Ubi Soft	15	70%
Elmo ABC	Puzzle	Ubi Soft	15	45%
Elmo In Grouchland	Platform	Ubi Soft	15	69%
Emperor's New Groove	Platform	Ubi Soft	16	82%
E.T. Escape From Planet Earth	Adventure	Ubi Soft	26	82%
E.T. Digital Companion	Simulation	Ubi Soft	26	70%
Evil Knievel	Sports	Take 2	06	75%
Extreme Ghostbusters	Platform	Koch Media	23	48%

Adventure Arcade Kill-'em-up Platform Puzzle



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Extreme Sports Berenstain Bears	Sports	TDK	17	80%
F1 Championship 2000	Racing	EA Sports	13	74%
F1 World Grand Prix	Racing	V System	04	74%
F18 Thunderstrike	Simulation	Take 2	11	28%
FA Premier League Stars	Sports	EA Sports	19	60%
FIFA 2000	Sports	EA Sports	07	73%
Final Fantasy Adventure	RPG	Sunsoft	01	85%
Final Fantasy Legend	RPG	Sunsoft	01	78%
Final Fantasy Legend II	RPG	Sunsoft	01	86%
Final Fantasy Legend III	RPG	Sunsoft	01	90%
Fish Files, The	Adventure	Microids	22	89%
Flintstones: Burgertime In Bedrock	Adventure	Virgin	12	43%
Flipper & Lopaka	Platform	Ubi Soft	16	80%
Fort Boyard	Adventure	Microids	22	52%
Freestyle Scooter	Sports	Ubi Soft	19	68%
Frogger	Adventure	Take 2	02	80%
Frogger 2	Adventure	Hasbro	13	80%
Game & Watch 2	Adventure	Nintendo	02	92%
Game Boy Gallery 3	Party	Nintendo	09	85%
Gex 3: Deep Pocket Gecko	Platform	Eidos	08	87%
Gex Enter The Gecko	Platform	Interplay	02	90%
Ghosts 'N' Goblins	Platform	Capcom	19	78%
Gift	Adventure	Cryo	15	63%
Godzilla: Monster Wars	Shoot-'em-up	Ubi Soft	16	66%
Golden Goal	Sports	Tarantula	05	76%
Grand Theft Auto	Adventure	Rockstar	06	62%
Grand Theft Auto 2	Adventure	Rockstar	14	90%
Gremlins: Unleashed	Platform	Koch Media	23	82%
Grinch, The	Adventure	Konami	14	90%
Hands of Time	Adventure	Virgin Int.	19	77%
Harry Potter And The Philosopher's Stone	RPG	EA	24	79%
Harvest Moon	RPG	Nintendo	02	93%
Harvest Moon 2	RPG	Ubi Soft	16	89%
Harvest Moon 3	RPG	Ubi Soft	28	86%
Hello Kitty's Cube Frenzy	Puzzle	Ubi Soft	15	58%
Hercules	Adventure	Virgin Int.	19	74%
Hexite	Puzzle	Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Hot Wheels: Stunt Track Driver	Racing	Mattel	11	85%
Indiana Jones: Infernal Machine	Adventure	THQ	18	89%
Inspector Gadget	Platform	Ubi Soft	14	72%
International Karate	Beat-'em-up	Studio 3	07	92%
International Superstar Soccer	Sports	Konami	01	79%
ISS Pro '99	Sports	Konami	05	78%
Jeremy McGrath: 2000	Racing	Acclaim	12	55%
Jeremy McGrath Supercross	Racing	Acclaim	09	71%
Jim Henson's Muppets	Platform	Take 2	09	75%
Joust/Defender	Adventure	Midway	04	75%
Jungle Book: Mowgli's Wild...	Platform	Ubi Soft	14	90%
Keep The Balance!	Puzzle	JoWood	24	69%
Kirikou	Platform	Wanadoo	25	80%
Klax	Puzzle	Midway	04	52%
Kluster	Puzzle	Infogrames	03	58%
Konami Collection 4	Party	Konami	12	55%
Legend Of The River King 2	RPG	Ubi Soft	17	82%
Lego Alpha Team	Strategy	Lego Int.	15	80%
Lego Racers	Racing	Lego Int.	15	79%
Lego Stunt Rally	Racing	Lego Int.	15	83%
Lion King: Simba's Adventure	Platform	Activision	15	79%
Little Mermaid 2: Pinball Frenzy	Puzzle	Nintendo	15	80%
Little Nicky	Platform	Ubi Soft	22	66%
Logical	Puzzle	THQ	02	78%
Looney Tunes	Platform	Sunsoft	02	80%
Looney Tunes Martian Alert	RPG	Infogrames	10	90%
Looney Tunes Martian Revenge	RPG	Infogrames	13	80%
Looney Tunes Racing	Racing	Infogrames	19	75%
Lucky Luke	Platform	Infogrames	04	81%
Magical Tetris Challenge	Puzzle	Disney	09	81%
Mario Golf	Sports	Nintendo	05	95%
Mario Tennis	Sports	Nintendo	15	95%
Mary Kate & Ashley Get A Clue	Puzzle	Acclaim	28	67%
Mary Kate & Ashley Winner's Circle	Sports	Acclaim	28	55%
Mat Hoffman's Pro BMX	Sports	Activision	18	95%
Matchbox: Emergence Patrol	Simulation	THQ	19	79%
Maya The Bee	Platform	Acclaim	04	82%
Maya The Bee: Garden...	RPG	Bonsai	15	50%
Megaman Xtreme	Platform	Capcom	19	89%
Men In Black	Shoot-'em-up	Interplay	02	80%
Men In Black 2	Platform	Crave	11	42%
Merlin	Platform	EA	15	54%
Metal Gear Solid	Adventure	Konami	09	94%
Mickey's Racing Adventure	Racing	Nintendo	07	95%
Mickey's Speedway USA	Racing	Nintendo	17	90%
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin...	Racing	THQ	08	93%
Micro Maniacs	Racing	THQ	22	59%
Mission Bravo	Strategy	THQ	19	65%
Mission Impossible	Racing	Infogrames	07	90%
Monkey Puncher	Platform	Ubi Soft	15	80%

