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PlayStation 2



PC CD-ROM



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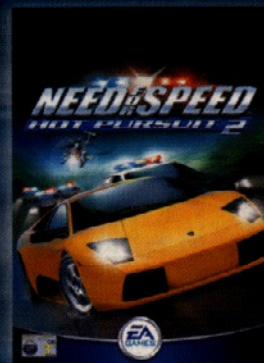
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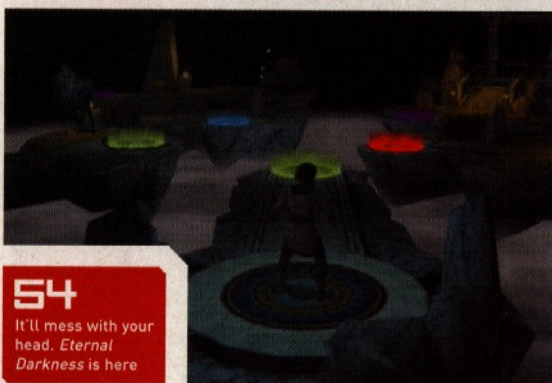


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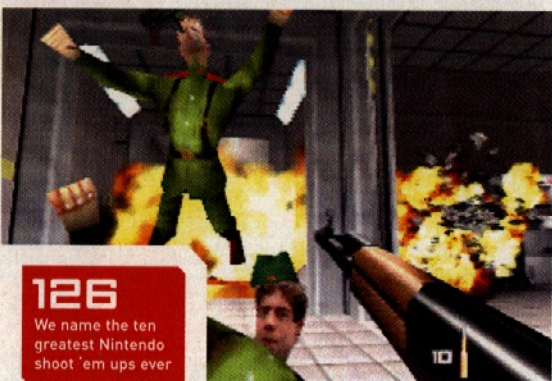


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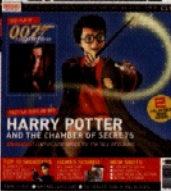
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1. **GameCube: Eggo Mania and Creams** (2002) **100** **110**

2. **Game Boy Advance: The Legend of Zelda: The Wind Waker** (2002) **100** **110**

3. **Game Boy Advance: Metroid Fusion** (2002) **100** **110**

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Meet the team

MEET THE PEOPLE WHO MAKE NINTENDO OFFICIAL MAGAZINE SO BLOODY GREAT



It's official at last, Nintendo has sold their stake in Rare and while we wave goodbye to Banjo and Kazooie, Joanna Dark and foul-mouthed Conker there really is no need to think GameCube, or Game Boy Advance's, days are numbered.

The sublime *Star Fox Adventures* is still heading to stores on 22 November and Rare will still be making Game Boy Advance titles.

Suspicions were raised about Rare when there was no new info on *Donkey Kong Racing* or *Kameo* at this year's E3 event. And let's not forget it's taken *Star Fox Adventures* two and a half years to arrive on a Nintendo console after it was first announced as *Dinosaur Planet* for the Nintendo 64.

Rare's record for quality games is well-known, but the last title we had from the Tycross studio was *Donkey Kong Country* for the Game Boy Color. They gave us such gaming delights as *GoldenEye 007*, *Perfect Dark* and *Banjo-Kazooie*, but there are many other companies who will make great games for Nintendo.

Don't forget Capcom is making the exclusive *Resident Evil Zero* and Nintendo's new partnerships with Sega and Namco will reward us with a new Fox McCloud shoot 'em up and *F-Zero* for GameCube and the arcades. More third-party titles are arriving each month and the list of future classics from Nintendo expands all the time — *Final Fantasy*, *Metroid Prime*, *The Legend of Zelda*, *1080° 2* and *Pokémon Ruby and Sapphire*.

It's a shame to see Rare go, but let's not forget what other titles are on the horizon. Enjoy the mag!

Tim Street

Tim Street, Editor



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GUESSES

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RICHARD MARSH,
DEPUTY EDITOR



If I were a Bond villain I'd be...
Renard

Favourite games this month...

- *Star Wars The Clone Wars*
- *Turok Evolution*
- *Sega Soccer Slam*

KINGSLEY SINGLETON,
PRODUCTION EDITOR



If I were a Bond villain I'd be...
Max Zorin

Favourite games this month...

- *Resident Evil*
- *Star Fox Adventures*
- *Turok Evolution*

DOMINIC WINT,
STAFF WRITER



If I were a Bond villain I'd be...
Goldfinger

Favourite games this month...

- *Eternal Darkness*
- *Duke Nukem Advance*
- *Beach Spikers*

MICHAEL JACKSON,
TIPS EDITOR



If I were a Bond villain I'd be...
Jaws

Favourite games this month...

- *Super Mario Sunshine*
- *Eternal Darkness*
- *Doshin The Giant*

MARK SOMMER,
ART EDITOR



If I were a Bond villain I'd be...
Scaramanga

Favourite games this month...

- *Beach Spikers*
- *Aggressive Inline*
- *Conkers*

ZETA FITZPATRICK,
DEPUTY ART EDITOR



If I were a Bond villain I'd be...
Oddjob

Favourite games this month...

- *Super Monkey Ball*
- *Pro Rally*
- *Tetris*

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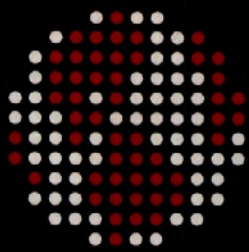
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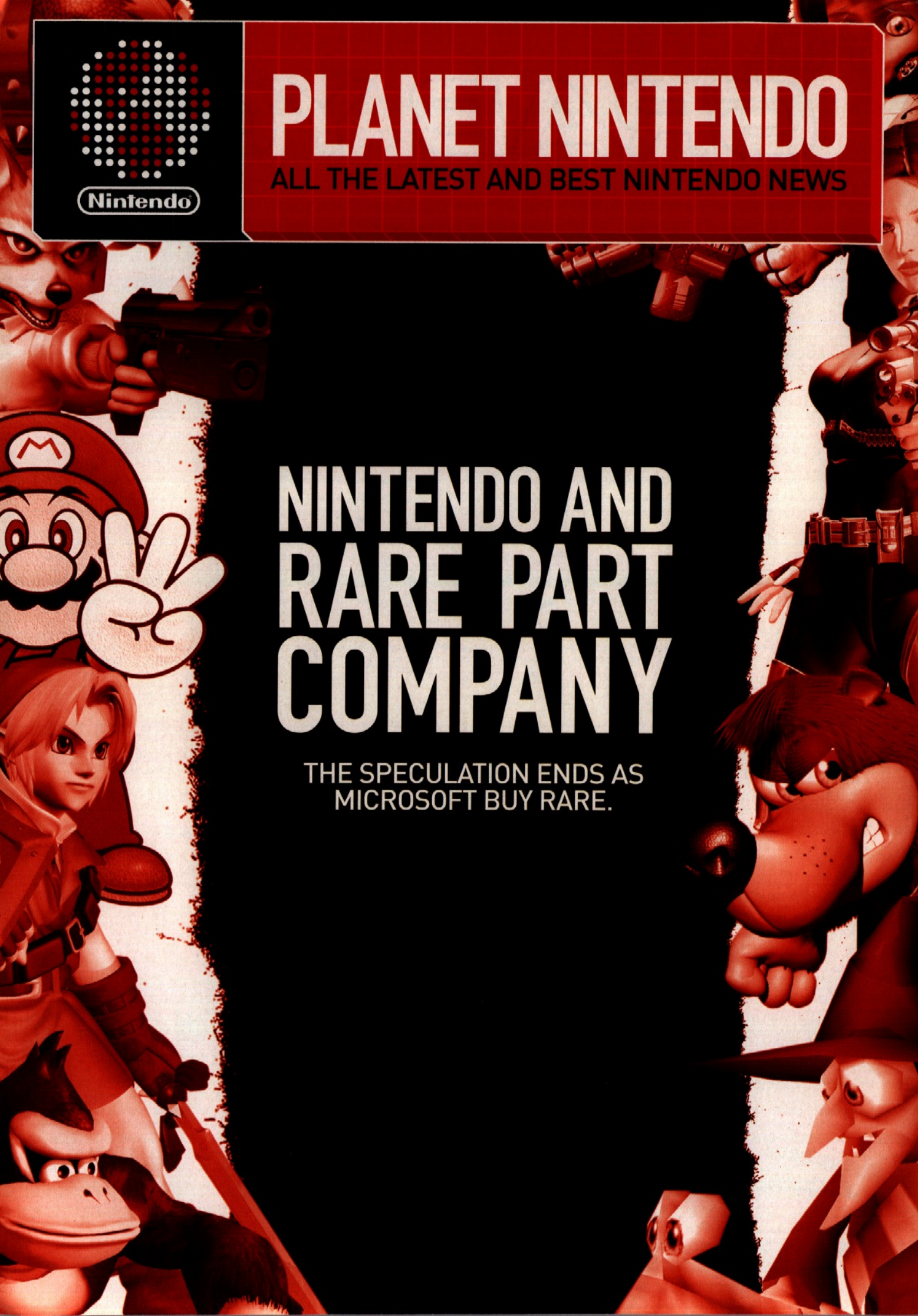
Nintendo

PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS

NINTENDO AND RARE PART COMPANY

THE SPECULATION ENDS AS
MICROSOFT BUY RARE.





On 20 September Nintendo announced that it had sold its remaining shares in Rare, the UK-based developer. This not entirely unexpected development was followed up by the news that Microsoft had bought the Twycross developer for £240 million.

It appears that in January of this year Nintendo had the opportunity to add to its 49% stake in Rare and own the company outright, but decided not to. Peter MacDougall, executive vice president of sales and marketing for Nintendo of America stated: "Nintendo had the ability to continue its exclusive relationship with Rare, but in looking at the company's recent track record, it became clear that its value to the future

of Nintendo would be limited. In other words, we passed on this opportunity for very good business reasons."

The reasoning for this can be seen in how Rare contributed to Nintendo's business over the last two years, with a respectable 9.5% in 2001, that fell to 1.5% in 2002 as various GameCube and Game Boy Advance projects failed to turn up on time.

As part of the agreement, Nintendo retains control of key game franchises that Rare have worked on in the past, with Donkey Kong, Star Fox and Diddy Kong returning to Nintendo. In a separate announcement, Nintendo stated that the development of a *Donkey Kong* game would begin immediately, with the work being undertaken by an internal development team.

Rare will retain control of Joanna Dark, Banjo, Kazooie

and Conker and any other characters created while working as a Nintendo second-party developer. That said, Rare has also announced that they intend to carry on supporting Game Boy Advance, although whether this means a release for their forthcoming *Diddy Kong Pilot* game remains to be seen.

The sale is part of an aggressive Nintendo restructuring drive, with the company refocusing its development towards Japanese coders, such as Capcom, Sega and Namco, all of whom have, or are in the process of, creating exclusive games for GameCube and Game Boy Advance. In fact, this is the second exclusive developer Nintendo has parted with this year, Leftfield Studios of America having earlier relinquished its second-party status. MacDougall went on to say: "The disposition of this investment leaves us in a position to

become even more aggressive in expanding our development capacity, both internally and externally. Aside from several partnerships already announced over the past year, we are currently in similar talks with several other prospective partners around the world."

So there you have it, another crazy development in a year that may go down as the most turbulent in the history of video games. We at *NOM* would like to thank Rare for all its wonderful games that we've had the pleasure of playing over the last few years and wish them all the best. But remember, there's still the small matter of *Star Fox Adventures*, which will be released on 22 November. It'll be Rare's last ever title for GameCube, so see next month's issue for our definitive review.



THANKS FOR THE MEMORIES

Say what you want about this news, but one thing cannot be denied, and that's the quality of Rare's past games. They've created

some astounding titles, so here at *NOM* we've come up with a selection of our all time favourites...



Donkey Kong Country

This superb platformer debuted on the Super NES in 1995, and went on to sell eight million copies worldwide, making it the biggest selling 16-bit game ever.



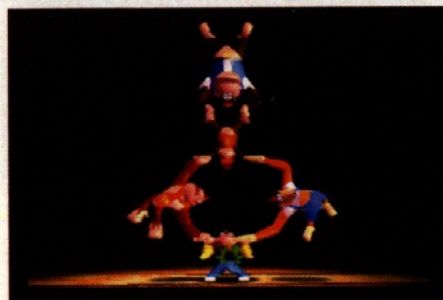
Killer Instinct

This first appeared to critical and commercial success as an arcade game. Consumer demand meant the beat-'em-up then appeared on the Super NES. A classic.



GoldenEye 007

It's the game that sold N64s by the truckload. In the US, it was the second best selling N64 game ever, and globally it sold over eight million copies.



Donkey Kong 64

Donkey Kong went 3D, and we went bananas for it. It's still one of the biggest and best platformers ever created, and it's full of Rare's trademark humour and charm.



Conker's Bad Fur Day

Rude, lewd and very cool. Conker's drunken adventuring was a blast of fresh air, and a brave attempt to inject adult gaming into the N64 diet. One of Rare's funniest ever games.



Banjo Tooie

Again Rare showed the world how to make a 3D adventure both funny and challenging. There's so much to do in this game that to this day we get requests for help.



THE LEGEND OF ZELDA & THE FOUR SWORDS • GAMECUBE AND GBA • OUT 2003

Link's back in action

NINTENDO RELEASE NEW DETAILS AND SHOTS ON THE GAMECUBE AND GAME BOY ADVANCE LINK-UP.

Not a month seems to go by without Miyamoto waving his magic wand and treating us to new *Zelda* delights, and from the look of these beauties we just want to hug him.

First out of Nintendo's swag bag this month was further news of the feature that links the GameCube RPG quest up to Game Boy Advance, a new idea that was first showcased at this year's E3.

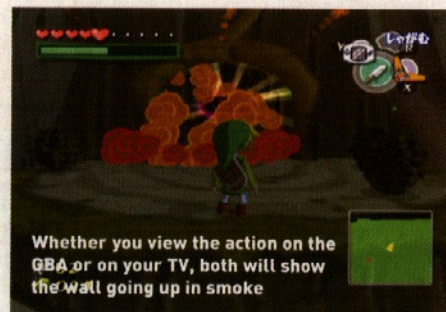
Tentatively titled the Tingle-ceiver, you can switch the action to the Game Boy Advance screen. Named after Tingle who has appeared in previous *Zelda* adventures, this idea will see you in control of unique items like a Tingle Bomb as you detonate them to reveal hidden items and routes.

It can only be accessed via the link-up feature and you can even spot where Tingle and Link are standing on both the



GameCube and GBA thanks to two different coloured pointers on the map screens.

What certainly makes *The Legend of Zelda* stand out from the crowd is the cel-shading in the game and thanks to this Nintendo can bring Link's facial animations to life. As well as portraying fear, sadness and happiness, the game is hilarious to play and the cel-shading can make Link move his



eyes around and fix them on people instead of having to walk right up to them to enter into a conversation.

Due to arrive on GameCube in Japan in December and February in the US, you can expect this soon after in the UK as *The Legend of Zelda* takes us right back to the beginning of the saga with Link attempting to track down the kidnappers of his sister Arill.

ALSO ON GBA

Not to be overshadowed by the link-up feature for the GameCube *Zelda* game, Game Boy Advance is also going to be home to a *Legend of Zelda* title.

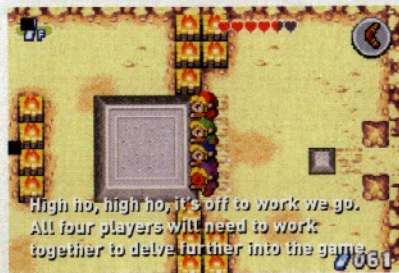
Currently known as *The Four Swords* and due for release next year, this is a re-make of the Super NES original, *A Link To The Past*. From what we've seen it's looking stunning with all the rain effects, bosses and castle environments being faithfully reproduced for the handheld.

Like the *Mario Bros.* multiplayer modes that have been added to the GBA Mario remakes, Nintendo is also offering plenty of value for money with the added four-player link-up option.

As you can see from these shots, you'll need to team up to reach later areas, while at times you'll have to let instinct take over as you all scramble for scattered Rupees. We'll have more news on this over the coming months.



□ That swinging ball-chain is gonna wallop Link



High ho, high ho, it's off to work we go. All four players will need to work together to delve further into the game.



Instead of moving around to talk to each individual Link will move his eyes



Link's workouts in the gym have obviously paid off as he shifts giant boxes around with just a hint of effort

Q&A

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



Q: With *Super Mario Sunshine* why have you chosen to communicate with the player using text rather than speaking?

A: I'm sorry about that! One big reason is localisation. We really wanted to minimise the time period between the Mario game appearing in each territory and in order to do so we opted to use that kind of sub-title system. Mario is after all an Italian American who would speak English as his native tongue.

Q: The Japanese version of *Super Mario Sunshine* is very difficult in places. Will the European version be made any easier?

