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# GBX

GAME BOY X



EXCLUSIVE REVIEW!

## SPYRO: SEASON OF ICE

The dynamic dragon flies onto the Advance in a baddie-burning platform bonanza!

EXCLUSIVE REVIEW!

## ECKS VS SEVER

Is this first-person blaster the greatest Advance game to date? Find out inside...

EXCLUSIVE

## THE WORLD IS NOT ENOUGH

007 on the GBC...



ON THE VIDEO!

## Pokémon Crystal

See the pocket monsters' latest offering in action!



ON THE VIDEO!

PLUS...

- Spyro: Season of Ice
- No Rules: Get Phat
- Sabrewulf
- Advance Wars
- Tetris Worlds

## David Gosen speaks!

We talk to Nintendo's head honcho about all things Advance...



## Diddy Kong Pilot

Diddy's back in a rip-roaring racing rave!

## Mario Kart Super Circuit

Having trouble taking the chequered flag? Follow our ace tips...



ON THE VIDEO!

REVIEWED: DRIVEN • KAO THE KANGAROO • PHALANX • PLANET MONSTERS • ISS • RAMPAGE PUZZLE ATTACK • GRADIUS ADVANCE • THE FISH FILES • POWER RANGERS TIME FORCE AND MORE!

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# LOOK 'N' LOAD

## Ecks Vs Sever 30

Find out why this sizzling real-world first-person blaster should be top of everyone's Christmas wish list on Page 30.



## 60 The Datel X-Port

What is it? What can it do for you? Find out on Page 60...



## ISS

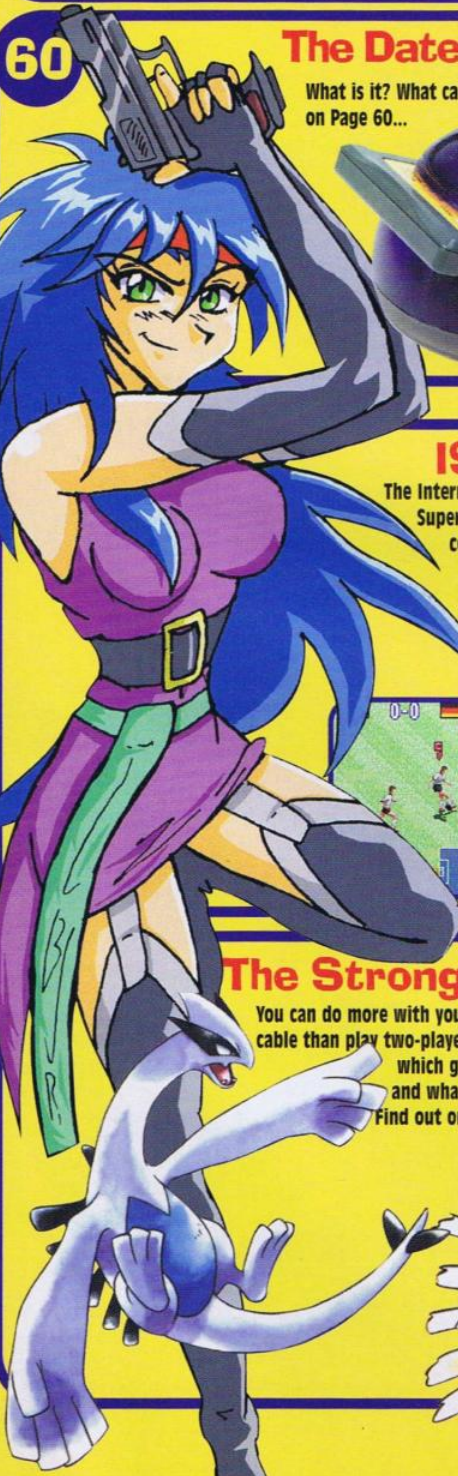
The International Superstar Soccer series comes to the Advance, but fails to win the cup. Find out why on Page 39...

39



## The Strongest Link... 12

You can do more with your Game Boy Color link cable than play two-player games, but which games have link facilities and what do they do? Find out on Page 12...



Our biggest ever issue is packed to bursting with great Game Boy games...

## REGULARS

- The Firing Line** (04)  
Keep up to date with what's happening on the Game Boy scene.
- Feature: The Strongest Link** (12)  
Which games link up and offer bonuses? We take a look...
- Posters** (41)  
Something cool for your wall.
- The Kit Bag** (58)  
More marvellous gadgets and toys.
- A Piece of the Action** (60)  
Another devastating Datel peripheral and more corking Action Replay codes.
- Return Fire!** (62)  
Lovely letters and ace art sent to us by you, the reader.
- Action Tips** (65)  
Cut-out-and-cheat coupons to store in your game boxes. Never lose a tip again!
- Xtreme Solutions** (69)  
We bring you the final part of our Tomb Raider: Curse of the Sword and Rayman Advance solutions.
- On the Shelves** (78)  
Planning your Christmas list? Check out our guide to the best games already on the shelves...
- Next Month** (82)  
Like the new, bigger GBX? Write and tell us and YOU might be in next month's issue!

## REVIEWS

### Game Boy Advance

Casper	46
Dexter's Lab: Deesaster Strikes	21
Driven	36
Ecks Vs Sever	30
ESPN X Games Skateboarding	45
Gradius Advance	38
Inspector Gadget	34
ISS	39
Kao the Kangaroo	18
Mat Hoffman's BMX	25
Men in Black: The Series	24
Midway's Greatest Arcade Hits	29
Phalanx	28
Planet Monsters	20
Powerpuff Girls: Mojo Jojo-a-Gogo	49
Prehistorik Man	24
Rampage Puzzle Attack	26
Rocket Power: The Dream Scheme	27
Rugrats: Castle Capers	35
Spyro: Season of Ice	16
Tetris Worlds	19
WWF: Road to WrestleMania	48
X-Men: Reign of Apocalypse	40

### Game Boy Color

Baby Felix Halloween	54
Fort Boyard	56
Hugo: Black Diamond Fever	56
Power Rangers: Time Force	57
Santa Claus Junior	55
The Fish Files	53
The World is Not Enough	52

# THE FIRING LINE



The Games, the guts, the glory...

## SAKURA SAYZ

Hey readerz! Christmas is comin', and the shelvz are getting' full. There's a wealth of gamez comin' out for the GBA and GBC – so many, we had'ta big up the mag! Does it feel thicker to you? It should –

we got 84 pagez this month, and that meanz more previews, more reviews, more tips – more of everythin', really. And if that ain't enough, this month's batch o' gamez includes three award-winnin' tittlez! There's the unbelievable first-person blaster Ecks Vs Sever, the hot racer

Driven (shame about the film, though) and the retro-inspired shoot-'em-up Gradius Advance. The GBA got off to a slow start when it came to really great gamez, but it's gonna' have a corkin' Christmas.

Sakura

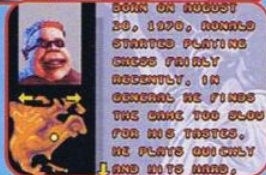
## VIRTUAL KASPAROV

Hot chess sim comes to the GBA...

ADVANCE PREVIEW

Who's the king of the castle? And the queen, and knights, and pawns? Titus reckon they've got what it takes to be Grand Master of the Game Boy, and their *Virtual Kasparov* chess sim is the game to prove it.

Featuring a total of 62 chess games, *Virtual Kasparov* showcases a highly complex chess engine designed by the authors of the renowned PC program *Virtual Chess*. It includes the opening repertoire from the greatest and most renowned chess player ever, Garry Kasparov. *Virtual Kasparov* has been designed to appeal to all skill levels, from beginner to Grand Master, with a total of 50 chess tutorial modules. To keep single players hooked there are 31 unique opponents, each with individual personalities, and an added Story Mode with



bonuses to unlock new opponents, areas and games. There's also a two-player link mode, though why two players can't use a board and pieces is beyond us. *Virtual Kasparov* appears in January 2002, and costs £24.99 - top stuff!

## SHANTAE

Dance to the pirate's tune...



*Shantae's* one of the most eagerly-awaited games on the Color, and Capcom has snatched the rights to publish it in the US, and might yet bring it over here too. Harbor town was a peaceful city until the wicked pirate Risky Boots stole a steam engine. Half-genie Shantae is recruited to get it back, by battling through one of the biggest GBC games ever.

There are over 75 fully-animated enemies and 50 day-and-night areas. Shantae can transform into various creatures by collecting songs and performing a transformation dance. There's a secret area for gamers playing it on an Advance too. *Shantae* hits the shelves in time for Christmas over there, and should make Easter over here.



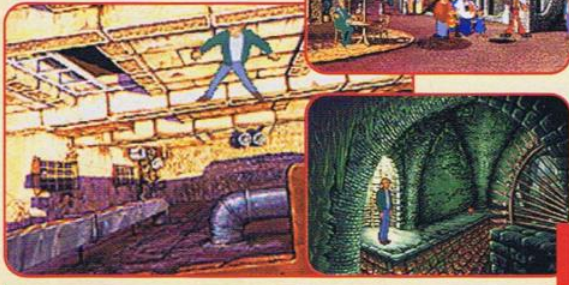
# BROKEN SWORD: SHADOW OF THE TEMPLARS

ADVANCE PREVIEW

More screens from the forthcoming Advance adventure...

BAM! Entertainment has released some new screenshots of their forthcoming graphic adventure, *Broken Sword: Shadow of the Templars*. The game, which has already

proved a big hit on the PC and PSX, is due in March 2002.



# PINBALL FRENZY!

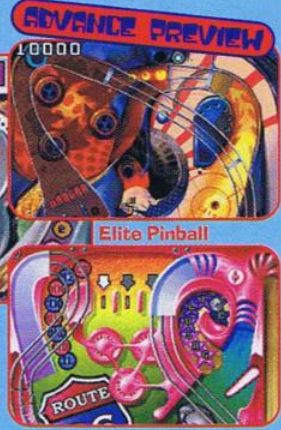
Two pinball games to hit the GBA...

There are two hot new pinball sims heading to the GBA, and they're both looking really cool.

Little is known about Sega's *Pinball of the Dead*, but judging by the screenshots, it's a mean and spooky affair. As it should be - it's based on Sega's dynamic lightgun blaster *House of the Dead*, a zombie-filled slaughterfest that thrilled on the Dreamcast and in the arcades. Expect some blood-thirsty thrills.



*Elite Pinball* is a different sack of spuds entirely. Taking its inspiration from 16-bit old-school pinball games like *Pinball Dreams* and *Pinball*



Fantasies, the tables are original but entirely

real-world - don't expect features and fripperies you wouldn't find on a real pinball table. Four tables are confirmed, with another two a distinct possibility.

# CRASH BANDICOOT X/S

ADVANCE PREVIEW

Manic marsupial crashes onto the Advance

As regular readers know, Vivendi Universal Interactive, creator of this month's covergame *Spyro: Season of Ice*, is bringing Crash Bandicoot to the Advance. Details have been sketchy to date, but now we know a little more. The game's gonna be called *Crash Bandicoot X/S* (pronounced 'excess', we presume) and it's due early next year.

*Crash Bandicoot X/S* contains 20 levels featuring six unique locations that take Crash everywhere from the Mayan Jungle to frigid Arctic Caverns. The game also features gameplay modes ranging from side-scrolling to 3D chase levels to aerial dogfight combat sequences. In the new game, Crash embarks on a wild adventure as once again he is pitted

against his arch-nemesis, the evil Dr Neo Cortex! Orbiting high above Earth, Cortex has decided to abandon his fixation on our hero and redirect his evil focus. Why did he get into the villain business in the first place? World domination, of course! Using his latest invention, a massive shrinking ray, Cortex takes aim and fires at Earth, shrinking the planet and its inhabitants to the size



of a grapefruit! Luckily, Crash's brilliant kid sister, Coco, is feverishly working on a machine to reverse the effects,

but she needs crystals from around the world to power her invention (we knew there'd be crystals in it somewhere). No prizes for guessing what Crash is to do...

This one should be ready to review pretty soon, but in the meantime, here's a handful of screenshots...

# FAAAALL IN!

This month's cover star, *Spyro the Dragon*, got us thinking. Which gaming character would we most like to see make a comeback or a debut on the GBA and why?



**IAN OSBORNE**  
Dizzy for me. The ovoid superstar could make a real killing on the GBA if his creators and original publishers could get together once again.



**JAMIE WILKS**  
Samus Aran! She totally kicked bottom, and *Super Metroid* on the SNES is one of my all-time favourite games. Not that she could ever out-do you, Sakura!



**JOHN HAGERTY**  
What about some more arcade classics. I've been in a real retro mood lately and would love to see the likes of *Donkey Kong* and *Pac-Man* being released on the GBA (both coming too - Ed!).



**SIMON DREW**  
Jack the Nipper. He only ever appeared in two games, back on the trusty old Spectrum, but any game where the idea is to be naughty and just go round annoying people is fine by me.



**OLIVER LAN**  
Obviously it's going to happen, but I can't wait to see Link make an appearance in a *Zelda* game for GBA. It's crying out for it!

## DENKI BLOCKS! WINS SHOW AWARD

Way beck in Issue Three, we reviewed block-sliding puzzle bonanza *Denki Blocks!*, and gave the Advance version a sizzling 92% with the Color game scoring 90%. Now the rest of the videogames industry recognises how good it is too – the game picked up the Overall Best Game of the Show award at the recent Electronics Consumer Trade Show in London. Told you it was good, didn't we?

## SONIC LINK REVEALED!

We knew it was going to happen, but until today, we didn't know how. The forthcoming GameCube opus *Sonic Adventure 2* is to link up with our own *Sonic Advance*, the two machines exchanging data so the player can build his stock of goodies on the Advance before uploading it to the GameCube once more. The core idea is based around the artificial life-form Chao, which can be brought up and transferred between the two games. They change in both appearance and personality according to how they're bought up. Thus you can develop and raise your Chao both while playing the main game but also while away from your Cube by transferring your data to the Advance and taking it away with you. You don't need a copy of *Sonic Advance* to do this, but owning both games allows you to save data. Without it, you can't play anything else on your Advance before uploading your Chao databack into the GameCube, as this wipes the Advance's internal memory and your info is lost. *Sonic Advance* is the latest action game from the Sonic series, and features horizontal scrolling like of the original *Sonic the Hedgehog*. Its sense of speed is maintained, and includes numerous stages, bonuses and a host of bizarre and interesting characters that make up Sonic's world. Using the link cable you can play two-player team fights or up to four-player battles with just one cartridge. Both games hit the shelves on 20th December 2001 in Japan, with UK releases to follow.



# BANJO-KAZOOIE: GRUNTY'S REVENGE

ADVANCE PREVIEW

The delightful duo bring their antics to the Advance.

This one's a long way off – it's expected sometime next year, probably around Easter, but fans of *Banjo and Kazooie*'s N64 antics will probably find it worth the wait.

Bear and bird crawl into your pocket for the very first time with this bewitching

adventure inspired by the N64 classic. It's developed by Rare, so get ready to explore vast worlds populated by head-scratching puzzles, off-beat power-ups and truly eccentric enemies, led of course by the warty one herself. Judging by the screenshots, it's pretty

faithful to its big brother too. More news as it's made.



# JACKIE CHAN GBA

ADVANCE PREVIEW

Tuck into a kung fu chop with chips...

Poor old Jackie Chan. The star of multiple Hong Kong martial arts movies has a huge cult following, but despite being a much more versatile actor than the legendary Bruce Lee, he never made that superstar status. Perhaps it's because he didn't die young. One thing Chan has got in his favour is a Saturday-morning TV show, *Jackie Chan's Adventures*. Ubi Soft has

snatched the rights to turn it into an Advance game too, so maybe ol' Jackie has a few things to be grateful for... The show features Chan as an amateur archaeologist recruited by a secret government agency to defeat the evil



organisation called the Dark Hand. Along with his niece and apprentice Jade, they travel the globe using their combined intelligence, wit, humour and martial arts skills to locate seven legendary portals and keep the sinister demon sorcerers from entering the earthly realm. Sounds like it was scripted with a videogame in mind.



Which it probably was... *Jackie Chan's Adventures* explodes onto the Advance scene at the end of November.

# WINGS

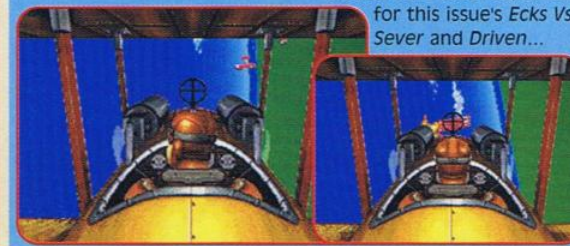
ADVANCE PREVIEW

Arcade flight sim flies our way...



Checked out our interview with Crawfish's Mike Merren over the last two videos? One or two of you wondered about the aeroplane game shown on the monitor behind his head. Well, we can now exclusively reveal it's a Game Boy Advance conversion of the old Cinemaware game *Wings*. *Wings* is a sort-of flight sim set in the First World War. It's not a true simulation - you don't have to take off or

land your kite, but the dogfighting action's beefed up to the max, and with no radar-guided smart missiles, you have to be good with the guns. *Wings* isn't due out until 2002, but it already looks like one to look out for. Especially considering its creators are also responsible for this issue's *Ecks Vs Sever* and *Driven*...



# MIKE TYSON BOXING

ADVANCE PREVIEW

The hard-hitting heavyweight boxes clever on the GBA...

Virtucraft, the developers of *Prince Naseem Boxing* on the GBC, is working an Advance title called *Mike Tyson Boxing*. According to publishers Ubi Soft, it features 'all the action and speed of the Game Boy Color game but with greatly improved graphics, sound and logic'. *Mike Tyson Boxing* offers the same in-depth training regime that allows players to guide their boxer up the world rankings, as well as the fast-paced and easy-to-control arcade scrapping that made the Color version so impressive. The extra power of the Game Boy Advance allows Virtucraft



to produce an even more realistic, visually impressive interpretation of the sport. Animations and background graphics are now far richer and smoother, and the sound and speech has been enhanced to make the experience of bone-crunching punches even more realistic. Hopefully, biting off an opponent's ear when you're losing will not be included.



# BOXING FEVER

Hey, Rocky - watch me pull a massacre out of my pants...

ADVANCE PREVIEW

Boxing fans are reasonably well served on the Color, but the only game to recreate the noble art on the Advance is the hideous *Ready 2 Rumble Boxing: Round 2*. This is going to change with the release of *Boxing Fever*, a game which takes a similar cartoony approach, but hopefully avoids inflicting low blows in the response department. To be honest, the screenshots don't look all

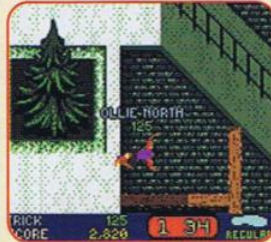


that impressive, but the developers boast the cartoon pugilists will offer differing AI and personalities as well as appearances. This is essential for a decent fighter in this day and age - the days of each enemy being a faster version of the last, turning the game into little more than a reaction test, are long gone. You play from a first-person perspective, so the punches are really coming at you (except they don't bust your

nose if they land). The game's published by Majestic in the States, so will probably be picked up by THQ here. No release date has been set.

# TONY HAWK'S PRO SKATER 3

Out with the old, in with the older?



The guy gets everywhere! His rad skateboarding sims have appeared on pretty much every games console, and the third instalment in the Hawkster saga is heading for the Game Boy Color.

We've not much information on it, but here's a hatful of happening screenshots.



*Tony Hawk's Pro Skater 3* too, but we've no screens of that at all. Stay tuned for more news as it's made.

# CREATURES ADVANCE

ADVANCE PREVIEW

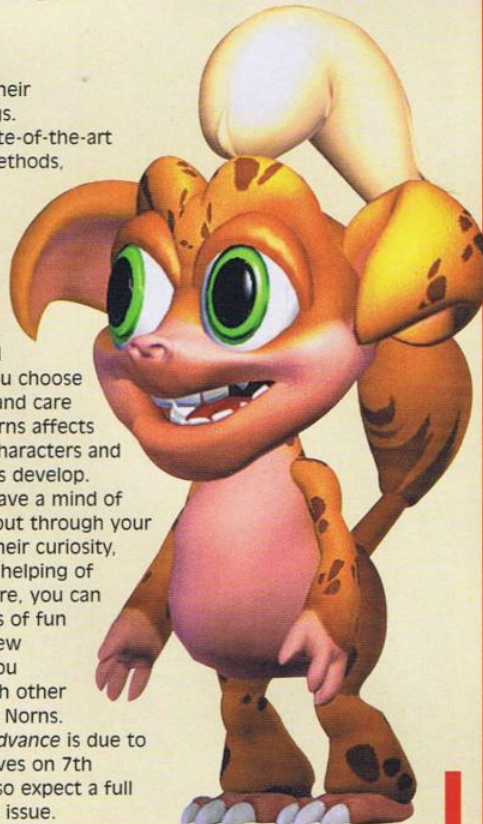
PC pets make it to the GBA...



They're cute, they're cuddly and they're coming our way! They're the Creatures, and they're soon to star in their very own Advance game.

In Albia, the peaceful and tranquil world of the Norms, the intelligent and inquisitive little Creatures survive, learn and evolve amongst other Norms and in their surroundings. Guide your Norms away from the pestering Grendels and dangerous poisonous mushrooms and watch as your artificial life prodigies learn and acknowledge each

other and their surroundings. Utilising state-of-the-art scientific methods, innate properties are passed on from one Norm generation to the next, just like real life. How you choose to nurture and care for your Norms affects how their characters and personalities develop. Creatures have a mind of their own, but through your guidance, their curiosity, and a good helping of 'parental' care, you can spend hours of fun exploring new worlds as you interact with other like-minded Norms. *Creatures Advance* is due to hit the shelves on 7th December, so expect a full review next issue.



# LET THERE BE LIGHT...

We love our Advances as much as anyone here at GBX, but let's face it - the dark screen can be a real pain at times. But maybe not for much longer. Independent electronics whizz Adam Curtis has managed to incorporate a dual LCD frontlight system into the GBA, and intends to sell it in kit form as soon as it's up and ready!

As you can see from the screenshots, the frontlight illuminates the screen very nicely, and with it permanently on you only lose around 30% of your battery time. In tests on the prototype, the batteries lasted 10 hours. The kit will incorporate a switch so you can turn off the lights when you don't need them. But the Game Gear drank batteries because it was backlit. I hear you cry. According to Adam, this is because its ten-year-old technology used an inefficient halogen lighting system. His own frontlights are much less power-hungry.

So how do you go about getting one? Well, the kit isn't ready yet, but if you're interested, go to Adam's web page ([www.portablemonopoly.com](http://www.portablemonopoly.com)) and send him an e-mail. He'll then get in touch when it's up and running. If you're not on the web, just sit tight for a while - we're sure he'll set up a postal ordering service too. Adam's based in America, but he's selling internationally. Please note, though, to install your frontlight you have to unscrew your GBA, invalidating the warranty, and make a few adjustments with a soldering iron. It's not a tricky job for an experienced spark, but the risk is yours if you botch it. We'll be coming back to this one with news on ordering and prices just as soon as they're confirmed.



## ADVANCE WARS DELAYED

Nintendo's crazy conflict sim *Advance Wars*, which earned a sizzling 91% review last issue, has been delayed. Nintendo felt it would not be appropriate to release a wargame while America was busy bombing Afghanistan, and therefore delayed its release until January of next year. If you're really desperate, though, you can always plumb for the American import, which is already out there.

## WINTER GAMES ON THE WAY

Ubi Soft has inked a deal with licence holders Eidos that allows them to bring the 2002 Winter Olympics to the Game Boy Advance. The game *Salt Lake 2002* will feature six official Events: Snowboard Parallel Giant Slalom, Curling Tournament, Alpine Skiing Downhill, Alpine Skiing Slalom, Ski Jumping K120 Individual and Two-man Bobsleigh. All environments are based on the actual locations in Salt Lake City where the Olympic Winter Games are being held in February 2002. Players have the choice of four modes of play, Olympic, Classic, Tournament and Time Trial as well as a turn-based option that allows four players to play on one machine.

## MORTAL KOMBAT ADVANCE ON THE WAY

Midway is to bring its ever-popular beat-'em-up saga *Mortal Kombat* to the Advance. The handheld game, developed by Virtucraft (of F-14 Tomcat and Dexter's Lab fame), is to be a conversion of the *Mortal Kombat* 3 coin-op.



At the time of writing, it's not known whether Nintendo will allow the blood and fatalities of the arcade machine, but as this is the series' major selling point, we certainly hope so. *Mortal Kombat Advance* is expected for Christmas..

# TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

ADVANCE PREVIEW

More than just a shoot-'em-up...

Let's face it – most Special Forces sims are about as realistic as a Virgin Trains timetable. No one, not even a member of the SAS, could win a war single-handedly by charging straight at the enemy all guns blazing. Real counter-terrorist operations take planning and teamwork. Last year's GBC game



*Rainbow Six* attempted to create just such a game, and next year the theme is continued on the Advance in *Rogue Spear*. Already a hit on the PC, the Advance version is already shaping up pretty well. Publisher Ubi Soft promises improved AI, all-new missions and additional



weaponry. The Original *Rainbow Six* was interesting enough, but ultimately the GBC just wasn't powerful enough to match its ambitions. The GBA will have no such problems.

# COLUMNS CROWN

Sega classic returns on a Nintendo!

ADVANCE PREVIEW

We've such a lot to offer you on Sega's forthcoming *Columns Crown*. No, really. Here's one solitary screenshot.

And it's a GBA conversion of the Mega Drive/Game Gear game *Columns*, where you arrange gems to destroy lines

of three. There – told you we had a lot! Oh, and it's not going to be available until next spring...



# COMPETITION

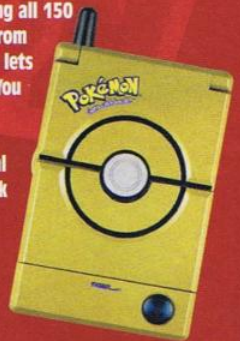
Ten Pokédex Deluxe electronic organisers must be won!

## GOTTA LOG 'EM ALL!

The brand-new Pokédex Deluxe has exploded onto the Pokémon scene! Featuring all 150 monsters from the Yellow, Blue and Red games as well as 100 new creatures from Gold and Silver, the Pokédex Deluxe is a sizzling electronic encyclopaedia which lets you bone up on Pokécreatures' height, weight, type, battle attacks and more. You can even add your own information too.

As well as offering a veritable wealth of info on Pokémon, the Pokédex Deluxe includes a personal organiser with a calculator, clock, telephone book and notepad. And you can even keep your notes secret with a cool password system!

The Tiger Electronics Pokédex Deluxe costs £24.99, but we have ten of them to give away. To stand a chance of winning, just answer this simple question:



**Q** Which of the following is the Pokémon trainer's famous slogan?

- A** All for one, and one for all    **B** Do the Shake 'n' Vac and put the freshness back    **C** Gotta catch 'em all

When you think you know the answer, ring our Competition Hotline on

# 09064 701722

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 8th November and close at midnight on 4th December 2001. The editor's decision is final and no correspondence will be entered into.



# ARMY MEN: OPERATION GREEN

ADVANCE PREVIEW

Ateeeeeeeeeen-shun! The Army Men are ready for action...

Who'd have thought a game based on plastic soldiers would spawn so many videogames? The Army Men have invaded just about every computer and console (with the possible exception of the ZX81), and are now to star in their second Advance outing.

And what do you do in *Army*



*Men: Operation Green?* Bake a cake? Build a scale model of the Eiffel Tower from matchsticks? Take out the

Tan Army in an all-guns-blazing blaster across garden battlescenes? We won't spoil all your fun, but expect over 15 missions, five different environments and six different

weapons. This one's expected just before Christmas. Wonder what they'll do next? *Army Men Puzzle Challenge?* *Army Men Kart Racing?*

# DARK ARENA

More first-person mayhem on the Advance... ADVANCE PREVIEW



their skills against genetically-engineered life-forms. Their skills were lacking - the creatures took over the base, killing everyone except you. It's up to you to re-take the facility, using wit,

It's amazing, isn't it? The Game Boy Advance is not a 3D machine, but already there are two credible first-person shooters and another two to come. We all know about Activision's *Doom*, but THQ are also aiming to topple *Ecks Vs Sever* from the top of the tree with the forthcoming *Dark Arena*. In the year 2146, the United Arms Organisation set up a training camp for elite soldiers. Here they tested

cunning and some very large guns. As well as turning the foes into offal, there's also some *Doom*-style switch puzzles, and, of course, there's an impressive multiplayer mode. The screenshots for this one look good, but let's face it - *Ecks Vs Sever* has torn up the rulebook and used it for toilet paper. Any game aiming to take its crown had better be good...