MICKEY'S RACING ADVENTURE **95%**

TOMB RAIDER **95%**

MARIO TENNIS **95%**

MARIO GOLF **95%**

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RPG Simulation Sports/Racing Strategy Star Game

GAMES

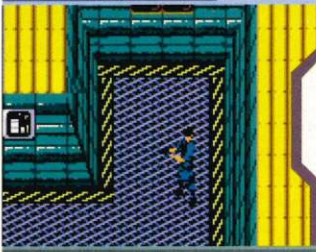
GAME BOY COLOR

The complete listings of TOTAL ADVANCE Reviews



PERFECT DARK

94%



METAL GEAR SOLID

94%



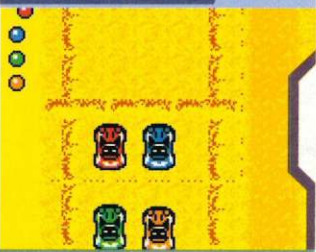
SUPER MARIO BROS DX

94%



MICRO MACHINES: TWIN TURBO

93%



HARVEST MOON

93%



Brush your cow

GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Monopoly	Board Game	Konami	01	90%
Monsters, Inc.	Adventure	THQ	25	70%
Montezuma's Return	Platform	Take 2	01	79%
Moomin's Tale	Adventure	Sunsoft	09	82%
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	02	51%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports Skateboarding	Sports	THQ	13	46%
Mummy, The	Platform	Konami	14	90%
Mummy Returns, The	Platform	Vivendi	18	78%
Mystical Ninja	RPG	Konami	01	60%
NBA In The Zone 2000	Sports	Konami	10	85%
NBA In The Zone	Sports	Konami	04	48%
New Addams Family, The	Adventure	Microids	22	63%
NFL Blitz	Sports	Midway	04	83%
NHL 2000	Sports	EA Sports	08	67%
NHL Blades Of Steel	Sports	Konami	04	51%
No Fear: Downhill Biking	Racing	THQ	22	49%
Noddy And The Birthday Party	Adventure	BBC	08	72%
NY Racer	Racing	Koch Media	23	80%
O'Leary Manager 2000	Sports	Ubi Soft	11	85%
Oblex	Platform	Infogrames	04	89%
Odd World Adventures	Platform	GT Interactive	02	85%
Odd World Adventures II	Platform	GT Interactive	05	87%
Pac-Man: Speed Colour Edition	Arcade	Namco	05	82%
Paperboy	Arcade	Midway	04	62%
Perfect Dark	Shoot-'em-up	Nintendo	11	94%
Pitfall: Beyond The Jungle	Platform	Virgin	03	81%
Player Manager 2001	Sports	THQ	17	85%
Pocket Bowling	Sports	Jaleco	05	52%
Pocket Racing	Racing	Virgin	13	54%
Pocket Soccer	Sports	Nintendo	18	80%
Pokémon Red/Silver/Crystal	RPG	Nintendo	16/20	95%
Pokémon Pinball	Puzzle	Nintendo	13	85%
Pokémon Red/Blue	RPG	Nintendo	04	85%
Pokémon Trading Card Game	RPG	Nintendo	14	87%
Pokémon Yellow	RPG	Nintendo	10	95%
Pong	Arcade	Take 2	11	75%