A: No, it won't, although I have to admit that there are some places that are very difficult to play in *Super Mario Sunshine*. In my own experience, the most difficult part is often something that remains in your memory. As with any Mario game the more you play, the better you become. I really hope that you never give up, that you just try and try and try.

Q: There seem to be more sequels than original games with unique gameplay coming out at the moment. What do you think about this situation on Nintendo consoles?

A: Here at Nintendo I'm always trying to work on new titles other than the sequels. This year in Japan we have already introduced *Animal Crossing*, *Pikmin*, *Doshin The Giant* and *Eternal Darkness*, all of which are new games. So, at least Nintendo is trying to introduce something new into the market.

Q: You have created so many successful games, what particular elements does a game have to have in order to be successful?

A: Whenever I am making these games I never forget to touch the controller myself so that I can feel what kind of feedback people are experiencing. I like to have an invisible thread between myself and the player's character and to create a kind of world in which the player can immerse himself.

CONTROL THE BALL AND YOU CONTROL THE GAME

FIFA FOOTBALL 2003 has an all-new AI engine.
It fundamentally changes the way you play the game.
The ball behaves like a ball. Better get back in training.

Get on the pitch. Get in control. Be the 12th.



fifa2003.ea.com



THE 2003 FREEKICK MODEL

Dead ball doesn't mean dead game. The new set-piece dynamic gives you complete control. You can shoot and dip your effort under the bar, drive it at pace through your own players in the wall or hit it like Roberto C. ridiculous swerve laced with a touch of malice.



THE 2003 FREESTYLE CONTROL MODEL

FA SPORTS™ Freestyle Control is a brand new ball control mode. Freestyle Control gives you individual moves for individual players. The kind of move to embarrass a defender. The kind of move to make him bring you down on the edge of the box. Over to you, Roberto.



PlayStation 2



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THE 2003 PASSING MODEL

New team play and team tactics. Breaking down the opposition needs more precision passing and movement. See Edgar Davids for details.



THE 2003 BALL PHYSICS MODEL

Dodgy headers, wild slices, overhit passes – you can do them all if you're not skilful enough. New ball physics mean the ball won't do all the work for you. The ball will react like the ball that Davids wins, the ball that Giggs flicks and the ball that Roberto Carlos punctures walls with. This should sort out the men from the youth team.



THE 2003 DRIBBLING MODEL

Inverse Kinematics taken to the next level. The ball doesn't stick to you, you have to stick to the ball. Ryan Giggs can do this. Can you do this?



Official FIFA Licensed Product
© 1977 FIFA™



It's in the game

STATE NEWS

■ Unbelievably it appears that *Resident Evil Zero* will be released in America before it hits the shops in Japan. According to Capcom, *Zero* will be released in the US on 12 November, but the Japanese date is still to be decided. It is pencilled in for a release in Japan 'sometime in January.'



■ Just to prove that the Japanese don't have a monopoly on strange video game-related events, the city of Lizard Lick in North Carolina recently played host to the Clash of the Tongues competition. Lead by the king of the lick, Yoshi, 30 contestants attempted to wow the judges with their tongue-twisting skills. The eventual winner of the Ultimate Licker title was a young man by the name of Adam Saunders. Congratulations Adam.



■ Computer giants IBM recently announced that they had supplied Nintendo with ten million PowerPC processors, known as the Gekko MPU, for use in the GameCube.

■ Mario looks set to break some more records with his latest GameCube outing. After only ten days on sale in the USA, *Super Mario Sunshine* had already sold over 350,000 copies. It took Xbox's *Halo* and PS2's *GTA3* over a month to notch up that many sales.

■ Here are some dates for all you import fans to take note of if you want to get your hands on some amazing games. For GameCube: *Phantasy Star Online Episode 1&2* (29/10), *Tony Hawk's Pro Skater 4* (29/10), *Resident Evil Zero* (12/11) and *Metroid Prime* (18/11). For



Game Boy Advance: *Yu-Gi-Oh! The Eternal Duellist* (15/10), *GTA3* (15/10), *Doom II* (22/10) and *Metroid Fusion* (18/11).

Shoulder pads were all the rage on SR388



METROID FUSION ● GAME BOY ADVANCE ● OUT 22 NOVEMBER

THE METROID

WHAT DO YOU GET IF YOU CROSS *METROID FUSION* WITH *METROID PRIME*? A 'TRULY UNBELIEVABLE' CONNECTIBLE GAMING EXPERIENCE.

Following months of speculation, Nintendo has finally revealed that *Metroid Fusion* on GBA will connect to the GameCube's *Metroid Prime*. And one Nintendo employee described what

is planned as 'truly unbelievable.'

Sadly that's as far as the description has gone at this point, so you'll just have to imagine the endless possibilities that this connectivity will bring. Will it allow players to transfer weapons between games, or costumes? Will the GBA be used as a scanner for Prime? Maybe you can uncover keys that will open secret areas in each game. The open-ended description really does leave a lot to your imagination, but we'll bring you all the latest on this development as we get it.

In the meantime, to satisfy your *Fusion* needs we've got hold of some more shots of Samus' GBA adventure for you to drool over. We can also confirm that you play the game as Samus Aran, not another character as had been suggested after



☐ Expect to face off against some mighty tough alien enemies

Hamha time

Following the broadcast of the *Hamtaro* TV series on the Fox Kids channel, and the impending release of the *Hamtaro* games, it can only be a matter of time before your life gets transformed by the Ham-Ham gang.

Allow *NOM* to spare your blushes at your lack of *Hamtaro* knowledge by giving you a quick look at their strange Hamster language.





the demo was seen at this year's E3.

When Samus destroyed the Metroid on Planet SR388 in *Super Metroid*, a new threat emerged and began to dominate the planet. This new beast, the X-Parasite, attacked Samus as she was leaving SR388 and invaded her central nervous system.

In *Metroid Fusion*, the parasite still lives

inside Samus and she must now return to SR388 and defeat the evil alien. But it's not all bad news. The bug gives Samus new powers and allows her to absorb energy from the parasitic scum that inhabits the planet. She can then use their life force for energy, weapon recharges or to unlock cool new abilities.



CONNECTION



□ Samus sports a new suit, her old one having been dismantled to try and rid her body of the X-Parasite

"Hamha" means roughly the same as hello

"Heke?" is used to convey confusion or surprise

"Oopaa" is said when the Ham-Hams see something they want

"Atata" means I don't believe it

"Ouchichi" is an expression of pain

"Bye-Q" means goodbye



JAPAN NEWS



■ If you are old enough or have got the stomach for them two new trailers for *Resident*

Evil Zero have hit the internet. Just point your browser at <http://www.capcom.co.jp> and follow the links. Be warned though,

these movies are gory, so younger readers would be wise to watch out.

■ Nintendo has confirmed plans to partner Matsushita and open a game expo called Nintendo Game Front. The Nintendo facility will form part of a much larger technology complex called the Panasonic Centre, that opened in September. Game Front will give the Japanese public a chance to get their hands on forthcoming Nintendo titles and other cool gadgets.

■ Rumours from Japan suggest that Nintendo is planning to release an enhanced version of the GBA with a brighter screen and a contrast control. The GBA's main competitor, Bandai's WonderSwan Crystal, already has these features. There is no word on a release date for the new GBA, or if it will make an appearance outside of Japan.

■ Screen shots have been released of Konami's wacky GameCube action game *Muscle Champ: Muscle Island Challenge*. The game is based on the popular Japanese TV sports challenge show and



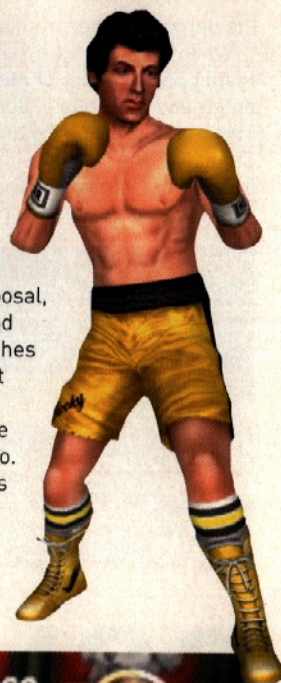
features a total of 21 mini sports games, including Corner Kick Target, High Power Force, Shotman Catch and Guru Guru Flag.

■ Nintendo recently announced the release of the *Nintendo Book 2002 Fall*. This 84-page booklet will include details on all the new software in development for the Nintendo systems. The book will also come with a DVD that showcases titles such as *Zelda*, *Resident Evil Zero* and *Final Fantasy Crystal Chronicles*. It will be available in Japanese game stores soon.



The eye of the tiger

TAKE THE ITALIAN STALLION ON THE ROAD TO GLORY IN THIS BRUISING BOXING TITLE. ADRIEN! ADRIEN!

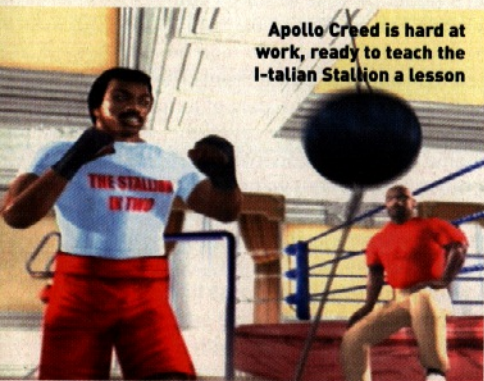


Good boxing games are hard to find, usually being really bland button-bashing affairs, so imagine our surprise when we got to grips with *Rocky* and found that it's turning out to be a real contender.

Based around the classic Sylvester Stallone movie franchise, *Rocky* puts you in control of the Italian Stallion and lets you fight your way through all five films. The bulk of the game takes place in the Movie mode where you start out in local fights against brawlers like Spider Rico and Dipper Brown. In between fights you can check out your next opponent and put in some training at the gym. Eventually you'll get to take on the big boys like Apollo Creed, Clubber Lang and the awesome Ivan Drago.

Players have a huge range of moves at their disposal, with a dizzying array of punches, blocks, dodges and some clever taunts. You also have two special punches that'll knock your opponents into the middle of next week. Following the career fully will unlock scenes from the movies, as well as all of the fighters you've faced. There are even some surprise characters, too.

From what we've seen and played so far, *Rocky* is shaping up to be a real gem of a game. It has all of the moves that you'd want from a boxing title and it also has an unmistakable *Rocky* feeling that brings a smile to your face. We'll have a full review for you next month.



Apollo Creed is hard at work, ready to teach the Italian Stallion a lesson

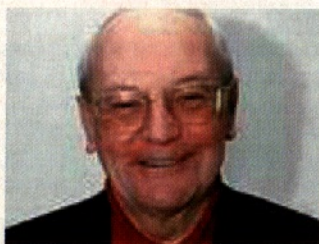


Ivan Drago has a huge reach and incredible speed. He's teaching Rocky a boxing lesson here

'ARRY?

Harry Carpenter has been the voice of boxing for over 50 years and there's nothing about the sport that he doesn't know. But even the king of boxing commentary gets it wrong sometimes, as these pearls of wisdom demonstrate.

- "He looks up at him through blood-smeared lips."
- "It's not one of Bruno's fastest wins... but it's one of them."
- "He's got a cut on his left eye... It's just below his eyebrow."
- "Marvellous Oriental pace he's got, just like a Buddhist statue."
- "The Mexicans... these tiny little men from South America."



Get to grips with the heavy bag



Take your 'I hate Rocky V' aggression out on Tommy Gunn



Rocky changes costume as you move through the movies. These are his *Rocky II* shorts. You'll also notice he's got a trendy new hairdo and a much bigger wallet

SERIOUS VOLLEYBALL ACTION, SERIOUS VOLLEYBALL DISTRACTION
FROM SEGA, THE CREATORS OF VIRTUA TENNIS

A 40 DEGREE TRAJECTORY
IS THE IDEAL TOSS

DRUM TIGHT AT 30LBS TENSION,
THE NET IS 9.55M HIGH

A PLAYER'S CLOTHING MUST
BE PRESENTABLE AND
APPROPRIATE

THE GOOSE PIMPLE
TEXTURED BALL IS MADE OF
FOFT RUBBER OR LEATHER

A GOOD DEPTH OF SAND IS
IMPORTANT. WE RECOMMEND
AT LEAST 30 CM



MOUSTACHE WEARING COMPETITION

WEAR YOUR MARIO MOUSTACHE WITH PRIDE AND WIN PRIZES.

By the time you read this *Super Mario Sunshine* will be in the shops. But don't give up hope if you haven't got your copy yet because we've teamed up with Nintendo to bring you a chance to claim a copy of the game.

But we're not going to give it to just anyone. We want you to make us laugh, just like the moustache-wearing plumber does. So cut out the moustache below and fix it to your upper lip. Once you've done this, think about the most bizarre place you can wear the moustache — the weirder and wilder the better. Go there, and take a camera with you. Take the photo, and send it in with your name, address and telephone number on the back and you could win...

A *Super Mario Sunshine* bundle, containing a GameCube, official controller, Memory Card 59 and a copy of *Super Mario Sunshine*. Plus, there will be five runner-up prizes of a copy of the game. See below for our full terms and conditions.



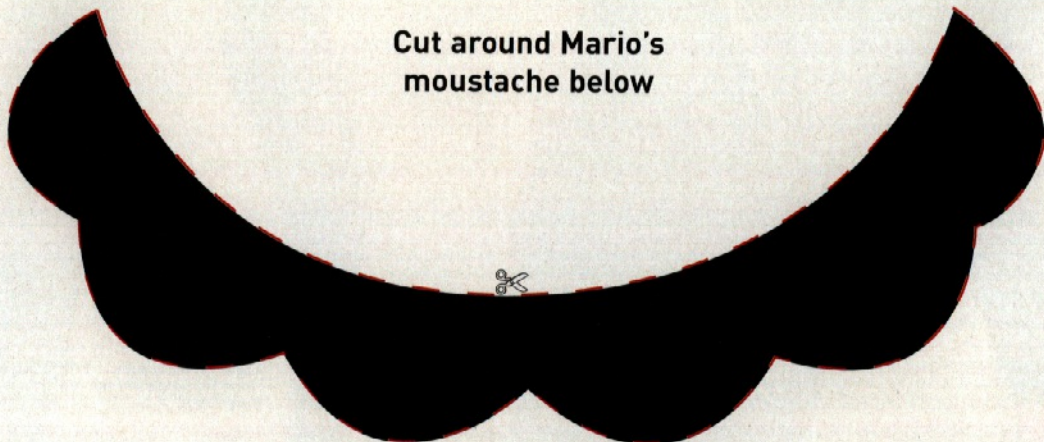
WHAT WE MEAN

To give you a good idea of what we're looking for, here's a picture we took of Rich earlier...



It's great to see members of the *NOM* team mixing with the rich and famous

Cut around Mario's moustache below



TERMS AND CONDITIONS

1. The closing date for this competition is 30 October 2002. 2. One entry per person. 3. *Nintendo Official Magazine* and Nintendo of Europe cannot accept any responsibility for loss of damage while entering this competition. 4. The judges decision is final, and no correspondence will be entered into. 5. The winners will be contacted by the magazine by 2 November. 6. Remember to print your name, address and daytime telephone number on the back of the photograph. 7. Send your entries to 'Mario Moustache Competition', Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.



There's a bandit at 11 o'clock! Give the dragon all you've got with your raking bullet power

REIGN OF FIRE • GAMECUBE • OUT 6 DECEMBER

Here be dragons

You may think dragons sit alongside Nessie and the Yeti as just another myth to scare your kid sister, but we can report that they are alive in the UK and ready to battle humans to save their scaly hides on GameCube this Christmas.

Using the controller's 3D Stick to control movement and the C-Stick to aim your arsenal, *Reign of Fire* sees you control a band of humans on a mission to destroy the mother of all dragons.

Raptor-style beasts and airborne dragons are all around and must be killed using homing missiles and machine guns from various vehicles, including an armoured jeep and a tank. You'll even get to control a fire truck and have to douse burning crop fields with water as more dragons swoop down, raining their scorching breath from the air.

In a subtle twist, a new dimension has

been added where you get the chance to control a dragon over post-apocalyptic London and Northumberland, and this is the best part of the game.

As a dragon, you will be able to switch to warp speed across the English countryside or hover and take pot shots at humans below using your fireballs.

One of the best levels involves swooping low over a speeding train before homing in and using the dragon's talons to pick up one of your trapped fiery friends. Another stage will see you dodging fire from gun turrets mounted on top of the Tower of London. You can even try burning the crops from the air to hit humans below, then watch as they run around on fire, setting other areas alight.

The film was a fun flick, and we've got high hopes for this action blaster, so expect the full review next issue.



To destroy the crops you'll have to hover above the fields and fire away

COMING UP

At the time this mag went to the printers these games were on the release schedule...