# DA DUKE RETURNS...

Remember Duke Nukem? He's been around for years, and made alien-annihilating appearances on virtually every computer and console since the PSX. Well now he's making a comeback, and he's blasting his way onto the Advance and GameCube! *Duke Nukem Forever* is still a way off so we've only this dodgy PC screen to show you, but we'll bring you more soon. Perhaps the Cube and Advance games will link too? Fingers crossed...



# GAME BOY ADVANCE 2?

According to a French web site, Nintendo has had the Game Boy Advance 2 in development for several months, and it's to be backlit. According to Nintendo, this is a load of old cobblers. As the story goes, someone connected to the website went into a games shop and bought a Worm Light. The storekeeper comments that it will be obsolete soon, as Nintendo would release the Game Boy Advance 2, a backlit version of the GBA, in Japan in December. An announcement would be made in November. The company advised games stores about the new machine, but told them to keep it a secret. Here at GBX we thought this was a great big steaming pile of horse-droppings, and a quick call to Nintendo confirmed our suspicions. It just isn't going to happen. According to a Nintendo spokesperson, "During development, Nintendo did take a back-light for the GBA into consideration. However, it would have required far more power and subsequently more batteries. Your GBA would be much more expensive to the consumer - and would cost more on new batteries all the time".

# UBI SOFT'S COLOR AVALANCHE

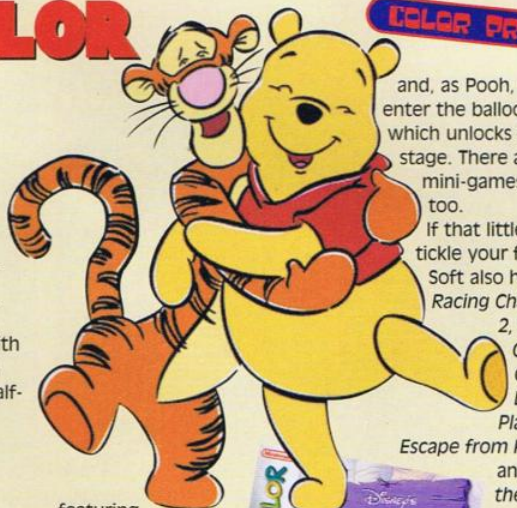
The GBC's still going strong...

Fans of the Game Boy Color need not worry about their fave machine sinking now the Advance is here. According to Nintendo, since the GBA was launched, sales of the Color actually INCREASED! It's not difficult to see why - there's plenty of GBC action on the way. Take Ubi Soft's forthcoming fistful of fun. For the older gamer, there's *Scrabble*. You can pit

your wits against your friends or computer opponents, with up to four wordsmiths puzzling it out. Its self-adjusting difficulty level is designed to cope with everyone from beginner to expert, and you can save half-

finished games and come back later. For the youngsters, there's Disney's *Pooh and Tigger Hunny Safari*, a five-chapter game

COLOR PREVIEW



and, as Pooh, you can enter the balloon game which unlocks the next stage. There are three mini-games to unlock too. If that little lot doesn't tickle your fancy, Ubi Soft also have *F1 Racing Championship 2*, *ET* and the *Cosmic Garden*, *ET Digital Planner*, *ET Escape from Planet Earth* and *Planet of the Apes* coming to the Color. And that's just this year...

featuring Tigger on the platform levels gathering honey. Collect enough



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**Q:** Which company made the Lynx and the Jaguar?

**A:** Microsoft    **B:** Cadbury's    **C:** Atari

# 09064 701722

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 8th November and close at midnight on 4th December 2001. The editor's decision is final and no correspondence will be entered into.

When you think you know the answer (and if you haven't got it already, you're just not trying), ring our competition hotline, leaving your FULL name, address and telephone number, offering 'Lynx' or 'Jaguar' after your address. This competition runs from 8th November to 4th December.

## SUPER BUST-A-MOVE

More bubble-bursting mayhem on the way...

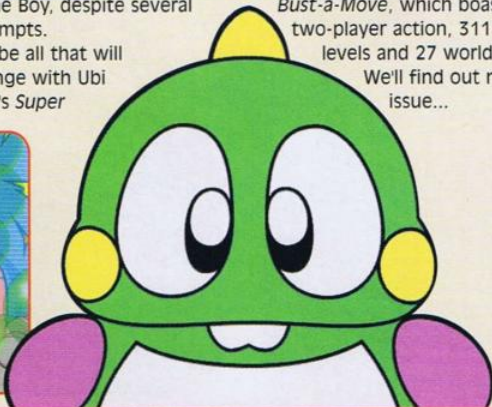


It's a simple concept. Launch the coloured bubbles so that they stick together. When three or more bubbles of the same colour are joined, they burst. Fail to remove the bubbles and they mount up and reach the deadline, ending your game. Trouble is, no one's ever made a really good version of it on the



Game Boy, despite several attempts. Maybe all that will change with Ubi Soft's *Super*

*Bust-a-Move*, which boasts two-player action, 311 levels and 27 worlds. We'll find out next issue...



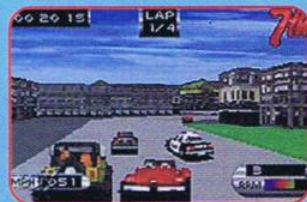
## CRUIS'N VELOCITY

Arcade antics on the GBA freeway...

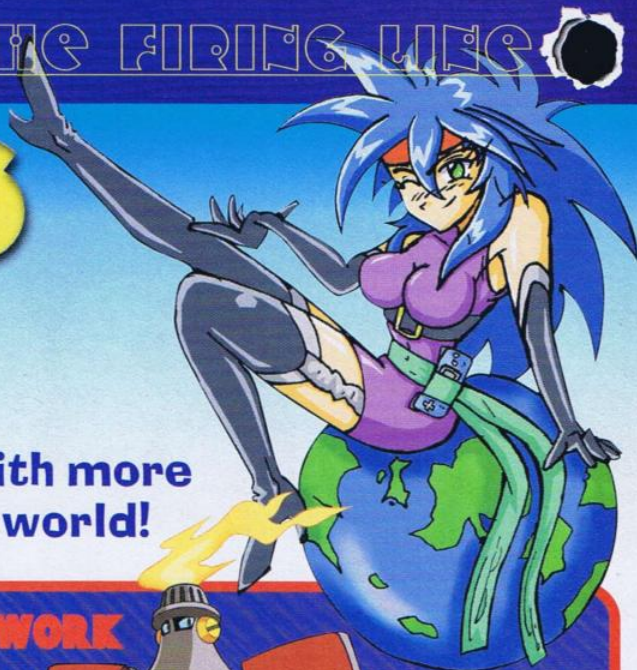
This one hasn't got the best arcade pedigree. First there was *Cruis'n USA*, a game which handled like a ping-pong ball in a drainpipe, then the marginally better *Cruis'n World* and *Cruis'n Exotica*.

However, it's the fourth game in the series, *Cruis'n Velocity*, that's come'n to the Advance.

It looks colourful enough, with its semi-3D perspective and chunky cars, and the GBA is more than capable of handling the series' over-the-top attitude, but how it drives remains to be seen.



# OVERSEAS NEWS



The girl with the guns gets to grip with more marvellous games from all over the world!

Hey readerz! I just gotta tell ya about **Toki Toki**.

He's sooooo kewl! But then, what do ya expect? His game's from Capcom! You play the dynamic duck Toki Toki, and ya must rescue all ya eggs - there's a hatful on each level. It ain't easy - as well as wandering monsters hopin' to make an Easter bonnet out of ya, there's a host of hazardz to trap the unwary. Like *Lemmings*, ya got a set amount of toolz to use in ya quest. A bridge takes ya to unreachable areas, a warp teleports ya through walls and there's a monster-freezin' ray, amongst otherz. Don't waste 'em - use a tool in the wrong place and ya might haveta restart the level.

**Toki Toki** is the kewllest puzzler on the Game Boy Color since *Denki Blocks!* If ya liked *Lemmings* and *Mole Mania*, check it out. It's out in America too, so ya can even read the instructionz!

## Hut, hut!

47, 38, 23 - ah just love orderin' mealz in a Chinese takeaway! Seriously, folkz, fanz of gridiron football could check out *NFL Blitz 20-02*. I'd be lyin' if I said it was ace - it ain't, but it's a cut above many Yank football sims on the handheldz. Like all *Blitz* games, it ain't a simulation. It's a seven-on-seven affair, with arcade



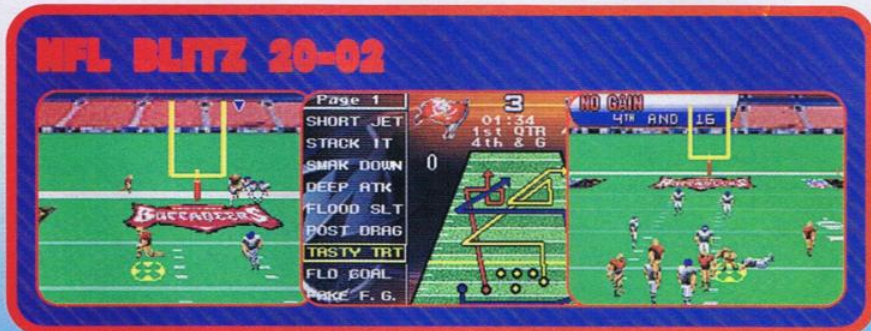
action and no penalties the order of the day. Unfortunately, the Advance's first version o' *Blitz* is sloppily programmed, with playerz disappearin' as they run, objects appearin' on top o' things they should be behind and opponents that steal a few yardz with every play. Holes in the AI make it too easy, and there's no two-player link-up mode to save it. Best wait for a better gridiron mash, I say. **Mega Man Battle Network's** on its way to the Advance over here, but if ya really can't wait, make a beeline

for the Yank version. You don't actually play Mega Man, but a kid who controlz him like a Tamagotchi-style cyberpet, and it ain't a 2D platform blaster like most *Mega Man* gamez. It's a cross between Pokémon-style card battlez and an RPG. It's very Japanese in its game style, but that was always the charm of Mega Man. Make sure ya get the Yank cart and not the Jap one, though - there's a lotta text in there.

**Sakura**



## TOKI TOKI



# The STRONGEST LINK

Get your link cables out, because they can do more than you probably realise. Simon explains all...



**A**s you've probably guessed by now, there's much more to the Game Boy than meets the eye. The games are better than they've any right to be. The sales are shooting through the roof. And – crucially – it seems able to unlock the gameplaying focus of developers across the world. It's also got a special trick up its sleeve in the form of the link mode. In its simplest form,

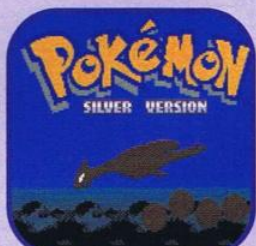
linking up Game Boys means you get to enjoy multiplayer gaming, and we'd heartily recommend you do. However, some developers, led by Nintendo themselves, have realised there's more you can do with it than that. Hence, they started building secrets into their games, which could only be unlocked by a Game Boy playing a different title. Confused? Check out some of the examples we've dug out, and then have a rummage through your carts. Who knows what could be hiding in there?



## The Pokémon Games

These are the ones that really started the linking craze. Cunningly, when Nintendo originally launched *Pokémon Blue* and *Pokémon Red*, the only way to collect all the monsters in the game was to link up with another player running the other version of the game. If you were playing Red, they'd have to have Blue and vice versa. You could then trade with them. To be fair, despite the fact that this obviously helped shift a lot of extra copies of the games, this was quite a neat feature, and – shock horror – actually turned collecting all of the Pokémon into a bit of a team effort. As subsequent games came out, there were even more goodies hiding in there if you traded and linked with other players (although not all titles were compatible with each other). The crucial difference between this and most other link titles is that to actually find all the monsters in some of these

games, you had to link up; simple as that. Thus, whether you view it as a cynical mone-making ploy or a genuine game enhancement, chances are most of your Poké-fans have got something out this mode. Okay, as the later versions of the game came out, we got more and more bored of it, but nonetheless, thumbs up to Nintendo and their pocket monsters for putting a bit more thought into using the notion of linkage.



▲ The little critters that effectively started it all.



ST

## Hercules and Xena



Ah, two of the most formidable heroes the Game Boy has seen. Personally, I prefer *Xena*, for reasons inappropriate to go into here, but nonetheless if you've bought Titus' *Hercules* and *Xena* games for your handheld, you could be in for a bit of a treat.

That's because if you choose to link the games, the two characters can infiltrate each other's adventures. It's true. You can send Xena into the world of Hercules, and Hercules through the world of Xena, with some secret levels and new weapons thrown into the mix too. You need to use the save and load feature of the respective games to get this going, but it's quite good fun when you do. For once it feels like a genuine added loyalty bonus for those who bothered to buy the two titles. Hurrah!

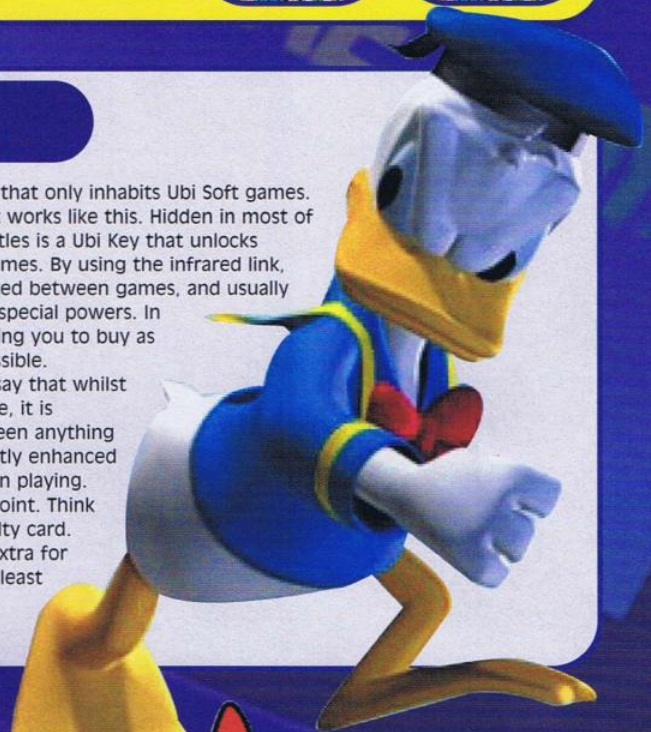


## The Ubi Key



The Ubi Key is a strange one that only inhabits Ubi Soft games. And it's quite a good idea. It works like this. Hidden in most of Ubi Soft's Game Boy Color titles is a Ubi Key that unlocks goodies in other Ubi Soft games. By using the infrared link, these can then be transmitted between games, and usually unlock bonus levels or give special powers. In short, it's there way of getting you to buy as many Ubi Soft games as possible.

For the gamer, we have to say that whilst it's not an unwelcome feature, it is unessential, and we've not seen anything from the Ubi Key that's greatly enhanced any of the games we've been playing. But perhaps that's not the point. Think of it like a supermarket loyalty card. They don't give that much extra for shopping with them, but at least they give you something.



## Powerpuff Girls



With three *Powerpuff* games on the market, you've already got your work cut out to get to the end of them all. However, BAM! Entertainment isn't daft, and inspired to a degree by Pokémon, they've built electronic trading cards into the games. The cards are discovered as you make your way through the individual games, and they can be traded between Game Boys by using the link cable.

This one strikes us a

more of a novelty than anything else. Sure, it's always fun to link the machines and play swapsies, but we certainly wouldn't recommend buying all three games just so you can, as it simply doesn't add that much, if anything, to the gameplay. Anyway, back in our days the only things you used to swap were Top Trumps and football stickers. You whippersnappers today have simply no idea (er, can I go and see my shrink now, boss?).



◀ Linking up isn't likely to save her from falling into the purple stuff, unfortunately.



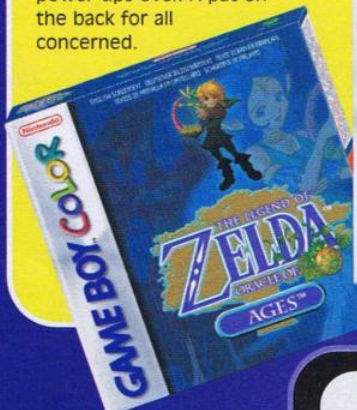
## Harvest Moon 2 and Legend of the River King 2

Two games that again provide quite a challenge, and the developers included a link feature to help you out. When you link up the games, you can trade goods between the two. And, er, that's about it. You can probably guess that this isn't the most earth-shattering or innovative use of the link cable, and it's certainly nothing worth buying the other game for. Still, whilst the feature adds hardly anything, it doesn't do much harm either. So we're going to stop being mean now, and simply suggest that you buy both titles for the games themselves (they're both excellent), and don't expect your link cable to be particularly useful.



## The Zelda Games

This is more like it! With *Zelda: Oracle of Ages* and *Zelda: Oracle of Seasons*, there are some real Bruce bonuses to uncover. Not content with serving up two of the finest games on the Game Boy Color, you can get even more out of them should you link them up. This way, various bits of the games can be unlocked; you uncover three new enemies, and you can trade power-ups and items to help you in your quest. Okay, it's not ideal that you have to own both titles to get to see everything in each cart, but certainly if you're struggling in the one game, it's a real help to transfer your power-ups over. A pat on the back for all concerned.



THE LEGEND OF  
**ZELDA**  
ORACLE OF  
AGES

THE LEGEND OF  
**ZELDA**  
ORACLE OF  
SEASONS



## The Future

Linking on the Game Boy Advance is months away from undergoing yet another revolution, when Nintendo take the wraps off the GameCube console and launch it into this country. For the GBA will be able to link directly to the new machine, and be used as a controller. However, that's not all. GameCube games will then be able to use the GBA's screen for further enhancements. For instance, how about playing something like *Tomb Raider*, and having your inventory and status displayed on the GBA, leaving more room for the action on the GameCube? How it works in practice remains to be seen, and it could eventually turn out to be a gimmick (Sega found it didn't work too well with their Dreamcast and VMU, although the latter was far from the powerful beast that is the GBA). But we think this could work, and work well. Suffice to say, you'll be reading about this more in the future in GBX magazine.

◀ The link between the GameCube and the Game Boy is set to seriously increase the benefits of linking your games.

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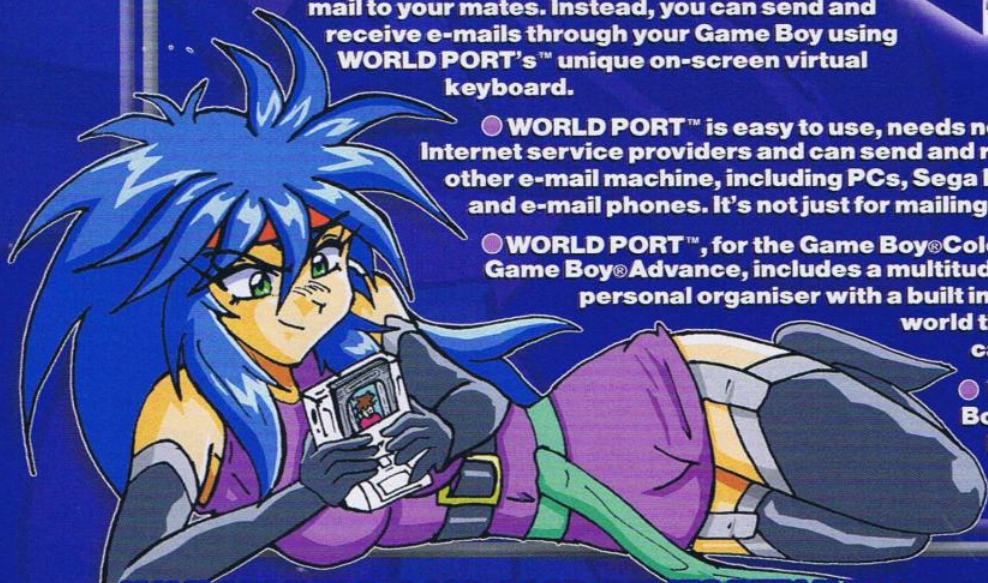


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During Sparx's worlds, try to destroy all enemies without losing a life. If you get killed, all the bad guys regenerate, making the level hard with little reward.



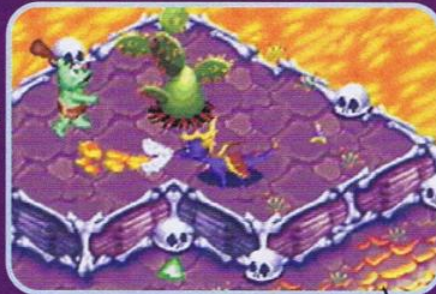
DAMAGE: .....£34.99  
ON SALE: .....NOVEMBER 2001  
WHO: UNIVERSAL INTERACTIVE STUDIOS  
TYPE: .....PLATFORM GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....BATTERY BACK-UP

# SPYRO: SEASON OF ICE

## The fire-burping dragon glides onto the GBA...

### Prickly Pears

Manoeuvring the cactus bombs on the Lava Prairie level is pretty easy; just blow them roughly in the direction of the geysers to launch them at the flying beasts. Don't accidentally step on them, or they blow a hole in your wings and leave your scales sore.



Spyro should really do something about his breath.



some of the most basic of niggles become apparent.

### Come on Baby, Light My Fire

These niggles aren't necessarily huge problems, but they do disrupt the flow of the game and make the player utter rude little expletives on a regular basis. When Spyro dies, he goes back to the beginning of the level. Not a massive problem in itself, but coupled with the fact that every time you bump into a friendly character they repeat the advice they told you before, things soon get annoying. No option to skip what's being said is a pain in the tail on more than one occasion. Another gripe is the instant death caused by walking off the edge of the



collecting gems and freeing cute little fairies. When I tell you there's 7000 jewels and 100 fairies over 30 levels you know you need your strongest hiking boots to

It seems a dragon's work is never done. No sooner has Spyro begun to chill out on the tropical beach of Dragon Shores, feet up with a cool glass of firewater, than his fairy friends put out an APB for his return. It seems an oafish Rynoc wizard has cast spells that encased the inhabitants of the Fairy Realms in blocks of ice. So it's up to everyone's favourite camp little lizard to come to the rescue. And so

begins one of the Game Boy Advance's most colourful 3D adventures. What you get with Spyro's first outing on the GBA is a cracking little game engine. There are no graphical glitches, and the game rolls

along smoothly. The colours and sprites are extremely tempting, the screen is awash with beautiful sparkles and colours, while the sound tinkles and bleats the perfect accompaniment. But after a few minutes

map. This seems rather fiddly and abrupt for a game that is otherwise quite generous when it comes to taking any kind of damage. If you have a very tolerant streak you'll get a great deal from *Spyro: Season of Ice*. The gameplay consists of exploring the literally huge levels,



Hey baby, let me thaw you out.







Don't be tempted to start a level and then nip off to another. It's best to complete all tasks before you move on, as finding the final few gems can be frustrating because the levels are so huge.

# ICE

Spyro ramming the sheep. Ha, geddit? 'Ramming' [You're sacked! - Ed].



Ugh - reminds me of school dinners.



complete this game. To break up the gameplay there are plenty of groovy mini games and subquests across the lands. These range from illuminating lighthouses with Spyro's fiery breath, strategically placing bombs to shoot down pterodactyls and charging around a market trying to catch up with an action figure thief (honest!).

## Twisted Firestarter

Another great feature is the shoot-'em-up levels where you play as Sparx, the erm, bug thingy. Sparx zips around the level, opening passages and blasting

fireflies, ants and various creepy crawlies at a furious rate. To get to these levels you need to pay out some of your hard-earned jewels so make sure you're ready for the transition in gameplay. Spyro is able to quit his current level at any point and warp back to the fairylands if you're getting frustrated with his current environment. This can sometimes be a curse if you only have a few more gems to find, as coming back later to go through it all again can leave you searching for ages. This is a great little game that's

let down by elements that slow your progress. These tend to blunt the gameplay and leave you frustrated, but all in all it's a good game. There's plenty of lands to explore and they all look beautiful and varied. The luscious colours certainly keep your eyes dancing across the screen as you blast Rynocs with fire and run around ramming the sheep. All fans of 3D adventures could

do a lot worse than buying this title, just be prepared to have a high tolerance level.  
**Jodie Miller**

## Mode 7 in Action

Those familiar with Spyro's PlayStation outings will be glad to see the fun flying levels have been incorporated using the GBA's Mode 7 technicalities. These mini-games seem to have the control methods perfectly balanced, and are a welcome change from the main quest.



### Uppers

- + Colourful.
- + Huge levels.
- + Bonus levels and mini games

### Downers

- Instant deaths.
- Can spend ages searching.
- Frustrating characters.

### Summary

An essentially strong title let down by some annoying features.



# 78%

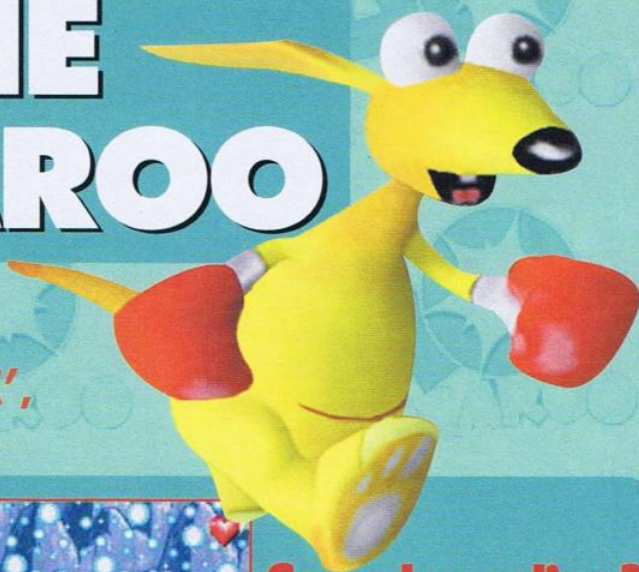


Be sure to make use of the left shoulder button and Down to make sure you're not jumping into oblivion.



DAMAGE: .....£34.99  
ON SALE: .....16TH NOVEMBER  
WHO: .....TITUS  
TYPE: .....PLATFORM GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# KAO THE KANGAROO



**Can Kao the Kangaroo kick it? Unashamed by his over-employment of the letter 'K', John Hagerty finds out**

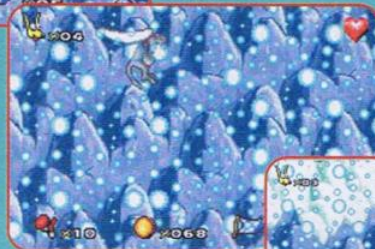
**K**ao the Kangaroo is having a bad day. Kidnapped by an evil hunter (perhaps 'evil' is a bit strong, but he certainly looks a bit shifty), he finds himself miles away from his native Australia and facing a daunting journey back. Of course, this would be a piece of cake if it were Skippy the Kangaroo. In fact, Skippy probably would report the hunter to the old bill and then book a club-class ticket home with the hunter's credit card. But alas, Kao isn't Skippy by a long way, so I guess we'll have to help him fight his way past 25 different enemies on 20 levels in five different worlds. All this, armed with only a wicked punch and a lethal tailspin manoeuvre. Blimey!

**The world's least observant marsupial.**



**Snowboarding? Stewth!**

One of the levels involves some snowboarding. Racing down the slopes is all fairly easy at first, but you have to watch you don't go too far or it's game over!



### KO!

Developer Titus has done a great job, and the graphics for *Kao The Kangaroo* are excellent. Many times before, I've moaned about a game's colour scheme being too dark for the GBA, but it's just right in this game. Kao is well animated and there are lots of little graphical touches that complement the game nicely. Gameplay is fairly decent too. You have to work through the levels by collecting coins as well as speed and strength power-ups in order to progress to

the punch-bag that can be found at the end of each level. This involves jumping across ravines, battering bad guys, riding platforms and cable cars and even snowboarding. There's certainly plenty of varied



**Watch it mate, you'll have someone's eye out with that.**

gameplay on offer. My main gripe is whilst battling enemies, some of the bad guys appear so quickly you don't have time to react. For example, on the first level some of the nasties run at you on a slope and your attack moves don't work too well on a gradient, so it can be hard going. There are also some man-eating plants to get past, requiring you to get close enough to jump up and punch them without touching them, which ultimately proves to be more tedious than a challenge. Overall, though, it's a worthy platformer.