Pop 'N' Pop	Arcade	JVC	12	77%
Powerpuff Girls: Bad Mojo Jojo	Platform	Ubi Soft	18	78%
Powerpuff Girls: Battle Him	Platform	Ubi Soft	19	80%
Powerpuff Girls: Paint The Town...	Platform	Ubi Soft	19	80%
Power Quest	Beat-'em-up	Sunsoft	01	85%
Power Rangers: LSR	Platform	THQ	15	72%
Prince Naseem Boxing	Beat-'em-up	THQ	20	70%
Prince Of Persia	Platform	Red Orb	04	90%
Pro Pool	Sports	Codemasters	10	70%
Project S-11	Shoot-'em-up	Sunsoft	13	75%
Puchi Carat	Puzzle	Taito	10	65%
Quest For Camelot	RPG	Titus	02	84%
Rainbow 6	Strategy	Red Storm	08	82%
Rainbow Islands	Platform	TDK	19	87%
Rampage World Tour	Arcade	Midway	02	58%
Rayman	Platform	Ubi Soft	07	90%
Rayman 2 - The Great Escape	Platform	Ubi Soft	27	80%
RC Pro-Am	Racing	Nintendo	01	83%
Ready 2 Rumble Boxing	Sports	Midway	07	73%
Reservoir Rat	Platform	Take 2	02	84%
Resident Evil Gaiden	Adventure	Virgin	24	83%
Return Of The Ninja	Platform	Ubi Soft	17	83%
Revelations: The Demon Slayer	RPG	Atlus	05	89%
Rhino Rumble	Platform	Telegames	26	77%
Road To El Dorado	Platform	Ubi Soft	11	77%
Robin Hood	Adventure	EA	16	83%
Robocop	Shoot-'em-up	Titus	20	79%
Robot Wars	Bash-'em-up	BBC Int.	14	75%
Rocket Power	Sports	THQ	18	52%
Roland Garros French Open	Sports	Cyro	12	60%
Ronaldo V-Football	Sports	Infogrames	07	65%
Roswell Conspiracies	Adventure	Ubi Soft	18	80%
R-Type DX	Shooter	Infogrames	04	60%
Rugrats In Paris	Puzzle	THQ	15	71%
Rugrats The Movie	Platform	THQ	02	87%
Rugrats: Time Travellers	Platform	THQ	06	72%
Rugrats: Totally Angelica	Puzzle	THQ	13	71%
Sabrina: Spooked	Platform	Vivendi Universal	24	69%
Sabrina The Teenage Witch...	Platform	Havas Int.	15	60%
Santa Claus Junior	Platform	JoWood	24	83%
Scooby Doo: Classic Creep...	Adventure	THQ	17	77%
Scrabble	Puzzle	Ubi Soft	24	92%
Shadowgate Classic	RPG	Kemco	03	48%
Shanghai Pocket	Puzzle	Sunsoft	01	79%
Shaun Palmer Pro Snowboarder	Sports	Activision	25	85%
Shelly Club	Puzzle	Vivendi	26	82%
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
Simpsons: Treehouse Of Horror	Platform	THQ	17	70%
Smurf's Nightmare, The	Platform	Infogrames	03	78%