October

NINTENDO GAMECUBE

- Madden NFL 2003 18/10
- Kelly Slater's Pro Surfer 18/10
- Need For Speed 25/10
- Smuggler's Run Warzones 25/10
- TimeSplitters 2 25/10

GAME BOY ADVANCE

- Eggo Mania 18/10
- Kelly Slater's Pro Surfer 18/10
- Mega Man Battle Network 2 18/10
- Road To Wrestlemania X8 25/10
- Game & Watch Gallery 4 25/10



November

NINTENDO GAMECUBE

- Eternal Darkness 1/11
- FIFA 2003 1/11
- Harry Potter 15/11
- Medal of Honor: Frontline 22/11
- Die Hard Vendetta 29/11

GAME BOY ADVANCE

- The Fellowship Of The Ring 1/11
- Ecks Vs. Sever: Ballistic 8/11
- LOTR: The Two Towers 8/11
- Harry Potter 15/11
- Metroid Fusion 22/11

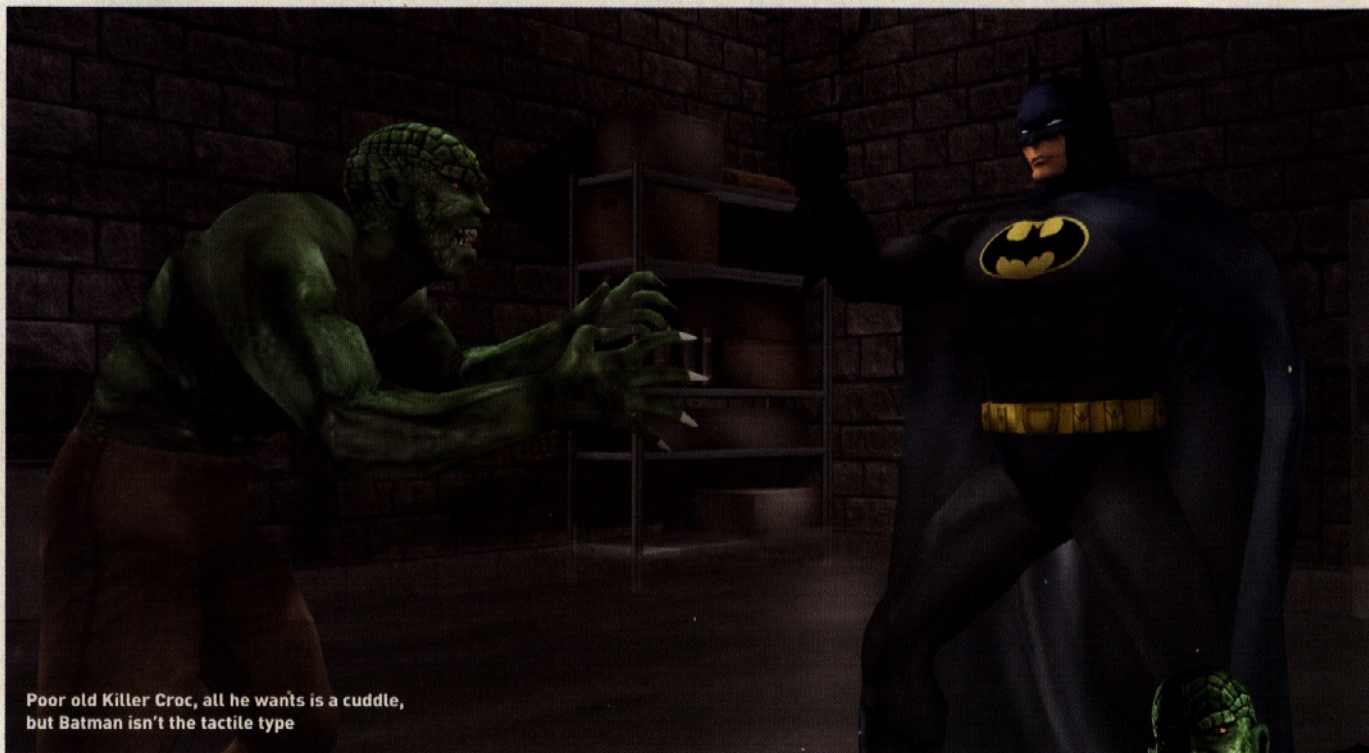
December

NINTENDO GAMECUBE

- Star Wars Bounty Hunter 6/12
- Disney's Donald Duck 6/12
- Knockout Kings 2003 6/12
- MK: Deadly Alliance 6/12
- Tiger Woods 6/12

GAME BOY ADVANCE

- Gauntlet Dark Legacy 6/12
- Justice League 6/12
- MK: Deadly Alliance 6/12
- Vexx 6/12
- Grand Theft Auto 3 6/12



Poor old Killer Croc, all he wants is a cuddle, but Batman isn't the tactile type

BATMAN DARK TOMORROW ● GAMECUBE ● OUT EARLY 2003

A DARK TOMORROW

BATMAN'S LATEST ADVENTURE IS SHAPING UP TO BE A MEAN AND MOODY PROWL AROUND GOTHAM CITY.

Forget the camp comedy of the *Batman* TV series starring Adam West, and instead think about Batman as seen in Tim Burton's dark movie or the *Legends of the Dark Knight* graphic novel series, because that's where *Batman Dark Tomorrow* is coming from.

Kemco's third-person adventure has been designed with the full co-operation of DC Comics who provided the script and story, ensuring there isn't the faintest whiff of a 'POW' or 'THWACK', instead focusing on a dark visual style and a winding story that brings Batman into contact with the likes of The Joker, Mr Freeze, The Mask, Rat Catcher and Scar Face.

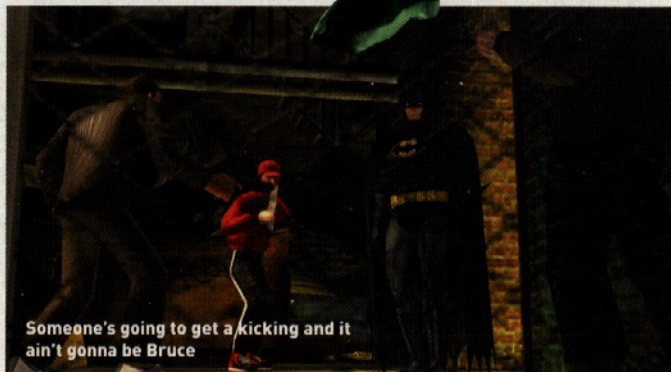
The adventure sees the Caped Crusader on the tail of The Joker who's kidnapped Commissioner Gordon. This inevitably means a trawl around the

moody locations of Gotham City, taking in the dock area, a steel factory, Gotham's sewers and finally Arkham Asylum, where the final showdown is played out with what the makers promise is a real twist in the tale.

After playing the game we have to say that it stays true to its super hero roots, with an authentic selection of bat gadgets to use, from smoke grenades to the Batarang. And just like the comics, Batman never uses a gun or kills an enemy, preferring to handcuff the legions of goons he encounters and let the Feds throw them in the slammer. The game features *Resident Evil*-style fixed camera angles, and from what we've seen the accent is on exploration, close-quarter combat and gentle puzzle action.



Keep arsing around like that and Mr Freeze'll turn you into an icicle



Someone's going to get a kicking and it ain't gonna be Bruce



RESIDENT EVIL ZERO • GAMECUBE • OUT 2003

Resident Evil Zero

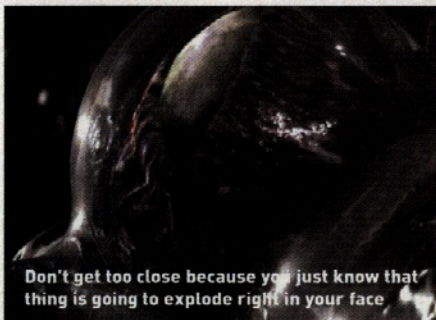
CAPCOM UNVEIL YET MORE *RESI* CREATURE CREATIONS.

If the first *Resident Evil* scare fest has been keeping you awake at night then this fresh batch of shots will chill you to the bone as the creatures of *Resident Evil Zero* prepare to scuttle, slither and slide onto your GameCube.

Unless you've been living in a cave for the last few months you'll know that *Zero* is a GameCube exclusive and tells the story of how the T-Virus came to infect the rednecks of the sleepy Midwest town, Raccoon City.

The all-new zombie horror game is set in July 1998 and begins as the S.T.A.R.S Bravo team is dispatched to investigate incidents of people being eaten alive in the town's suburbs. Unfortunately, the helicopter transporting the team to the scene of the crime crash lands in the forest above Raccoon City and, to make matters worse, the team finds a transport truck with half-eaten Navy officers strewn around the place. One man is missing though, Captain Billy Coen, who you'll get to control in addition to foxy Rebecca Chambers, the youngest member of the S.T.A.R.S team.

From what we know, the game will begin inside a runaway express train, as you hunt

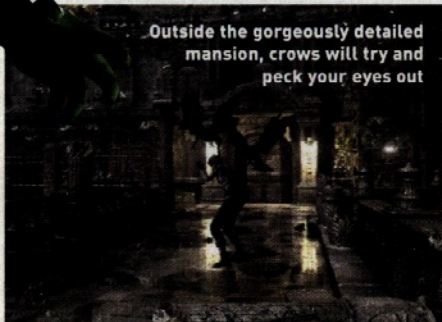


Don't get too close because you just know that thing is going to explode right in your face

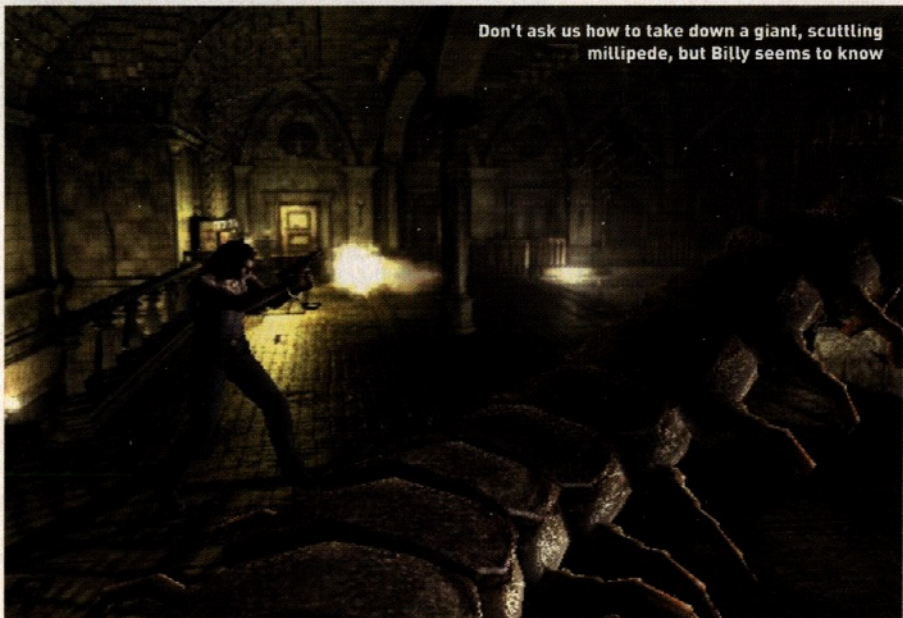
and destroy zombies in the dimly lit carriages. From there though the game will, surprise surprise, enter a foreboding mansion as you come face to face with some of the most frightening beasts ever seen in a Nintendo game. As you can see from these shots you'll encounter man-eating crows that attack in numbers when you pump one with lead, and a huge scuttling millipede that Billy appears to attack with just a handgun. We've no idea how he takes it out, but if he can kill a 50-foot-long monster with just a pistol, he's got to have one mean shot on him.

In addition to these gross animals is a poison-spitting scorpion inside the speeding train and what appear to be packs of mosquitoes exacting revenge on poor Rebecca. It also appears that your every step inside the mansion is being watched on CCTV, probably by William Birkin, Umbrella's lead scientist and creator of the T and G-Viruses.

No firm release date has been confirmed yet, but just to leave you salivating for next issue, we've got a UK-exclusive look at the English language version of the game.



Outside the gorgeously detailed mansion, crows will try and peck your eyes out



Don't ask us how to take down a giant, scuttling millipede, but Billy seems to know

HIDEOUS BOSSES

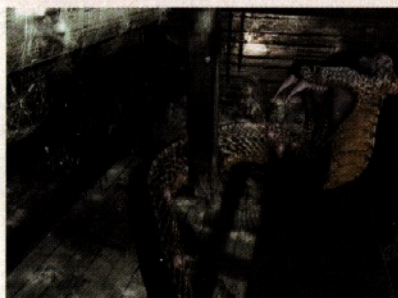
Resident Evil games have long been known to crank up the scare factor with their creature creations, and with a huge millipede and vicious crows intent on bringing you down, *Zero* will continue the trend.

If you haven't had chance to test your mettle against the gruesome creatures in *Resident Evil*, then just make sure you're prepared with extra-strong loo paper and a spare pair of jockeys, because there are some serious monsters that want you for dinner.

Tarantulas just love to sit on the walls and spit acid, while Yawn the snake and Neptune the shark, two of the game's most vicious bosses, use their powerful attacks to try and turn you into a nasty red stain on the mansion's floor.



You'll need more than a glass and a copy of *NOM* to deal with these hairy devils — *Resi's* tarantulas will have you screaming



Fangs for the memories. Yawn isn't exactly the kind of name you'd associate with one of *Resident Evil's* most dangerous bosses



No wonder the trains are in such a mess. If you haven't got a ticket, this chap will want to know why

You'll need a monster truck like this with the Yakuza on your tail



WRECKLESS: THE YAKUZA MISSIONS • GAMECUBE • OUT TBC

JOY RIDER

RECKLESS AND IN CHARGE OF A CAR HAS NEVER LOOKED THIS MUCH FUN.

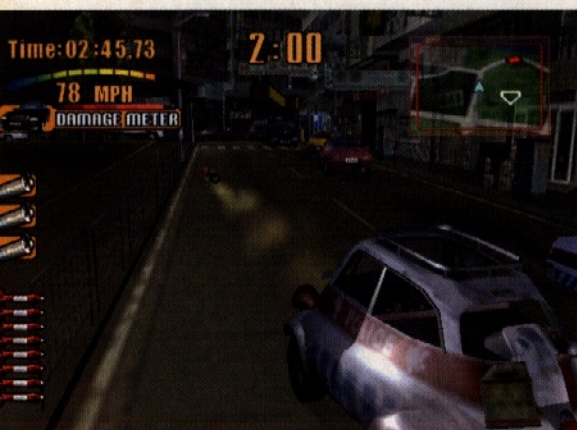
The neon-speckled streets of Hong Kong have played host to some very memorable over-the-top films in the past, like John Woo's *A Better Tomorrow* series and Jackie Chan's *Super Cop*.

And it's films like this that *Wreckless: The Yakuza Missions* plays homage to with gameplay almost entirely made up of high-speed car chases through the streets of downtown Hong Kong as you try to infiltrate the feared Yakuza crime syndicate, with a total of 80 gut-wrenching missions.

There's a choice of two story lines, dependent on who you choose to play as, with the choice of either two foxy Hong Kong police officers called the Flying



□ The beautiful locations really give a taste of the Far East



□ You can take out the locals with a missile or two



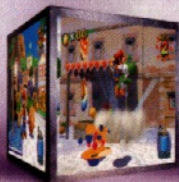
Dragons or two rather more amateur agents called Ho and Chang. The Flying Dragons are more concerned with stopping the Yakuza, while Ho and Chang are trying to investigate the links between the Yakuza and corrupt police officers. Either way, their story lines are said to intertwine through the course of the game. Each has a fleet of cars to use, with Hong Kong taxis and police cars amongst the line-up. They're joined later in the game by beefier models like a DeLorean sports car and a four-by-four off-roader.

The missions sound like they're designed for foot-down action with tasks like clearing the road for a runaway bus, chasing criminals fleeing the scene of a crime and rescuing kidnapped police officers. But what really impresses is the detail of the locations that really capture the feel of a busy city with pedestrians and vehicles going about their business as you bomb around the city destroying everything you drive into.



Super Mario Sunshine © 2002 Nintendo™ and ® are trademarks of Nintendo.

Mario's back to clean up the world.
From 4th October.



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

Your Month Ahead

Take a look at these hot happenings taking place between now and the time you buy the next issue of *Nintendo Official Magazine*.

12/16 October

Get your shouting voices ready as the home nations take on the might of Europe in these forthcoming Euro 2004 qualifying games.



25 October

Make your way to shooter heaven with the release of TimeSplitters 2, the GameCube's premier First Person Shooter.



31 October

Don your finest Bowser costume and head out Trick or Treat-ing on this scariest of nights, Halloween.



MON	TUE	WED	THU	FRI	SAT	SUN
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	01	02	03
04	05	06	07	08	09	10
11	12	13	14	15	16	17

1 November

Recover from your Halloween sweets binge by playing Nintendo's most mind-blowing title to date, *Eternal Darkness*, which is released.



5 November

Sparklers, Catherine Wheels, hot dogs, mushy peas with mint sauce, rockets and bangers. It's time to have a roaring bonfire.



15 November

Rejoice, for 'tis the day that the most wonderful of Nintendo tomes doth go on sale in ye locale shoppe. Get down the newsagents and buy it NOW!