**John Hagerty**



### Uppers

- + Good gameplay.
- + Lush graphics.
- + Nice animation.

### Downers

- Bad guys can be tedious.

### Summary

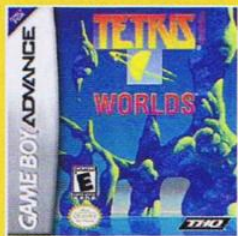
A competent and well produced game with lots of nice touches. It's not going to knock Mario or Wario off the top spot, though!



# 79%



If you keep tapping the rotate button you can actually freeze a block in place – handy in a tight spot.



DAMAGE: ..... £34.99  
ON SALE: ..... 23RD NOVEMBER 2001  
WHO: ..... THQ  
TYPE: ..... PUZZLE GAME  
NO OF PLAYERS: ..... 1-2  
SAVE SYSTEM: ..... NONE

# TETRIS WORLDS

Oli tries his hand at intergalactic block-shifting – is this the way of the future?

What is it with *Tetris* anyway? Just a few blocks falling down the screen, and yet it's one of the most addictive games of all time, and quite possibly the most important game ever released on the Game Boy. Well, finally the secret has been revealed. This is no simple falling-block puzzle game (who would think such a thing!), it is in fact the key to connecting us to different worlds, created by a long-forgotten space-faring species (naturally), and it just happens to be found highly addictive by all that play it. So, of course, a conversion to the GBA was inevitable – I mean, who wants to connect

to different worlds in black and white anyway? You also need a bit more power than the original Game Boy can provide to display these different worlds, so if you want to see grazing deer, mountains or volcanoes in the background of your blocks, you need *Tetris Worlds*.

**From Russia With Love**  
Still, a few rather unspectacular backgrounds aren't really going to push the GBA, but then *Tetris* has never been about the visuals. Fortunately a ridiculous plot isn't all that's new – *Tetris Worlds* also sports five new play modes, all of which are subtle



The mountain goats really do add to the gameplay.

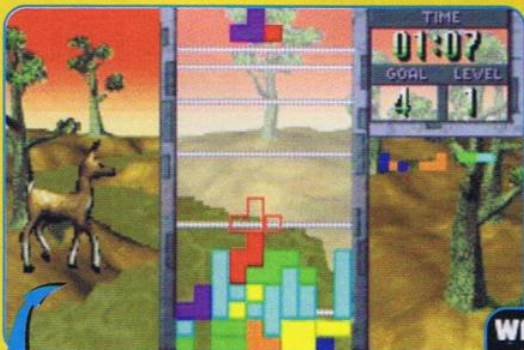


variations on the line-forming theme. Square Tetris rewards you for forming 4x4 blocks. Cascade Tetris has bits of blocks falling down when a line is cleared. Sticky Tetris has blocks of the same colour clumping together. Hot-Line Tetris requires you to make lines at certain heights and Fusion Tetris requires you to get a load of atom blocks all touching a special block in the corner. None of the new game modes is a revolution, but because of this they all retain the essential Tetris gameplay and have that simplicity you need in a good



puzzler. Thing is, the five new game modes (playable the standard way or in time-limited Ultra Mode) are all you get, and when you're shelling out £35 you might feel just a bit peeved. Of

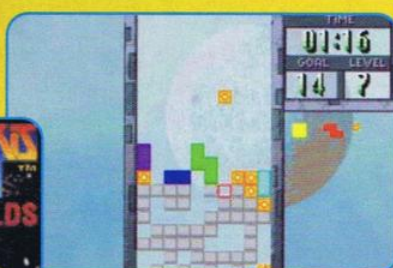
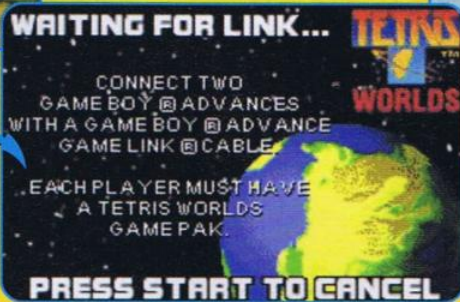
course it's addictive – it's *Tetris* – but it's just not that much of an advance on the classic GB version. Fans are unlikely to regret buying this, but there's no doubt it's pricey for what you get.  
**Oliver Len**



Make lines where you're told in Hot-Line Tetris.

## Two's Company...

Naturally there's a link-up multiplayer mode if you've got one of those new-fangled cable gizmos, but unfortunately unlike the PC and PS2 versions it only allows two players, and so again it's not that much better than the original...



### Uppers

- + Still addictive as hell.
- + New game modes work well.

### Downers

- Not many new features.
- Expensive.

### Summary

As addictive as ever, but it could have been more so.



70%



Less haste, more thought is a good rule to follow. Keep an eye on the radar in the corner of the screen so when the screen scrolls as you run, you know there's nothing unpleasant waiting for you...



DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....TITUS  
TYPE: .....ARCADE  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: .....PASSWORD

# PLANET MONSTERS

**Pure, simple, addictive gaming. Simon Brew explains why the few frills approach is sometimes the best way...**



One year ago, we didn't have the Game Boy Advance in this country, but the crop of GBC games coming through still kept us busy. In many cases, they substituted technical advances for down-to-earth, utterly-addictive gameplay. They weren't interested in cutting edge, they were interested in keeping us hooked. To an extent, since the launch of the GBA many programmers have gone

overboard on the extra power, leaving gameplay a little too far down the agenda (*Iridion 3D*, anyone?). How refreshing to spend time in the company of *Planet Monsters*, a simple, fun-packed arcade game that's maddeningly addictive. The premise is simple - there are lots of monsters, and you need to kill them all. Great fun! Each level kicks off in a maze made up of blocks, with several baddies and power-ups scattered around. You can kill baddies by using the power-ups, or you can push blocks onto them. Unfortunately, they can also push blocks onto you. Life's a bit unfair like that. The idea is to clear the level of bad guys before you move onto the next.



## Power-Ups

To help you in your quest, there's a variety of power-ups scattered around the levels. For instance, pick up a spring and you can jump over walls, whilst the less subtle gun removes the need to push blocks onto rival monsters. Keep an eye out for them, as good use of a power-up can turn a level in your favour.



Er, perhaps you're best off getting your coat.



## Monster Mash

However, not all baddies are made equal. Some may be slow and ponderous, others a little speedier and intent on following you around. And be prepared



Extra points await whoever eats the ice cream...



for some larger life forms at the end of each universe to up the challenge still further. There are eight universes in all, offering 40 levels. In short, you need to keep your wits

about you. Let's make no bones about it; *Planet Monsters* will irritate the life out of you. You're punished for your mistakes, and it's not easy to make progress. But it's fair, and that's what keeps you coming back. Okay, you may eventually tire of the repetitive nature of the gameplay, and you could argue we've seen this sort of thing before. Yet that doesn't detract from the fact that this is quality GBA entertainment, ideal pick-up-and-play fodder, and even better in multiplayer mode.

Simon Brew

**XTREME RATING**

### Uppers

- + Fun.
- + Addictive.
- + Simple to pick up.

### Downers

- Bit repetitive.
- Derivative.

### Summary

It's hardly a genre-defining classic, but enjoy *Planet Monsters* for what it is - good, fun-packed arcade action.



**79%**



Keep an eye on what weapon you've selected. There's nothing worse than finding you've got your grabber selected when there's a bad guy bearing down on you!

# Dexter's Laboratory: DEESASTER STRIKES!



DAMAGE: .....£34.99  
ON SALE: .....30TH NOVEMBER  
WHO: .....BAM! ENTERTAINMENT  
TYPE: .....ACTION ADVENTURE  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....BATTERY BACK-UP

**Sisters, eh? They can be so annoying. Never more so than when they start messing about with your stuff. Cloning machines in particular...**

**D**exter has come up with the ultimate invention: the Clone-O-Matic, a machine that can be used for cloning stuff. But, Dexter's irritating older sister Dee Dee has got her hands on it. Now, whereas someone clever like myself would be using it to clone Indian takeaways, Dee Dee has decided to Clone herself dozens of times, and it's up to Dexter to put things back to normal. The action takes place in isometric form as you guide Dexter round the different parts of his lab, whilst trying to avoid a repertoire of bad guys including aliens and

robots. Dexter's laboratory isn't exactly small, either. There are eight different levels ranging from aviation to biomechanics, as well as the failed experiments area. Thankfully, Dexter is armed with a fairly hefty punch and there are a variety of weapons to be picked up along the way, like splurge guns, weed killer sprays and stun mines.

**Hit the Dex!**  
Controlling Dexter, you have to collect up all of the mini-Dee Dees, avoid the bad guys and repair any broken machinery you encounter along the way. Repairing

machinery often opens up new parts of the levels, allowing you to capture more Dee Dees. One useful bit of machinery you have yourself is an extending grabber arm that can be used to capture mini-Dee Dees, which are fidgeting things and are difficult to get hold of. Movement round the laboratory is helped by teleporters, which allow you to pop up in different places. Thankfully, the game also has maps, which you can use to see where the Dee Dees are. This comes in very handy as many of the tasks involve collecting an item and then going back to an earlier part of the level. The balance between action and puzzling is just right, and

you quickly find yourself engrossed in this game. Titles that just have you doing one thing often become dull, but the combination of tasks in *Dexter's Laboratory* should keep you entertained for quite a while. The graphics are well drawn too and look just like the cartoon, so fans will love the game.  
**John Hagerty**

## Sibling Rivalry

You've got to pity Dexter. He spends ages building some top devices, and when he's got his back turned, irritating sister Dee Dee sneaks in and messes things up. Mind you, one thing must be asked: If Dexter is such a good inventor, why can't he make a decent lock to keep that pesky Dee Dee out of his lab?



The paddling pool was Dexter's favourite part of the lab.



Shocking stuff...



**Uppers**  
+ Fun to play.  
+ Top graphics.  
+ Cartoon fans will love it.

**Downers**  
- Nothing new.

**Summary**  
A very entertaining game that will keep you occupied for a long time to come. A perfect example of a licence put to good use.



89%

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# ACTION REPLAY GBX

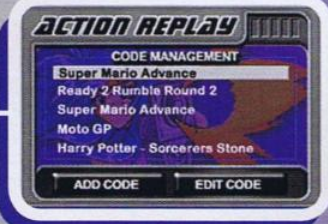
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IT WON'T GET IN THE WAY OF YOUR GAMING!



DATELTA CITY, IS UNDER ATTACK... WHO CAN SAVE PLANET EARTH NOW?



ANGER!



WHAT NOW?

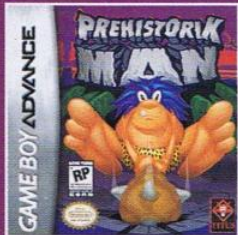


NOW SAKURA HAS THE POWER TO SAVE PLANET EARTH...



Bounce up and down on enemies' heads where possible rather than using your club. You get far more bones this way.

# Prehistorik Man



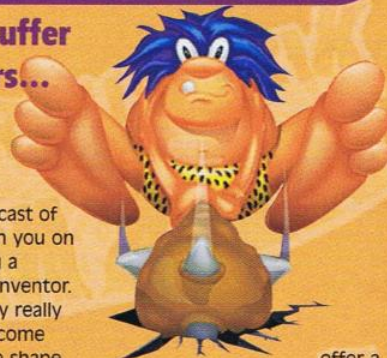
DAMAGE: ..... £34.99  
ON SALE: ..... 16TH NOVEMBER  
WHO: ..... TITUS  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

Another platformer arrives on the GBA. But does it suffer from prehistorik gameplay? Jamie hunts the dinosaurs...



Like it or not, with the hardware similarities between the SNES and GBA being so great, SNES conversions are here to stay. Of course, none of us mind the really great SNES titles being ported over, but is there really much room for lesser-known efforts such as *Prehistorik Man*?

It's a platform game, folks. You run, jump, and whack things. The usual shoddy plotline sees a small cast of characters come with you on your quest, including a weapons-smith and inventor. This is where the only really interesting features come into the game, in the shape of new weapons and crazy inventions.



offer a nice

change of pace. But that's about as good as it gets. If you want another platform game and aren't fussed about originality or attention to detail, this is your game. More discerning gamers should steer clear.

**Jamie Wilks**

### Caveman Capers

The new weapons add some depth to the gameplay, with certain bad guys being easier to deal with using certain weapons, and the inventions, such as the hang glider level,



### Uppers

- + Nice graphics.
- + Cool cartoon animation.
- + Amusing sound effects.

### Downers

- Very unoriginal.
- Yawn-o-rama gameplay.
- SNES conversion.

### Summary

*Prehistorik Man* isn't a bad title, but we've seen it all before. Gamers demand more these days, especially when it sells at £35.



# 56%



Avoid having to shoot all the bad guys by rolling past them under their line of fire.

# MEN IN BLACK: The Series



DAMAGE: ..... £34.99  
ON SALE: ..... OUT NOW  
WHO: ..... GRAVE ENTERTAINMENT  
TYPE: ..... PLATFORM SHOOTER  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD



Looks like you have some fans, Agent K.

Here come the Men in Black. But do you want them to stay?

It's a bit weird when you think about it. Crave's latest game, *Men in Black: The Series* is based on a TV show, which was based on a film that was based on a comic. Still with me? Good. You find yourself in the shoes of agents J and K as you fight your way across six levels that take you to such places as New York, outer space and

alien motherhips. There are nine weapons that you can pick up on the way, allowing you to blast, stun and toast the bad guys.

### Galaxy Defenders

Renowned for their coolness, J & K look very dapper as they stroll about. At least they do until they break into a run, where



you're then forced to witness what is perhaps the most stupid trot to grace the Game Boy Advance. *MIB: The Series* is standard platform fare, but is let down by tedious gameplay caused by too many dead-end platforms and an over-the-top use of lifts.

**John Hagerly**



Time to call in pest control, I think...



### Uppers

- + Nice graphics.
- + Umm...

### Downers

- Pants gameplay.
- Camp animation.

### Summary

A potentially good licence wasted by a game that's not much fun to play.



# 38%





Don't ignore the Training Mode. You can pick up plenty of useful tips and tactics by simply spending some time learning the basics.



# MAT HOFFMAN'S PRO BMX



DAMAGE: ..... £34.99  
ON SALE ..... OUT NOW  
WHO: ..... ACTIVISION  
TYPE: ..... SPORTS SIM  
NO OF PLAYERS: ..... 1-2  
SAVE SYSTEM: ... BATTERY BACK-UP

**Crikey, BMX bikes. How did a fad from over a decade ago turn into a game this good? Simon finds out...**

Those folks at Activision aren't stupid. Hot off the heels of the major success of the *Tony Hawk's* franchise, they looked around for something else that could capture the same market as the skateboarding wonders. How they arrived at *Mat Hoffman* and his trusty BMX is anyone's guess, but having spent the last few hours playing the GBA version, I for one am glad

they did. It follows the *Tony Hawk's* template quite closely. You find yourself in the middle of various courses, with goodies to collect, tricks to pull off and combos to perform for maximum points. Levels are made up of various ramps, rails and assorted obstacles, and some of the goodies littered around for collection require genuine skill to reach, particularly on the later

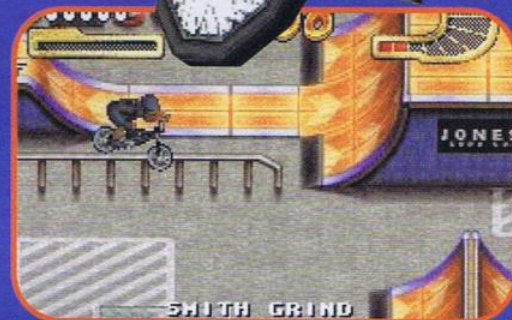
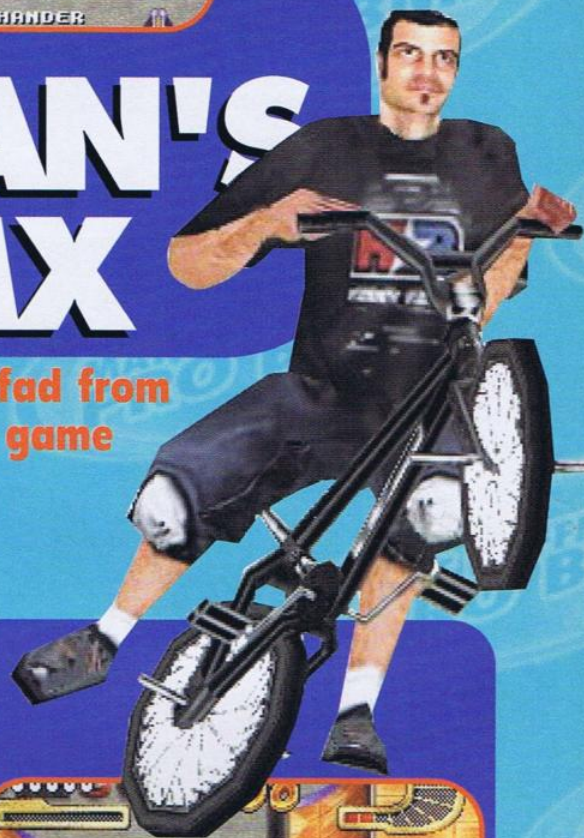
levels. And yet it's great fun trying. Once you've taken some time to familiarise yourself with the game, it's hard not to enjoy it, and cliché though it may be, you constantly find yourself sneaking back for just one more go.

### Pedal Power

Graphically, the game is above average, with the perspective a little unusual, yet facilitating the gameplay well. Extra marks too for the breadth of options to try, which are likely to keep you exploring for some time, and we've little doubt that there's a good long term challenge packed into the cart.

If there's a main fault with *Mat Hoffman*, it's that no matter how hard it tries, it just can't match the quality of gameplay the *Tony Hawk's* series provides, and for those who are alien to both of them, we'd heartily recommend you go and check out *Tony* first. But if you have done, and are looking for a new challenge, this game in itself is good fun, challenging and likely to keep you glued to your GBA for some time. Can't say fairer than that.

Simon Brew



There are serious points to be scored on those ramps.

## Fancy A Career?

If you're after the ultimate *Mat Hoffman* challenge, opt for the in-built Career Mode. This one pits you against various challenges on various courses, with the bonus being that as you get better, you can start to upgrade your bike. Cool, eh?



### Uppers

- + Fair learning curve.
- + Addictive.
- + Good fun.

### Downers

- Not as good as *Tony Hawks*.
- A little bit fiddly at times.

### Summary

*Mat Hoffman's Pro BMX* is a very good, very addictive little game. Just don't tell Mr Hawk...



85%



Go for the combos! As in all good puzzle games, if you set up chain reactions, you can really multiply your score.

# RAMPAGE PUZZLE ATTACK



DAMAGE: .....£34.99  
ON SALE: .....7TH DECEMBER 2001  
WHO: .....MIDWAY  
TYPE: .....PUZZLE GAME  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: .....PASSWORD

The monster-based hit from the past gets a new twist. Simon checks it out.



He's just been freed - doesn't look too happy about it, though.

## Monster Mash

If that sounds complicated, it couldn't be further from the truth. It's a game that you can pick up and be playing with confidence within minutes. It's an addictive so-and-so as well, perhaps a little too easy in the earlier levels, but certainly throwing up a more severe challenge as you complete the various parts of the game, which take place in different parts of the world. Oh, and the Rampage monsters are pretty-much decoration at the side of the screen in case you were wondering. On the downside, there's not a fat lot of originality to *Rampage Puzzle Attack*, and the main game itself is an amalgam of several others that have preceded it. And yet whilst it's fun to play, it's not as maddeningly compulsive as something like *Tetris*. But what it is, though, is a bright, accessible puzzle

game which comes into its own in link-up mode, but still has a lot to offer the single player. For whilst it's not a puzzle classic, *Rampage Puzzle Attack* will still

guarantee puzzle fans a good time.  
**Simon Brew**



Drop those green blocks and the level's complete!



This one follows a simple recipe. Take *Rampage*, a classic '80s coin-op about big monsters destroying buildings, and, er, turn it into a puzzle game. Seemed a bit odd to us, too. Still, as with most good puzzle games, the plot matters not a jot. What you essentially have here is a game where you must lay down coloured blocks, which you drop two at a time, and then make them disappear by bringing them into

contact with a flashing block of the same colour. You pick which two to drop from the selection at the top of the playing area, and whilst you can swap them around to your heart's content, you can only drop two that are adjacent to one another into the main playing area at the bottom of the screen. Phew.

## Different Modes

The modes add variation and lifespan to the game. You can play a straight Clear Game, where you just have to clear the screen of blocks. The Puzzle Game is trickier, as you're only allowed to drop a finite number of blocks, but still have to clear the screen. Rescue Mode has you saving your fellow monsters from their cages - you do this again by simply clearing blocks. Marathon Mode just challenges you to keep playing as long as you can without losing. Finally, there's Multiplayer Mode, and that's simply a must as far as we're concerned.



### Uppers

- + Addictive.
- + Accessible.
- + Attractive.

### Downers

- Derivative.
- Nothing to do with Rampage.
- Shadowed by Tetris.

### Summary

A fun, simple puzzler that keeps you glued to your Game Boy for long enough to justify the cash.



# 80%



DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....THQ  
TYPE: .....PLATFORM GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# Rocket Power: DREAM SCHEME

THQ adds its own twist to platformers. Jamie gets his skates on to check it out...

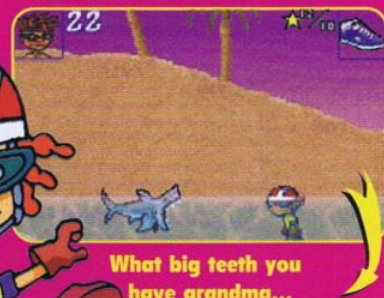
**R**ocket Power is a cartoon aired on the popular US kids' TV station Nickelodeon, so its popularity in the UK comes into question when releasing a game like this. Fortunately *Rocket Power: Dream Scheme* is a fair enough title to do well even with gamers who have never heard of the cartoon. In *Rocket Power: Dream Scheme* you take the role of Otto (and once rescued, his friends), and must stop the plans of the evil Dr Stimpleton and his bizarre fixation with polka dancing. To do this you must use all your skateboard and skating

skills to grind your way through the game's 20 levels, collecting power-ups, splatting bad guys, opening doors and the like until you can confront the evil Dr Stimpleton himself.

### Cartoon Capers

The game isn't too complex, but manages to play rather well. At any time you can switch between travelling on foot, your skates or your skateboard. Each mode gives you differing degrees

of speed and jumping ability, and confronts you with different amounts of inertia, which can often get you into trouble around bad guys. As you travel the levels there are all sorts of things to grind on with your board or skates, and to get all the goodies on offer you need a reasonable amount of skill and a good eye for hidden areas. Also, once you've saved your friends, you unlock them for use on future levels. The different characters have varying levels of skill with each of the three travel modes, and choosing the right character for each level can make a considerable difference, not only in completing the level but finding all



What big teeth you have grandma...



the hidden goodies. *Rocket Power: Dream Scheme* looks and sounds great. Each level has a unique background theme, background music, and different sets of bad guys. The animation is nice and fluid and the graphics are clear and easy to see.

Jamie Wilks

## Luscious Levels

The different levels in *Rocket Power: Dream Scheme* are very well done, with many involving several different areas and different obstacles. Just try skating through sand! Or underwater, for that matter. It's not easy, I can tell you...



Unlock new characters.



### Uppers

- + Fun to play.
- + Plenty of levels.
- + Nice graphics.

### Downers

- Unoriginal.
- Lacks depth.
- Rocket what?

### Summary

Unlikely to win any major awards, but it does what it does fairly well. Fun to play, if not particularly original.



72%



Bear in mind that having the same weapon in your store twice is still useful, as you can use up the special on one and still have the other.



# PHALANX

**Ain't it typical? We wait months for a GBA shoot-'em-up, and then suddenly loads all come along at once. Jamie takes a look at Phalanx...**

DAMAGE: .....£34.99  
ON SALE: ...23RD NOVEMBER 2001  
WHO: .....KEMCO  
TYPE: .....SHOOT-'EM-UP  
NO OF PLAYERS: .....1  
SAVE SYSTEM: ...BATTERY BACK-UP



Nicely drawn graphics.

gameplay and flashy arcade sprites? Well, maybe...

*Phalanx* offers a range of options to give it its own unique twist on the side-scrolling shooter. Firstly, the weapon-switching system allows you to have up to three different weapons at once (or more if you set the appropriate option), which you can cycle through at will using one of the shoulder buttons. These weapons take the form of

the usual beam lasers and rebounding weapons, but also some quite original creations come into play, like the homing-plasma, er, beam thingy. Each of these weapons also has a Special Mode which can be activated by pushing the other shoulder button, which then does a variety of things from high-powered blasts to area-effect weapons and craft invulnerability. These only last for a short period, and then use up that particular weapon from your weapon store.

**W**ell blow me, if it isn't another well-known shoot-'em-up making an appearance on the GBA! Can *Phalanx* win the crowd with its fast-paced

Fear the bosses!



## Tooled Up

You're also equipped with the obligatory smart bomb-type weapon, of which you can carry three at a time, but one of the more interesting features is the ability to alter the speed of your ship at will. By pushing the Select button, you can cycle your ship through three different speeds. This makes a nice change from the normal pick-up speed increasers, and gives you far more control over where and when you use your ship's manoeuvrability. *Phalanx* is quite a fast-paced game, concentrating more on the speed of the action to pose the challenge, rather

than clever obstacles or intelligent enemies. Some of the bosses are an exception to this rule, however, which means there's the occasional change in the style of gameplay. Both wave enemies and bosses alike are very well animated, as are the various background themes, and the big arcade-style sprites will appeal to many gamers. *Phalanx* is a well made game that's fun to play, very much being an action shooter rather than a more challenging, thinking shoot-'em-up. Adrenaline arcade junkies will love it, but other gamers may find it a bit limited.

**Jamie Wilks**

## Are You Sitting Comfortably?

It's 2269 and contact with the planet Delia has been lost. Special battle fortress MIDAS 1137 is sent in to investigate, but the first team to launch from the station is obliterated by an unknown alien life form! Up steps 25-year-old Riki Sanada to take on the bad guys in his brand-spanking-new prototype A-144 Phalanx! Look out, alien scum!



### Uppers

- + Cool ship options.
- + Fast-paced gameplay.
- + Cool, chunky sprites.

### Downers

- No thinking involved.
- A bit easy.
- No multiplayer mode.

### Summary

A high-quality arcade-style action title. Plenty of cool ship features gives *Phalanx* depth, but the gameplay itself lacks it.



# 83%



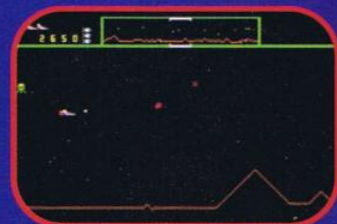
Ah, you don't need help. Just sit back and have some old-fashioned fun...

# MIDWAY'S GREATEST ARCADE HITS



DAMAGE: .....£34.99  
ON SALE: ...30TH NOVEMBER 2001  
WHO: .....MIDWAY  
TYPE: .....RETRO COMPILATION  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....NONE

A trip down memory lane as the GBA plays host to some classics of yesteryear...



And, er, this is Defender. Trust us, you've got a lot to thank it for.

## Make Your Choice!

How's this for a cool way to select which game to have a bash at? A screen full of arcade cabinets; you pick the one you want to play and presto! Don't forget too that each of these has their own high score table for you to get to the top of.



and Joust.

straight from the formative years of gaming, where graphics were primitive and sound was beepy at best, but gameplay shone through. The guilty parties? *Sinistar*, *Defender*, *Robotron*

was, in this reviewer's opinion, always a bit of a dog and it doesn't make a particularly welcome return here. And yes, it's about jousting. On geese. *Robotron* again is a highlight. You're basically a stick man in the middle of the screen. Lots of enemies head straight for you; you shoot them. Complete with bonuses and obstacles, again this is one full of pick-up-and-play value. *Sinistar*? It's okay, a shoot-'em-up in outer space with some obstacles, basically. It isn't the highlight.

these games for next to nothing. Sure, they're arcade-perfect, and it certainly does what it says on the box. Just make sure you're a complete devotee of at least three of these before you hand over your cash.