Adventure

Arcade

Kill-'em-up

Platform

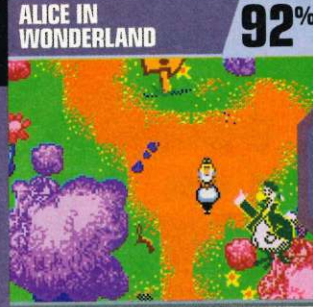
Puzzle



THUNDERBIRDS **93%**



WARIOLAND III **93%**

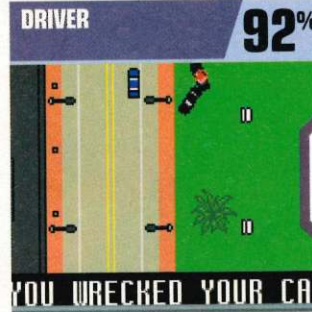


ALICE IN WONDERLAND **92%**

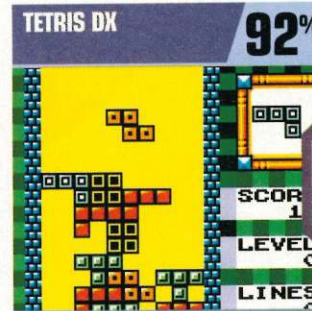


AUSTIN POWERS: OH BEHAVE **92%**

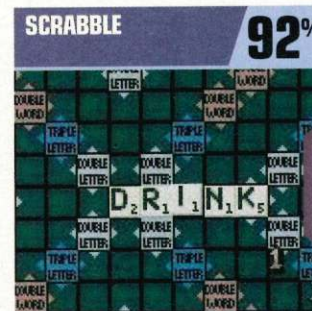
GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Snoopy Tennis	Sports	Infogrames	19	85%
Snow Cross	Sports	Vicarious	23	30%
Snow White And The Seven Dwarves	Adventure	Ubi Soft	24	60%
Soccer Manager	Sports	Acclaim	11	69%
Space Invaders	Shoot-'em-up	Activision	06	69%
Space Station Silicon Valley	Platform	Take 2	05	90%
Speedy Gonzales: Aztec...	Platform	Infogrames	09	75%
Spider-Man	Platform	Activision	13	89%
Spider-Man 2: Sinister Six	Platform	Activision	19	88%
Spirou: The Robot Invasion	Platform	Ubi Soft	10	86%
Spongebob Squarepants	Platform	THQ	18	80%
Spy Vs Spy	Arcade	Kemco	04	77%
Star Wars: Episode 1 Racer	Racing	LucasArts	07	93%
Star Wars: Obi Wan's...	Adventure	THQ	15	85%
Star Wars: Yoda Stories	RPG	LucasArts	08	84%
Stranded Kids	RPG	Konami	08	79%
Streetfighter Alpha	Beat-'em-up	Copcom	08	85%
Stuart Little: The Journey Home	Adventure	Activision	21	77%
Super Breakout	Puzzle	Take 2	02	70%
Super Mario Bros DX	Platform	Nintendo	03	94%
Super MarioLand 2	Platform	Nintendo	01	90%
Super Return Of The Jedi	Platform	LucasArts	01	72%
Supercross	Racing	Infogrames	14	88%
Supreme Snowboarding	Sports	Infogrames	06	53%
Suzuki Allstar Extreme	Racing	Ubi Soft	06	72%
Swiv	Shoot-'em-up	SCI	16	85%
Tarzan	Platform	Activision	05	90%
Tazmanian Devil: Munching Mad	Adventure	Infogrames	07	85%
Test Drive 6	Racing	Infogrames	08	78%
Tetris DX	Puzzle	Nintendo	01	92%
The Land Before Time	Platform	Virgin	20	72%
The Nations - Land of Legends	RPG	JoWood	24	70%
The World Is Not Enough	Adventure	EA	23	83%
Three Lions	Sports	Take 2	05	82%
Thunderbirds	Adventure	SCI	13	93%
Tiger Woods PGA Tour 2000	Sports	EA Sports	08	43%
Tintin: Le Temple Du Soleil	Platform	Infogrames	15	71%
Tiny Toons: Buster Saves...	Arcade	Virgin Int.	19	56%
Tiny Toons: Dizzy's Candy Quest	Puzzle	Virgin	20	79%