It's-a-me, the real Mario

Have you ever wondered who provides the voice for Mario? The man who's been voicing the portly plumber for the last 11 years is actor Charles Martinet. And his talents don't just stop at Mario; Charles has also provided voices for Luigi, Wario, Waluigi, Donkey Kong and Baby Mario.

Charles had originally intended to go to law school: "But then I realised, this isn't fun. What am I doing?" And he decided instead to go into acting, studying in London and California. Martinet tried out for the voice 11 years ago, Nintendo took one listen and the rest is history.



Where's the moustache, Charles?

'He's behind you!'



STARCRRAFT: GHOST ● GAMECUBE ● OUT TBC

Ghost in the machine

STARCRRAFT IS RETURNING TO NINTENDO, BUT FORGET REAL-TIME STRATEGY AND START THINKING ACTION.

The last *StarCraft* real-time strategy game for N64 was admittedly rather average, but we've high hopes for the just-announced *StarCraft* game on GameCube, especially as it's ditching its usual strategy approach to become what the makers describe as a story-driven tactical blaster that will be broken down into separate missions. That said, the makers claim that the game is firmly placed in the *StarCraft* universe with locations, weapons, technologies and enemies lifted out of the strategy titles.

In the game, players assume the role of a Ghost Trooper called Nova. Ghost Troopers are crack assassins trained from an early

age to become highly advanced soldiers. They combine razor-sharp warfare skills with psychic abilities.

Nova comes equipped with a variety of weapons and powers seen in the strategy games, so expect to see the Ghost C-10 Canister Rifle along with a Hostile Environment Suit that gives Nova short spurts of invisibility, as well as magnifying her strength, agility and speed.

Other features of note include the ability to summon attacks from the sky to aid your mission with the promise of everything from fire bombs to full-on nuclear blasts. It's all sounding rather fine, so expect more on this over the coming months.

TAKING IT TOO FAR

We're all for getting as much fun out of games as possible, but hardcore *StarCraft* gamers may have taken the idea of dedication a little too far.

In Korea, *StarCraft* tournaments are truly a gaming phenomenon, with thousands of people gathering to play the game against each other in arenas full to the rafters with PCs. The prize money runs into thousands and, incredibly, as many people come to watch the games as come to play.



Imagine the size of the electricity bill



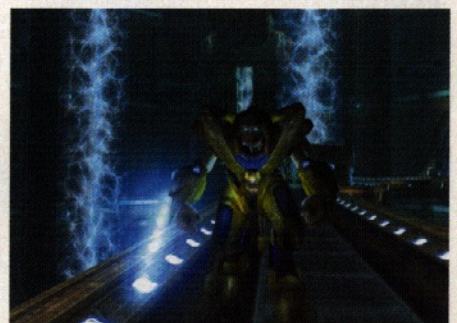
Is this a PC geek at play? Yep!



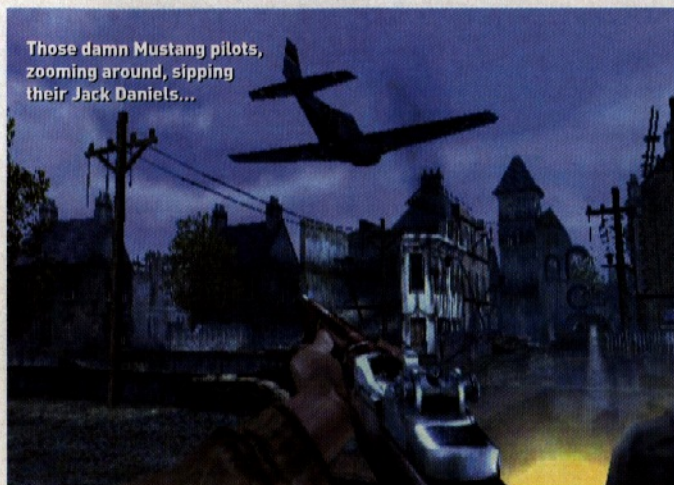
Running down dark corridors with a big gun fills us full of a warm mushy feeling. Is it love?



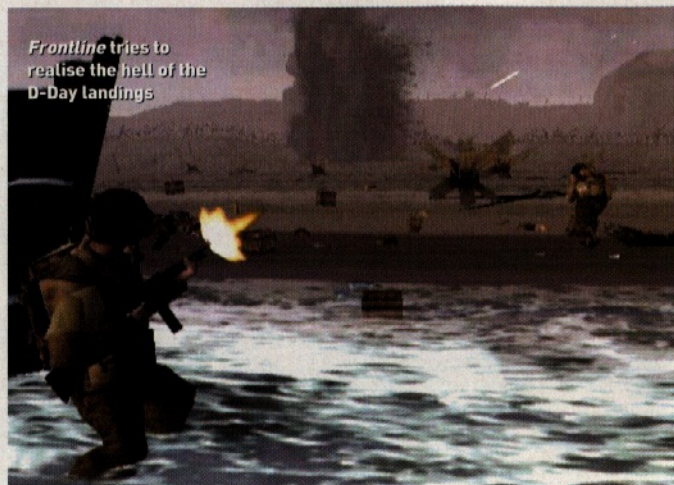
This is the first shot showing Nova using her cloaking device that renders her invisible



And we thought shoulder pads like this went out in the 1980s, shows what we know



Those damn Mustang pilots, zooming around, sipping their Jack Daniels...



Frontline tries to realise the hell of the D-Day landings

MEDAL OF HONOR FRONTLINE • GAMECUBE • OUT 29 NOVEMBER

A MATTER OF HONOUR

WAR IS A DIRTY BUSINESS, AND NONE WAS DIRTIER OR MORE VITAL THAN THIS ONE.

The chances are you've got a relative who fought in the Second World War, and it's equally likely you've listened to their war stories and thought how unreal and brutal they seem in this age of peace.

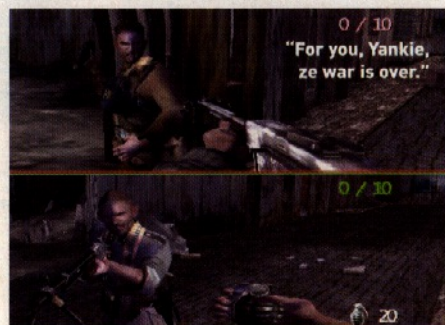
But it happened, and now GameCube owners will be able to gain a taste of what it might have been like if they were one of the thousands who stormed Normandy's beaches and fought through the countryside of France, Holland and eventually Germany. Although this is essentially a port of the PS2 favourite, we're expecting a much higher frame-rate, improved multiplayer modes and better textures throughout.

Medal of Honor Frontline is a First Person Shooter that places you as Lt. Jimmy Patterson who is thrown into the chaos and turmoil of war, with the very first mission the storming of a Normandy beach during the D-Day landings. If you've seen *Saving*

Private Ryan you'll have some idea of what to expect, with bombs and bullets flying every which way, and men dying gruesome deaths wherever you turn. It's a terrifyingly evocative scene that will immediately capture your imagination and give you a good idea of what's to follow.

From there on in there will be 19 other missions, set across bombed out villages and towns and beautifully visualised countryside, full of friends and foes and civilians trying to survive in the midst of what can only be described as full-on, action-packed combat.

Your ultimate mission is to infiltrate enemy lines and steal an experimental Nazi aeroplane called the HO-IX flying wing. There will also be a four-player multiplayer set-up, which we hope to have full details of in time for next issue. Watch this one, it could be huge.



DID YOU KNOW... ?

- On 6 June 1944, 156,000 soldiers landed on a front 30 miles wide. It was the largest and most powerful armada that has ever sailed.
- Over 10,000 allied soldiers were killed during the landings.
- More bombs were dropped on Germany in the 11 months after D-Day, than in all the years before combined.
- Allied troops were transported to the Normandy beaches by an armada of 3,000 landing craft.
- The landings were supported by over 13,000 aircraft, and at the time of the invasion the American aircraft industry was producing an astonishing one aircraft every six minutes.
- The success of the landings rested on the efforts of 12 British Minesweeping ships that cleared the way for the landings.





SONIC ADVANCE 2 ● GAME BOY ADVANCE ● OUT TBC

Sonic boom

FASTER, SMOOTHER AND ALTOGETHER BETTER — IT'S THE RETURN OF SONIC THE HEDGEHOG TO GBA.

Last year's *Sonic Advance* was a handheld revelation, offering pumped up gameplay that whipped along at an incredible rate of knots. It was such a success that over a million people bought it.

So it shouldn't come as such a shock to hear that Sonic Team are hard at work on a follow up with a Japanese release pencilled in for 14 December. At present there isn't a firm

release date for Europe, but we're anticipating a release for the first half of next year.

Precious few details have been released, but so far we've learned that there is a new character called Cream the Rabbit. She'll be a playable character in the single player game as well as playing hostess for the Chao Mini Garden, which will once again interact with *Sonic Adventure 2 Battle*.



Prepare for a roller coaster ride of Sonic gaming



All your favourite Sonic characters are coming your way



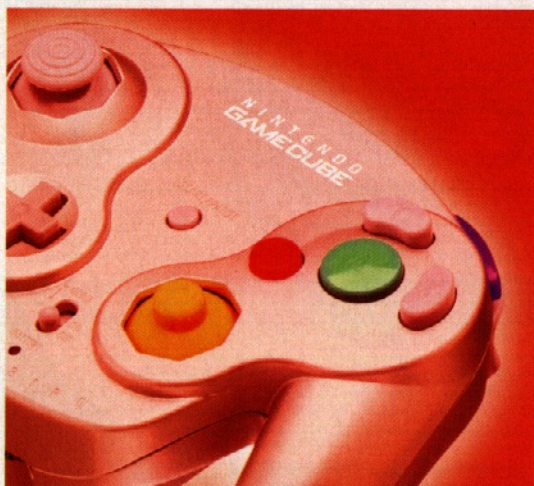
This is the new character Cream the Rabbit. How cute!



Visually this seems just as pretty as the first *Sonic Advance* game, which can't be bad



Just like the first *Sonic Advance* you'll need reactions of a cat to clear the levels



CALLING ALL GAMING TALENT

Prism Entertainment are about to launch a brand new TV video game programme, that'll offer news, reviews, features and competitions and they want to hear from anyone who thinks they're a cut above the rest when it comes to gaming.

Ideally you should be into all sorts of games across all platforms, and be ready to prove your skills. You'll need to be 14 or under to be in with a shout. So if that sounds like you, then e-mail info@lanjam.tv.

ONLINE.
DEALS

Every month we'll be detailing a specific website to discover the best Nintendo deals on the Internet.

SOFTWAREFIRST.COM

INFO

<http://www.softwarefirst.com>

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DEALS

GAMECUBE DEALS

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Turok Evolution	£33.99
Eggo Mania	£27.19
Madden NFL 2003	£34.99

GAME BOY ADVANCE DEALS

Alienators	£14.59
Star X	£27.19
GT Championship	£19.39
Rampage Puzzle Attack	£14.59

DELIVERY

Software First aims for next-day delivery in the UK as long as the items are in stock. Delivery charges are calculated before your order is accepted and postage prices vary depending on your location. All major credit cards are accepted and you can also pay by cheques and postal orders (in Pounds Sterling).

HINTS

As well as ordering online, Software First also gives you the option of ordering by telephone and fax. They have a great selection of online competitions with some fantastic prizes, from DVD players to the latest GameCube releases.

STREET FIGHTER ALPHA 3 ● GAME BOY ADVANCE ● OUT NOVEMBER

STREET FIGHTER WITH MORE BITE

PLAYABLE *STREET FIGHTER ALPHA 3* DISPLAYS THE KILLER TOUCH.

We've had a chance to go hands-on with *Street Fighter Alpha 3* for Game Boy Advance and can report very sore thumbs and another success for the coders at Crawfish, who have managed to shrink the 33 fighters from the PlayStation title onto one tiny cart, all with their special moves and all animated to perfection.

But it's not just the exhaustive *Street Fighter* roster that kicks ass, it's also the way in which you can choose from three different fighting styles, with the choice of choosing one big Super Combo or

a handful, or you create your own custom combos. It's all up to you, which will no doubt impress *Street Fighter* fans. Oh, there are also two Turbo settings too.

Control is definitely going to be the one aspect that will take a bit of getting used to with a similar set-up to the last *Street Fighter* game for GBA where two buttons each had two attacks. Still, in the world of *Street Fighter* nothing comes easy, unless like our Kingsley you choose Chun-Li and randomly mash buttons in the hope of a favourable outcome.



www.turok.com



GUESS WHO'S 50?

WE'LL GIVE YOU A CLUE. HE'S THE REASON YOU LOVE NINTENDO GAMES.

It's hard to believe, but Shigeru Miyamoto will be 50 years old on 16 November, and we're not going to let a date like that pass without at least sending a birthday card. Which is where you come in...

We want to let the main man know how much we appreciate his total dedication to Nintendo gamers, so we're going to send him a birthday card with greetings from the UK's biggest Nintendo fans — that's all you *NOM* readers!

So, if you want to send him a

special message, either send your birthday greetings via e-mail to dominic.wint@emap.com, or fill in this cut-out form and send it to: Happy birthday Mr Miyamoto, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

We'll enter all replies into our giant birthday card and send it to him in Japan in time for the big day. The closing date for this quite literally once in a lifetime opportunity is 31 October, so get writing!



DEAR MR MIYAMOTO _____

FROM _____

TRUST YOUR INSTINCTS FIGHT BACK

TUROK EVOLUTION

PlayStation 2

NINTENDO
GAMECUBE

XBOX

GAME BOY ADVANCE

Acclaim

QUIET AT THE BACK

THE SUM OF ALL FEARS BRINGS A WHOLE NEW MEANING TO THE WORD STEALTH.

SHHHHH...

The *Sum of All Fears* may require a huge amount of sneaking around, but it's not the first game where keeping out of sight has paid dividends. Check out these sneaky moments from Nintendo's past...



GAME: GoldenEye 007
LEVEL: Bunker 2

Rescuing Natalya was the least of your worries in this underground hellhole. Once spotted by an enemy, it all kicked off as the weight of the Russian forces descended upon you.



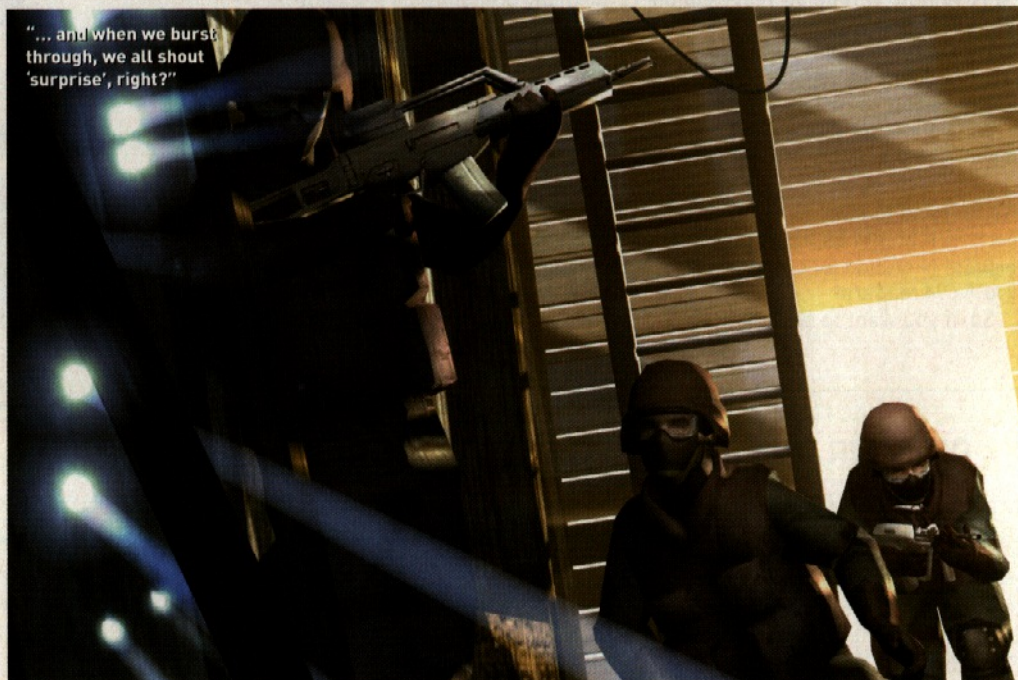
GAME: Perfect Dark
LEVEL: Carrington Villa

Once the negotiator had been saved, loads of dataDyne guards stood between Jo and Carrington, and they all had to be taken out with the Sniper Rifle. But do it real quiet like...



GAME: Rainbow Six
LEVEL: The whole game!

Quite frankly, the king of stealth on the N64. Every move you made had to be carefully thought out or you'd end up on the wrong side of an enemy's machine gun.



Based on the current blockbuster starring Ben Affleck and Morgan Freeman, *The Sum of All Fears* puts you in charge of an FBI Hostage Rescue Team on a mission to stop a deranged madman from exploding a nuclear device at the Superbowl.