Simon Brew



## Blast from the Past

The star of the show is undoubtedly *Defender*, which for older players should still keep you as hooked as when you first played it. It's a simple shoot-'em-up at heart, but that's precisely its strength. *Joust*

There are two schools of thought on classic packs such as these. The nostalgic audience happily embrace the chance to be reunited with the games they spent oh-so-many-10p's on in the arcade all those years ago. The sceptics argue you're paying good money for old games that have been significantly superseded, and have taken little effort on the part of the publisher to put together, so why charge so much for them? Given the content of Midway's latest release, the chasm between the two sides is set to increase. That's because in *Midway's Greatest Arcade Hits*, the games really do come



It might not look like much, but *Robotron* is fantastic fun.



### Uppers

- + Defender.
- + Robotron.

### Downers

- The price.

### Summary

Despite there being four games, the asking price is way too much. Crikey, you can get into the British Museum for less.



# 40%



As you progress, you might find a pattern in the passcodes for each of the two agents. With a bit of planning, you could predict the rest...



# ECKS VS SEVER



DAMAGE: ..... £34.99  
 ON SALE: ..... 30TH NOVEMBER 2001  
 WHO: ..... BAM! ENTERTAINMENT  
 TYPE: ..... FIRST-PERSON SHOOTER  
 NO OF PLAYERS: ..... 1-4  
 SAVE SYSTEM: ..... PASSWORD

I'm stunned. If I hadn't seen it with my own eyes, held it in my own hands and cursed it under my own breath when killed, I would never have believed a handheld first-person shooter could be as good as *Ecks Vs Sever*. It just didn't seem possible.

You see, first-person blasting causes all sorts of problems for the programmers. Because you see the game world through the eyes of your character, you can't have a static camera, rotating the action at convenient moments. Every time the player moves, the scenery must move. So how do you keep it all up to speed? By filling the levels with generic, featureless environments? By reducing the graphical detail? By keeping far-away objects enveloped in fog or darkness? By making the player walk in steps of around 12 feet, and turn 45 degrees at a time, destroying the game's

When death stalks the streets, Ian's never far behind, especially when playing such a killer game...



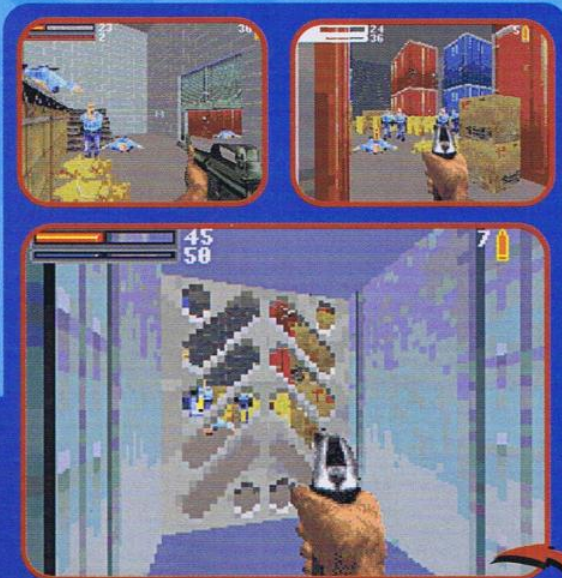
The dynamic duo - but are they friends or foes?

fluidity? *Ecks Vs Sever* does none of these!

## Up to Speed

It's incredible to see just how fast this game moves, despite oozing detail. Check

out the bar area on Level Five. The barstools are individually modelled, racks of booze stand behind the bar and there's even a snooker room complete with a full-sized table. They're so



much more believable than the levels in *BackTrack*, which over-uses generic walls and rooms to the point where it looks like it was built from a kit. And there's no slow-down at all. Check out the footage on last month's Action GBX - the game still runs that fast, but the graphics are even better. Crazy, but true.

But enough about the programming. What about the game? That's a blast too. Unlike classic first-person blasters such as *Doom*, *Quake* or *Half-Life*, *Ecks Vs Sever* is set in the real world. The two main characters, Mr Ecks and Ms Sever, are secret agents working for different (but by no means rival) government agencies. For reasons we won't go into here, they end up at each other's throats, and that's where the game starts - or rather ends. You see, the story starts with your chosen agent (you can be Ecks or Sever) in debriefing, and each guy's 12 missions are played as flashbacks. Works a treat. The two sets of missions follow the same storyline in the same environments, but are tackled from different angles. For example, in Mission Three, as Ecks you must run the gauntlet in the street, taking pot-shots at Sever who appears at windows throwing grenades. As Sever, YOU'RE throwing the grenades, moving from window to window as things



get hot. It's beautifully executed, and the levels work just as well whoever you play. It's not a case of one agent offering the 'proper' game and the other being tagged on as an afterthought.

## Horses for Courses

The weapons and enemies balance beautifully too. Each weapon has its use. Some for stealthy distance kills, others for ripping the rivets out of armour. Some for spraying bullets at a group of goons, others fire slowly but blow very big holes in their targets. Likewise, enemies must be measured on their merits. Blue-shirted



## Weapons of War

Inspiration for the weapons in *Ecks Vs Sever* is drawn from the real world of espionage and counter-terrorism. Some of the more exotic tools include a sniper rifle you can zoom in and out with the shoulder buttons, thermal goggles to help you see in the dark and heavy-duty hand grenades.



Blast these grills to open exits or secret areas.

# ER

# IN GET

Keep on the move. Standing still you're a sitting duck, if you'll excuse the mixed metaphor.

# REVIEWS



## Multiplayer Mayhem



There are three multiplayer modes to tackle. Deathmatch is a fight to the death, with the last man standing the winner. In Bomb Kit you must assemble a bomb and detonate it before your foes do, and VIP sees one player trying to assassinate an important person and the others protecting him.



security guards are mere cannon fodder, but FBI agents are harder to kill. Select the right weapon to tackle the armoured police, and when up against a heavily-armed SWAT team, hit-and-run tactics work best. If you're constantly

running into a tricky situation and getting wiped every time, think about other ways to tackle it. If you haven't the right tools for the job, look for secret areas where weapons might be concealed. Keep running out of ammo? Kill the ammo-

carrying cops first, and make every shot count. Some levels call for stealth, others for speed. Some stages require gung-ho baddie-blasting, others targeted take-downs. All missions tax to the max. It's intelligent and creative level design like this that makes the difference between a good game and a great

one - clever programming alone isn't enough. And *Ecks Vs Sever* is a truly great game. In fact, it's the best first-person shooter to appear in a console since the legendary *GoldenEye*. And if that's not a recommendation, I don't know what is.  
**Ian Osborne**



It's no use begging - I'm still gonna shoot ya!



The sniper rifle's ace for shooting fat men up the backside.



### XTREME RATING

#### Uppers

- + Fantastic graphics.
- + Moves quickly.
- + Balanced gameplay.

#### Downers

- Plot sections a little ugly.

#### Summary

Surely the most thrilling and dynamic game ever to hit a handheld. A true Advance classic that sets the standards for others to follow.



# 95%



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DAMAGE: ..... £34.99  
 ON SALE: ..... 30TH NOVEMBER  
 WHO: ..... BIGBEN INTERACTIVE  
 TYPE: ..... PLATFORM GAME  
 NO OF PLAYERS: ..... 1-3  
 SAVE SYSTEM: ..... PASSWORD

# INSPECTOR GADGET: Advance Mission

Go Go Gadget on the Game Boy Advance! Oli checks up on our favourite bionic Inspector.

I've always thought Inspector Gadget was a bit of a prat. Despite doing his level best to screw up every mission, he still took all the credit each time, leaving his niece and her, erm, talking dog to do all the work for nothing. Squillions of pounds must have been spent kitting him out with countless voice-activated high-tech gizmos, but rather than becoming the

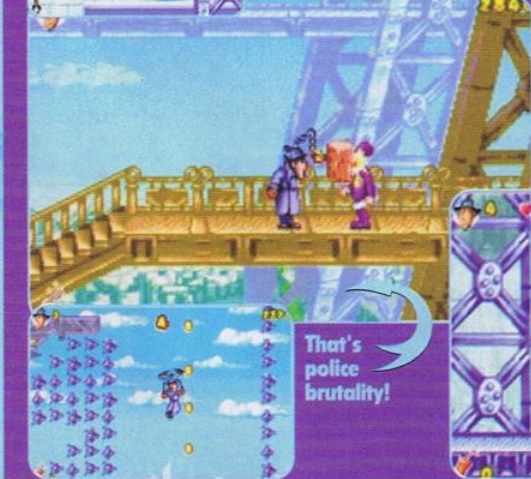
ultimate crime-fighting machine, he's in fact a object of ridicule, depictable only in cartoon form – or perhaps worse, by Matthew Broderick. Still, one thing Gadget has done is given rise to a decent GBC game – a cheerful little platformer throughout which you could switch between the Inspector, Penny and the dog Brains, each with their own unique abilities. *Inspector Gadget: Advance Mission* follows on very much in the same vein, except this time on a much bigger scale and with much better graphics.

**Go Go, Gadget Gameplay**  
 The enemy, of course, is MAD, the evil organisation run by the cat-loving villain Claw. This time they've made five mind-control machines that can drive people crazy (mad,

even), and your task is to sort them out and give MAD a good kicking. To this end you'll be glad to hear that the Inspector is much better than useless, with a handy retractable mallet attack, gliding ability and dynamite laying coming as standard. You also get to use other go-go-gadget abilities through collecting power-ups, like his 'copter ability. That's not to say Gadget can do it all on his

own, though – naturally you need Brain's extra high jumping a lot of the time, and Penny and her computer book to take control of robots. Switching characters is

instantaneous at the tap of a button, and needs to be done throughout the game. This gives you a range of approaches for tackling various problems, and is a large part of the game's appeal. That aside, the levels are pretty standard platforming fare, and the graphics, while clear and colourful, are unspectacular. *Inspector Gadget* is a very solid platformer, but it's not pushing the GBA anywhere near its limits. Still, it's recommended if you were ever a fan of the cartoon (ain't nostalgia great?), and is still well worth a try otherwise.  
**Oliver Lan**



That's police brutality!



Who ate all the pies?



## Just a Little Pick-Me-Up

This game has the most ludicrous bonus items I've ever seen. I mean, picking up oversized coins or mushrooms is silly enough, but in this game enemies drop entire fridge-freezers and huge fruit machines that give you bonus points. What is the world coming to?



**Uppers**  
 + Extremely playable.  
 + Well animated.  
 + Character switching.

**Downers**  
 - Not a major advance.

**Summary**  
 A cheerful platformer with plenty of character – just don't expect to be amazed.



84%



DAMAGE: ..... £34.99  
 ON SALE: ..... NOVEMBER 2001  
 WHO: ..... THQ  
 TYPE: ..... PLATFORM GAME  
 NO OF PLAYERS: ..... 1  
 SAVE SYSTEM: ..... PASSWORD

# RUGRATS: CASTLE CAPERS

**Rugrats? On the GBA? What are we going to do? Er, give it to Simon to review, perhaps?**

You'd think the little critters would have learnt by now. Not for the first time, the Rugrats are facing Angelica at her most devious, as she hides all their stuff around a castle. The upshot? You're shoved slap-bang into the middle of yet another platform game with the simple proviso of exploring and finding it all. And to be fair, thanks to bright graphics and sound, the game is relatively successful at capturing the fun of the cartoon series, clearly aiming at the younger viewers of the show. There are various characters you can play, and varied, well-drawn levels to explore.

Whilst you're on your travels, you may even uncover some more familiar faces.

### Nappy Rash

And yet considering this is a game aimed at the younger player, it seems incredibly unforgiving at times. The large number of lives you're given further confirmed our suspicions, and whilst there are finite weapons with which to defend yourself (all in family-friendly form, natch), the controls are still way

too tetchy. Ultimately, the precision required is just a little over the top for a younger player to really get the most out of the game. More experienced players will get a little more out of it, but unfortunately for the Rugrats, quality platform games aren't exactly in short supply on the Game Boy, and Castle Capers, despite the charm of its leading characters, has trouble competing. It lacks the tightness, polish and quality level design of the likes of Mario, and with Sonic shortly to make his Game Boy debut, we'd recommend you put your money on the hedgehog. For whilst

Chuckie and Co. are occasionally entertaining, and certainly very challenging, too often the game feels that little bit too unfair to be worth persevering with. And thus, despite its high production values, it's doomed to a score in the 50s. **Simon Brew**



You can jump on top of that candy stick if you like, y'know...



## Pick Your Level

Want an example of the high production values? Okay then. The screen you see here is where you go to pick your level; note how the detail around the individual doors gives you a clue as to what's behind them. Then it's just a simple case of guiding your chosen Rugrat to their destination.



**XTREME RATING**

### Uppers

- + Bright.
- + Attractive.

### Downers

- Unfair.
- Too hard for target audience.

### Summary

A missed opportunity. The Rugrats will return, but hopefully not with another unspectacular platform game.



**51%**



Use the Single-Race Mode to familiarise yourself with the courses. This way you won't be caught out when it comes to the main championship.



DAMAGE: ..... £34.99  
ON SALE: ..... 23RD NOVEMBER 2001  
WHO: ..... BAM! ENTERTAINMENT  
TYPE: ..... DRIVING GAME  
NO OF PLAYERS: ..... 1-4  
SAVE SYSTEM: ..... BATTERY BACK-UP

# DRIVEN

Jamie places both hands firmly on the wheel and asks if BAM!'s *Driven* can beat the films-make-rubbish-games trend...

It's no secret that videogames directly inspired by films are, 99% of the time, total rubbish. It's somewhat surprising that publishers persist with them, especially with films that didn't exactly get a blistering reception on the big screen. Fortunately, *Driven* proves that a poor film doesn't necessarily make a poor videogame. It's a driving game, right? You've worked that out by now. *Driven* offers your typical modes of play for a driving game, but rather a lot of them. First off there's the Arcade Mode, which is just a straightforward blast around each of the six courses in turn, a top two position being needed to progress. Then comes the Single Race Mode, useful for familiarising yourself with the courses, and the Test Mode, useful for testing out different drivers and cars. Then comes the Story Mode, an interesting twist to the gameplay that vaguely follows the film and sets you tasks to complete each

round. These take the obvious form of beating lap times, winning races and the like, but also include challenging stages where you must insure a one-two finish with your team mate and street-race stages, one-on-one with a rival driver.

### Ace Racin'

The real bread and butter here, though, is Championship Mode. *Driven* does a decent job of not only being a fun-to-play racing game, but also a

## Multiplayer Madness!

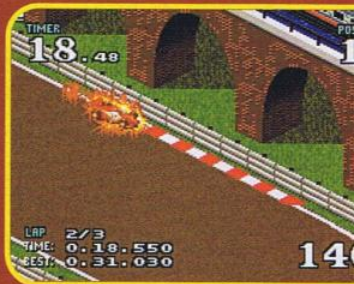
All you link-up junkies will be happy to hear *Driven* has multiplayer modes coming out of its ears. If your mates are short on cash, don't despair, as like *F-Zero*, *Driven* offers limited multiplayer modes for up to four players with only the one cart! Get a full set, though, and the multiplayer mode really comes to life, with all six courses being available. Top stuff and no mistake!

respectable Formula One-style simulation. In Championship Mode you have qualifying rounds to decide your starting position by lap time, and even rolling starts in the main race itself. Points are awarded for your

finishing position, and it's your total tally of points that counts at the end of the season.

So much for the game modes; how does it play? *Driven* uses a three-quarters-type view that shows you a decent amount of the track around you. The controls are very simple; no gear changing or quick-turn buttons here, it's just accelerate, brake and steer. But it's this simplicity that makes *Driven* so accessible without damaging the depth there is the game's engine. This is a full race sim. Try to

accelerate too quickly whilst turning and you skid out of control. Weave all over the track at high speed trying to straighten yourself out and the car starts to slide and becomes more difficult to control. Position yourself in another car's slipstream (that's the area behind them where there's no aerodynamic drag, folks) and you quickly gain speed to be able to overtake. Corner like a concrete cow and hit the barriers too often and your car becomes more and more damaged, and eventually explodes! Contact with other



## Play Dirty!



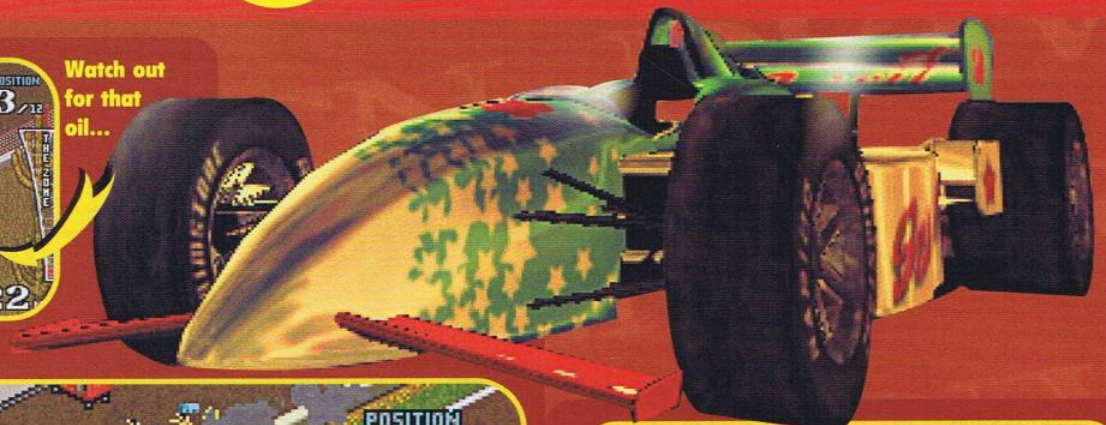
A four-way race with friends is an absolute scream. Watch out for the quiet guy, though, as testing has proven that it's the cool, calculating types that ram you off the road when you least expect it. Get your own back by 'accidentally' leaning into the light at a key moment to blind them! Wuhahaha!



When overtaking, use the slipstream of the car in front to catch up quickly. Then when you've got plenty of speed, pull your nose out and cruise round them.



Watch out for that oil...



Whoops!



psychology. Drive cleanly and your driver's concentration increases and the Zone Bar at the side of the screen rises. When it gets to the top, your car becomes a tarmac-swallowing power machine, significantly boosting your speed and allowing you to barge your way through just about anything. This is a major part of the race on some courses, as of course other drivers can get in the zone too, so on the more punishing races victory can only be gained by using the extra speed the zone gives you to its full potential. The same can be said for the car damage system. On the more winding courses where some car damage is almost inevitable, success often comes down to careful driving to ensure you don't total your car by driving into another vehicle or an iron barrier at 190mph, especially on that crucial last lap! Driven is a quality title that offers hours of quality

gameplay. Simple to play, yet with lots of depth. Driven takes some time to master. Whether you're a novice gamer or an experienced addict, Driven has lots to offer.  
**Jamie Wilks**

## Super Sprint Anybody?

The older gamers out there may notice the startling visual similarity between Driven and an arcade classic by the name of Super Sprint. Okay so Driven doesn't have an entire-track view and you don't get a natty steering wheel to go on the front of your GBA, but it's still enough to bring a few memories flooding back. I use to be able to complete Super Sprint on 20p you know - honest...



cars can be similarly lethal, and it's certainly not wise to clip another car awkwardly at high speeds. It's all there, and it's this blend of simple yet complicated gameplay factors that makes Driven so good.

### In The Zone

Did I mention the zone? Driven even manages to incorporate driver

#### Uppers

- + Great fun to play.
- + Loadsa game modes.
- + Multiplayer is a hoot!

#### Downers

- Maybe a bit easy.
- Unforgiving of mistakes.
- Gets a bit samey.

#### Summary

Beautifully simple yet deep and challenging, Driven has just about the most game modes you'll ever see in a racer. Fantastic on your own or with friends.



90%



Extra gun pods are often the best power-up, as even with only the standard gun, add a couple of pods and you rip through just about anything!



DAMAGE: ..... £34.99  
 ON SALE: ..... 16TH NOVEMBER 2001  
 WHO: ..... KONAMI  
 TYPE: ..... SHOOT-EM-UP  
 NO OF PLAYERS: ..... 1  
 SAVE SYSTEM: ..... BATTERY BACK-UP

# GRADIUS ADVANCE

**With the GBA lacking a decent shoot-'em-up, Konami steps up to deliver the next in the *Gradius* series. Jamie has a look...**



**G**radius. Surely we've all heard of it? One of the best-known and longest-running shoot-'em-up games of all time, up there with the likes of *R-Type*. Now Konami bring the little beauty along to the GBA party in *Gradius Advance*. And about time too! Now some people would call *Gradius Advance* your run-of-the-mill shoot-'em-up. And they'd be right, to a point.

different power-ups, three of which are common to all ships; speed-up, weapons pods and shields, and three weapon upgrades that are not. This allows you to choose the weapons-set which best suit your gameplay style, or, if continuing from a saved point, the obstacles in front of you. These power-ups are activated by collecting red icons dropped when you kill certain enemies or waves of enemies. Each icon cycles

through the power-up selector at the bottom of your screen, meaning you need only one icon for a speed-up, but five for each extra weapons pod, and so on.

### Oldie but Goodie

*Gradius Advance* is visually pleasing, with small but very detailed sprites. The graphics also do a fine job of showing everything that's going on (as things can get pretty hectic sometimes), but without cluttering up the screen. This really helps with the gameplay factor, as mistakes are always your own fault and not a result of not being able to see! *Gradius Advance* is superb fun to play and incredibly addictive. With three different skill levels, four different ship types and eight different worlds, it also offers excellent longevity and replayability.



Things get intense!

### Multiple ship options.



Anybody in the market for a shoot-'em-up will be hard-pushed to find one that offers more than this.

Jamie Wilks

## Don't collect the walls...



The levels in *Gradius Advance* are very nicely done, not only having entirely unique graphical themes and bad guys, but also throwing all sorts of different challenges at you. Falling and rotating structures feature in a few places, as the game throws all sorts of cool and original challenges at you.



### Uppers

- + Brilliant fun.
- + Addictively challenging.
- + Excellent longevity.

### Downers

- Just shooting things.
- Can be frustrating.
- No multiplayer mode.

### Summary

A truly excellent shooter, which is currently unrivalled on the GBA (although that's not saying much as of yet). Brilliant fun to play, addictive and challenging.



JAMIE

# 92%



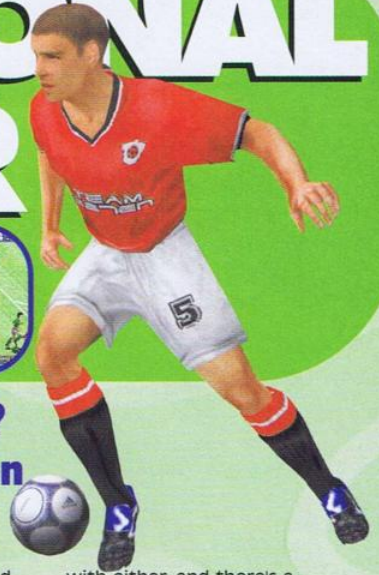
Don't be afraid to dribble instead of passing. If you cut diagonally across the pitch, you often make far more progress than you would with the passing game.

# INTERNATIONAL SUPERSTAR SOCCER



DAMAGE: .....£34.99  
ON SALE: ..... DECEMBER 2001  
WHO: ..... KONAMI  
TYPE: ..... SPORTS SIM  
NO OF PLAYERS: ..... 1-2  
SAVE SYSTEM: ..... BATTERY BACK-UP

**ISS? On the GBA? With full commentary? What could possibly go wrong? Er, Simon finds out...**



Okay - could you work out where on the pitch this was at first glance?

what doesn't come as standard is the level of gameplay that makes the ISS series so essential. In bringing it across to the portable format, the developers have opted for an isometric viewpoint with

tactical moves ISS is famed for, and coupled with a clumsy control system that never gives you quite as much control as you'd like, this isn't a game for the ISS devotee.

with either, and there's a reasonable degree of customisation built in. Heck, you can even practise penalties or take part in a full cup competition if it takes your fancy. Yet even removing the disappointment of this being a weak ISS game, it's also not that strong a recreation of the sport full stop. It's not too much fun to play, and whilst it may keep you busy for a day or so, it's not the game you hope it'd be. Which leaves the GBA still searching for a quality footie title to call its own, and our hopes now turn to the upcoming *Total Soccer* update. For despite the name, this ISS is strictly mid-table fodder.

### Goalward Bound

However, for the less experienced player wanting a more simplistic game, it does have its merits. It's unmistakably scored well in the multimedia stakes, with bright, attractive graphics and the aforementioned welcome, if limited, commentary. The controls aren't too tricky to get to grips



**T** rue football game fans will tell you the best recreation of their sport on any format is *ISS Pro Evolution 2* on PSone, or *Pro Soccer Evolution* on PS2. Both are produced by Konami. Both

kick *FIFA's* backside. And now we welcome their first effort for the Game Boy Advance. And - get this - it comes complete with full commentary! Unfortunately, and let's not beat about the bush here,

large players and a system whereby you can only see a very limited amount of the pitch at any one time. Combined with a hard-to-follow scanner, it makes it quite tricky to put together the kind of

## Up for the Cup!

Want to prove yourself to be a full ISS master? Then you need to take part in the International Cup. You can select to play as any of many nations across the globe, and you then need to battle past the best of them to lift the trophy. Should keep you off the streets for a bit.



Another penalty shoot-out lost. Hey, I'm a Birmingham City fan. I'm used to it.



Table				
Europe A				
ENG	GRE	GER	WAL	
+	+	+	+	
NEXT				



### Uppers

- + Easy to get into.
- + Bright graphics.
- + It's got commentary!

### Downers

- Restrictive gameplay.
- Doesn't flow too well.
- Restricted view.

### Summary

This is a disappointment. Buy it if you're gagging for a footie game, but we'd strongly advise holding out for the arrival of the next *Total Soccer* title.



55%



If you really get stuck and they're coming from all, press 'A' and 'B' at the same time. They're spark out in seconds



# X-MEN: REIGN OF APOCALYPSE



DAMAGE: ..... £34.99  
ON SALE: ..... OUT NOW  
WHO: ..... ACTIVISION  
TYPE: ..... SCROLLING BEAT-'EM-UP  
NO OF PLAYERS: ..... 1-2  
SAVE SYSTEM: ..... BATTERY BACK-UP

## Mutant marvel or minging monstrosity? Jodie jumps to it...



Wolverine just loves largin' it up with his glo-sticks...



Let's face it – we all want to be Wolverine, don't we? Hard as nails and those so-polished adamantium claws. Well now's your chance, as the X-Men come to the Game Boy Advance, but do they deliver the punch we all expect of them?

Do you remember the old days of side scrolling beat-'em-ups? *Double Dragon*, *Golden Axe* and *Teenage Mutant Ninja Turtles*? Well imagine them but with the X-Men characters, and you've got *Reign of Apocalypse*. The story has you

chasing after the eponymous Apocalypse. Defeating him is the only way you can get back into your own universe, from which he snatched you and your fellow X-Men buddies. First

impressions of the game look good; nice graphics, animation and sound. All your favorite X-Men characters are there, with Wolverine, Cyclops, Rogue and Storm all having their very own signature special butt-kicking moves. Mode-wise there's also plenty to keep you going, with Story Mode, Versus Mode and the

linkable Co-op Mode to keep you happy.

### Dull Dealings

Now for the game itself. Alas, it lets itself down. It really looks the part, but it's just the same moves over and over again, with a few new baddies to pick up and throw about. There maybe two punch buttons and a special move button to unleash a devastating attack, but at the end of the day, you can finish this game using just one punch button. Doing this over 12 long

levels is about as much fun as having your 95-year-old grandma kissing you on the lips. It's so boring and repetitive – even when it comes to killing Apocalypse himself you can do it pressing 'A' constantly. I finished this game in under an hour on my first go, and I would rather have spent that hour in a bathtub of crusty earwax. Anyway, my head is hurting and it's all X-Men's fault. Please, no more, I can't take this pain any longer.

**Jodie Miller**



## Who Ate All The Pies?

Is that Vanessa Feltz? Perhaps she should've brought the rest of the *Celebrity Big Brother* gang with her, if only so we could see Wolverine rip Anthea Turner to shreds...



The X-Men never could get the hang of Morris Dancing.



### Uppers

+ Decent graphics, Animation and sounds.

### Downers

- Tedious.  
- Repetitive button-bashing.

### Summary

I would rather button-bash my calculator!