Titus The Fox	Platform	Titus	13	53%
TOCA	Racing	THQ	11	92%
Tom & Jerry	Platform	Warner Bros	06	48%
Tom & Jerry: Mouse Attacks	Platform	Ubi Soft	13	85%
Tomb Raider	Platform	Core Design	08	95%
Tomb Raider: Curse Of The Sword	Adventure	Activision	20	70%
Tonic Trouble	Platform	Ubi Soft	09	88%
Tonka Raceway	Racing	Hasbro	11	31%
Tony Hawk's Pro Skater 3	Sports	Activision	23	90%
Tony Hawk's Skateboarding	Sports	Activision	09	64%
Toonsylvania	Platform	THQ	11	71%
Tootuff	Puzzle	Infogrames	20	82%
Top Gear Rally	Racing	Nintendo	03	55%
Top Gun Missions	Shoot-'em-up	Titus	20	77%
Toy Story 2	Platform	THQ	07	80%
Toy Story Racers	Racing	Activision	17	88%
Trick Boarder	Sports	Natsume	18	55%
Turok 2	Platform	Acclaim	02	40%
Turok 3	Shoot-'em-up	Acclaim	11	50%
Turok Rage Wars	Adventure	Acclaim	06	70%
Tweenies: Doodle's Bones	Platform	BBC Int.	22	78%
Tweety's High Flying Adventure	Platform	Kemco	12	79%
UEFA 2000	Sports	Infogrames	11	82%
Ultimate Fighting Championship	Beat-'em-up	Ubi Soft	16	33%
Ultimate Paintball	Shoot-'em-up	Take 2	11	50%
Universal Monsters: Dracula	Adventure	Cryo	22	81%
UNO	Party	Mattel	14	75%
VIP	Shoot-'em-up	Ubi Soft	19	60%
V-Rally Championship Edition	Racing	Infogrames	03	90%
Wacky Races	Racing	Infogrames	10	90%
Wario Land	Platform	Nintendo	01	85%
Wario Land II	Platform	Nintendo	01	90%
Wario Land III	Platform	Nintendo	09	93%
Wave Races	Racing	Nintendo	01	66%
Wendy: Every Witch Way	Platform	TDK	22	84%
Wetrix GB	Puzzle	Infogrames	11	48%
Wings of Fury	Shoot-'em-up	Red Orb	09	79%
Winnie The Pooh: 100 Acre...	Adventure	Disney	10	60%
Winnie The Pooh And Tigger	Platform	Ubi Soft	25	75%
Woody Woodpecker Racing	Racing	Konami	16	60%
World Cup '98	Sports	EA Sports	01	80%
Worms Armageddon	Strategy	Infogrames	06	48%
WWF Attitude	Beat-'em-up	Acclaim	04	80%
WWF : Betrayal	Beat-'em-up	THQ	21	75%
WWF Wrestlemania	Beat-'em-up	THQ	07	48%
Xena: Warrior Princess	Adventure	Virgin	15	74%
X-Men Mutant Academy	Beat-'em-up	Activision	11	70%
X-Men Wolverine's Rage	Platform	Activision	19	66%
Zelda: Link's Awakening	RPG	Nintendo	01	95%
Zelda: Oracle of Ages/Seasons	RPG	Nintendo	21	95%