A helpful Training mode in here lets you get up to speed on all the equipment you've got to handle. Topics range from basic movement to using firearms and night-vision goggles right through to a practice mission where you must rescue a hostage from a building.

Where *The Sum of All Fears* differs from other First Person Shooters is the sheer level of stealth that is required to complete a level. If an enemy

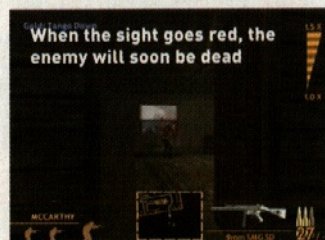
sees so much as a finger, they will shoot; take one hit and you're injured, two hits and you're worm food, which means it's back to the beginning.

All the action takes place in real-time so if you have to reload then you'd better make sure you're well hidden or you'll be a sitting duck. This also applies to unlocking doors, changing weapons, defusing bombs and accessing computers. In fact whenever you attempt a task a timer will appear on screen and you must wait until the job's done before you can move on.

The Sum of All Fears could provide FPS fans with the perfect antidote to the *Turok*-style charging around blasting everything that moves. We'll have a full review in next month's *NOM*.



The Training mode is excellent



You need that file on the desk, but there's a pesky terrorist in the way



Dr Robotnik's Mean Bean Machine. One hell of a mouthful



Sonic the Hedgehog 2 was the debut of Tails the fox



Sonic and Knuckles. Two-fisted fun



Sonic 3D Blast. Fun in all three dimensions



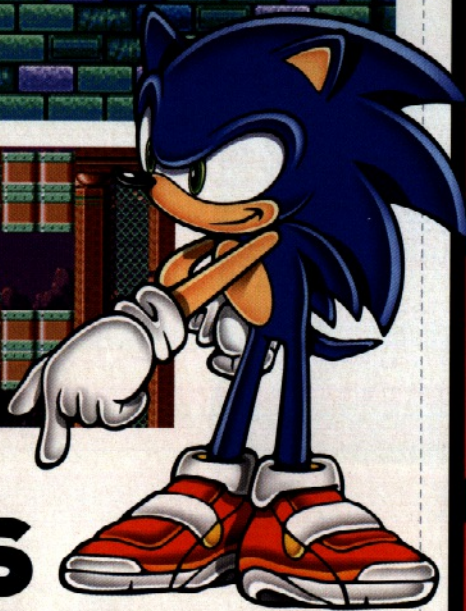
Sonic Spinball. Insane!



Sonic the Hedgehog 3. Look at him go!



Sonic the Hedgehog, the original



SONIC MEGA COLLECTION • GAMECUBE • OUT TBC

Now that's what I call Sonic

SONIC RETURNS TO GAMECUBE WITH SOME CLASSIC ADVENTURES AND A HOST OF HIDDEN EXTRAS.

Games giant Sega has come up with more details on its retro compilation *Sonic Mega Collection*. Along with confirmation that it'll feature the first *Sonic the Hedgehog* and its two sequels, plus *Sonic and Knuckles*, *Sonic 3D Blast*, *Sonic Spinball* and *Dr Robotnik's Mean Bean Machine*, Sega also announced that it will have loads of unlockable surprises.

These goodies will include *Sonic* comic book covers and high-resolution art from practically every *Sonic* game ever released. However, *Sonic Mega Collection* will sadly not feature *Sonic CD*, probably due to space restrictions.

Sonic made his debut in 1991 and has since

shifted over 27 million units on a variety of platforms, so make no mistake, these are great games that stand the test of time.

Here at *NOM* we love the spiky blue critter and it's great to see his classic adventures given a new lease of life on GameCube — especially if you can't be bothered getting your dusty old Sega MegaDrive out of the loft.

Early reports suggest the GameCube produces a perfect emulation of the spiky speedster's ring-collecting antics, so if you fancy a trip down memory lane, or were too tiny to play them first time around, this one may be worth a look. We'll bring you more details soon.

YOUR VOTE



NOM POLL

Last month we asked you...

"SHOULD NINTENDO START TO MAKE MORE ONLINE GAMES?"



YES, DO IT NOW

67% VOTES

"Games let family and friends from around the world get together, and online games will help make the relationships stronger."
Sami Smith

NO, NOT YET

33% VOTES

"The games may be good and it may feel great playing with hundreds of other people, but you will end up spending more money on internet calls."
Megan Tupper

NEXT MONTH

This month we ask you...

"WAS NINTENDO RIGHT TO SELL RARE TO MICROSOFT?"

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

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

Remember to include any relevant comments

Nintendo®

OFFICIAL MAGAZINE

READER OFFER

WE'VE GOT THE WINNER OF OUR JOYSTICK JUNKIES DESIGN A T-SHIRT COMPETITION, AND YOU CAN BUY ONE FOR A SPECIAL DISCOUNT PRICE.



The voting was tight, but we can now reveal that Matt Sephton from London wins with his Sensible design. We think it's a top design, and we can't wait to wear ours with pride.

And you can own one too, as we've teamed up with Joystick Junkies to bring you a great offer. Instead of the usual price of £15 you can buy one for £13, plus postage and packaging.



HOW TO BUY ONE

Either:

1) Phone our credit card hotline, Backstreet International on 020 7700 2662 and quote *Nintendo Official Magazine Sensible Shirt*.

2) Send a cheque payable to Joystick Junkies Ltd to Joystick Junkies, 765-767 Harrow Road, London, NW10 5NY.

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MARIO PARTY 4 ● GAMECUBE ● OUT 29 NOVEMBER

THE PARTY'S ON THE WAY

FRESH INFORMATION AND SCREENS FOR THE PARTY GAME OF 2002.

Christmas is on the way, and what better way to celebrate the festivities than settling down to a nice game of *Mario Party 4*.

The latest instalment in the *Mario Party* series is due to be released on 29 November, and we've got a couple of new screenshots and gameplay details to tide you over until then. As you might know, there are 50 completely new mini-games to take part in, along with the chance to team up with a mate for two-against-two action on the game's five boards.

One new mini-game we've seen is a swimming game where the key to success is breathing with a controlled rhythm, another is a paragliding game where winning is a case of aiming the parachute towards the floating coins and collecting more than your opponents. We've also seen a skiing game and a *Tetris*-like puzzler. Prepare for a full UK review next month party fans.



The paragliding looks great... ... as does the skiing



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Features 9 of the world's best rally cars past and present accurately rendered in 3D from Ford Focus RS WRC to Mitsubishi Lancer to Subaru Impreza.

Drive 36 stages through various countries featured in the "World Championship".

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GAME BOY ADVANCE™

DESIGNED BY
Codemasters
GENIUS AT PLAY™

PUBLISHED BY
Ubi Soft

Winner Stays On

Plenty of movers and shakers in this month's *NOM* chart choices. And unsurprisingly, *Super Mario Sunshine* has moved into pole position.



1st
Super Mario Sunshine
After our *Beach Spikers* run came to an end, only Mario could take its place.



2nd
Eternal Darkness
The storyline is just so fantastic that once you start playing this you just can't let it rest.



3rd
Beach Spikers
Knocked from the top, but the beach babes still get our vote for best multiplayer GameCube title.

NOM'S TOP TEN GAMES

#	TITLE	PUBLISHER	LAST MONTH
1	SUPER MARIO SUNSHINE	NINTENDO	2 ▲
2	ETERNAL DARKNESS	NINTENDO	NE ▲
3	BEACH SPIKERS	SEGA	1 ▼
4	RESIDENT EVIL	CAPCOM	3 ▼
5	ISS2	KONAMI	4 ▼
6	TIMESPLITTERS 2	EIDOS	NE ▲
7	TUROK EVOLUTION	ACCLAIM	NE ▲
8	SUPER MONKEY BALL	SEGA	6 ▼
9	BURNOUT	ACCLAIM	5 ▼
10	DUKE NUKEM ADVANCE	TAKE 2	NE ▲



4th
Resident Evil
Beaten by *Eternal Darkness* this time, but still favoured. The many endings keep us playing.



6th
TimeSplitters 2
We'll be spending some more time with this baby, it looks as if it could be multiplayer heaven.



10th
Duke Nukem Advance
This is without doubt the best First Person Shooter on the GBA with 19 levels of pure action.

GAMES WOT I WANT

New boy Kingsley is itching to get his hands on these upcoming Nintendo titles...

Star Wars Bounty Hunter

"Anyone who's ever rasped 'he's no good to me dead' will already be queuing up for this one. And while it might feature Boba's dad instead of the main man himself, there's no denying that this will be a Mandalorian monster hit."



Resident Evil Zero

"*Resident Evil* proved just how good GameCube graphics can be, but *Resident Evil Zero* is actually looking better. And to top it off, it's GameCube exclusive so invite a few PS2-owning mates around and watch them weep into their beer."



Super Monkey Ball 2

"*SMB* was the game that bridged the gender gap and brought the family closer together — well, in my living room anyway. *SMB 2* will surely see the return of man, wife and dysfunctional cat, huddled around the GameCube, just like the radio days of yore."



Star Wars Jedi Knight II: Jedi Outcast

"Impressive, most impressive. This souped-up version of the PC classic will bring the Force right into your front room and will be a perfect antidote to *Bounty Hunter*. Have plenty of scope to indulge your inner Jedi, you will."





JAPAN CHART

1	Phantasy Star Online Episode 1 & 2 (GC)
2	Legend of Stafi (GBA)
3	Super Mario Sunshine (GC)
4	Zoids VS (GC)
5	Let's Make A J League Pro Soccer Club Advance (GBA)
6	Super Robot Taisen R (GBA)
7	Jikkyou Powerful Pro Baseball 9 (GC)
8	Rockman & Forte (GBA)
9	Battle Network Rockman EXE 2 (GBA)
10	Yu-Gi-Oh! Duel Monsters 7: The Duel City Legend (GBA)

USA CHART (GC)

1	Super Mario Sunshine
2	Madden NFL 2003
3	Super Smash Bros. Melee
4	Super Monkey Ball 2
5	Sonic Adventure 2 Battle
6	Resident Evil
7	Disney's Magical Mirror starring Mickey Mouse
8	Eternal Darkness
9	Spider-Man The Movie
10	Luigi's Mansion

UK CHART (GC)

1	Resident Evil
2	Super Smash Bros. Melee
3	Luigi's Mansion
4	Star Wars Rogue Leader: Rogue Squadron II
5	Doshin The Giant
6	Super Monkey Ball
7	Sonic Adventure 2 Battle
8	Pikmin
9	James Bond 007 In... Agent Under Fire
10	Disney's Magical Mirror starring Mickey Mouse

READER CHART

NAME: MUHAMMAD DHARAS
FROM: MIDDLESEX



READER'S TOP FIVE GAMES

TITLE	REASON
1	<i>Pikmin</i> tops my chart because of the originality of the game. The storyline and playability is also very good. It is a great game for all ages of Nintendo fans.
2	Who else would give an Italian plumber a Hoover and throw him into a mansion? This game is hilarious. The graphics are so good that you can even see through the ghosts.
3	This really demonstrates how good GameCube graphics can be and it's a hoot if you hook up with friends and see who is the best. <i>Melee</i> is definitely the GameCube's best beat-'em up.
4	This is a game for anyone who enjoys adrenaline rushes, breakneck speed and mangled metal. <i>Burnout</i> incorporates all of these to bring you a great game.
5	You can punch and kick the living daylights out of any footballer while the referee sits back as if he were dead. This game makes a nice change to normal, dreary football.

Whatever your selection we want to know, so send in your top five games (giving reasons why you like them) and a picture of yourself to: My WSO Chart, *Nintendo Official Magazine*, Emap Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Each winner will receive a WSO game, so don't forget to add your name, address and phone number.

GAMECUBE SALES CHART

GAME

www.game.uk.com

You've been buying GameCube titles in droves this month. Here are GAME's best sellers...

TITLE	PUBLISHER
1 <i>WWE Wrestlemania X8</i>	THQ
2 <i>Resident Evil</i>	Capcom
3 <i>Doshin The Giant</i>	Nintendo
4 <i>Super Monkey Ball</i>	Sega
5 <i>Star Wars: Rogue Squadron II</i>	Activision
6 <i>Luigi's Mansion</i>	Nintendo
7 <i>Turok Evolution</i>	Acclaim
8 <i>Pikmin</i>	Nintendo
9 <i>Disney's Magical Mirror</i>	Nintendo
10 <i>James Bond 007 In... Agent Under Fire</i>	EA

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- (6) This offer may be withdrawn at any time without prior notice.
- (7) Valid against any one product priced £39.99 or over.
- (8) This voucher is redeemable against any GameCube software and accessories only.
- (9) The voucher is valid until 14 November 2002.

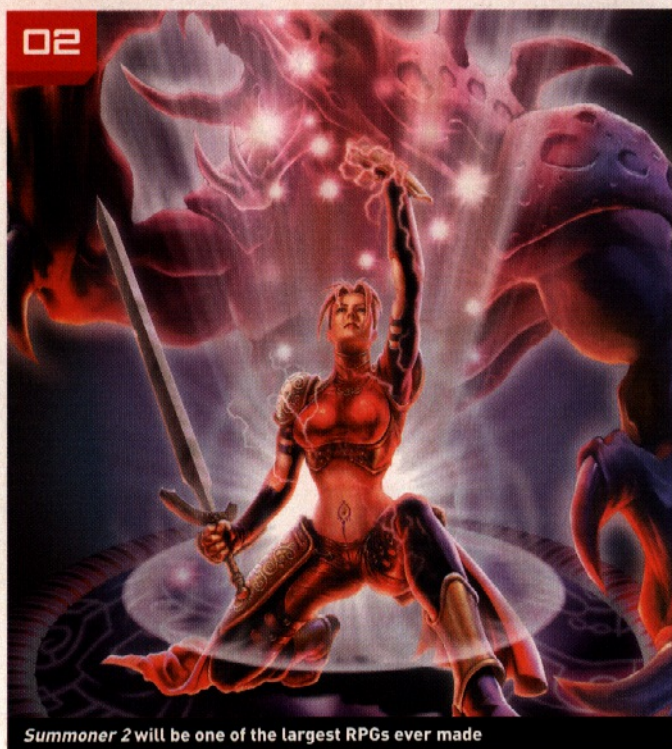


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10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

YET AGAIN WE TRAWL THE GAMING GLOBE TO BRING YOU NEWS ON THE BIG GAMES THAT WILL BE ROCKING YOUR WORLD OVER THE NEXT YEAR.



Summoner 2 will be one of the largest RPGs ever made

01 CAR SETTING



The GBA will be getting another hot racing title in *Sega Rally*



Gundam is a cult anime hit in Japan



Ikaruga is one for old-skool gamers



OUT: TBC

01. SEGA RALLY GBA

The Game Boy Advance has had a slew of quality racing games since its launch last year, but it looks like Sega might deliver the definitive rally game for GBA with the very promising *Sega Rally*. Interestingly, it's said to feature many of the courses seen in the Sega Saturn version, along with a number of new tracks and a link-up mode for four-player action. We can't wait to get some wheel-spinning, gravel-spitting, four-wheel drive action.



OUT: TBC

03. GUNDAM: TREASURE BATTLE

The cult animation sensation *Gundam* is coming to GameCube, courtesy of Bandai with a Japanese release for early next year. The game, which is described by Bandai as an action game in which players must hunt for treasure, is said to visually mirror the cartoon series of the same name with a striking cel-shading technique. Many of the actors who supply the voices for the series will also be used in the game.



OUT: SUMMER 2003

02. SUMMONER 2

THQ's much anticipated RPG adventure *Summoner 2* has finally been confirmed for GameCube, with a release looking likely for the middle of next year. The game features one of the most convoluted stories ever seen in a video game and real-time battling that is designed to be much more immediate than RPGs like *Final Fantasy*. It's also one of the largest RPGs ever made with side quests longer than many games.



OUT: 2003

04. IKARUGA

The name might be unfamiliar to Western gamers, but *Ikaruga* is something of a cult hit in Japanese arcades, where it has garnered a fan-base made up of people raised on the likes of *Gradius* and *R-Type*-style shooters. The game is a vertical shooter with very fast gameplay that sees you fight endless swarms of attackers from the comfort of your space ship. This old-skool gamer's dream come true should debut worldwide in early 2003.



OUT: 2003

05. BALDUR'S GATE: DARK ALLIANCE

This hot RPG adventure title has been confirmed for GameCube. Choose from three characters: a dwarf fighter, a human archer and an elven sorceress and take them on an epic journey through deadly dungeons. *Baldur's Gate* is an RPG in every sense of the term, and was created by the makers of *Dungeons and Dragons*, so expect plenty of huge boss battles, character development, side quests and magic. This is definitely going to be worth watching.



OUT: 2003

07. GODS

Crawfish, the crack Game Boy Advance developer, is hard at work on a GBA conversion of this classic Amiga title. *Gods* sees you take charge of a brave warrior in ancient Greece who has to rid a city of demons, thus proving yourself immortal and pleasing the deities of the day. This GBA version will feature all-new levels and a much needed graphical update. But old-school players will also be able to unlock the Amiga stages by completing the game.