# 30%



# DRIVEN

*What drives YOU?*



Contenido • Contenido  
Contenu • Contenu

OK  
**3+**

© ELSPA

FRANCHISE

PICTURES

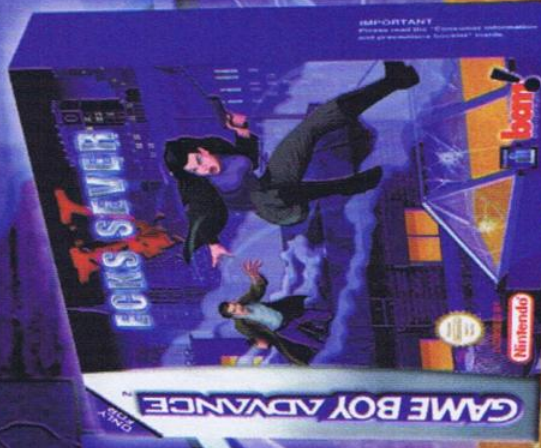
GBX

**bam!**  
entertainment

# ECK'S SEVER™



**There are no innocent people.  
Only killers and victims.**



GAME BOY ADVANCE

GBX





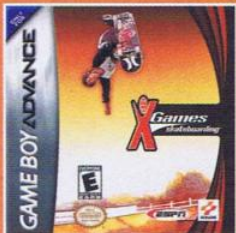
**SPYRO**  
SEASON of ICE

**GBX**



Don't bother trying to pull off any flashy tricks at the start of a run, just coast and get some speed up. Once your tricks get big enough you'll maintain your speed.

# ESPN X-GAMES SKATEBOARDING



DAMAGE: ..... £34.99  
ON SALE: ..... 16TH NOVEMBER 2001  
WHO: ..... KONAMI  
TYPE: ..... SPORTS SIM  
NO OF PLAYERS: .....  
SAVE SYSTEM: ..... BATTERY BACK-UP

**Tony Hawk's is king of the skateboarders, but can this newcomer topple the champion? Jamie hits the decks...**



It may not be exactly ground-breaking, but ESPN does take a few bold steps towards being different to *Tony Hawk's* and its clones. The game offers two different gameplay styles, like the real X-Games competition, vertical skating and street or park skating. The vert mode, for those of you not familiar with pro-skateboarding, takes the form of a 45-second run in a big half-pipe, with contestants trying to pull off a series of big-air tricks to woo the crowd and the judges. ESPN offers three game modes within this,

being the X-Games Competition Mode, the Free Skate Mode and the rather unusual X-Rage Mode, which is an arcadey kind of affair where you collect special gems to spend on increasing your skater's skills. The Vert Mode is great fun to play. Anybody remember California Games? With ten different skaters and over 40 different moves, there's a lot to see and do here and the vert mode boasts four different courses. The gameplay is simple, but is rather tough to master and it takes some serious work until you can regularly pull off a really slick run.

**Big Air**  
Unfortunately, the Park Mode isn't anywhere near as good and leaves the game feeling unbalanced. There's only two skate parks here, with one being vastly more exciting



than the other, and Konami have done a bad job in trying to make the Park Mode different. As you skate around the park with an overhead view, small arrows indicate park features you can interact with. Skating into these areas changes the game's perspective to that of the Vert Mode, but the transition leaves you feeling very disjointed. The time it takes to

travel around the park is poor, so it just feels like you're moving between small obstacles rather than using the whole park for your run. This is far from an adrenaline-pumping experience and you quickly become bored with it. All in all, this is a reasonable try at making a different skateboarding game, but it just doesn't come off. The Skate Park Mode doesn't work well at all, and the absence of more parks leaves the game feeling unfinished. This is a big shame because the Vert Mode is pretty good fun, and the rest of the game is well presented with a lot of polish.

*Jamie Wilks*

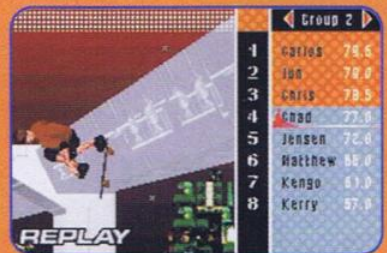
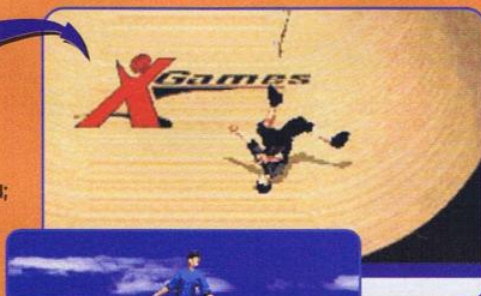
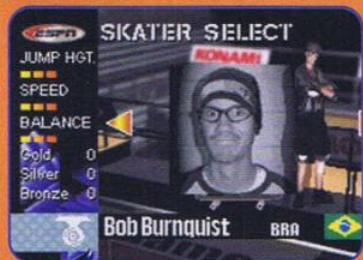


Don't try this at home, kids...

## Superstar Line-Up

With its official X-Games licence, ESPN throws ten skate superstars at you;

- Bob Burnquist
- Chris Senn
- Kerry Getz
- Carlos De Andrade
- Colin McKay
- Lincoln Ueda
- Chad Fernandez
- Rick McCrank
- Rollie McNolty
- Kailei Williams



### Uppers

- + Cool Vert Mode.
- + Nice graphics.
- + Good presentation.

### Downers

- Dire Park Mode.
- Simplistic gameplay.
- No music!

### Summary

A good fun game, but the gameplay is too simple to appeal to non-skateboarding fans, especially once you discount the dreadful Park Mode.

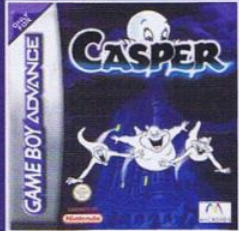


66%



Patience is an important part of Casper. Take your time and learn what is coming up ahead of you, and always keep cool.

# CASPER



DAMAGE: .....£34.99  
 ON SALE: .....NOVEMBER 2001  
 WHO: .....MICROIDS  
 TYPE: .....PUZZLE GAME  
 NO. OF PLAYERS: .....1  
 SAVE SYSTEM: .....PASSWORD

Casper comes of age on the Advance, but does he stand a ghost of a chance?

## A Helping Hand...

Doc Harvey walks back and forth ceaselessly. To stop him coming a cropper, you need to anticipate hazards. Throw a switch to close a trapdoor, or turn into a mattress to cover a hole in the floor...



It just goes to show, even if you're pale, fat and dead, you can still be in a computer game. Yep folks, I'm talking about Casper, that oh-so-cute-and-friendly ghost we all know and love. Not content with having his own cartoon, movie and comic, he now wants to give us more frights than ever and posses your Game Boy Advance. The story goes that Doctor Harvey, the renowned ghost specialist, has been called in by the local townsfolk to put an end to the ghostly goings-on of Stretch, Stinkie, and Fatso who have turned all the adults in the town into brain-dead zombies who are terrorising the kids. Unfortunately for you, Doctor Harvey has also been transformed into a brain-dead zombie, and it's up to Casper to guide and protect the Doctor so he can cure himself and save the town



from the three ghastly ghosts.

## Spooky!

Casper isn't completely original. Going back in time, there was a game called *Sleepwalker*, which was tied in with Comic Relief. But OK, I know you don't want to hear about the old days, so I'll shut up and carry on with the Game Boy Advance malarkey. Kitted out in his stylish night-cap and soft white pyjamas, Doctor Harvey is already off, but luckily Casper is on the case. The game

starts off nice and simple, with Harvey walking from left to right of the screen. You have no control over Doctor Harvey at all, but you do have control of stopping him from certain disaster. It starts with a few doors to unlock and holes in the floor to fill, but this changes fast and you soon start to feel the challenge and difficulty the game is going to offer. Being Casper, you can transform into six other forms, ranging from a mattress to cover holes in floor to a pillow to soften his falls. These all help save Doctor Harvey from a rather nasty bunch of accidents. First impressions of the game are very good. Clean and crisp visuals, along with a spooky-but-fun music score. Graphically the game



Doesn't it suck when people just walk all over you in life?

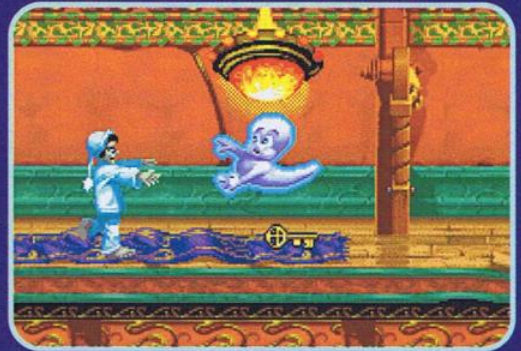
## Versatile or What?

The range of morphs available to Casper are shown at the foot of the screen. You're going to need them all too...



OK, I think it's time I watched what I eat.





Honestly Casper, I'm tall enough for this ride.

is spot-on. Casper is animated well and fluidly flies across the screen with ease, while Doctor Harvey walks like he has a full bladder and really needs a pee. There's plenty in *Casper* to keep you going, along with a nice tutorial level to help you out of those ghostly situations, and boy do you need that tutorial,

else you wouldn't get anywhere in the game at all.

**Haunting...**

Levels range from haunted mansions, theme parks and Caves. All the levels have unique challenges, and you're pulling your hair out with frustration, they're so damn tough. However, I'm sending out a WARNING - if



you're a parent and you want to get your six- or seven-year-old brat a game

for kids, I warn you now this isn't the game. Yes, it has Casper in it, yes it's based on a kids' movie and cartoon, and yes, you might assume it's easy, but NO - it's damned hard, almost too hard in fact.

*Casper* is one hell of an addictive and challenging game. If you want a game that's gonna last and push your



patience to the very limit, believe it or not, *Casper's* what your looking for. He might be the friendly ghost

and all, but blimey, it's no holds barred when it comes to tough gameplay. **Jodie Miller**



**XTREME RATING**

**Uppers**

- + Great graphics.
- + Almost original.
- + Addictive.

**Downers**

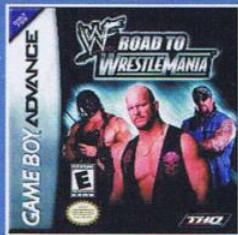
- Frustrating.
- Too hard.

**Summary**

Incredibly tough and frustrating, but always makes you come back for more.

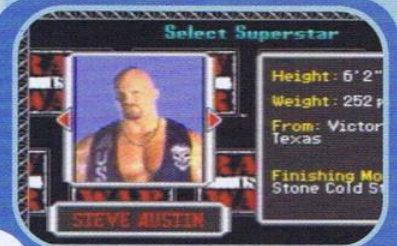


**80%**



DAMAGE: .....£34.99  
 ON SALE: .....LATE NOVEMBER 2001  
 WHO: .....THQ  
 TYPE: .....BEAT-'EM-UP  
 NO OF PLAYERS: .....1-4  
 SAVE SYSTEM: .....PASSWORD

# WWF: THE ROAD TO WRESTLEMANIA



**It's wrasslin' time again, as the boys from the WWF bend bones on the Advance. But will 'sports entertainment' ever make a decent game?**



Someone ought to tell him red boots look terrible with blue kneepads...

**M**aybe I'm too cynical. Maybe I expected too much. Or maybe *WWF: The Road to WrestleMania* holds hidden delights I just keep missing. Whatever the reason, I found this banal bone-bender about as exciting as a wrestling match between Hacksaw Jim Duggan and Yokosuna. The problems start right from the moment you pick

your match. The fighters are introduced with a series of digitised stills and a passable rendition of their theme music – surely the Advance is capable or more than this? It's certainly capable of squeezing in more than 24 of the WWF's superstars, though to be fair there's a

When Amnesiacs Anonymous organised a trip to WrestleMania, many of them forgot to write on their placards...



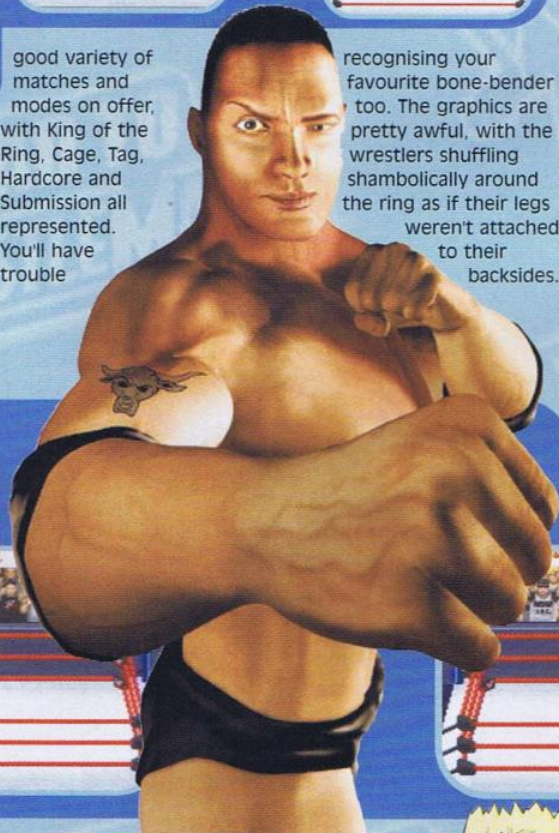
good variety of matches and modes on offer, with King of the Ring, Cage, Tag, Hardcore and Submission all represented. You'll have trouble

recognising your favourite bone-bender too. The graphics are pretty awful, with the wrestlers shuffling shambolically around the ring as if their legs weren't attached to their backsides.

## You Grunt, I'll Groan

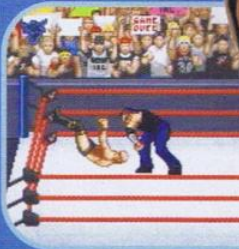
The moves look fluid enough in action, but getting your wrestler to do anything interesting is a pain. There doesn't seem to be any flying moves like dropkicks or moonsaults either. The game lacks the depth of *Fire Pro Wrestling*, and doesn't come close to offering as cool an interpretation of the sport. It does, however, have Steve Austin, Kane and The Undertaker on the box. And here we reach the heart of the matter. Where *Fire Pro* was a gamer's game, a deep recreation of the wrestling experience aimed at the hardcore beat-'em-uppers. *WWF: The Road to WrestleMania* is a thin affair for kids who want to say, 'Ooo look, there's X-Pac' and not worry too much about the quality of the fights at all. It will probably outsell *Fire Pro* purely on the strength of its licence, but discerning gamers should steer clear.

**Ian Osborne**



## Mirrored Moves

Talk about generic! As you can see from the shots, the wrestlers' moves are seriously lacking in the individuality department.



### Uppers

+ Has genuine WWF stars.

### Downers

- Weak graphics.
- Shallow wrestling.
- Limited roster.

### Summary

This will satisfy those looking to play as Kane and kick The Undertaker in the nuts, but videogame wrestling connoisseurs should go for *Fire Pro*.



# 52%





# POWERPUFF GIRLS: Mojo Jojo-a-Gogo

DAMAGE: .....£34.99  
 ON SALE: .....14TH DECEMBER 2001  
 WHO: .....BAM! ENTERTAINMENT  
 TYPE: .....SHOOT-'EM-UP  
 NO OF PLAYERS: .....1-3  
 SAVE SYSTEM: .....BATTERY BACK-UP

Well, at least it's better than the Game Boy Color efforts...



**B**AM! Entertainment is on a real roll this month, with *Ecks Vs Sever* and *Driven* bagging our Seal of Approval awards and *Dexter's Lab* falling only 1% short. What a pity this smeggy effort spoiled an otherwise-impressive roster. *Mojo Jojo-A-Gogo's* better than the appalling trio of travesties inflicted on Game Boy Color owners a few months back, but it's still a shocking waste of a useful licence. The game's basically a side-scrolling shoot-'em-up. The three Powerpuff Girls fly in a triangular formation, with the

gal in the lead the one you're controlling. You can rotate them at will, choosing between their 'unique' talents (ie. different-coloured shots) and preserving the health bar of a weakened wench. Trouble is, while the girls who are lagging behind can't be shot, they look like they can, making your foes' target look bigger than it actually is. Bad move!

### Girl Power

Another bad move is the fact that the enemy shots are the same size and shape as the coloured gems you must collect to complete the level. Which genius did that? It's a



pity - overall the graphics are excellent, with several layers of scrolling serving as a backdrop to our wide-eyed warriors, all put together in perfect cartoon style. The game's real failing, though, is its level design. It's just so boring. Bog-standard

enemies charge forward in bog-standard formations, blasting you with bog-standard weapons and leaving bog-standard power-ups. It's like playing a spectacularly unenthusiastic cliché. I can't even recommend this to serious Powerpuff Girls fans. Sure, the GBA shooters have been slow coming, but we have *Gradius Advance* and *Phalanx* now, both of which are better than this. Hell, you'd be better off buying the Game Boy Color *R-Type DX* and playing it on your Advance. It's certainly more fun than this technically-competent but artistically-soulless effort.  
 Ian Osborne



Every now and then you can pick up a piece of scenery and throw it at the baddies.



He was ugly anyway...

## Diamonds Are a Girl's Best Friend...

Shoot the spikey floaty metal thingies and they release the gems hung below. You need a certain number of gems to access the next level, and collecting jewels of the same colour as the girl you're controlling brings additional bonuses.



### Uppers

- + True to cartoon.
- + Graphics fresh and new.

### Downers

- Confusing formation.
- Bullets look like collectibles.
- Lacks imagination.

### Summary

There's nothing you haven't seen before here, and the game's design offers not one ounce of sparkle.



46%

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**Sakura**



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Remember you don't have to kill every enemy - running away is often the best strategy, as they won't follow you for long.



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... ELECTRONIC ARTS  
TYPE: ..... ACTION ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# The World Is Not Enough

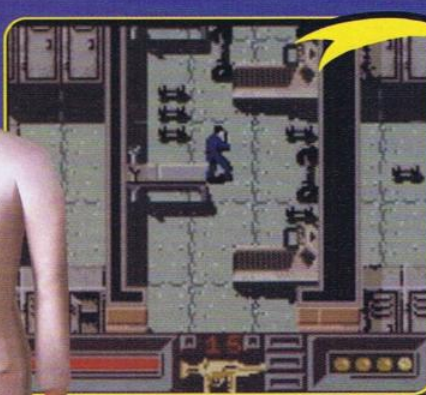
Our reviewer slips into a tux and plays it cool for this one, but 'The name's Oli' just doesn't have that ring to it...

It's all right for some. Live a life of cocktail parties and high adventure, always look the part, and ALWAYS get the girl (even if you do have to shoot her afterwards). Yes, he's arrived on the GBC - suave enough to charm the hump off a camel and ready for action in a top-down action adventure-fest. The style of game is reminiscent of *Metal Gear Solid*, which on the GBC became an excellent top-down stealth-'em-up with missions to be completed and weapons and items to be collected. Unfortunately, it was the stealth aspect

that made *Metal Gear Solid* so great, whilst 007's approach of pumping people for information isn't something that you can do so easily in a game. So, we end up with something that's a bit of exploration, a bit of shooting, but not that much else.

### Shaken, not Stirred

The game follows the story of the film pretty closely, and your mission objectives range from clearing a building to retrieving documents, but what you end up doing every time is just wandering around for ages and shooting someone every now



Dumb-bells always did get on 007's nerves.



and then. Now, I'm as up for gun-toting action as the next man, but the fighting in the game isn't much fun, being slow-moving and generally confusing, and the tough enemies can often be a lot of trouble to kill.

Of course, this points towards a somewhat more tactical style of play, and indeed it's often better to just run away than go into combat - you are James Bond of course, so dodging bullets is par for the course

(especially in this game, where they travel incredibly slowly). Once you get used to the mix of careful pacing about and

running like hell, it does all become a bit more enjoyable. Still, without the finely-tuned stealth gameplay of *MGS*, it does become dull wandering from lever to lever to open the next door, and you just wish the enemies were a bit more intelligent or the levels a bit better designed. It's all right to play, for certain, and it's fun to be Bond, but without that element it would just be pointless.

Oliver Lan



London, UK

## The World is Quite a Lot

The missions take you all over the place, starting in London and MI6 headquarters (which is bizarrely full of enemies) and ending up on a Russian submarine. Gets about a bit this Bond guy, doesn't he?



This doesn't look so good...



### Uppers

- + Follows the film well.
- + Fairly playable.

### Downers

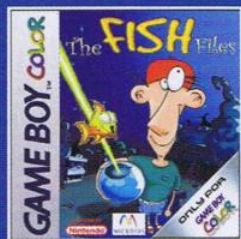
- Awkward combat.
- Drags along at times.
- Stupid enemies.

### Summary

It's not a terrible game, but if Bond films were like this, I wouldn't watch them!



68%



DAMAGE: .....TBC  
 ON SALE: .....15TH NOVEMBER 2001  
 WHO: .....MICROIDS  
 TYPE: .....ADVENTURE  
 NO OF PLAYERS: .....1  
 SAVE SYSTEM: .....BATTERY BACK-UP

# THE FISH FILES

A cartoon-style adventure on the GBC? Will John Hagerty have anything to bream about?



Umm, I don't think this is my type of nightclub...

## Pleased to Meet You



The game has over 40 characters for you to interact with. Quite a mean feat for a GBC game! The characters all have their own little quirks and styles, and some of them even look familiar. I wonder who those two people in the sewer could be?

high-colour mode to access to over 2000 colours. You would expect this to limit the size of the game, but there are over 50 characters to interact with in 120 different locations. Ok, enough of me carping on about the stats, what about the game?

I must admit, I didn't think I'd see a Monkey Island-style game on a GBA, let alone a GBC (Broken Sword's coming: Ed). But, those wizards at Microids have managed to do it in the form of *The Fish Files*. College students Dante, Korsellos and Fritz have each been given a goldfish to take care of. However, they awake one morning to discover the fish have all



disappeared (obviously they've been cod-napped). With the help of two familiar-looking FBI agents, an alien connection soon becomes apparent...

The figures certainly look impressive. The game uses the GBC's

have used the buttons on the GBC to full effect, and despite some initial trickiness, it all works reasonably well. Obviously, it's not the same as playing something like *Monkey Island* with a mouse, but then again, *Monkey Island* never

loaded this quickly!  
**Looks Fishy...**  
 The graphics are impressive for a GBC, and a lot of work has been put into the locations. Even on the GBC's small screen, it's easy to make objects out and see the detail on the characters. Unlike some adventure games on other platforms, you're not tied to saving in specific places (*Resident Evil*, for example) and you can save whenever you want. This is ideal for a gamer to sneak a few minutes of adventuring in before slipping the GBC back in their pocket. Adventure games aren't always everyone's favourite and those who don't enjoy

puzzles and lots of trial and error won't pike this game. There are no action or driving sequences here! However, people who enjoy spending time on a game and solving problems will find themselves right at home with *The Fish Files*.  
**John Hagerty**

## COMPETITION

Three Copies of *The Fish Files* must be won! Want to win a copy of *The Fish Files*? You do? Good! Answer this simple question:

• Which of the following is not a fish?

- A: A Cod
- B: A Kipper
- C: Mario



When you think you know the answer, ring our Competition Hotline on **09064 701721**.

Good luck!

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 8th November and close at midnight on 4th December 2001. The editor's decision is final and no correspondence will be entered into.

I don't suppose you've seen my fish?



**XTREME RATING**

### Uppers

- + Top graphics.
- + Loads of characters and locations.
- + Plenty to do.

### Downers

- Cheesy in places.
- Irritating music.

### Summary

A refreshing alternative to the usual platformers, shoot-'em-ups and driving games. Fans of this type of game will love it.



**85%**

# GBX



Remember your close combat weapon is much more powerful than your ranged attack, especially when you're fighting a boss.

# BABY FELIX HALLOWEEN



DAMAGE: ..... £24.99  
ON SALE: ..... 30TH NOVEMBER 2001  
WHO: ..... BIGBEN INTERACTIVE  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: PASSWORD

## A spooky-themed platformer here, but is it trick or treat? Oli takes a look.

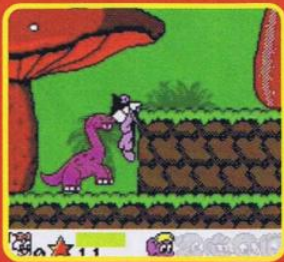


She's going to get a shock when she finishes checking her make-up...



graphics and the drearily repetitive level design. *Baby Felix Halloween* is still a reasonably competent platform game, but with so many better ones out there, there isn't much reason to bother with this one.

**Oliver Lan**



Kitty suddenly realised this was not the best time to do chin-ups.

**W**ell, we've just had that time of year again, when little kids knock on your door, threaten to pelt you with eggs and flour and blackmail you into giving them sweets. It's a wonderful tradition, and one celebrated with the release of yet another platformer for the GBC, this time starring a baby version of Felix the Cat and his female companion, Baby Kitty.

Apparently your friends have been captured after going to the wrong house for a party (never a good idea), and so it's up to you as Felix or Kitty to rescue them. It all starts off very Halloween, but soon enough you're wandering about in a Prehistoric World, dodging dinosaurs and climbing vines, and later levels take you all over the place. This would all be fine except for the frankly rather ugly



**XTREME RATING**

### Uppers

+ Fairly playable.

### Downers

- Unimaginative levels.
- Ugly.
- No new ideas.

### Summary

Not horrifyingly bad, just rather uninspiring.



# 54%



**ISSUE 14**  
ON SALE NOW!

THE ONLY UNOFFICIAL, UNDERGROUND PLAYSTATION™ 2 MAGAZINE WITH AN EXCLUSIVE CD PACKED FULL OF FANTASTIC PLAYABLE CHEATS!

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Hidden bonus rooms can be anywhere; try the green treasure chests. Be quick too, 'cos they're timed!

# SANTA CLAUS JUNIOR

Beware of the cat!




DAMAGE: .....£24.99  
 ON SALE: .....9TH NOVEMBER 2001  
 WHO: .....JOWOOD PRODUCTIONS  
 TYPE: .....PLATFORM GAME  
 NO OF PLAYERS: .....1  
 SAVE SYSTEM: .....PASSWORD

## Can one lad in Santa's coat really save Chrimbo?

Now that's low. A grouchy old witch has gone and kidnapped Santa Claus and his reindeer, and it looks like Christmas is officially over. There's only one chance to see beaming kids on 25th December, and it all lies in the hands of a young boy

*Santa Claus Junior* is aimed at younger players, and from the content, this is pretty easy to see. The gameplay is nothing new, and it's been done numerous times on every platform imaginable. Having a Christmas theme doesn't do the game any favours after December in

the sales department either. Both these factors are a shame, because they actually make the game sound a lot worse than it is. It's by no means a classic, but it isn't the pap game you'd expect it to be.

### Mince Pies

The biggest thing going for it is the graphics. They look cracking, with their hand-drawn feel and luscious colours. The animation is nice too, with the characters looking very cute without being sickly or naff (unlike recent Pokémon characters). The game's hero might not have a name, but he's got



a charm all his own, with Santa's coat flopping over his hands and his little feet scrambling to get a grip as he climbs a wardrobe. All credit to the animators and artists on this project; it looks as sparkly and colourful as a shop-window Christmas tree. Controls have been simplified for younger

players, and the game consists of jumping on bad guys' heads, climbing ropes, swinging from phone lines and bouncing on tatty chairs. Nothing new, then, but certainly simple and fun to play. With 64 levels over six different worlds and 48 bonus levels, it's not a game that will be over quickly. You just need to ask yourself if

you can put up with the repetition. It serves as a great introduction to gaming for a younger audience and provides some fun for people who just like the idea of slipping in a cart and whiling away the hours.

Jodie Miller

## Vivid Visuals

The colourful graphics are *Santa Claus Junior's* strongest point. Characters and objects have a thick black outline, big, bug eyes and bold, primary colours. The hand-drawn feel gives the game its own distinctive look and it's nice to see artists willing to make a videogame look more like a cartoon than sticking to the usual visual styles.



Just one of the 48 bonus levels.



### Uppers

- + Good for younger audience.
- + Very pretty graphics.
- + Mellow learning curve.

### Downers

- Limited appeal.
- Repetitive levels.
- Basic gameplay.

### Summary

Good looking and charmingly cute title for young players.



# 55%



The passcode FJNBCJBBHLH will take you to the second area in the game. If you can be bothered.