DRIVER **92%**



TETRIS DX **92%**



SCRABBLE **92%**



TOCA **92%**

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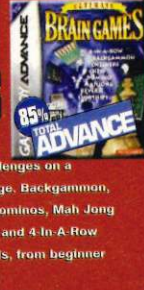
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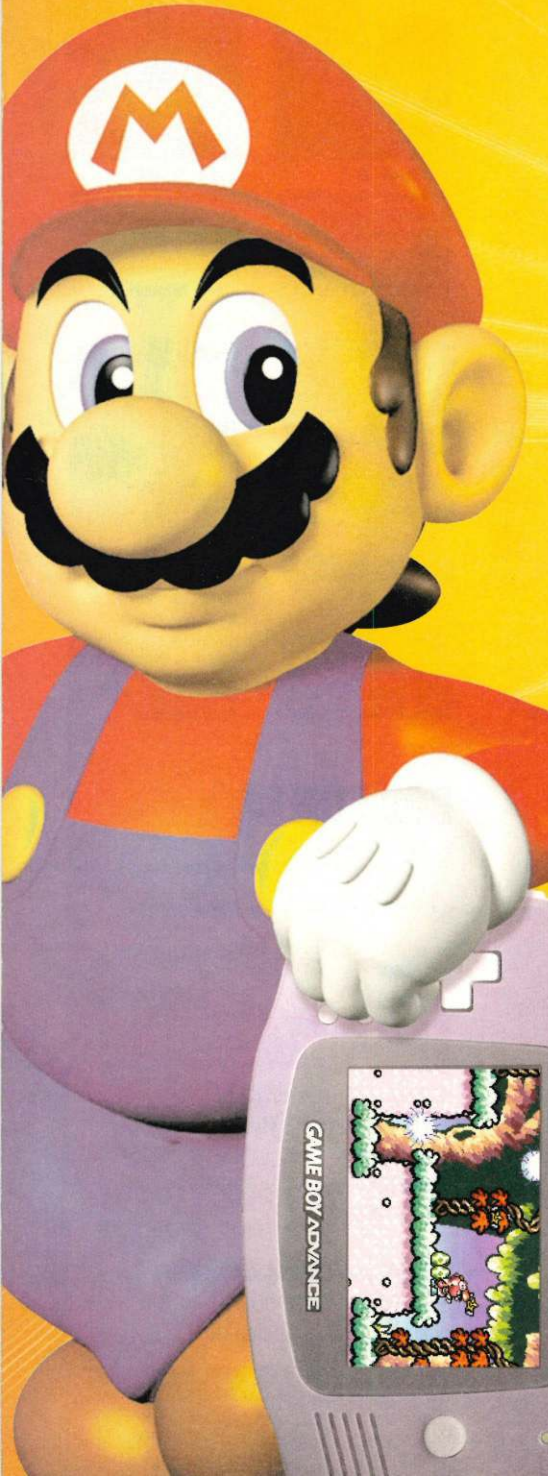
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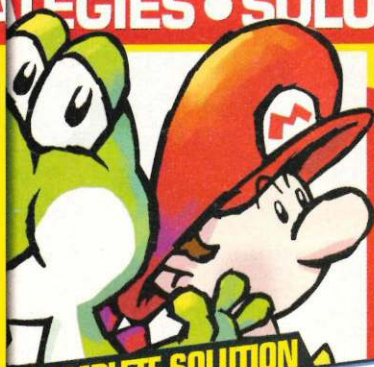