OUT: TBC

06. DONKEY KONG

Following the news of Rare's move from Nintendo to Microsoft, word has leaked out from Nintendo that work will soon begin on a new *Donkey Kong* title for the GameCube. It could well be the continuing development of the *Donkey Kong Racing* title that was previewed at E3 2001, or it could be a whole new adventure based on the crazy ape and his family of primates. Either way we're really happy to hear the Nintendo golden oldie is still featuring in Nintendo's plans. We'll keep you updated as this story develops over the next few months.



OUT: DECEMBER 2002

08. TIGER WOODS PGA TOUR 2003

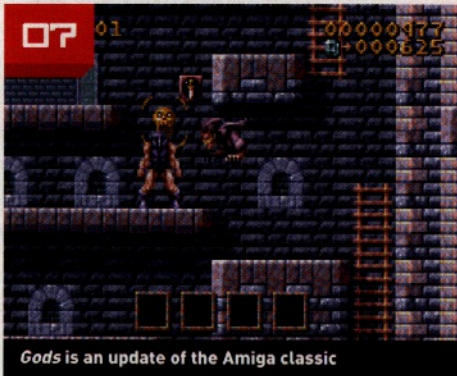
No golfer is better than Tiger Woods and it looks like no golf game will match him either. Featuring 14 different courses from around the world, including Royal Birkdale and Pebble Beach, and 17 of the world's top golfing professionals, *Tiger Woods PGA Tour 2003* looks like it could be the purists choice when it hits the shops just before Christmas. Make sure you invest in some absurd-looking trousers before sitting down to play this one.



Baldur's Gate is one of the hottest RPGs ever



Donkey Kong will soon be going bananas on GameCube



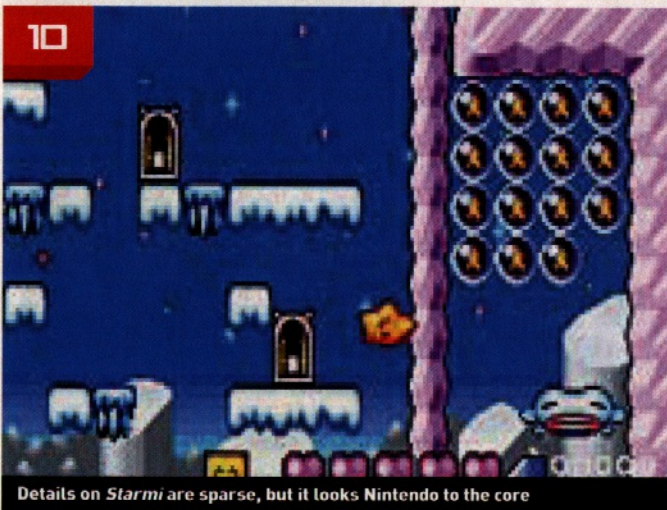
Gods is an update of the Amiga classic



Tiger Woods will be a hit with purists



Mega Man will use cel-shaded visuals



Details on Starmi are sparse, but it looks Nintendo to the core



OUT: 2003

09. MEGA MAN BATTLE NETWORK EXE

The *Mega Man* GBA games are building up quite a reputation for easy-going RPG fun, and they're about to be joined by *Mega Man* for GameCube. Gameplay is said to be similar to the GBA titles, with the accent on equipping Mega Man with a variety of offensive and defensive computer chips for use in battle. The game uses cel-shading to create a vibrant world harking back to older *Mega Man* games. Data can also be transferred between this and its GBA counterparts.



OUT: TBC

10. STARMI

At the time of going to press, *Starmi* was riding high in the Japanese all-format chart having sold over 78,000 copies. It's one of those games we know next to nothing about, except to say it's a Nintendo product for Game Boy Advance and starring a bright yellow star, which from these shots looks like it might be a starfish. So far we've seen the little star in the water, and also in the air tackling a series of typically Nintendo-inspired locations and characters. There's not a lot of information on a UK release, so hold tight for news as we get it.

THE BIG SCOOP



<http://www.uk.ea.com>

Harry Potter returns just in time for the release of the second film in three new games based on J. K. Rowling's book. *Harry Potter and The Chamber of Secrets* sees you explore locations from the story as well as playing Quidditch and denoming The Burrow's garden.

Release:
15 November

Developer
Eurocom

Game Genre
Action Adventure



NINTENDO
GAMECUBE

HARRY POTTER CHAMBER OF

You've read the book, can't wait for the film and now Harry is set to cast a spell on all three Nintendo formats.



“J. K. Rowling has also had a hand, adding new parts that describe how you enter certain areas and how to fight creatures who aren’t in the book.”



■ The GameCube quest looks as tasty as Fizzing Whizzbees



AND THE SECRETS

You may love them or loathe them, but there’s no denying the enormous popularity of the *Harry Potter* books. To date, 170 million of the things have been bought and with the fifth title, *Harry Potter and The Order of the Phoenix*, rumoured to be out in time for Christmas, J. K. Rowling must be one very minted lady; we’d certainly like to be her friend.

With the coming of the second blockbuster on 15 November, Electronic Arts is preparing three *Chamber of Secrets* games, including a version for Game Boy Color. This year though there is one slight difference as Harry, Ron and Hermione are set to cast a spell on GameCube for the first time, and from what we’ve seen it’s looking and playing just as good as you’d wish for.

The GameCube game doesn’t begin with Harry’s escape in a Ford Anglia from the horrible Dursleys, but at The Burrow, the home of the Weasleys.

Their fabulous crooked house is home to a tutorial



Diagon Alley and Knockturn Alley can both be explored

where you learn to swish and flick spells from Harry's wand. Hitting gnomes who sit abusing you from the barn's rafters is just one of the fun objectives and you'll also have to knock out Arthur Weasley's bizarre guard dog washing machine by casting a spell at it when the door flies open. To aid you in your strange battle, Harry can target specific characters with the **B** button and can assign spells and weapons to the **B**, **X** and **Y** buttons, in a similar way to *The Legend of Zelda* games on the N64.



Those gnomes are somewhere about, Harry

The bleeders cause no end of hassle at the Weasleys and you'll have to de-gnome their garden by following Fred and George's lead, throwing them into the field at the back of the house. This is just one of the many mini-games in *The Chamber of Secrets* and you'll have to try beating the twins' score. Hit the scarecrow and you'll receive a Famous Witches and Wizards Card, just one of over a hundred that you must try and find in the entire GameCube game.

But what about Hogwarts, Diagon Alley and Quidditch? Well you'll be happy to hear that none of the book's main scenes have been left out — they've all been brought to life in this lush-looking Nintendo quest. After leaving The Burrow you'll encounter the sinister sights and sounds of Knockturn Alley, complete with a trip into Borgin and Burkes. Before too long though you'll arrive in Diagon Alley and bump into Ginny Weasley



Something worse than Polyjuice Potion? Looks like Harry's just found it



Knock the gnomes out with a spell and then lob them over the back fence



who can't get on the Hogwarts Express unless you help her find all her belongings. Cue sneaking and exploring through Diagon Alley's shops and fireplaces to find them.

Hogwarts itself is a sight to behold as Eurocom, the developers of the N64's *The World Is Not Enough*, has built it using blueprints from the film. J. K. Rowling has also had a hand, adding new parts that describe how you enter certain areas and how to fight creatures not found in the book.

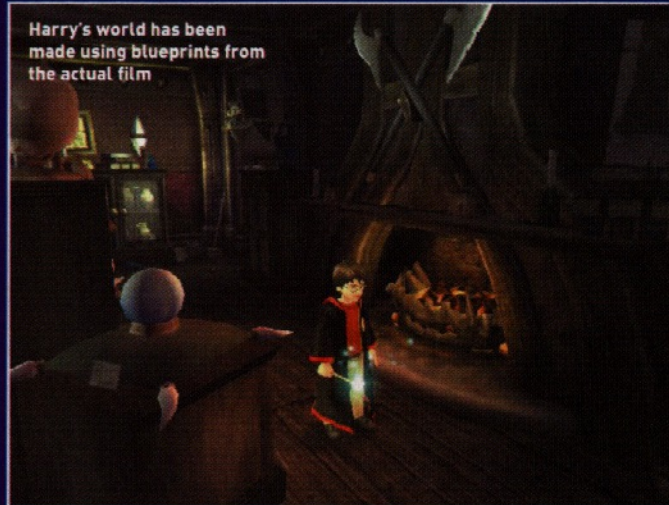
Gilderoy Lockhart's Duelling Club also appears in the game and to earn new spells

you'll have to take part in challenges set by the school's teachers. For example, when you come to learn the Expelliarmus disarming spell, you'll be teleported through a portrait and have to participate in challenges in order to obtain it.

Other famous scenes from the book that come alive include Harry and Ron's adventure into Aragog's lair deep in the heart of the Forbidden Forest and the chance to be transformed into Goyle. Fans of the book will love this moment as you take on the animations and mannerisms of Goyle



■ You just know the pictures will talk to you



Harry's world has been made using blueprints from the actual film



Under-age wizard drinking was rife in Diagon Alley



The cheeky twins, Fred and George, are on hand to offer some advice

Try hitting the glass jar with Flipendo.

"What'll it be Harry m'lad?
A pint of ButterBeer and
some pork scratchings?"



■ Don't forget your Galleons before heading out the door



■ The crazy shops of Diagon Alley have been brought to life

"In only the second GameCube title to use the GameCube and GBA Link Cable, you will have the opportunity to transfer maps and spells."

► after taking the Polyjuice Potion. And just as in the book, it's your mission to try and find out who or what has been petrifying students, and to see if Draco Malfoy, Harry's arch enemy, knows anything about it.

But no *Harry Potter* game would be complete without a spot of Quidditch, and the broomstick sport that sees Hogwarts students battle high above the school comes alive as you swoop, climb and dodge the Bludger to find the Golden Snitch. You'll get to play against every house — Slytherin, Ravenclaw and Hufflepuff — and when you face Draco and his chums on the Slytherin team you'll also have to avoid the enchanted rogue Bludger as it attempts to knock Harry off his Nimbus Two Thousand.

The creators have also spent a lot of time on Harry's personality to help you roam around safely. Should you find yourself confronted by something

dangerous, Harry's manner and stance will change to alert you. If you're having trouble clearing a particular area early on in the game Harry will talk out loud too, offering you hints to completing the puzzle.

To add to the long-term pleasures of *The Chamber of Secrets* the game even uses the GameCube and Game Boy Advance Link Cable. In only the second GameCube title to use this cool peripheral (after *Sonic Adventure 2 Battle*) you will have the opportunity to transfer maps, magical objects and spells between the two games.

We've played *The Chamber of Secrets* and from what we've seen this game appears to offer everything to please every self confessed *Harry Potter* fanatic. And even though the books are aimed at youngsters, the game should hold its own as a cracking adventure for GameCubers of all ages. **Tim Street**

ADAMS

Cut to the



Juicee



The only bubble gum with a goeey liquid flowing through it

THE BIG SCOOP

JAMES BOND 007 NIGHTFIRE

The million-dollar question is whether this can topple *GoldenEye 007* as the definitive Nintendo Bond game. The early signs are definitely good...



NINTENDO GAMECUBE

Even after all this time, *GoldenEye 007* is still the definitive Nintendo Bond game, and because of this, every new 007 game is compared to Rare's masterpiece, with critical success dependent on beating the seminal shooter on at least one count.

And so it falls on *007 Nightfire* to attempt to wrestle the Bond shooter crown off the ageing trend-setter.

It's not an enviable task, because there's a lot to live up to, but it's a challenge the development team behind *007 Nightfire* don't mind one bit.

With that in mind, they invited us to Electronic Arts' palatial UK headquarters for a playtest, where we put the young upstart through its paces. The version we played was nearing completion and undergoing rigorous checks by a battery of professional testers so

<http://www.uk.ea.com>

The follow up to *Agent Under Fire* is a bold attempt to improve upon every aspect of that game, with better graphics, improved driving levels and an adventure full of classic Bond moments, from flirtations with exotic beauties to massive shoot outs.

Release:
29 November

Developer
Eurocom

Game Genre
First Person Shooter

Bond takes exception to anyone not wearing a seat belt



LOG ON

IN BRIEF

DETAILS



“Only an extended
play will show
whether you need
to retire your copy
of *GoldenEye 007*.”



Didn't your mother ever tell you not to get in cars with strange agents?



That's either a fetching lime-green blazer or one hell of a muzzle flash



treat this as a preview, rather than a definitive review.

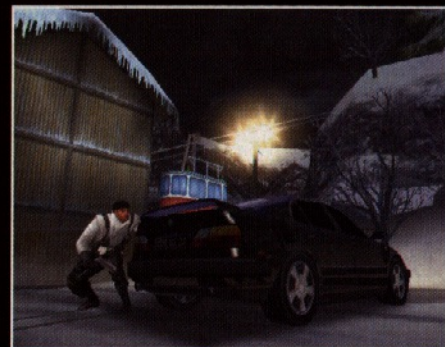
007 Nightfire is an entirely new story, inspired by many of Bond's most outrageous escapades from his illustrious film career. But being a 007 game you know there's a really bad villain to track down and a diabolical plot to foil. This time out it's Bond versus Russian industrialist Rafael Drake,

whose business of decommissioning nuclear missiles hides a dastardly plot to build a nuclear arsenal of his own, which you just know isn't for self defence.

And so it falls on Bond's immaculately tailored shoulders to travel the globe and uncover Drake's plans. The nine game locations look even sharper than the last game, *Agent Under Fire*, with some superbly designed levels that, in terms of visuals, leaves *GoldenEye 007* quaking in its boots. So far we've sneaked around a massive Austrian castle, and mingled around a la-di-da cocktail party complete with some rather fetching babes supping party pop. We then headed to downtown Tokyo and fought our way through a heavily guarded tower block before tackling a stealth mission in one of Drake's secret training camps.



■ It's so Bond it's unbelievable. Locations like this are straight out of the 007 back-catalogue



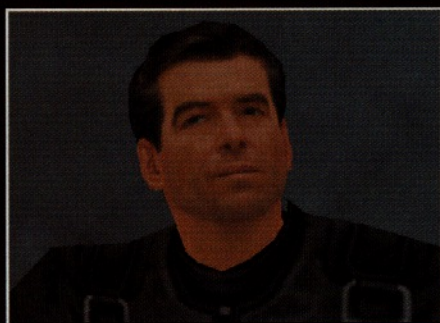
■ You touch-a my car, I smash-a your face. Or in all likelihood shoot it off completely



One of *007 Nightfire's* many driving levels features these gun-toting skidoos



You stick out like a sore thumb in that get-up, mate



■ The likeness of Pierce Brosnan is spot on, right down to the perfectly coiffeured barnet

And if you've played *Agent Under Fire* you'll have a good idea of how the game controls with the 3D Stick moving Bond forwards and backwards as well as strafing and the C-Stick for aiming Bond's many weapons and gadgets. It worked very well for *Agent Under Fire* and it seems just as refined and responsive for *007 Nightfire* with a steady frame-rate keeping the action fast and fluid.

Throughout *007 Nightfire* you'll encounter a variety of typically Bond-esque characters like Drake's man-mountain head of security, Armitage Rook, and the shady head of

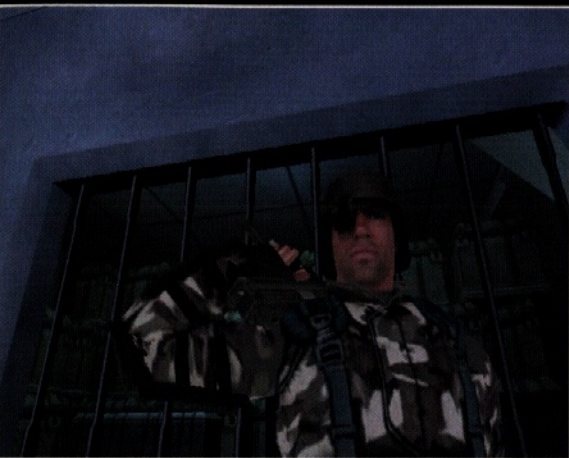
Drake's Japanese outfit, Alexander Mayhew. Like Bond himself, the characters are modelled extremely well with some well-delivered one liners.

But being a Bond game you're probably wondering where all the lovely ladies are. Well worry not because James gets to team up with Aussie MI6 operative, Alura McCall, who's said to be a quick-witted foil to Bond's dry humour, as well as a walking weapons encyclopedia. Grrrr.

As with *Agent Under Fire* our hero is again helped by the ever-resourceful Zoe Nightshade, who brings her multilingual



All the best Bond films have snowy locations, and *Nightfire 007* is no exception



■ Ruud Van Nistelrooy has a night job, apparently

skills and fearless, seat-of-the-pants driving style to the MI6 cause.