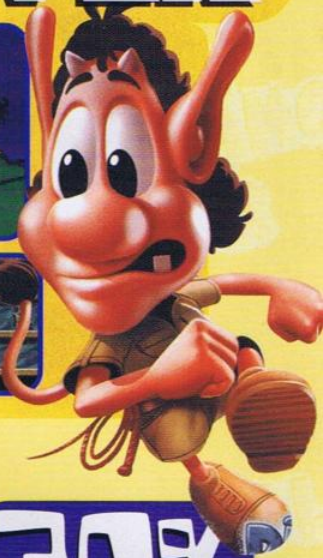
DAMAGE: ..... £26.99  
ON SALE: ..... OUT NOW  
WHO: ..... JTE MEDIA  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# HUGO: BLACK DIAMOND FEVER

## Dark jewel or dud fool?

**G**ather all the jewels on the small playing area, batter the baddies with your rocks, run over their bodies to release the Black Diamonds, gather them and tackle the next of the game's 50-odd levels. It's as simple, and as bland, as that. At first, Hugo:

*Black Diamond Fever* looks like one of those simple-but-fun collect-'em-ups of yesteryear – anyone remember the brilliant *Bill & Ted's Excellent Adventure*? As you play, though, you soon realise every level's the same as the last. No features, no puzzles, and no imagination. Just vertical ladders, horizontal platforms and moronic enemies. The backdrops change every 12 levels or so, but it doesn't help. It's technically



competent, but little fun.  
**Ian Osborne**



Gather the red diamonds, then blast the baddies.

**XTREME RATING**

### Uppers

- + Nice graphics.
- + Cute main character.

### Downers

- Repetitive.
- Dull.
- Boring.

### Summary

Lack of imagination kills what could've been a cool platformer. Even younger gamers expect more than this...



# 30%



DAMAGE: ..... £19.99  
ON SALE: ..... OUT NOW  
WHO: ..... MICROIDS  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD



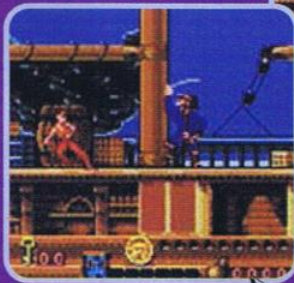
'Up' to jump, 'A' to grab onto ledges. Not a great control system, but it's the one they used...

# FORT BOYARD

## Game show or lame show? Ian says the battle's hard-fort...

**Y**es, it's a Game Boy Color game based on the Channel 5 show hosted by Melinda Messydrawers and other has-been 'celebrities', and no, it isn't any good. The aim of the game is simple. Take your team of four contestants (ie. You've got four lives – all your peeps act the same) through a series of cells. Grab a key, find the exit - you get the picture. Trouble is, the controls are too sluggish to

become instinctive and the level design's too flat to be fun. Loads can be done with a simple platform puzzler. *Toki Toki* on import proved that. So why bother with this half-hearted rehash of what's done better elsewhere?  
**Ian Osborne**



Touch an enemy and you freeze – there's no 'death' animation at all.

**XTREME RATING**

### Uppers

- + Better than nothing, I suppose.

### Downers

- Weak controls.
- Boring level design.
- Not well animated.

### Summary

This game takes a basic design and does nothing with it at all. Designed with little flair and imagination.



# 31%





Don't forget your ability to bounce off walls – often it's the only way out of a tight spot.



DAMAGE: ..... £24.99  
ON SALE: ..... 24TH NOVEMBER 2001  
WHO: ..... THQ  
TYPE: ..... ACTION ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# POWER RANGERS: TIME FORCE



### The Power Rangers return to the GBC, but is it time they were laid to rest? Oli pulls on his plastic jumpsuit and leaps into action...

Now, I might just be out of touch with the younger generation, but it was my understanding that these Power Rangers, Mighty Morphin as they are, were a load of has-beens. These days it's all so passé you'd have thought they'd have moved on by now – started solo careers, that sort of thing. But no, it appears they're alive and still kicking, and more. Now they can travel in time too, so look out dinos, here they come. The story's got something to do with alien monsters and something (very vaguely) to do with time travel, but that's all you need to know. It's all pretty standard action-adventure-platformer fare when it comes down to it, with a mix of climbing, jumping and shooting, but with well put-together levels and some nice touches, it rises well above the dross.

Far more than you can say of the TV show.

### Go Go, Power Rangers!

At the start of each level, you choose which Ranger you want to play, changing as you die. So if you don't mind sacrificing a Ranger here or there, you've effectively got five lives. The Rangers all have slightly different characteristics such as speed or power, but still the main distinction is in the colours of their costumes. They've all got

the same abilities (like leaping off a wall Chun Li style) and the same weapons (nunchaks and a big gun). Don't expect anything massively

## Time Force Schmime Force



**Jungle (In the past)**  
Escaped criminals have fled to the Jungle. Arrest them before they start causing trouble.

There's not that much time travel in the game, but at a crucial juncture you do get to decide whether to go into the past or the future. Choose wisely, folks...



**Fabled City (Present day)**  
Nadira and Gluto have taken refuge in the Fabled City. This is your chance to arrest them both.

exciting, but what's there certainly works. In fact, that goes for the whole game, which is fairly slick with decent graphics and enough variation to

keep you interested. Nothing in particular stands out as being exceptional, but all the ingredients are there for an enjoyable bit of platform action in classic Game Boy

tradition. Oh, the Power Rangers may be long dead over here, but don't count out the GBC just yet...  
**Oliver Lan**



The decor at the secret base is quite something.



The Red Ranger always won the silly dance competition.



### Uppers

+ Got it where it counts.

### Downers

- Not exceptional in any way.

### Summary

A good game no doubt, but outstanding it is not.



# 80%

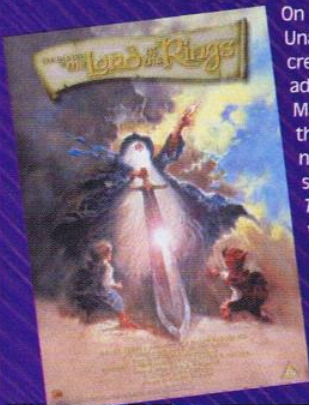
# THE KIT BAG

The best bits and pieces from around the globe...



## The Lord of the Rings

## COMPETITION



On 26 November 2001, the original animated adventure *The Lord of the Rings* finally arrives on DVD & VHS. Unavailable for over 15 years, *The Lord of the Rings* has become a cult classic, opening a door to a magical world with its fantastic creatures and spellbinding magic. This ambitious animated version of JRR Tolkien's fantasy saga was the first time anyone had adapted the epic story for the screen. Made in 1978, the original *The Lord Of The Rings* was directed by cutting-edge animator Ralph Bakshi using an innovative technique that allowed the animator to paint over live action footage, bringing the book to life with stunning success. It still looks phenomenal now! Alas, they ran out of money before the saga could be finished, so the film only takes us half way through the book, but it's still a terrific cartoon and will certainly whet your appetite for the forthcoming live action movie. *The Lord of the Rings* costs £15.99 for the video and £19.99 for the DVD, but we have five to give away. To stand a chance of winning, just answer this simple question:

**Q: When was the animated movie of The Lord of the Rings made?**

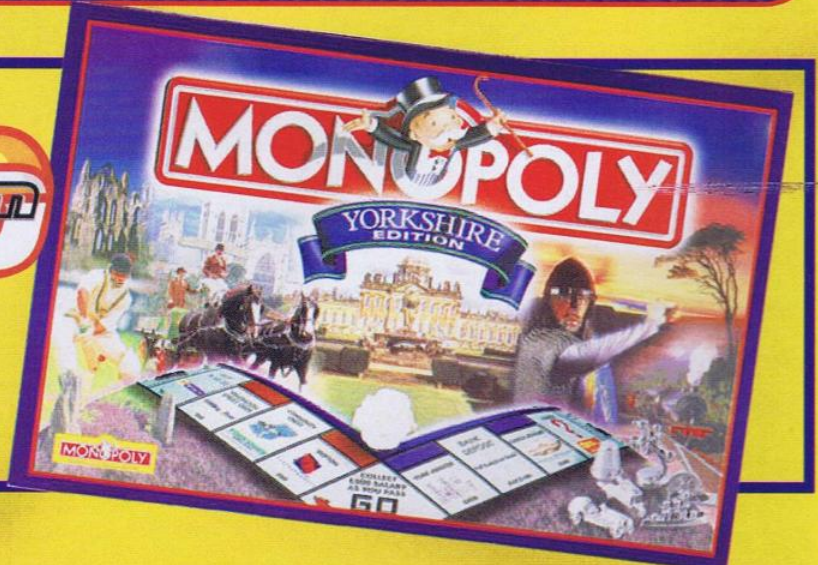
**A: 1066    B: 55BC    C: 1978**

When you think you know the answer (and a plague of locusts on anyone who gets it wrong), ring our competition hotline.



## Regional Monopoly

Everyone loves Monopoly, but did you know London isn't the only city immortalised in the famous game? Regions all over the world have lent their streets and stations to the famous board, and there are a few from over here too. Yorkshire, Birmingham, Liverpool, Eire, Ulster, Lancashire, Edinburgh, Manchester, Newcastle, Wales and Bristol are all covered. It's great fun buying up places you visit every day, but not so good if your home town has been designated a cheapo slum instead of Whitechapel or Old Kent Road. *Regional Monopoly* costs £24.99 from [www.firebox.com](http://www.firebox.com), or order on 0870 241 4289.



## Message Bag

In theory, there are practical uses for the *Message Bag*. You can leave a message for someone or record ideas before you forget them. But who cares? *Message Bag* was put on this Earth for one reason, and one reason alone. Insulting your mates! Press a button on the back of the bag, record a six-second message and when someone passes near it, they hear your words. Just the thing for telling your little brother to keep out of your bedroom, or reminding you you're on a diet if you go near the fridge.

*Message Bag* is available from [www.firebox.com](http://www.firebox.com) or order on 0870 241 4289, and costs £14.99.



**FIREBOX.COM**

## @ Coaster



It does exactly what it says on the box. It's made from die-cast aluminium, and it's in the shape of an '@' sign familiar to e-mailers everywhere. Sure it's corny, but what the hell?



It's available from [www.iwantoneofthose.com](http://www.iwantoneofthose.com) or order on 0870 241 1066 and costs a mere £3.30.

## My Baby Sis

## COMPETITION

Betty Spaghetti's having a great time helping with her new baby sis, Katy! She's got all the necessary kit to keep Katy happy – and, of course, clean!

There's a purple and pink carrier, a feeding spoon and dish, a bib and plenty of baby toys. They both look the business with matching hair beads, complete with Betty and Katy names!

No one likes changing nappies, and Betty is no exception. Thankfully, Katy is easier to deal with than most tots. Her new nappies are not only specially scented, they also magically change colour so you can tell when Katy wets them! Simply remove her legs, unclip the nappy and replace with a fresh one.

*My Baby Sis* is available from all good toy retailers priced around £15.00, but we've got 15 of them to give away. Yes, that's 15! To stand a chance of winning, just answer this simple question:

**Q: What's the name of Betty Spaghetti's little baby sis?**

**A: Mary**

**B: Emma Bunton**

**C: Katy**

When you think you know the answer, give our competition line a bell and you could win your very own Betty Spaghetti and sis!



## COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer.

**The Lord of the Rings  
Competition 09064 701721**

**My Baby Sis  
Competition 09064 774478**

**Terms and Conditions:**

Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines open on 8th November and close at midnight on 4th December 2001. The editor's decision is final and no correspondence will be entered into.

# Datel's dynamic Game Boy goodies busted wide open!

Hey readerz - it's Sakura here, and there's a great new cheating device I just gotta tell ya about. Y'know, the only problem with savin' ya gamez on a GBA is there never seems to be enough slots to go round. Ya save ya game, move on, save again and then wish ya could return to ya first save position and tackle the baddies a bit better, leavin' y a stronger at the end of the next level. Sometimes ya can do that, sometimes ya can't, but let's face it - ya can never have too many save spots. With the Datel X-Port GBX and a PC, ya can have all the save slots ya want. How? Well, the X-Port connectz to ya PC via the USB port, and lets ya upload your saved gamez onto ya hard drive. Jeepers! Ya need never be short of a save slot again! Of course, there's more to the X-Port than just savin' onto ya hard drive. Ya can send and swap filez over the internet. Best of all, there'll be a massive collection of cheat-packed savez stored on the CodeJunkies web site, [www.codejunkies.com](http://www.codejunkies.com). Ya need never get stuck again! The X-Port GBX costz £24.99, and comez packed with all the software and cables ya need to get goin'. Buy it online from [www.codejunkies.com/shop](http://www.codejunkies.com/shop) or at any good gamez store.

**Sakura**



# A PIECE OF

# Instant Replay!

## The latest and greatest Datel Action Replay GBX codez...



**Infinite Lives**  
910590C9

**99 Diamonds**  
919977C9

**Max Hearts**  
910891C9

**Constant Air**  
913868C7



**Infinite Health**  
916412CB

**Have P2K with Infinite Ammo**  
916390CB  
916391CB

**Have Silenced P2K with Infinite Ammo**

916392CB  
916393CB

**Have Taser**  
916394CB  
916395CB

**Have M45 with Infinite Ammo**  
916396CB  
916397CB

**Have Machine gun with Infinite Ammo**  
916398CB  
916399CB

**Have KA-57 with Infinite Ammo**  
91639ACB  
91639BCB

**Have Machine gun2 with Infinite Ammo**  
91639CCB  
91639DCB

**Have Rocket Launcher with Infinite Ammo**  
91639ECB  
91639FCB

**Have Grenades with Infinite Ammo**  
9163A0CB  
9163A1CB

**Have Flash Gun with Infinite Ammo**  
9163A2CB  
9163A3CB

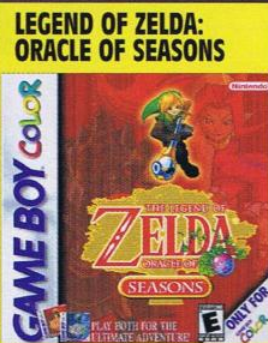
**Have Mines with Infinite Ammo**  
9163A4CB  
9163A5CB

**Have Key**  
9163A6CB  
9163A7CB

**Infinite Health**  
9140A2C6  
9140A3C6

**Infinite Rupees**  
9199A5C6  
9109A6C6

**Infinite Bombs**  
9110AAC6



# CODEjunkies

For more great Action Replay codes,  
call the Code Junkies Hotline!

# 0906 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.  
Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.



# THE ACTION

**Have All Secondary Items**

- 91FF96C6
- 91FF97C6
- 91FF98C6
- 91FF99C6
- 91FF9AC6
- 91FF9BC6
- 91FF9CC6

**Have Master Sword**

- 9103ACC6

**Have Mirror Shield**

- 9103A9C6

**Have All Essences of Nature**

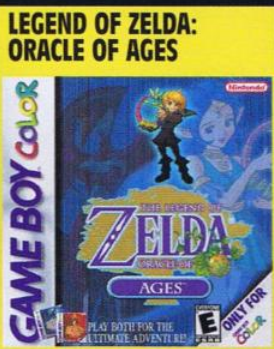
- 91FF8BC6

**Have Rod of Seasons and all Four powers**

- 918FB0C6

**Infinite Seeds**

- 9199B5C6
- 9199B6C6
- 9199B7C6
- 9199B8C6
- 9199B9C6



**Inf/Max Health**  
9140AAC6  
9140ABC6

**Infinite Rupees**  
9199ADC6  
9109AEC6

**Infinite Bombs**  
9110B0C6



**Master Sword in Slot B**  
9103B2C6

**Have All Secondary Items**

- 91FF9FC6
- 91FFA0C6
- 91FFA1C6
- 91FFA2C6
- 91FFA3C6
- 91FFA4C6
- 91FFA5C6
- 91FFBFC6

**Infinite Seeds**

- 9199B9C6
- 9199BAC6
- 9199BBC6
- 9199BCC6
- 9199BDC6

**Have Mirror Shield**  
9103AFC6

**Have Power Glove**

- 9102B8C6

**Have Tune of Ages on Harp of Ages**

- 9103B7C6

**Have All Dungeon Maps**

- 01FF86C6
- 01FF87C6

**Have All Compasses**

- 01FF84C6
- 01FF85C6

**Have All Boss Keys**

- 01FF82C6
- 01FF83C6

**Access The Advance Shop**

- 01EA14CF

**Infinite Rock Currency**

- 0163AFC6

**All Pieces of the Heart**

- 0106ACC6

**Infinite Magic Fire Powder**

- 0109BCC6

**Mega Jump**

- 019014D0

**Have Mermaid Suit**

- 010CA3C6



**Freeze Timer**

- 913632D0



# RETURN FIRE

Got something to say? Fire away! You might just win a prize...

## Ever Been Ad?

Yo Sakura, I'm writing to tell you how rubbish your magazine is. It's hardly rubbish at all. You are exceedingly the best! But one thing - there's so many repeated and annoying adverts in your mag. I don't mind one or two, but in Issue Four you had ten on the video and in the magazine. Can't you reduce this? I'm your biggest and best fan, and if the adverts are lowered I'd give your mag ten out of ten.  
**Michael Price, Glossop, Derbyshire**

couldn't put out such a kewl mag and ace video every month for a mere £2.99! From this issue, our mag's even bigger. This meanz more reviews, more news, more competitions, and yes, more ads, but it's the adverts that paid for the increase in pagez. They have their uses, ya know...



Sakura says: Hey Michael, those ads earn us money - if it wasn't for the ads, we

## Old and Wise...

Dear Sakura, I am writing in reply to some of the letters concerning old SNES games on the GBA. I had to trade in my Dreamcast to buy a Game Boy Advance, and I did so to play games from a period when they were good. In these days of next-gen consoles, games look really nice but are no fun. Many of the 16-bit classics were brilliant. *Speedball 2*, *Sensible Soccer* (still the best footie game ever), *Sonic*, *Mario* and *Desert Strike*, to name but a few. Everybody that read any magazine would know *Mario Advance* was *Mario 2* from the NES, so if you'd completed it you didn't have to buy it again. The GBA doesn't come bundled with any games, so if you buy it, you have to

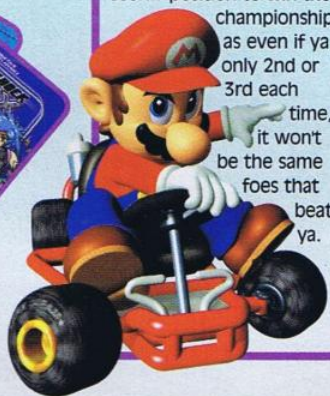
pick and purchase your own. Some games may be old, but at least they're good. The PS2 has taken nearly two years for a good game to be released. My message to everyone is enjoy some of the best games of all time, soon we'll see the release of new original games.  
**Dave Ponsford, Doncaster, Yorkshire**

Sakura says: Hey, I couldn't agree with ya more, Dave. Make no mistake, though - every generation of consolez has its share of bad gamez. Luckily lousy 16-bit offeringz like the risible *Rise of the Robots* and the miserable *Microcosm* will never be converted to the GBA. Nintendo has the right idea. 'We're a games company, not

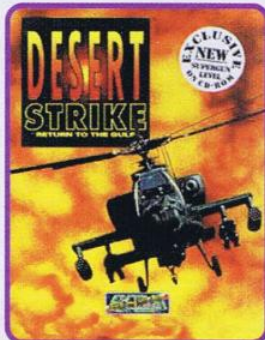
## Art of kart

Dear Sakura, I might get *Mario Kart Super Circuit* or *Konami Crazy Racers*. Which should I choose?  
**Lee Crocker, Plymouth**

Sakura says: Get Mario's motorin' marvel. *Konami Crazy Racers* is good, but too short and the opponentz too inconsistent. Ya only have to finish each race in a scorin' position to win the championship, as even if ya only 2nd or 3rd each time, it won't be the same foes that beat ya.



a technology company', they once said. It's the gamez that make a machine; let's enjoy everythin' the Advance has to offer, ignorin' gamez we've already played to death on other formatz. And if ya want a spectacular and totally original game, look no further than this issue's *Ecks Vs Sever*.

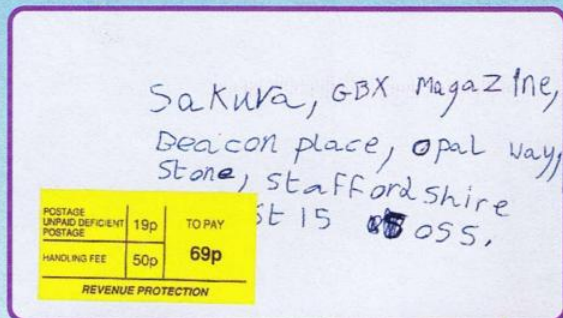


## Stare-case

Dear Sakura, When I buy a GBX magazine I read it straight away, but then I flick straight to you. I could stare at you all day!

**Luke Perry, Barmston, Washington**

Sakura says: Gee thanx Luke, but next time, put a stamp on yer envelope.



## Game Girl?

Dear Sakura, I was looking at the poster on my wall, the one with you on the phone, and I noticed a GBA cart with a picture of you on it. Then it hit me. Wouldn't it be great if someone made a game with you as the main character? It could be a platformer or whatever, and the bad guy could be that nasty bloke on Page 29 of your fourth issue (the one in the cartoon). Mind you, it might end up a complete waste of time, like *Portal Runner*, or *The Mummy Returns*. Oh yeah, and has the bloke on the fourth video got a cold or something? I played the third and fourth videos over and over, and he just doesn't sound right. I'm not taking the mick, I'm just curious!  
**Chris Rogers, Rugby, Warwickshire**

Sakura sayz: The guy readin' the fourth video was a stand-in - our regular voice-over artist wuz on holiday. Regardin' a Sakura game, I'd luv ta star in my own action outin', but would a software company have the guts ta take me on? Only time will tell...



star letter ★ star letter ★ star letter ★ star letter

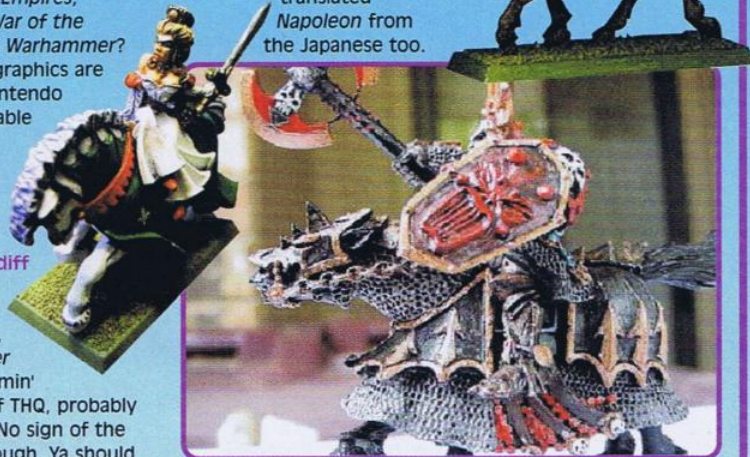
## Wargaming Woes...

Hey Sakura, I'm really impressed with the new games on the GBC and GBA. I want to know if there are any new battle games on either. Where's all the really neat games like *Age of Empires*, *Warcraft*, *War of the Worlds* and *Warhammer*? The GBA's graphics are so good Nintendo should be able to release some of these top games.

Matthew Jones, Cardiff

Sakura says: Well, *Warhammer 40,000's* comin' courtesy of THQ, probably next year. No sign of the otherz, though. Ya should

look out for *Advance Wars*, which scored 91% last ish but got delayed until next year, and *Mech Platoon*, a *Command & Conquer*-style game. 'Bout time someone translated *Napoleon* from the Japanese too.



## Crystal Calamities...



Dear Sakura, You have to admit there's no point to *Pokémon Crystal*. I'm not a great lover of Pokémon anyway, but there's a limit to how many you can make. I heard rumours of the GBA being changed to make the screen brighter. If it comes out in the shops, is there any point in swapping my GBA for one?

Matthew Guillem, Cardiff

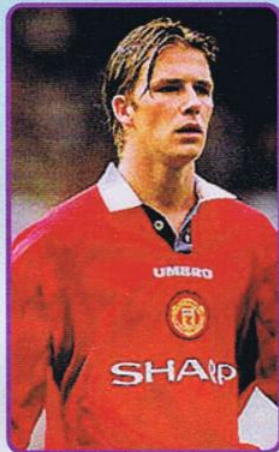
Sakura says: Hey, ah just luv the picture ya drew! Regardin' *Pokémon Crystal*, it's a great game in its own right, but if ya already have *Gold* or *Silver*, think very carefully about whether ya need a special edition version. As for the rumours about a new GBA, we'll believe it when we see it.

## Football Crazy

Dear Sakura, Any good football or rugby games coming to the Game Boy Advance in the near future?

Andrew Price, Gloucester

Sakura says: If ya read this month's review, you'll see ISS dropped the ball. *Steven Gerrard's Total Soccer* and *David Beckham's Soccer* are imminent, and will probably be reviewed next ish. No rugby gamez in the pipeline - guess we gotta wait for the next World Cup or Six Nations.



## Gimmie My Favorite Pokémons!

Dear Sakura, I've done a pic for you of my fave Pokémon, Celebi. I hope you like it. Is there a cheat to get Celebi on the Action Replay Xtreme? Also, any cheats to get lots of Rare Candy or Master Balls in *Gold* and *Silver*? Thanks for your help.

Mark Sammie, Tunbridge Wells, Kent

Sakura says: Hey, what a kewl picture! Well done, Mark! And yes, you can get loads of Master Balls, Rare Candy and even Celebi on the Action Replay Xtreme. There's a massive guide to cheatin' Pokémon games in the box too.



## Da Xtreme Machine

Hey Sakura, What's up? Thanks for the advice about the Action Replay Xtreme - it's the best. I now

have Celebi for *Pokémon Silver* and Mew in *Yellow*. I've completed *Wario Land 3* for the Game Boy Color too.



The magazine is brill. I recently went on holiday to Spain and I saw a mountain of games that aren't out in Britain, like *Pokémon Diamond* and *Green*.

Chris Stevenson, Aberdeen

Sakura says: Sorry, Chris, but *Pokémon Diamond* is just the foreignish version of *Crystal*, and *Green* is merely *Blue* in a different box. Hope ya didn't buy 'em... Regardin' the Action Replay Xtreme, it is indeed a kewl piece of kit. If ya stuck in a game and are about to give up, just use ya Action Replay and ya through. Ya can even turn the cheatz off again when ya passed the bit ya stuck on.

Got somethin' on ya mind? Wanna get it off ya chest (just to mix a metaphor)? Write to me! Our Star Letter winner gets a Date! World Port, and the others bag a Code Junkies T-shirt (Medium only). Remember to include your FULL postal address, though - ya can't win if I don't know where to send ya prize!

Send all your happenin' letters to: Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail me at [sakura@gbxtreme.co.uk](mailto:sakura@gbxtreme.co.uk)



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## Issue One!

**SOLD OUT**

Generations, Universal Monsters: Dracula and more!

## Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

## Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Kena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

## Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX

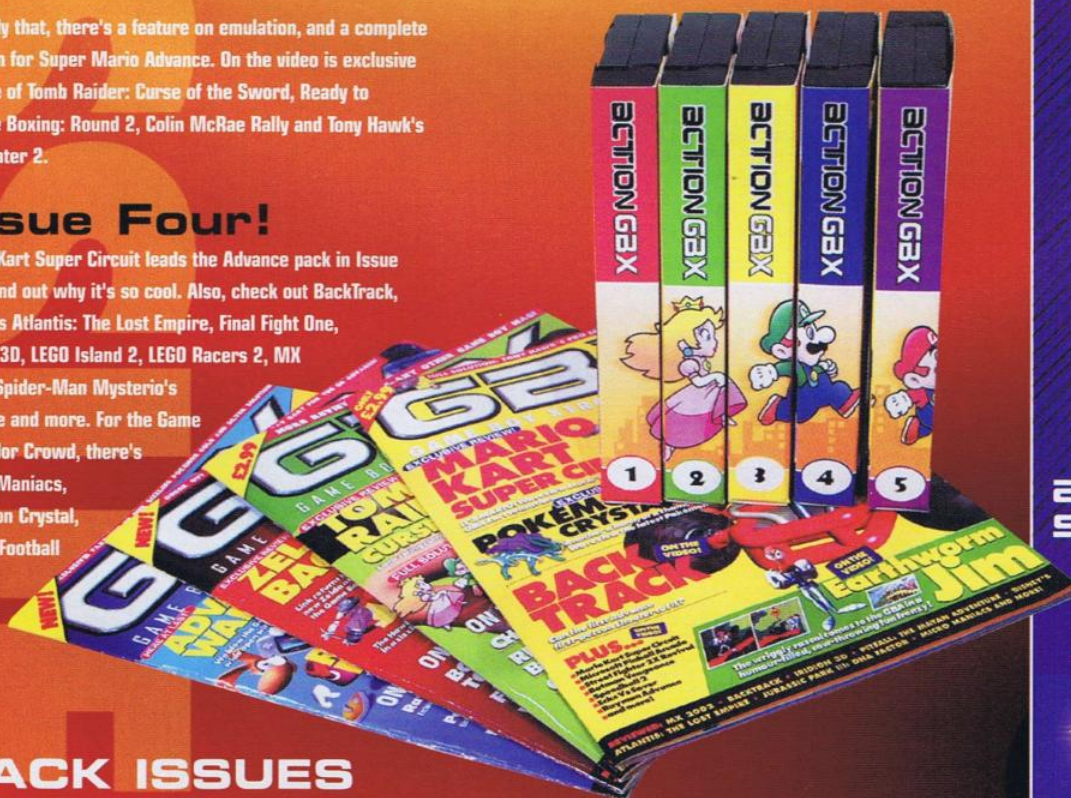
2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football

Not only that, but we've also got a hot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, MicroSoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

## Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCube in action and previews of Mario Advance 2 and Golden Sun.