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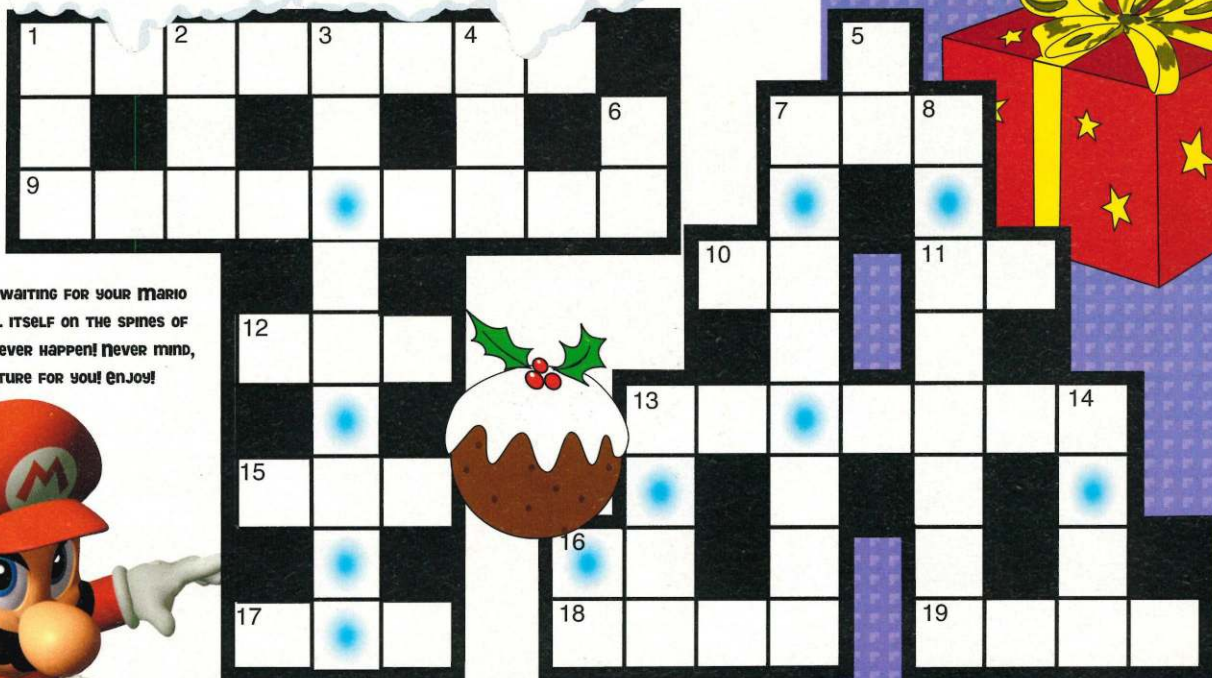
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ACROSS

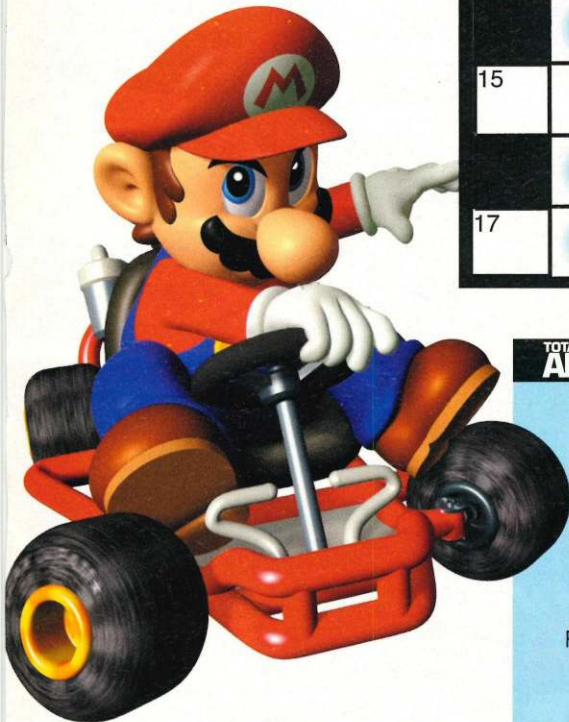
1. Mr. Scrooge. (8)
7. Homer's lament. (3)
9. Full-length Disney CGI movie. (9)
10. The initials of our feature review! (1, 1)
11. Our very own Shrew.
12. What Orko was to He-Man, this guy was to Dungeons & Dragons. (3)
13. Power types who appear in Wild Force. (7)
15. Eating a mushroom makes Mario what? (3)
16. ___ Wish You A Merry Xmas! (2)
17. Grabbing a feather makes Mario what? (3)
18. Britpop band on point of break-up? (4)
19. Your enemy in the Pokémon world? (4)