Talking of driving, *007 Nightfire* follows its predecessors by including a handful of rubber-burning levels and sections where you shoot from speeding vehicles. If anything the new driving and on-rails shooting levels are even more ambitious than *Agent Under Fire's* with sections that see Bond flying a microlight into a fortified jungle base as well as navigating a zero-gravity space station. There will also be a high-pressure chase through the gunfire-filled streets of Tokyo and a shooting level on board an aeroplane.

Like *Agent Under Fire* these levels perfectly fit what James Bond is all about, and really add some spice to the

proceedings with a level of quality you might not expect from a game that's played mainly in a first-person view. We say mainly because throughout the game the camera will pan to a third-person view for areas where 007 has to negotiate perilous walkways, like the heavily guarded Austrian castle that marks the start of James Bond's latest GameCube adventure.

And then there are the gadgets, which for the first time are upgradable through the course of the game. For his latest mission Bond gets ten of Q's finest gizmos to use, and as usual they're indispensable. The one that caught our eye was the Q-Jet. This marvel of science and technology is a back-mounted jetpack capable of propelling 007 high into the air, and possibly near hidden doors. Other fiendish tools of the trade include Q-Specs for infra-red and night-vision sight, and a Dart Pen for sneaky attacks. Many of the gadgets from *Agent Under Fire* make a return with the likes of the Q-Decryptor, Q-Claw, Q-Laser and Q-Camera on hand to help Bond.

Alas, our playtest was over all too quickly, and we were definitely left wanting more. *007 Nightfire* looks like it might have what it takes to be the best Nintendo Bond game ever, but only an extended play will show whether you need to retire your copy of *GoldenEye 007*, especially as we've yet to get to grips with the multiplayer modes. Expect a full review next issue. **Rich Marsh** NHM



■ That's it, watch the birdy. Oh boy, this is going to be sweet



■ Rate my gas mask! There are a multitude of faceless goons to fill with lead



It's a step up from Little Nellie, in the fire-power department at least



He's got to have them all!

CRASH BANDICOOT™

NOW AVAILABLE ON NINTENDO GAMECUBE™



GAME BOY ADVANCE



PlayStation.2



NINTENDO GAMECUBE

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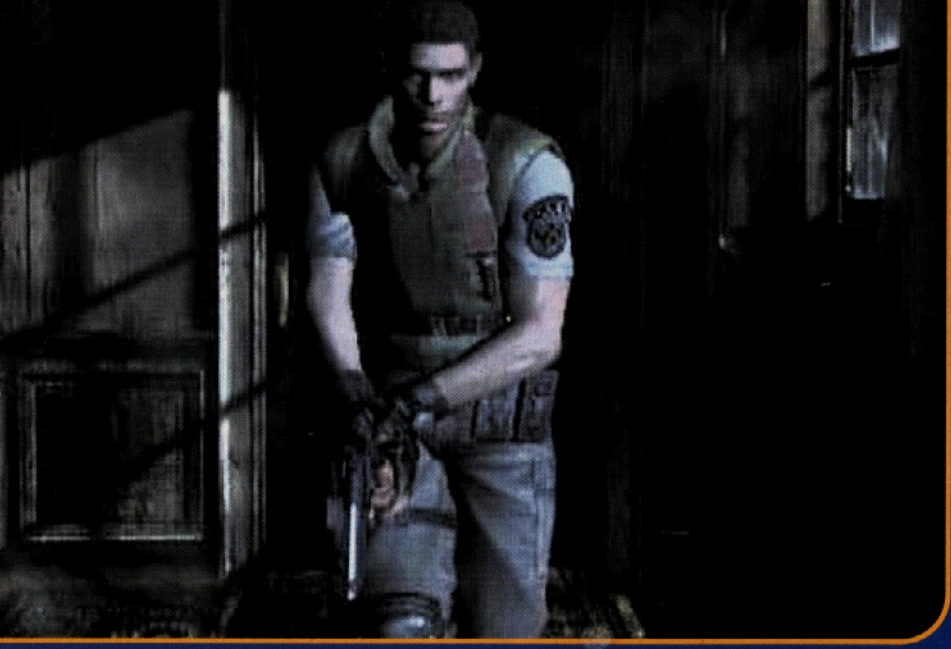
GET OVER £22 OF BLOCKBUSTER GAME RENTALS

The best GameCube has to offer is coming to a Blockbuster store near you and here are six rentals for free

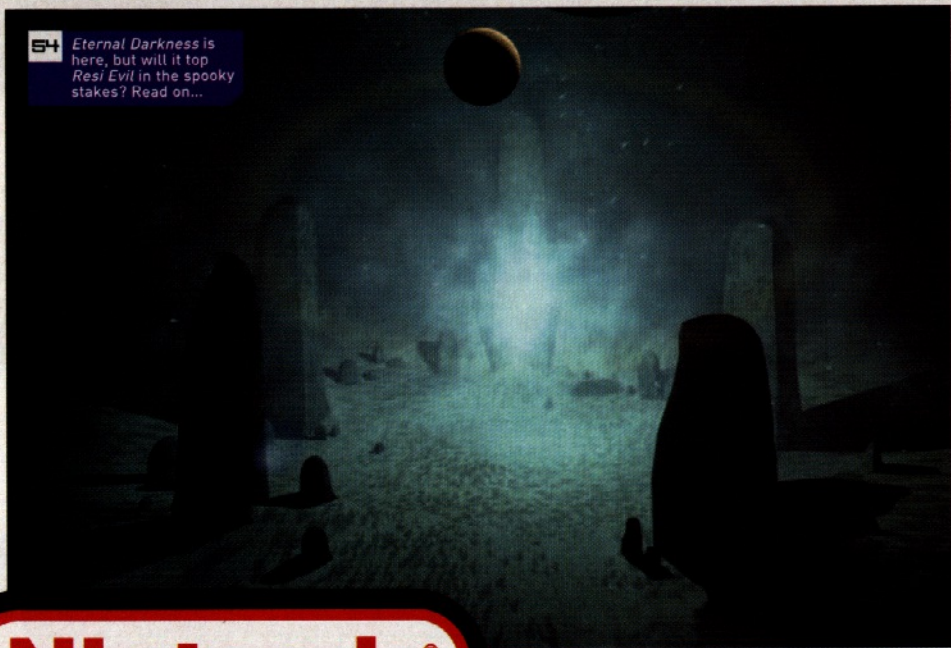
We've teamed up with the video rental experts at Blockbuster to secure not one, not two, but six free GameCube rental vouchers that can be used at any one of their 700 mainland UK stores. Whether you want to try and save Mario's name on Isle Delfino in *Super Mario Sunshine* or unravel the plot

in *Eternal Darkness* without going mad, you'll be able to use these exclusive Blockbuster vouchers between now and 11 January 2003 to bring Nintendo entertainment home. Rental prices are normally £3.75 for two nights on the latest titles and £2.75 for five nights rental on older games. Blockbuster also sell a whole range of GameCube games and with our offer you can try them for free before you splash

your hard-earned cash. Best of all though, you've only got to cut one out and get down to your local Blockbuster store in order to rent a game. But please read the terms and conditions before you do. To find your nearest participating store, call the Blockbuster hotline on 08457 413 561 or point your browser at <http://www.blockbuster.co.uk>. Calls are charged at the local rate.



E4 *Eternal Darkness* is here, but will it top *Resi Evil* in the spooky stakes? Read on...



REVIEWED 11/2002

GAMECUBE

- p54** *Eternal Darkness*
- p58** *TimeSplitters 2*
- p62** *Turok Evolution*
- p66** *WWE Wrestlemania X8*
- p68** *FIFA 2003*
- p70** *Smuggler's Run*
- p72** *Need for Speed*
- p74** *Doshin The Giant*
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GAME BOY ADVANCE

- p80** *Ecks Vs. Sever 2*
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 - p84** *Turok Evolution*
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Nintendo®

REVIEWS

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

HOW WE SCORE

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



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

ETERNAL DARKNESS SANITY'S REQUIEM

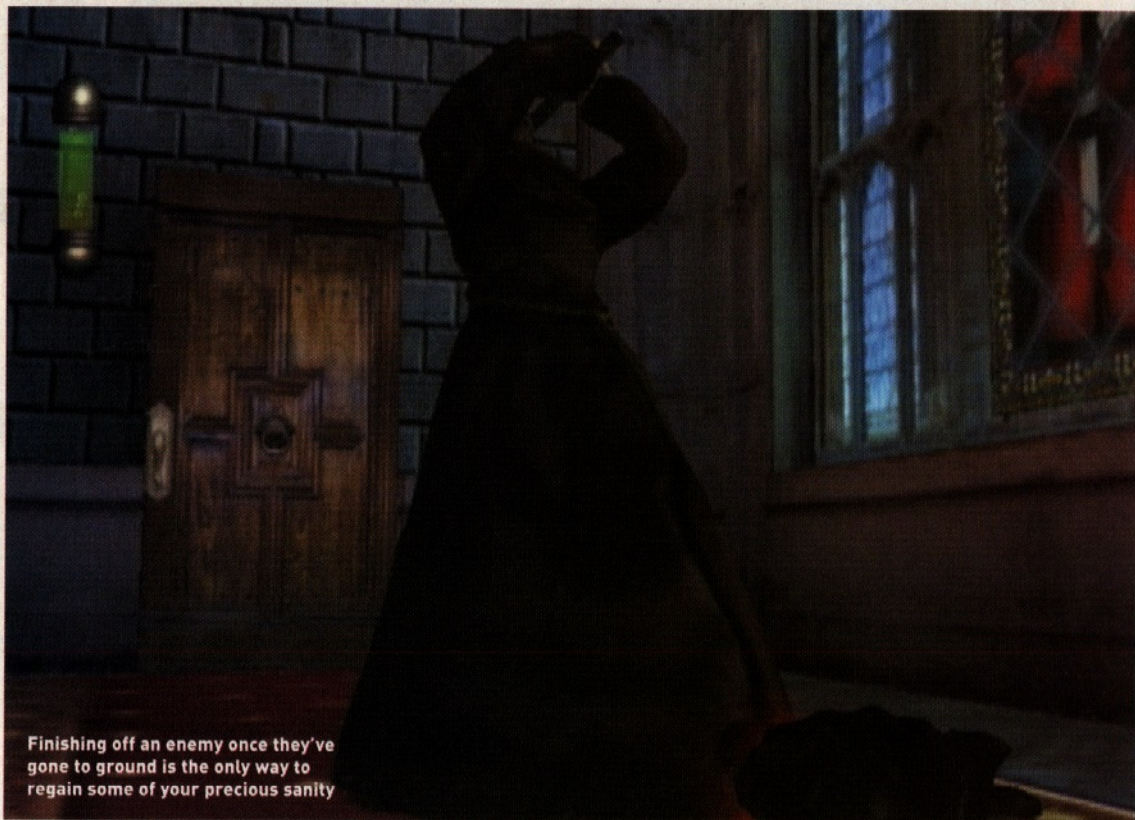
DRAW THE CURTAINS, TURN OUT THE LIGHTS, CRANK UP THE SOUND AND PREPARE FOR A FLESH-CRAWLING DESCENT INTO HELL.

LOG ON

<http://www.eternaldarkness.com>

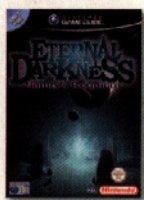
IN BRIEF

A survival horror with a truly adult storyline, *Eternal Darkness* puts you in control of Alexandra Roivas as she battles against the forces of evil that threaten to overwhelm the Earth. Featuring never-before-seen Insanity effects and some amazing Magick, *Eternal Darkness* is truly a unique game.



Finishing off an enemy once they've gone to ground is the only way to regain some of your precious sanity

DETAILS



1 Player
15 Blocks

Price:
£39.99

Release:
1 November

Publisher:
Nintendo

Following the unexplained murder of her grandfather, Alexandra Roivas is left alone in an eerie mansion to try and look for some kind of an explanation for his death. Alex soon uncovers the Tome of Eternal Darkness, a hideous book bound in human flesh and bone. The Tome contains tales of brave heroes who have battled against dark forces conspiring to bring the force of the Eternal Darkness to rule over the Earth. As Alex reads through the chapters of the book she is transported into these yarns, *NeverEnding Story*-style, taking on the role of the heroes. What a girl.

At first *Eternal Darkness* appears to be a run-of-the-mill survival horror game, but it develops into a

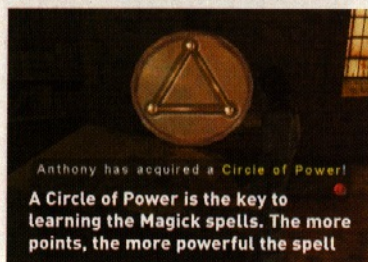
nightmare adventure that can't fail to shock and surprise anyone who plays it. The main reason for this is the Insanity system.

Each character has a Sanity meter and just seeing the monstrous enemies in the levels will cause your meter to drop. As your sanity fails,



❑ Don't use a long sword in small areas — the blade will snag, leaving you wide open

Hmm, what to do? Some of the puzzles are a little bit too obvious



Anthony has acquired a Circle of Power!
A Circle of Power is the key to learning the Magick spells. The more points, the more powerful the spell



▶ you will begin to experience hallucinations, subtle at first, but gradually growing into mind-bending tricks that will leave you questioning your every move.

Some of the Insanity effects are a little gimmicky and occur too often, but most are brilliantly executed and cause you to stop playing for a second while you try to get your head around what's going on.

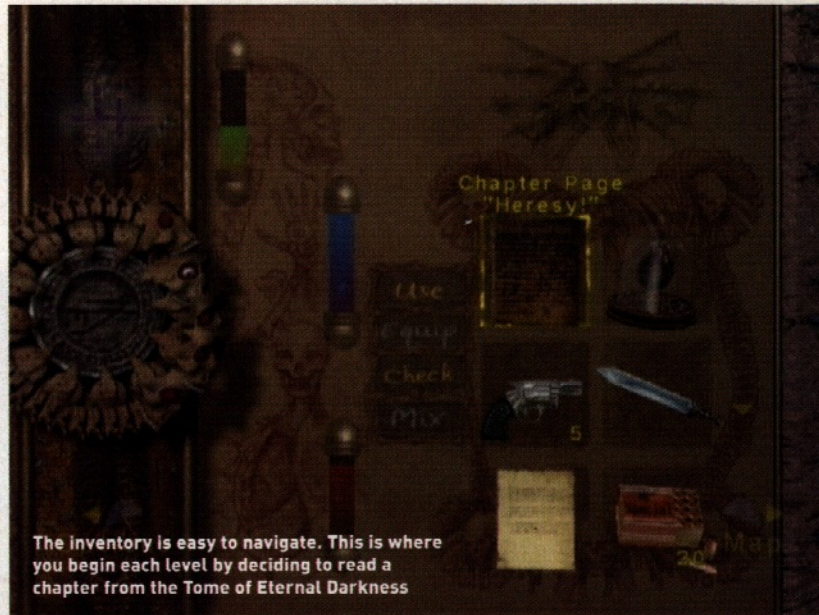
Magick also plays a major part in your adventure and while the Runes and Codices initially seem daunting, using it is really simple. As you journey through the levels you will uncover various Magickal elements that are required to cast a spell. Once learnt, the spells can be assigned to the D-Pad and the **Y** button giving you quick access to five different incantations.

If you have enough strength in your Magick meter then you can cast spells whenever you want, so long as you don't move or get interrupted by an enemy. Spells can be used to recover health, enchant

A TIP TO GET YOU STARTED

As you'd imagine, the quickest way to kill enemies is with some sort of firearm, but full reloading takes a lot of time and can leave you open to an attack.

If you just want to get one or two rounds back into your weapon to finish the blighters off then hold **Z** and your character will reload the gun one round at a time.



The inventory is easy to navigate. This is where you begin each level by deciding to read a chapter from the Tome of Eternal Darkness



□ The Roman is the first ancient character you play

items to use against an opposing magical force, break other spells and loads of other useful things.

Despite these excellent features, *Eternal Darkness* is sometimes a bit too linear and no amount of Magick and Insanity can cover up the 'find hole, find stick, put stick in hole, open door' puzzles that appear a little too often. This is more noticeable in the early levels and it takes two or three hours of solid gameplay before you really start to appreciate that *Eternal Darkness* has plenty more to offer.



□ By performing the Enchant Item spell on this sword it can now be used to open a specific door

The game looks amazing, every room that you enter has a tremendous amount of decoration. It's not quite as polished as *Resident Evil*, but this game is rendered in real-time, allowing the camera to move smoothly around the character giving you an excellent view of the action.

ANOTHER DIMENSION

One of the stranger features in *Eternal Darkness* is the Trapper Dimension. Trappers are small beasts that have very poor eyesight and hearing and they appear from time to time to try and catch you. You can try sneaking past them and then get away, but if you make too much noise or touch them they'll whisk you away to the Trapper Dimension, a strange maze-like land that can be tricky to escape from.

It's not all bad though, if you're smart you can use your time in this twilight zone to help refill your Magick and Sanity meters.



□ This strange looking world is the Trapper Dimension. The purple warp to the right is where you want to be to return to normality

Q&A

Denis Dyack,
President of Silicon Knights

Q: Where did you draw inspiration from for the game and the characters?