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ONLY FOR

**GAME BOY ADVANCE**



**BOMBERMAN**  
TOURNAMENT

EVERYONE  
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**GAME BOY COLOR**



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**Castlevania**  
Circle of the Moon

PART 1

KONAMI

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**Castlevania**  
Circle of the Moon

PART 2

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**ESPN**

EVERYONE  
E  
CONTENT RATED BY ESRB

**FINAL ROUND GOLF**  
2002

Official Nintendo Seal of Quality

KONAMI

ONLY FOR

**GAME BOY ADVANCE**



**JURASSIC PARK III**

**THE DNA FACTOR**

EVERYONE  
E  
CONTENT RATED BY ESRB

Official Nintendo Seal of Quality

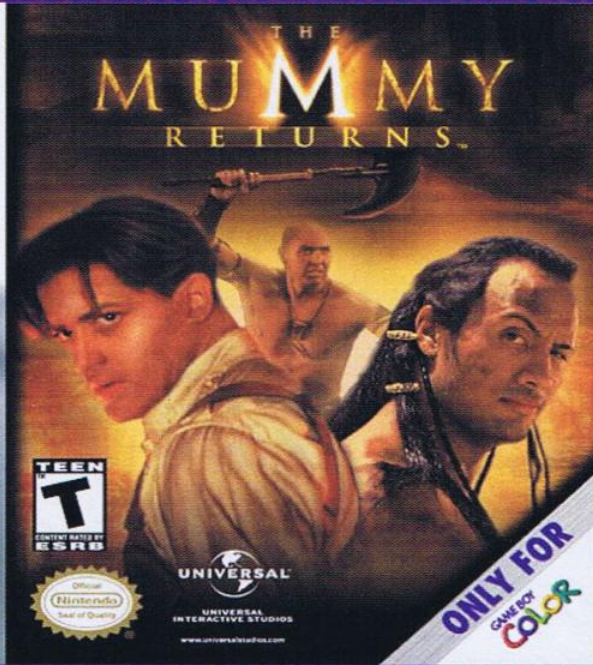
**ACTION PUZZLE**



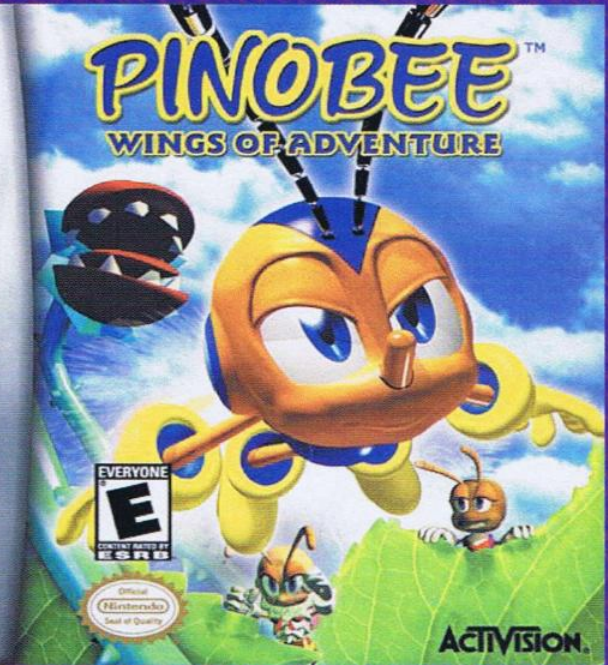
# ACTION TIPS

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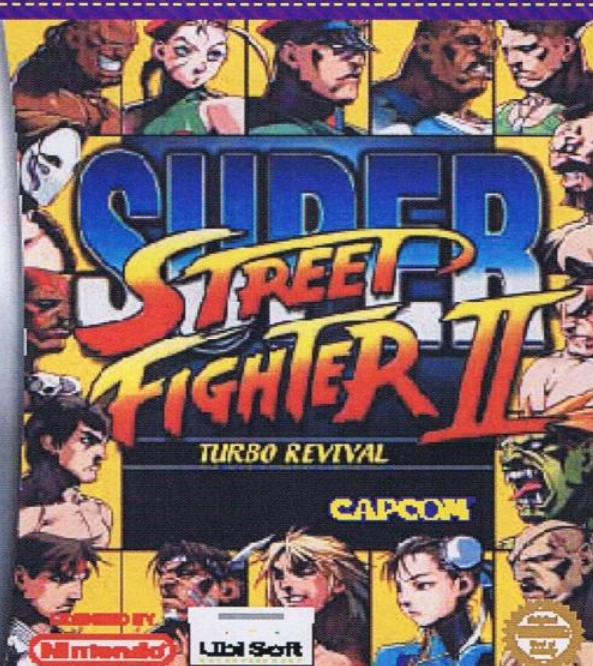
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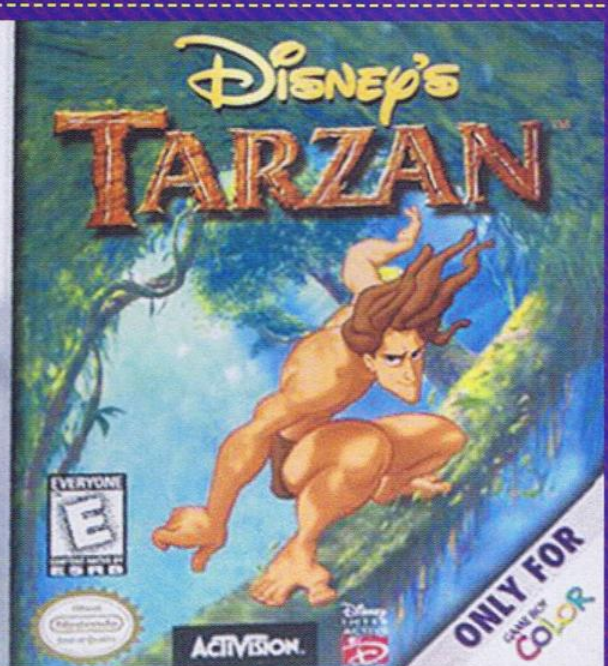
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# X

SOLUTIONS • TIPS • PLAYER'S GUIDES

# XTREME solutions



# RAYMAN

## ADVANCE

### PART 2

The limbless wonder returns in the second part of our exclusive solution to Rayman Advance!

### PICTURE CITY

#### Eraser Plains

##### Image Level 1

- Knock down the yin-yang and jump on it. Jump up to the next platform and go right for more tings and a cage. Retrace your steps.
- While on the first pencil after the photographer, jump up between the two pencils above you and a power-up appears. Grab the power-up and a platform appears to the right, which gives access to a cage that appears later on.
- When you arrive at the end of this level, you see eight yin-yangs. Climb to the left to get the golden fist. A platform appears. Jump on it and jump left to get the ting. A cage appears on the other side of the eraser. Retrace your steps until you've arrived at the platform that takes you up to the level with the cage.
- Be patient when jumping on

the pencils. The helicopter power helps to slow your jumps when your timing's a little off.

- There are two electroon cages on this level.



##### Image Level 2

- After the first row of pencils you see an electroon cage but you can't reach it. If you jump on top of the second row of pencils and collect all of the blue tings, an elf appears to shrink you. Now you can crawl between the erasers and reach the electroon cage..



## Image Level 3

- When you see the first elf, don't touch it yet. Go above to the yin-yangs and punch away the pointed ones. Jump on the normal one and platforms take you to bonus power-ups. Another elf appears allowing you to become small and access more bonuses below.
- Retrace your steps to the first elf. Become big to get the next cage up high, and once small to get a square bouncing eraser just

past the jumping Antitoon. Jump on it and then jump over to the moving platform to the right. From this platform you can punch the yin-yang to the left. Go back to the bouncing eraser, jump on top of the yin-yang, and then punch the cage.

- The second half of this level must be done twice: once large to get the last cage up high, and once small to get out.

- When you arrive at the end, Rayman is large. Grab the flying hook and touch the fairy to become small and get to the exit. Before you reach the maze you can only pass when small, there's a narrow vertical passage after the oil slick that Rayman can climb up to reach some blue tings. Once you grab the tings a cage appears to the left. Free the electroons and then retrace your steps to become small again and exit this level.

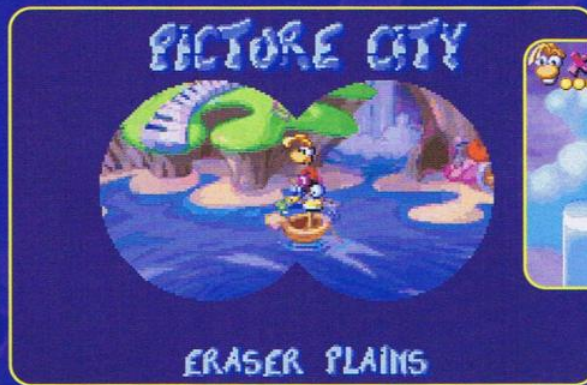


## Image Level 4

- Here you fight Space Mama. To get past her pirate guards, move to the right of the screen and punch the first in the corner. This way you won't have to dodge the second pirate's bombs, and the first pirate won't be able to duck underneath your punches. Now jump up and knock the second pirate out of the ship. Move to the left side of the screen so you can see his bombs coming. It

takes three hits to knock him out of the ship.

- Space Mama can only be hit by jumping on top of the knives once they get stuck in the floor and hitting her while she's in the air. Make sure you use your running power to avoid the knives that come darting at you from above, and duck underneath the spinning knives low to the ground.



## Pencil Pentathlon

### Image Level 5

- At the beginning, if you jump left onto the ink bottle, a moving steel girder aids you in moving right towards a cage. It may be easier to avoid this girder and just jump from eraser to eraser, using a running jump from the last eraser to reach the pens. Bounce from pen to pen until you reach some more erasers. Follow the tings until you reach the electroon cage. If you throw your punch and let it return

to you, it hits the cage. Retrace your steps past the pens and find an entry where you can go upwards.

- There are two electroon cages on this level.

### Image Level 6

- On this level, you get the super helicopter power once again. The first cage on this level is above and to the left of the first series of coloured pencils.
- To get past the spikes pointing down, it helps to

use the helicopter power to slow your bounce.

- Jump over the exit sign at the end of this level, but don't touch it. A cage appears beneath you.
- There are two electroon cages on this level.



### Image Level 7

- The secret to getting through the bouncing erasers is to follow the blue tings and to use the helicopter power to coast between the gaps in the erasers.
- The tings indicate a route to follow to find the cage at the bottom of the bouncing erasers.
- After the photographer, in order to get past the two rows of pencils, let yourself fall down the oily hill and you



should be able to get past everything without having to jump or fly.

- Once you've catapulted past the rows of pencils, grabbed the power-up, and made the steel girders appear, fall down in the last hole (before getting on the oil slick). A series of steel girders appears, leading you back to an electroon cage that was hidden on top of the cavern of the pencils.
- When you slide down the oil slick, a running jump takes you to the highest level of erasers where you can get a free life.
- There are two electroon cages on this level.



## Space Mama's Crater

### Image Level 8

■ At the beginning of this level, instead of continuing right past the pointed bird head, go up and to the left for a free life.

■ After you get the first cage, fall down and walk all the way to the far left side of the eraser. A series of flying hooks appears, leading you to the second cage by the exit sign.



### Image Level 11

■ In this level you get another chance to fight Space Mama. The secret to beating her is to hit her in the head, but throw your fist carefully because she blocks punches with her rolling pin. At first she tries to corner you, but hit her in the head and duck, and after three or four hits she lets you

out of the corner. Duck, crawl or use the running power to avoid the various objects that come flying after you. When Space Mama hides behind the washing machine, jump over her lasers and keep punching the machine until she throws it away. Then aim for her head once more.



### Image Level 9

■ On this level, by choosing the path that tends to descend (jump on the two disappearing clouds), you eventually run into a space creature guarding a magician.

■ Before you arrive at the bouncing erasers, there's a narrow passage going down, which, after you grab the red flying hook leading to an electroon cage.

■ Towards the end of this level, you see a V-shaped hill,

with a narrow passage full of tings at the bottom of this V. Don't fall down it yet or you can't get back up and find the last electroon cage on this level. Instead, go to the right side of the V, run down and then up the left side of the V and then jump. If you have gathered enough speed you jump up to the next platform which leads to a cage.

■ There are two electroon cages on this level.

### Image Level 10

■ Dexterity and a lot of patience is the key to getting through this one. Once you've made it past the two photographers and onto the wood-coloured platform (just past the yin-yang balls you had to knock out of your way), go to the right edge of the platform, jump on the steel girder (get ready because it moves to the right!), jump over the spikes and onto the same steel girder. You then hear that sound that tells you something has just appeared. Immediately jump back left over the spikes and coast onto the wood-coloured platform you just left. You

should now see a flying hook. Grab the hook, keep jumping and grabbing to inch your way up as close to the hook as possible. Jump over the spike and onto the cloud. Jump up to the moving girder. Jump right onto the clouds and they lead you to some tings. Once you grab the tings an electroon cage appears on the other side of the wall. You must now retrace your steps and the moving girder takes you to a disappearing cloud which then leads to this cage. There's also a free life just a little further left if you use the other moving girders that suddenly appeared.

■ Now return to the girder that you thought you'd got rid of, and use it to advance further to the right. Avoid using your running or helicopter powers until the very last jump. You can make it over these obstacles with normal jumps and then by ducking rapidly once you've landed on the girder.

■ On the last jump, you can use the helicopter power to coast to the platform with the exit sign, but don't touch it or you miss the last cage! Instead, jump over the sign and onto the pink eraser. Once again, you hear the sound of something appearing. Get back on the girder again! This time you won't have to ride it as far. Once you jump over the first row of spikes and then duck under the next obstacle, a new girder appears for you to jump up on. This path leads to a couple of flying hooks and the last electroon cage in this world.

■ There are two electroon cages in this world.



## CAVE OF SKOPS

### Crystal Palace

#### Cave Level 1

- Jump above the exit sign and a moving red rock appears on the other side of the wall. Make your way over to this rock and it leads to a power-up. Walk along the very bottom of this level until you reach the tings in the form of a question mark. Retrace your steps and you see a blue steel spike. Punch it and shortly afterwards you see the first electroon cage.
- Once you have your

picture taken by the clown, the second electroon cage appears on the other side of the wall.

- Ride the flying hook until you see a floating blue spike. You hear the magic noise signalling that something has just appeared. Swing back one or two hooks and you see the last cage on this level.
- There are three electroon cages on this level.



#### Cave Level 2

- You jump on a series of falling platforms. The ninth platform (second from the end) leads to the first cage on this level.
- Avoid the spikes the bug throws after you by ducking just before they're about to touch you.

- After you pass the photographer and jump past the two moving blue spikes, you see a power-up hanging above a gulf. Make a long jump after it and you land on a series of steps leading to a cage. A cloud appears once you free the electroons. Ride it

all the way to the right, but don't get off. Return on the cloud to the spot where you just freed the electroons. Another cloud appears. Ride this cloud as it takes you to a narrow cavern (be prepared to duck) that holds the last electroon cage of this level.

- If you follow the flying hooks all the way to the top left side of the cavern, you find a free life.
- Be careful once you land on the falling platform near the end of this level. There's a lake at the bottom, so be prepared to jump off either to the left, where there is a magician, or to the right to get to the exit. The exit sign appears once you break the boulder.
- There are three electroon cages on this level.



#### Cave Level 3

- To beat the Skops, keep jumping on the falling platforms while avoiding the his claw until all of the platforms are gone. As the last platform falls, jump and hang on the ledge on which Skops is sitting. He moves backwards. Jump up on the ground. He then advances

a couple of times more while throwing his claw. Each time he does so, jump and hang over the edge until Skops retreats. After about three times, he retreats all the way to the right. When this happens move quickly to avoid the lava.

### Eat at Joe's

#### Cave Level 4

- Joe gives you a firefly to light your way through the next level.
- There are no electroon cages on this level.



#### Cave Level 5

- Use your fist to punch in front of you so that you can see what obstacles are ahead. Once you get past the first few electroons and on to solid ground, a cloud appears behind you. Jump on the cloud and it leads to an electroon cage.
- There is one electroon cage on this level.



JOE OFFERS RAYMAN A FIREFLY TO LIGHT UP THE DARK



## Cave Level 6

■ Walk carefully on this level because there are many prickly areas that can hurt Rayman. After you use the helicopter power to coast down a diagonal chute, you see a red stationary rock. Jump on it and then jump up again. Clouds appear leading you to a free life.

■ Once you get past the boulders guarding the lone power-up, look up and to the right for the photographer. Once you get your picture taken you see the first cage on this level. Jump up again and you see a series of flying hooks leading to the second cage and a free life. Reaching the last flying hook can be difficult without the super punching power, but it can be done.

- The last electroon cage is at the bottom of this level. Punch it and the exit sign appears.
- There are three electroon cages on this level.



## Cave Level 7

■ There are no electroon cages on this level, but getting through can still be a challenge. Make sure you use your running power to outrun the bugs and the thorns they throw at you. Also, try crawling off the bouncing red rock and through the narrow cavern at the end. Once

you arrive at the plug, jump on top of the space ship and it takes you to the exit.



## Cave Level 8

■ On this level you get a chance ride the space ship with some very cool music playing in the background. Make sure you punch all of the levers in your path or you never make it through this maze.

■ When you arrive at a section with two space ships side by side, hop on the lower one which takes you to

a free life. Another space ship takes you back to this same spot. Hop on the space ship that takes you up towards the exit, but keep an eye out for a group of blue tings on the left. When you see them, jump over and grab them and an electroon cage appears.

■ There is only one electroon cage on this level.

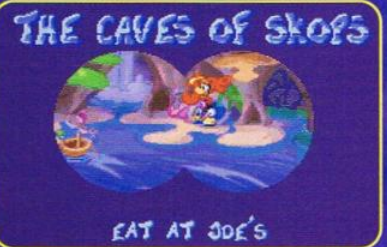
## Cave Level 9

■ Once you grab the power-up on the island in the middle of this level, the last electroon cage in the game appears.

■ Jump on the first buoy after this island but then wait until you see the shark come and go. Once the shark leaves, then jump to the next buoy and be prepared to duck. If you are standing up, the sharks jump for your head allowing you to duck under them. If you remain ducking, however, the sharks jump for

your body and knock you into the water. If on the bouncing blue rock, you can jump up and down on it and stay high enough so that the sharks won't even notice you.

■ There is one electroon cage on this level.



## Skops Stalactites

After Skops wakes, he hits the ground, causing one of five crystalline platforms to drop into the lava. Then he shoots out his claw and repeats the pattern again. To avoid the first, stay out on the left most platform. When he fires his claw, jump straight up over it. Once you land wait a second-then jump again. His claw should go right under you. Repeat until there two platforms left. When Skops smacks the ground this time, leap over to him and he backs away. Jump over his claw in the familiar pattern and wait for him to smack the again. Once he does, walk off the edge and do an about face so that you grab onto the ledge. Skops then walks back and smacks the ground again. Repeat this two more times

until he smacks the ground twice, then run after him and leap onto the left most platform that appears. Skops shoots the first two and he fires the third, leap at him and run after him again. Finally grab the O-rings and swing to the exit.



## CANDY CHATEAU

### Mr Dark's Dare

#### Cake Level 1

■ This level is pretty straightforward. There are no enemies to fight and no electroon cages to find. Just make sure you have picked up enough speed to make it up the hills.



#### Cake Level 2

■ In this level, Mr Dark creates an evil Rayman whose touch you must avoid. Try to stay as far ahead of Rayman as possible, but if he does catch up, jump over him and gain some more time. There are two free lives on this level. In the middle, there's a chasm in which you fall. If you touch the far left wall, a cloud appears to help you escape. The exit sign



appears if you go all the way to the far wall of this level and touch it.

#### Cake Level 3

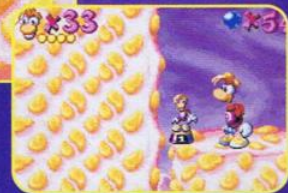
■ You now have another opportunity to meet Mr Dark face to face. Stay in between the balls of fire, even when they begin to shrink on you.



#### Cake Level 4

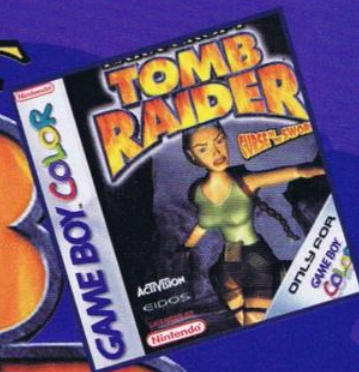
■ This is the final level of Rayman and you get to fight three bosses. First you fight Skops. Getting past him is a matter of jumping over the claw that he throws and punching him in the head. Next, you encounter two Space Mamas. Try to stay towards the middle and duck

when one of them shoots so that they fire upon each other. Finally, Moskito appears and shrinks you. Stay near his feet. Each time he jumps in the air, use your running power to avoid getting stepped on, jump in the air before he hits the ground, and punch him in the head.



**CONGRATULATIONS - you've finished the game. Put your feet up and watch the end credits.**

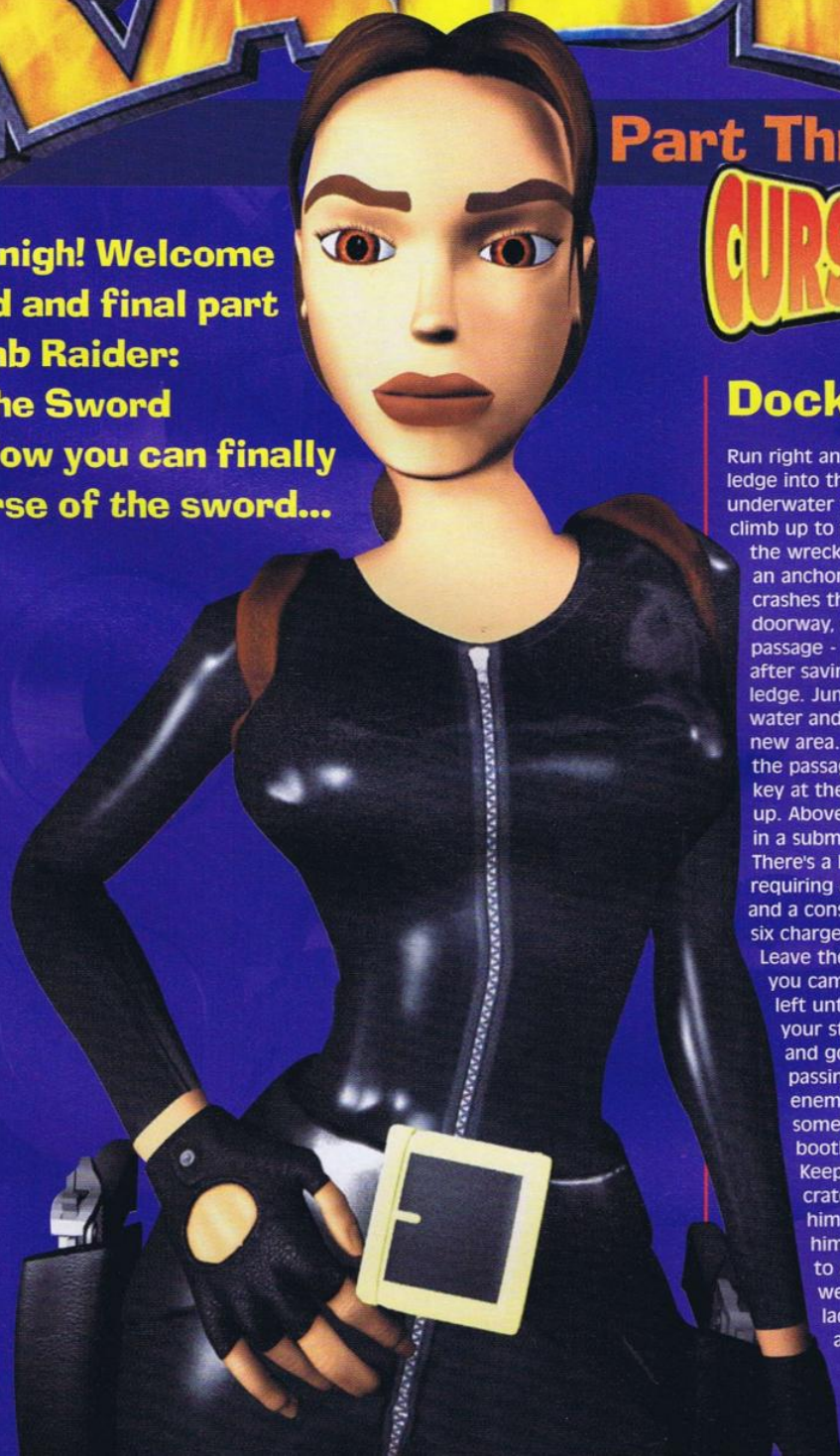
# LARA CROFT TOMB RAIDER



Part Three

## CURSE OF THE SWORD

The end is nigh! Welcome to the third and final part of our Tomb Raider: Curse of the Sword solution. Now you can finally lift the curse of the sword...



### Docks

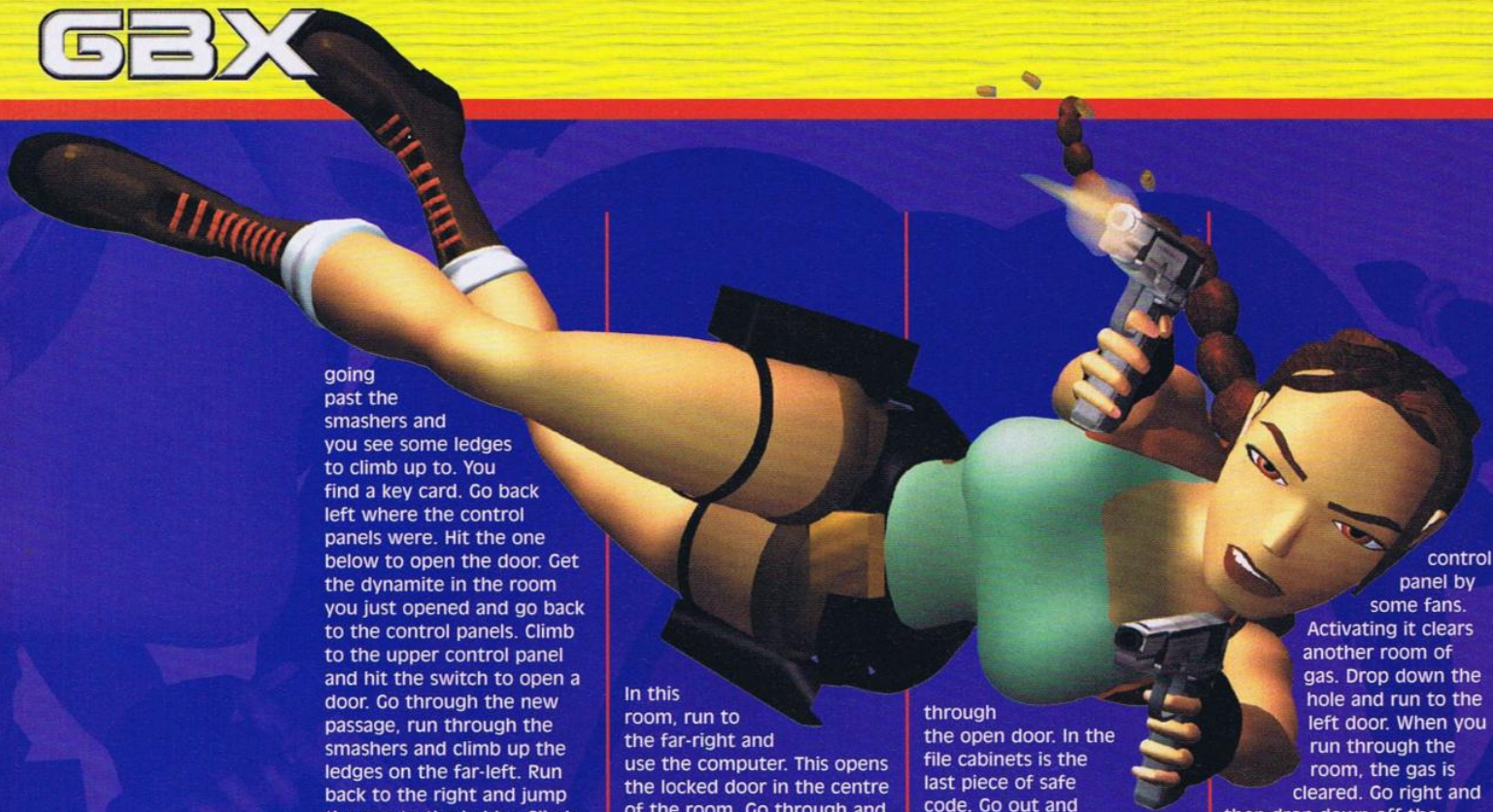
Run right and jump off the ledge into the water. Swim underwater to the right and climb up to the dock next to the wrecked ship. You see an anchor. Shoot it and it crashes through a doorway, opening a passage - swim through after saving on the left ledge. Jump back into the water and swim to the new area. Keep following the passage to the door key at the bottom. Pick it up. Above you see you're in a submarine pen.