DOWN

1. Finish. (3)
2. Long time! (3)
3. Completely indispensable. (9)
4. Rod Hull's pal. (3)
5. Santa's cry, if you triple it! (2)
6. Addition to letter. (1, 1)
7. ___ Of The Crown, or just ___? (8)
8. Sonic's quite a famous one. (8)
13. Film or Cotton bobbin. (4)
14. The Lion King's villainous uncle. (4)
16. Company behind the Looney Tunes? (1, 1)



IF YOU'VE BEEN PATIENTLY WAITING FOR YOUR MARIO PICTURE TO FINALLY REVEAL ITSELF ON THE SPINES OF TA, WE'RE SORRY IT WILL NEVER HAPPEN! Never mind, here's THE WHOLE PICTURE FOR YOU! ENJOY!



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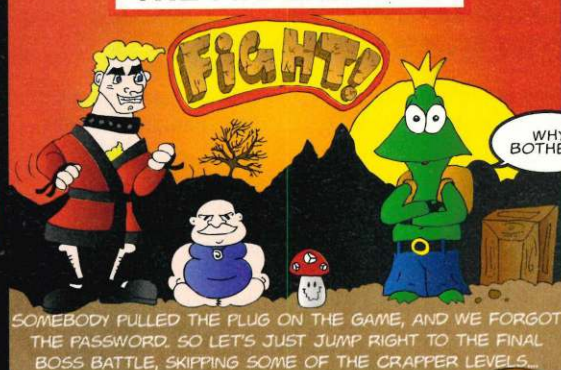
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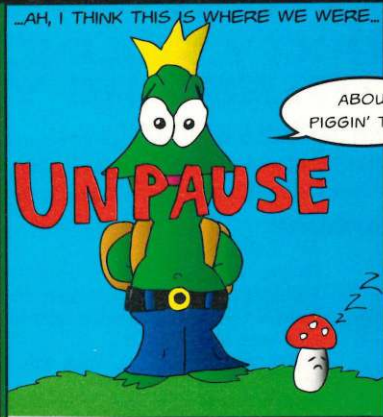
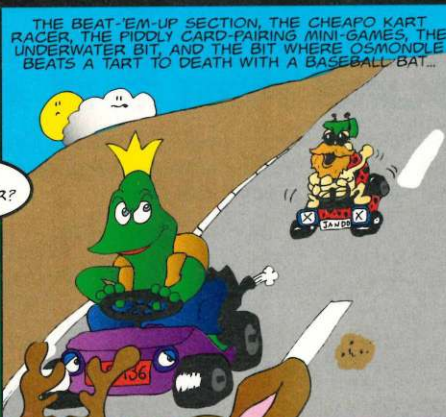
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OSMONDLE THE FROG

THE FINAL BATTLE



SOMEBODY PULLED THE PLUG ON THE GAME, AND WE FORGOT THE PASSWORD. SO LET'S JUST JUMP RIGHT TO THE FINAL BOSS BATTLE, SKIPPING SOME OF THE CRAPPER LEVELS...



UN-PAUSE

ABOUT PIGGIN' TIME!



HAHA! OSMONDLE! PREPARE TO MEET THY DOOM, FOR I AM...

I MEAN, LAKES OF BLEEDIN' LAVA, FIREBALLS, CREEPY CASTLE... HARDLY THE MOST ORIGINAL BOSS, ARE YOU?



IS THAT IT? THAT'S ALL I GET AFTER EVERYTHING I'VE DONE? FIGHTING VAMPIRE CHICKENS, CHEATING MY BUM OFF? AN THAT'S THE WHOLE PAY-OFF? WHAT A FLIPPIN' WASTE OF TIME! WELL I'M OFF TO READ A BOOK!

AND YOU CAN STICK YER BALLS OF GNU POO TOO!

THE END OF IT....

The end of the year, and the end of the magazine. One last time, we thank every regular TOTAL ADVANCE reader for your support over the last four and a bit years – we hope we saved you plenty of pennies, and kept you giggling through the endless reviews of crap platform games. Here's to a 2003 of GBA price drops, visible screens and games better than we've ever seen before! And so, as Tiny Tim never observed...

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