There's a locked door requiring a sub pen key, and a console that needs six charged batteries.

Leave the area the way you came in. Keep going left until you get to your starting location and go past it. After passing a couple of enemies you see somebody in a control booth above you. Keep away from the crate and shoot at him. After beating him, you can move to a save point as well as open up a ladder to health and ammo. After

getting the items, go back the way you came and continue left. Take the ladder to the left of the save point. Climb up the next ladder and then down the one on the other side. At the bottom of the ladder, walk through the spike pit, climb out of it, and then lower yourself down into the next one. Walk to the other side (no running!) and climb out. Run and jump over next two pits. You face another cargo loader. This one can move his crate around quicker, so don't stand still. Kill him then walk off the screen to the left.

Take out the guard dog and use your key. Go left and climb the ledge. Pull the lever to send the box down the conveyor belt. Jump down to the right and hit the next lever to move the crate. Jump right and pull the third lever to open the door. Go through the passage right and climb the second platform above. Climb up until you reach the ladder. Climb up and backflip onto the platform. Jump to the left platform, and do a long jump over the next gap. Keep going left until you come to a locked door and some control panels. Jump up and head right. Keep



going past the smashers and you see some ledges to climb up to. You find a key card. Go back left where the control panels were. Hit the one below to open the door. Get the dynamite in the room you just opened and go back to the control panels. Climb to the upper control panel and hit the switch to open a door. Go through the new passage, run through the smashers and climb up the ledges on the far-left. Run back to the right and jump the gap to the ladder. Climb up the ladder and head right. The next room has a flaming barrel hanging from the ceiling. Jump to the platform and climb the ladder to find a save point and a locked door. Climb down and while standing on the platform (not the floor), shoot the barrel. It falls to the floor, activating a switch. Go back up the ladder, go through the open door and past the smashers to find another doorway.

In the next room, use the dynamite on the safe. Grab the security pass and leave through the door. Go back through the smashers and climb down the ladder. Jump left off the platform and keep going left. Jump over the gap and climb to the ledge with the control panel. Use your security pass on the console and the door opens, allowing you outside. Cross the catwalk into the building. Hit the switch to turn on the water. Turn around and go back. Keep going right until you come to the area that was on fire. Go through the door previously blocked by flames. Keep going right and through the doorway.

In this room, run to the far-right and use the computer. This opens the locked door in the centre of the room. Go through and examine the message board. You find part of a safe code. Use the computer to your right to turn off the barrier. Go through to the right, pick up the battery and use the other computer to open up the safe to find another security pass. Go back out the door.

Go to the right and into the doorway. In the next room you see lockers. Search the middle one and find a bit of safe code. Keep going right (use the computer to turn off the electric barrier) and go

through the open door. In the file cabinets is the last piece of safe code. Go out and open the safe to get the chemical plant key. Leave the building and go to the locked chemical plant next door. Run left and go through the door, then in the next room keep going left and go through the second door (on the far side of the room). Go left. Drop down the hole where the ladder is then go right and follow the passage down and left. Go through the door to outside. The chemical plant is left. Jump the and use your key.

Run far-right and climb the ladder. Swing across the wires. Use the health station on the wall before walking to the door. It opens. Quickly run through the poisoned room. Walk through the doorway to your left. Run to the right and jump up the platform there. Continue to the right and jump across the gap to reach the ladder on the far-right wall. Climb all the way up then backflip off of the ladder onto the platform. Run left, jump off the ledge and slide right. To your left you find a

control panel by some fans. Activating it clears another room of gas. Drop down the hole and run to the left door. When you run through the room, the gas is cleared. Go right and then drop down off the ledge. Go left, staying on the upper platform, and drop straight down when you come to the end. Jump over to the ladder and climb down.

Go through the poison gas room to your right. You're able to go right past the giant monster if you run. Keep going and you find an open doorway - walk through. Go right in the next room. The smashers here are timed so you can safely make it underneath by walking, not running. Climb to the right and then do a running jump across the gap to find some more smashers and a save point. Go into the office to your left and activate the switch to open up a ladder elsewhere. Go back to the right, through all the smashers, and back to the door you entered. Keep going left from here and jump over the poison trap. Jump too far and you hit the wall and fall in. At the top of the ladder you find another office to the right.



Press the switch there to open some later platforms.

Go back past the smashers and up the ladder you passed near the first office. Don't forget to save through the door on your way back to the ladder. Climb up and jump over to the new platform to your left; now you can reach the ledge to your left. Go through the door on your left to another office. Use the computer to open the door leading to the voodoo room. You find health, ammo, a battery and the sub pen key. Leave and jump up to the platform above. Keep going right, past the thug and the smashers. Jump across the gap to get the third battery. Jump down the hole and go through the right door. It leads to the catwalk you used earlier. Follow it right and find your way back to the entrance. Keep going down and right, and then back left once you've hit the bottom.

After getting out, run across to the right where you earlier found the sub pen. Once there, use the key to get through the laser field and go through the door to your left. Go right and jump down. Keep going right until you come to a battery charger. Go back to the left and up the ladder. Jump across to your right to a door. Run left and up the ladder for a battery charger. Go down and jump across to the other ladder. In the room to the right you find another battery. Go back left and jump down the hole. Use the battery charger here. Keep going down and jump to the ladder. Climb down and carefully walk across the broken glass and jump across the gap to reach the ladder. Climb up for a save point, then climb back down. Jump over the gap and go right. You find a battery charger. Use it and then go back to the left. Climb down the ladder and go to your right to find a battery. Now go back up the way you came in. Keep heading up and right and you see a guard walking back and forth. Kill him and go to the right. Go down the ladder and keep running left. Go past the broken glass for another battery charger. Go back out past the broken glass and back up the ladder.

Climb up the next ladder and do a running jump over the gap. Keep going left and jump down the first hole. Do a running jump over the next gap for a battery.

Now you have five charged batteries and one empty one. Go back to the sub pen area. Jump down, then continue right to find your way back up and out through the door where you entered. Go to the right and climb the ladder to reach the platform over the hanging sub. You find the last battery charger there, and also the computer console to plug the batteries into.

## Underwater Passage

Keep heading right. Avoid the mines and use a health pack. Eventually you find a ship. Pilot your sub underneath it for a cut scene.

## Jungle

Run right to save. Keep going right and find a ledge to climb. Keep going up and left until you come to a pit with a scorpion. Climb out and jump over the next pit. Jump to the ledge on the other side and keep going up and right. When you hit the wall, turn back left and do a running jump over the gap. Keep going left. Jump down one level and across several gaps. Climb the first ledge you see, and then get a running start to jump the gap on the left side of this platform. Climb up the ledges here and then keep going to the right until you find the exit.

Run off the ledge to your right to save. Jump off the ledge to reach the platform below. Keep going right and jump over the spike pits and climb the ladder. At the top of the second ladder, jump across the gap left and keep going until you come to another ladder. Climb it and do a running jump off the left of this platform. Grab some vines. Climb across left to a ladder. Go up and see more vines to your right. Jump over and climb all the way across to the right. Drop down and keep going right, jumping over the first spike pit, and hop down into the second and walk across. Climb up the ladder and jump

across the large gap to find the exit.

Climb up the steps of the temple to save. Climb the ledges until you come to a gap to your left. Jump across it, and then jump over the spike pit, and then over the next gap. Climb up from there and jump right. Keep going until you see a ledge above. Climb up it and keep heading up and right. When you get to a spike pit, drop into it and walk right. Jump across the long gap and drop down the hole to the next section.

Jump across the broken bridge to reach the save point. Keep running right and jump over gaps in the bridge. Run right until you see a slope to slide down. Jump off at the last minute to reach a ledge with another slope. Slide down and jump off again. You land in a rocky area. To your right is another slide. This leads to the cavern.

## Caves

You're in a cave. Roll right and keep going until you come to a doorway. Go through and save. To your right you

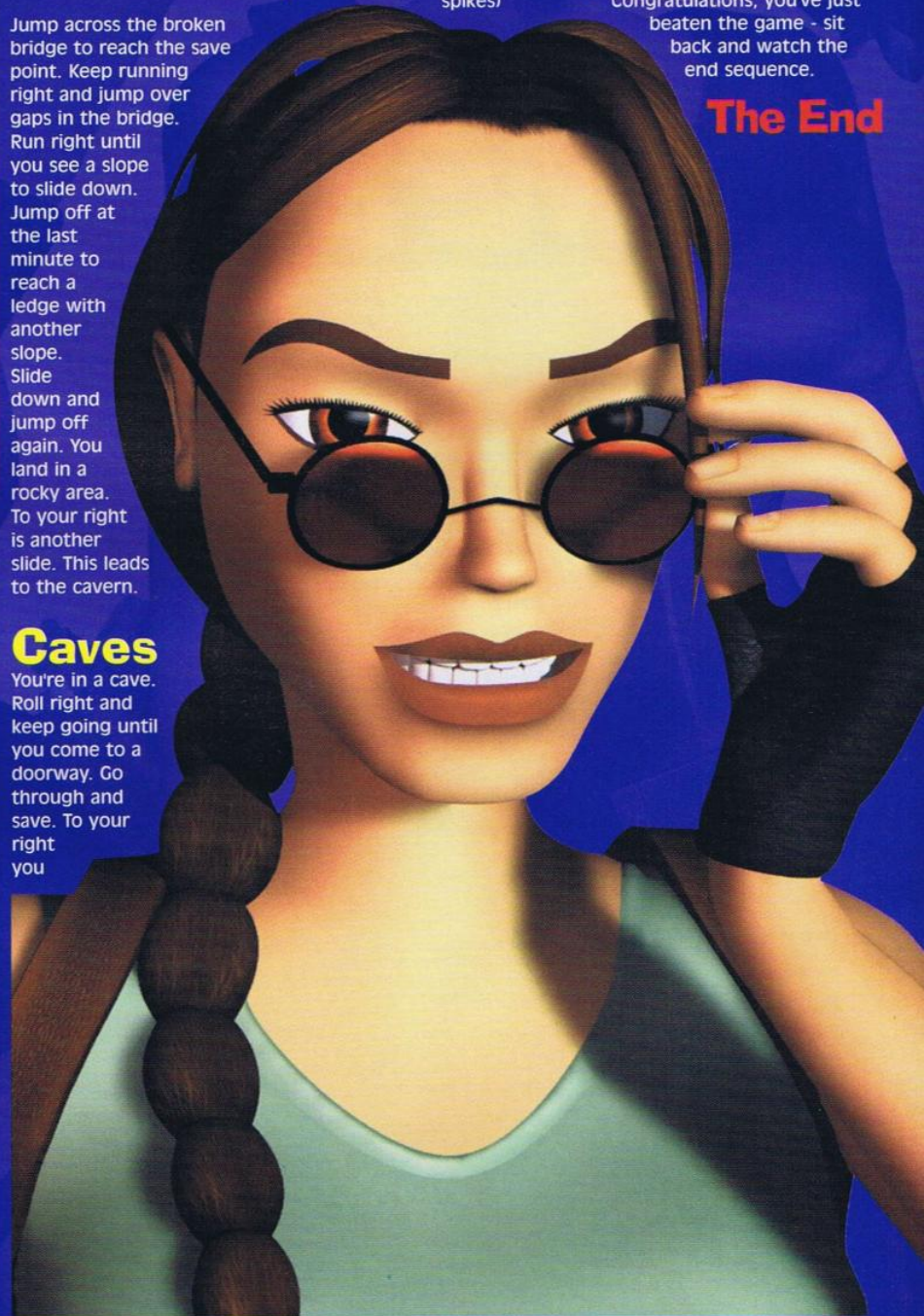
find another doorway. Go through and on the other side is a slide to your right. Slide all the way down and go through the door. Run left and climb the ledges. Keep climbing upwards until you find a crawlspace to your left. Roll through and go through the door on the other side. In the next room, climb up to the ledges above you and get on top of the bridge. Jump across the broken section to your left to reach another doorway.

Run right and save. Jump off the ledge (watch out for the spikes)

and jump over the gap in the bridge. Jump down the second gap and run left. Walk past the spikes and climb up the ladder. Drop down to the left and run to the right to find a slide. Go down and follow the passageway downwards. Once at the bottom keep running to the right until you find the exit of this section.

The next area is a boss battle with the voodoo priest. Just keep shooting at him whenever he warps in and be sure to keep your health up by using your health packs. Congratulations, you've just beaten the game - sit back and watch the end sequence.

## The End



# ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...

Hey reader! Y'know, when I was a kid growing up on that lil' island in the middle of nowhere, one of my mates was this cute lil' guy who was always tinkerin' with bits and pieces. He could make anythin' out of anythin'! Came in real useful for when our water supply bust. We had'ta walk a mile with bucketz just to do the washin'! Anyway, my mate managed to rig up a load'a pipes made from bamboo. One end sat in the local waterfall, and the other end opened in the village. Worked a treat too, though the very next day a group of big blokes in black suits and dark sunglassez arrived and the water supply was fixed. Never did work out

who they wuz - they kept themselvez to themselvez. I wonder what my mate's doin' now? I heard nothin' from him in yearz, but when I first booted up my prototype Action Replay GBX last week, I saw his initialz on the title screen! Could it be him? Could that cute lil' guy who loved tinkerin' with this and that now be involved in buildin' the Advance's premier cheat cart? On the final version the initialz were removed, and Datel ain't sayin' whose initialz they were, so maybe he just wantz his privacy. Pity - I'd love to catch up with him again.

# GAME BOY ADVANCE

<p><b>A</b> &gt;</p> <p><b>Advance Wars</b> .....91% A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.</p> <p><b>Army Men Advance</b> .....73% A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.</p>	<p><b>Disney's Atlantis: The Lost Empire</b> 48% A really great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.</p> <p><b>Earthworm Jim</b> .....70% This whacked-out platformer from the SNES features some of the weirdest humour ever.</p> <p><b>ESPN Final Round Golf</b> .....66% Fun for a while, but needs to decide whether it wants to be a serious sim or an arcade knock-around.</p>	<p><b>GT Championship</b> .....82% An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.</p> <p><b>High Heat Major League Baseball 2002</b> .....87% Fluid animation and a great learning curve make this one a surprise hit.</p> <p><b>Hot Potato!</b> .....83% Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.</p>	<p><b>Lady Sia</b> .....88% Cartoon platformer - nothing original, but executed with panache and flair. Great graphics and level design.</p> <p><b>LEGO Bionicle</b> .....68% LEGO's Jack-of-trades approach means Bionicle is a master of none, but it's fun in its own right.</p> <p><b>Lego Island 2: Brickster's Revenge</b> 70% Kiddie RPG that's fun at first, but quickly becomes monotonous.</p> <p><b>LEGO Racers 2</b> .....77% The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.</p>	<p><b>R</b> &gt;</p> <p><b>Rayman Advance</b> .....94% This is the best launch title on the Advance. A superb conversion of the PlayStation hit.</p> <p><b>Ready 2 Rumble Boxing: Round 2</b> 23% The Advance's lowest blow. Fist speed is stupidly slow and the perspectives awful.</p>
<p><b>B</b> &gt;</p> <p><b>BackTrack</b> .....82% Limited in one-player, but in multiplayer mode it really comes into its own.</p> <p><b>Bomberman Tournament</b> . . .92% Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.</p>	<p><b>F</b> &gt;</p> <p><b>F-14 Tomcat</b> .....82% A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.</p> <p><b>F-Zero: Maximum Velocity</b>.....93% Brilliant racing action, brought to life with superb opponent AI.</p>	<p><b>I</b> &gt;</p> <p><b>Iridion 3D</b> .....37% As a programmer's demo it shows what the Advance can do, but they forgot to put the game in.</p> <p><b>J</b> &gt;</p> <p><b>Jurassic Park III: DNA Factor</b> .38% Absolutely useless run-along with appalling graphics and animation, and gameplay that's extinct.</p> <p><b>Jurassic Park III: Park Builder</b>...76% Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.</p>	<p><b>M</b> &gt;</p> <p><b>Mario Advance</b> .....90% Not the blockbuster we hoped for, but still a great game in its own right.</p> <p><b>Mario Kart Super Circuit</b> .....93% One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.</p> <p><b>Mr Driller 2</b> .....58% Fatally flawed coin-op conversion. Not enough here to justify the asking price.</p> <p><b>MX 2002</b> .....63% The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.</p>	<p><b>S</b> &gt;</p> <p><b>Spider-Man: Mysterio's Menace</b> .87% What it lacks in originality, it makes up for in style.</p> <p><b>Super Dodge Ball Advance</b> .....79% The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-finger.</p> <p><b>Super Street Fighter II Turbo Revival</b> 90% The ultimate version of Street Fighter II. A spectacular conversion of the fighting game that made beat-'em-up history.</p>
<p><b>C</b> &gt;</p> <p><b>Castlevania: Circle of the Moon</b> .79% As good as any Castlevania game, but fails to take the series forward.</p> <p><b>ChuChu Rocket</b> .....91% Fantastic multiplayer rodent-catching puzzler which works well on your own too.</p>	<p><b>F</b> &gt;</p> <p><b>Final Fight One</b>.....69% This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls.</p> <p><b>Fire Pro Wrestling</b>.....82% In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.</p> <p><b>Fortress</b> .....62% A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.</p>	<p><b>K</b> &gt;</p> <p><b>Konami Crazy Racers</b> .....81% This Mario Kart rip-off works well, but you need more than one copy to multiplayer.</p> <p><b>Kuru Kuru Kururin</b>.....91% Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.</p>	<p><b>P</b> &gt;</p> <p><b>Pinobee: Wings of Adventure</b> 56% A mediocre platformer that tries, and fails, to be another Rayman.</p> <p><b>Pitfall: The Mayan Adventure</b> 72% Great graphics and animation, but ultimately this platformer is merely better than average.</p>	<p><b>T</b> &gt;</p> <p><b>Tony Hawk's Pro Skater 2</b>.....93% Stunning visuals, precision controls, variety - it's got the lot! A real classic, and one of the best launch titles.</p> <p><b>Tweety and the Magic Gems</b>..46% Sub-games variable in quality, and boardgame theme bores.</p>
<p><b>D</b> &gt;</p> <p><b>Denki Blocks!</b> .....92% Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.</p>	<p><b>G</b> &gt;</p> <p><b>GT Advance</b> .....66% A game of two halves. Brilliant depth and sense of progress, average racing.</p>	<p><b>L</b> &gt;</p>	<p><b>W</b> &gt;</p> <p><b>Wario Land 4</b> .....96% Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!</p>	

# GAME BOY COLOR

## PLATFORM GAMES



**1 Super Mario Bros DX** **98**  
 The greatest platformer ever to hit the Game Boy Color. Bar none.

**2 Donkey Kong Country** **98**  
 Amazing conversion of the SNES classic.

**3 Wario Land III** **94**  
 Sizzling platformer starring Mario's evil alter-ego.

**4 Rayman** **91**  
 This colourful and cute offering looks as good as it plays. Which is very good.

**5 Disney's Aladdin** **91**  
 Fab Mega Drive conversion which proves Disney can design games after all.

**6 Bubble Bobble Classic** **90**  
 Riveting retro action with Bub and Bob. Classic stuff!

**7 Disney's Tarzan** **90**  
 For once, Disney's visuals are matched by the gameplay.

**8 Prince of Persia** **90**  
 Log in the tooth, but still a looker. Great fun.

**9 Jungle Book: Mowgli's Wild Adventure** **90**  
 Beautiful graphics and animation meet top gameplay.

**10 Wario Land II** **90**  
 Graphics not up to Disney's standard, but game's great.

## PUZZLE GAMES



**1 Denki Blocks!** **90**  
 Cerebral smasher everybody should own.

**2 Tetris DX** **89**  
 Fantastic gameplay, but rropy graphics.

**3 Pop N' Pop** **89**  
 Looks and plays great, but Adventure Mode missing.

**4 Klax** **89**  
 Pristine puzzler from the old school. Match those tiles.

**5 Chessmaster, The** **89**  
 Great sim, but lack of modes lets it down.

**6 Hello Kitty's Cube Frenzy** **88**  
 Weak visuals, but packed with great gameplay.

**7 Pokémon Puzzle Challenge** **87**  
 Nothing to do with Pokémon, but plays great.

**8 LEGO Alpha Team** **82**  
 Interesting action puzzler based on LEGO characters.

**9 Dizzy's Candy Quest** **82**  
 Task-based puzzle opus that plays really well.

**10 Shanghai Pocket** **80**  
 Fun and relaxing, but hard to see the tiles.

## BEAT-'EM-UPS



**1 Batman OTF: Return of the Joker** **90**  
 Sizzling scrolling fighter. Easy but fun.

**2 International Karate 2000** **89**  
 Classic martial arts mayhem with heaps of humour..

**3 Knockout Kings** **89**  
 The Game Boy's champion boxing sim.

**4 WWF Attitude** **86**  
 The best wrestler on the GB, but room for improvement.

**5 Prince Naseem Boxing** **85**  
 Heavy hitter starring The Prince.

**6 Street Fighter Alpha** **80**  
 Classic beat-'em-up thrills on the Color.

**7 Power Quest** **80**  
 Fun game, but get IK 2000 first.

**8 Karate Joe** **80**  
 Retro rave still thrills - classy!

**9 WWF Wrestlemania 2000** **79**  
 Bone-bending bonanza with the guys from the WWF.

**10 WCW Mayhem** **76**  
 A fair grappler, but in no way definitive.

## COMPILATIONS



**1 Game and Watch Gallery 3** **90**  
 LCD marvels with improved graphics.

**2 Joust/Defender** **88**  
 Twin pack featuring two classic coin-ops.

**3 Game and Watch Gallery 2** **88**  
 More LCD marvels with improved graphics.

**4 Konami Classics Vol. 2** **80**  
 Parodius, Block Game, Track & Field, Frogger.

**5 Déjà Vu I & II** **80**  
 Two NES detective graphic adventures.

**6 Konami Classics Vol. 3** **75**  
 Pop n' Twinbee, Bikers, Mystical Ninja, Guttang Gottang.

**7 Konami Classics Vol. 1** **73**  
 Castlevania, Gradius, Probotector, Konami Racing.

**8 Konami Classics Vol. 4** **70**  
 Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

**9 Moon Patrol/Spy Hunter** **70**  
 Retro drivers. Good, uncomplicated fun.

**10 Battlezone/Breakout** **70**  
 Long in the tooth, but still ace.

## RPGs



**1 Zelda: Link's Awakening DX** **98**  
 Is this the greatest GBC game ever?

**2 Pokémon Yellow** **96**  
 Gotta catch 'em all! Special version of Blue/Red.

**3 Daikatana** **93**  
 Real-time RPG in the Zelda mould.

**4 Zelda: Oracle of Seasons/Ages** **91**  
 Two games which link together. Fantastic!

**5 Harvest Moon 2** **91**  
 RPG based on farming? Surprisingly good.

**6 Pokémon Red/Blue** **91**  
 The games that started the craze.

**7 Dragon Warrior Monsters** **91**  
 Pokémon-style RPG which drops the cute angle.

**8 Pokémon Gold/Silver** **90**  
 Makes advances over Red/Blue, but still very similar.

**9 Revelations: The Demon Slayer** **90**  
 One of the GBC's best pure role-players.

**10 Heroes of Might and Magic** **87**  
 Ambitious PC port. Works well despite small sprites.





# GAME BOY GAMES THAT ARE OUT OF THIS WORLD!

MEGA VALUE TITLES FOR GAME BOY® COLOR & GAME BOY® ADVANCE

SINGLE PACKS: £14.99

## Painter

ARCADE PUZZLE GAME

88%  
GBX  
Magazine



## SPACE Invasion

ARCADE SHOOT 'EM UP



## KARATE JOE

ARCADE BEAT 'EM UP



## ATV RACING

ALL TERRAIN VEHICLE RACING



DOUBLE PACKS: £19.99

## FALLTIME

FOOTBALL GAME



## HANGTIME

BASKETBALL GAME



MEGA VALUE DOUBLE PACK

## POCKET SMASH OUT

ARCADE GAME



## Race Time

RACING GAME



MEGA VALUE DOUBLE PACK



[www.datel.co.uk](http://www.datel.co.uk)

# Rocket Games

CODEjunkies

[www.codejunkies.com](http://www.codejunkies.com)

# FALL OUT!

What's going on in next month's GBX?

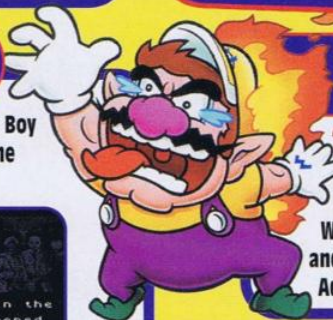
**SURPRISE  
FREE  
GIFT!**

What is it? We're not telling, 'cos then it wouldn't be a surprise, but you're gonna love it!

**ISSUE SEVEN ON SALE:  
Early December, 2001**

## RESIDENT EVIL GAIDEN

The nightmare continues on the Game Boy Color, in this exclusive episode from the saga of the Umbrella Corporation.



## BEST OF THE BEST

What are the best games on the Game Boy Advance and the Game Boy Color? What should be top of your Christmas wish list? We check out the very best of the best in the mag and give you exclusive footage of the greatest Advance games on the video!



## FROGGER'S ADVENTURES: TEMPLE OF THE FROG

One of the oldest games of all returns in this amphibious Advance adventure, but can it still make a splash?



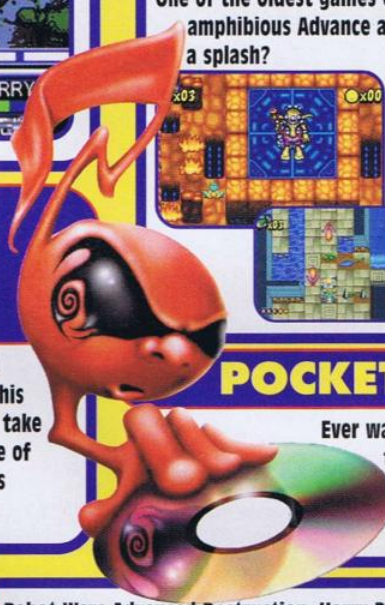
## INTERNATIONAL KARATE ADVANCED

It wowed on the Color, but will this ageing fighter take full advantage of the Advance's power?



## POCKET MUSIC

Ever wanted to be a superstar DJ, cranking' out phat trax on your very own sequencer? Pocket Music won't get you on Top of the Pops, but check out next month's ish to see what it can do...



## PLUS...

Robot Wars Advanced Destruction, Harry Potter and the Sorcerer's Stone, Lucky Luke: Wanted, Kirirou, NY Race: The Fifth Element, The New Addams Family, Midnight Club, Smuggler's Run and more!

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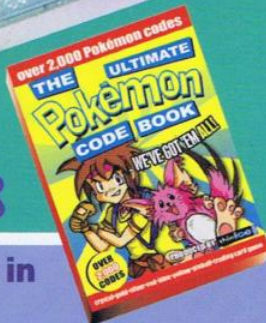
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