A: We looked at Edgar Allen Poe, H. P. Lovecraft and other classical writers rather than B-movies. We took inspiration from as many classical writers as possible. The characters themselves were created out of things that we thought were interesting.

Q: The Sanity system has been highly acclaimed; can you see it being used again in a sequel or another title?

A: The Sanity system is very versatile. Whether it's in a sequel to *Eternal Darkness* or another product, we think that this kind of interaction and mechanic can really influence the player's experience and really raise the bar on enjoyment and immersion in a game.

Q: What was the hardest part of making *Eternal Darkness*?

A: One of the main challenges was to make all the characters as interesting as possible, but at the same time make sure there's not such a shift that every time a player jumps to a new character they have to learn a whole bunch of new mechanics. Really getting all those things together was quite challenging.

Q: Are you totally happy with the way the game turned out?

A: There are always things that you can do to improve the game, but at the end of the day we're really pleased with the outcome and we really think that we accomplished all of our major goals.

Q: What's next for Silicon Knights?

A: We actually only took a very short break after the game was completed because we wanted to get the European and Japanese localisation done as soon as possible. We're hard at work on some new projects now, but I can't talk about them yet. They'll be announced when the time is right.

"YOU GET AN OVERWHELMING SENSE OF FOREBODING AND IT CREATES A CREEPY ATMOSPHERE THAT MAKES YOU NERVOUS AND UNCOMFORTABLE."



Anthony is the first character in the game to learn to use Magick

Eternal Darkness also has a Pro Logic II soundtrack, so owners of a Dolby set-up will be treated to a feast of frightening audio; shrieks, loud bangs and screams come from all directions when your sanity starts to run dry. The voice acting is superb and the game is well scripted and surprisingly cliché-free. The storyline is also excellent, making you want to keep playing to find out what happens next.

But *Eternal Darkness'* greatest achievement is the way it makes you feel. Even in the early levels you get an overwhelming sense of foreboding and it creates a creepy atmosphere that makes you nervous and uncomfortable, just like all the best horror movies.

Playing *Eternal Darkness* is a unique experience. The time and effort that has been spent since its development was transferred from N64 to GameCube has paid dividends and the whole package oozes quality. You'll need to play it for a while to fully appreciate what it is capable of and even then it's still full of surprises. Once you're hooked there's no turning back until the Darkness is destroyed. **Dominic Wint**

VERDICT

GOOD	<ul style="list-style-type: none"> An amazing storyline that sucks you in. The script creates a tense atmosphere. The Insanity system is class. When you think you've seen everything, you haven't.
+	
BAD	<ul style="list-style-type: none"> While the early levels are fun, they're a bit linear and only serve as a tutorial. Some Insanity effects are over used, making them a frustrating distraction.
-	
FUN	You'll pick up the controls easily and the Magick system's not as tough as it sounds.
VALUE	Unique and packed with adventure. With three paths to choose, replay is ensured.
LIFE	There's hours of gameplay in here and some truly scary cut-scenes.

With its clever use of Magick, the Insanity system and a heavy dose of the macabre, *Eternal Darkness* is one game that will be keeping you awake for weeks.

9

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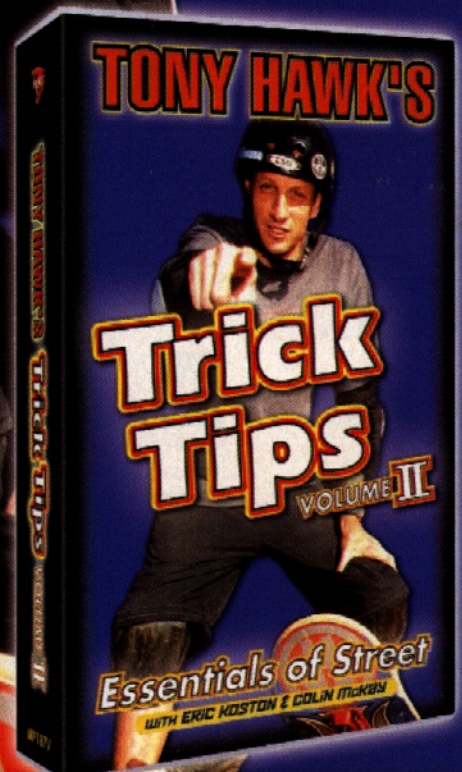
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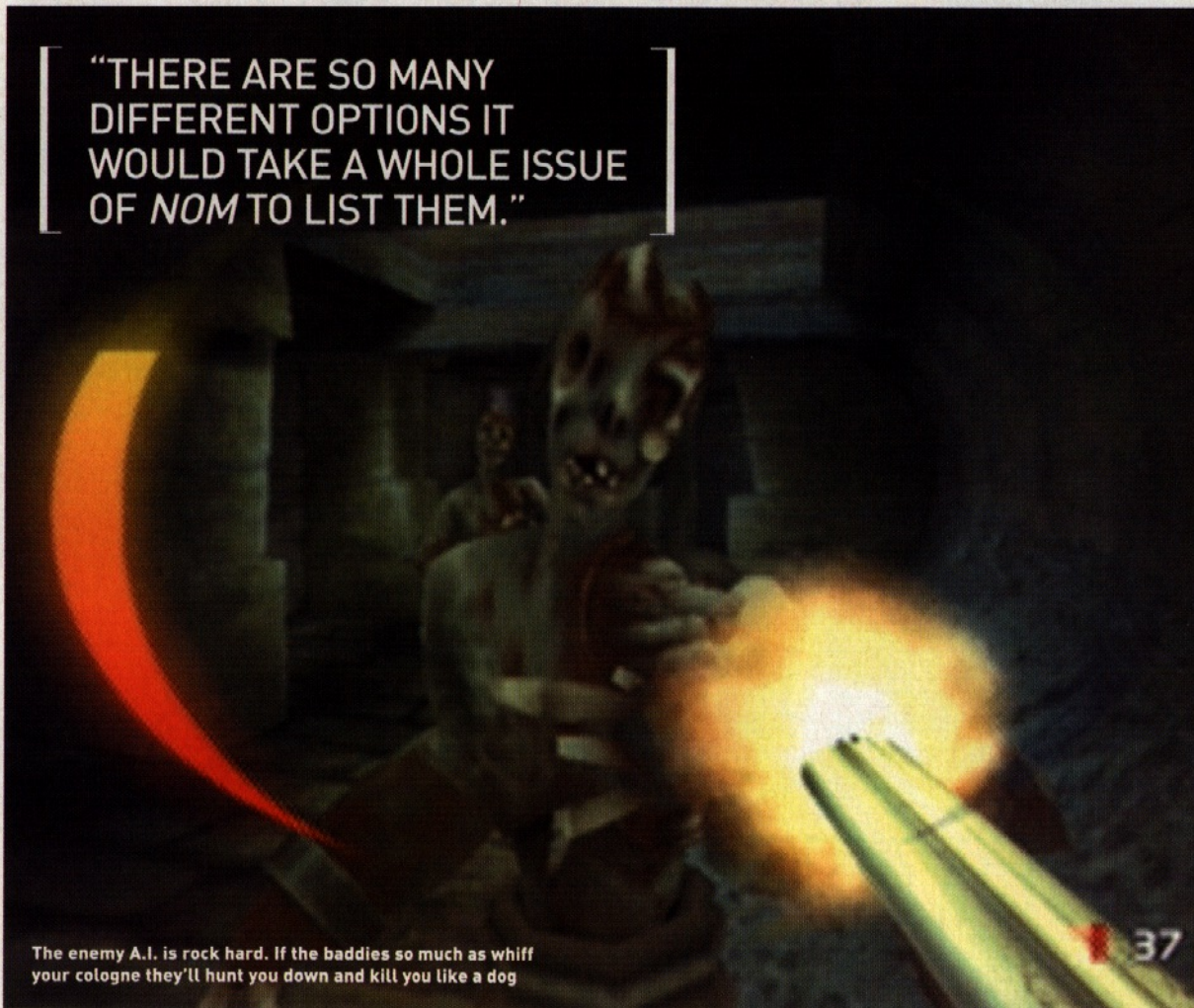
Selected stores only. Excludes Express, Metro and R01

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<http://www.timesplitters2.eidos.com>

This First Person Shooter sequel features the debut of the dastardly TimeSplitters, bad critters who love to travel through time just to cause a ruckus and reshape history to their own evil ends. As part of a team of Space Marines, your job is follow them through time and foil their heinous plots.



The enemy A.I. is rock hard. If the baddies so much as whiff your cologne they'll hunt you down and kill you like a dog



1-4
Players

2
Blocks

Price:
£44.99

Release:
25 October

Publisher:
Eidos Interactive

TIMESPLIT

THOSE PORTAL HOPPIN', HEAD POPPIN' TIMESPLITTERS LAND ON GAMECUBE AND THEY REALLY MEAN BUSINESS. CAN YOU STOP THEIR TIME TERRORISM AND SAVE THE WORLD?

It's the future. Dateline 2401. The nasty TimeSplitters are growing stronger in their outer space lair. A battalion of Space Marines has been sent to stop them, but all but two have been massacred by the alien race. In one last desperate, suicidal attempt to save humanity, the remaining brave duo hurl themselves into the Time Portal. They have no idea where or when they'll end up as they are catapulted through space and time on the hunt for nine precious Time Crystals.

Sounds like a thrilling story doesn't it? Well, forget about it. What really counts about this game is getting

through the Story mode as quickly as you can so that you can unlock more characters, locations and scenarios for possibly the best multiplayer and challenge experience since *GoldenEye 007*.

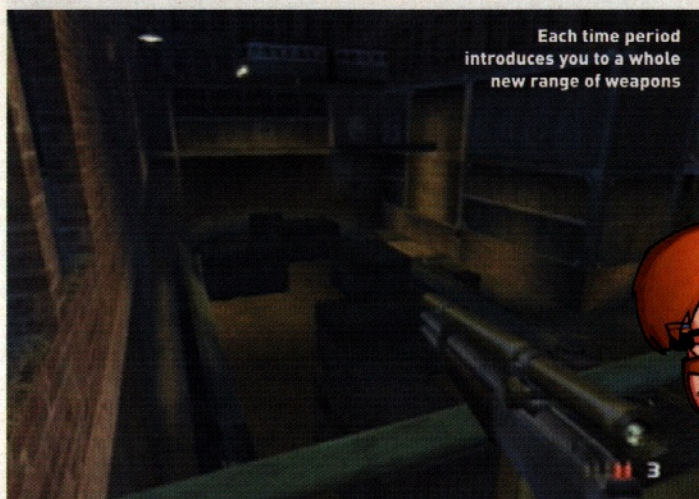
The *TimeSplitters 2* Story mode acts as a tasty palette moistener for the main course of multiplayer mayhem. One of the main complaints about the PS2 original was the fact that the one-player narrative was very flimsy without any real incentive to keep playing. This time around the Story mode, which can also be played as a two-player co-operative game, has been beefed up considerably. Each themed level is set in a



NINTENDO
GAMECUBE



Make ten kills in three minutes to earn a medal in the Arcade League's Adios Amigos deathmatch



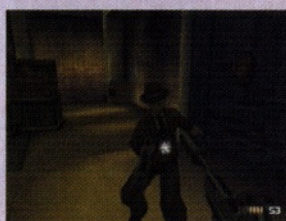
Each time period introduces you to a whole new range of weapons

MISSION IMPOSSIBLE

At the start of each solo mission you're presented with a list of primary and secondary objectives that have to be met before you can find the Time Crystal and exit the portal. The more difficult the game mode, the more objectives will be added to each mission as you proceed.



In Siberia, your first objective is to destroy the Comms dish



In Chicago, you must drain O'Leary's bootleg whisky barrels to proceed



In Notre Dame, you'll need to rescue these outstanding assets

TERS 2

► distinctive time period and style, ranging from a wintry dam in 1990's Siberia to the gothic catacombs of Notre Dame in 1895 and the futuristic cityscape of Neo Tokyo 2019. It's quite a thrill every time you leap through a portal to see what sort of adventure you'll be thrust into next. After the cold, calculated and stealth-driven aspects of the Siberian campaign, the warm, sepia-tinged tones of 1930s Chicago seems like a refreshing change, even with mobster Big Tony's men hot on your heels. The game dynamics then flip round in an even more twisted direction with the introduction of the gothic horror of Notre Dame and the psychotic cravings of devil-worshipping sex-fiend, Jacque de la Mort. After that all preconceptions fly right out the window and you're ready for almost anything.

A QUICK TIP TO GET YOU STARTED

Head shots aren't the only way of disabling the enemy. You can also shoot off individual limbs and watch as they flail their stumps at you. Cruel, but funny.





► Each time you complete a mission in Story mode you unlock more characters and scenarios for the extraordinary number of arcade and multiplayer challenges. And it doesn't even matter if you don't have any friends, because the stunning arcade scenarios can be experienced as a single player battling against computer bots without losing one iota of the thrill. Still, once you tell people you've got *TimeSplitters 2* nestling in your GameCube you won't be mateless for long — they'll all want to come round and take a swing at the incredible multiplayer options.

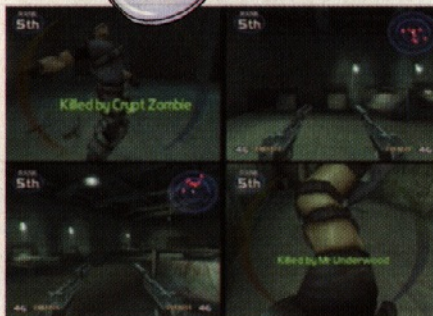
The Arcade League involves all manner of deathmatch scenarios ranging from team deathmatches in Club Soda to monkey-burning antics in Too Hot To Handle. The Challenge mode is just as inventive, including sneak-'em up scenarios where you get Stealth points for evading capture and Gone Bananas, which involves yet



□ Proof that hanging out in bars is bad for your health as well as your wallet



□ Mode Madness enables you to indulge in some amazing one-on-one battle scenarios



□ Four-player mayhem ensures that lunchtimes at *NOM* will never be the same again

more monkey malarky. Or if you're simply after classic deathmatch action just get up to three of your mates and go wild in one of the 16 unlockable arenas. There are so many different options it would take a whole issue of *NOM* to list them, and most of them have to be seen to be believed. On top of that, we haven't even begun to tell you about the Map Builder facility that allows you to create your own levels. This game really does have it all. **Maura Sutton** NOM



□ The challenges are mental. Here you must break all the glass in the compound using just grenades

VERDICT

GOOD	■ Classic First Person Shooter action with imaginative Challenge and Arcade modes.
+	■ Tough, well-designed levels that'll make you jump for joy when you beat them.
BAD	■ Just one mid-level checkpoint is very mean, and the limited saving is a crime.
-	■ This begs to be played online, so it's a pity that's not yet possible on GameCube.
FUN	Head poppin', mob bustin', zombie slayin', blonde temptress ogling fun, fun, fun.
VALUE	Story mode has only ten levels, but the real value lies in the multiplayer games.
LTFE	You'll keep coming back for ages, because this will last as long as <i>GoldenEye 007</i> .

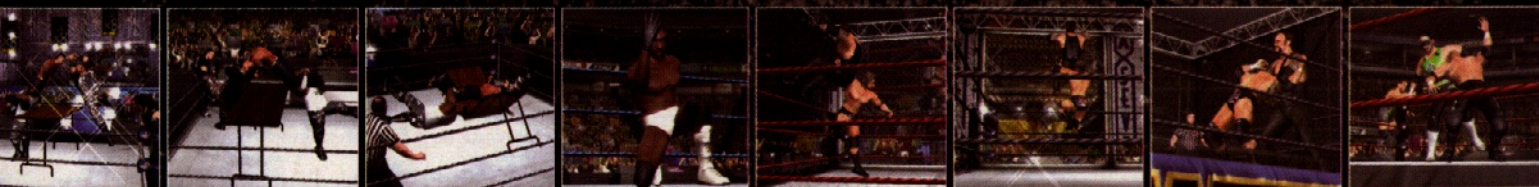
The best First Person Shooter on the GameCube so far. It's got looks, style, intelligence and humour. The guilty pleasures of cyber killing never felt so good.

9

SHOWCASE OF THE IMMORTALS



THE LEGACY CONTINUES



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TUROK EVOLUTION

TUROK'S BEEN DUSTED DOWN FOR A NEW GENERATION OF GAMERS, BRINGING WITH IT A MIX OF *WALKING WITH DINOSAURS* AND *PLANET OF THE APES* - EXCEPT WITH BIGGER GUNS.

LOG ON

<http://www.acclaimuk.com>

IN BRIEF

It's a return to *Turok* of old, with dinosaurs roaming a war-torn Lost Land. It's up to Tal'Set to save the day by slaying the Sleg threat and eventually squaring up to Lord Tyrannus. Plenty of multiplayer action too.

DETAILS



1-4 Players



3 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Acclaim

A QUICK TIP TO GET YOU STARTED

While the control system for *Turok* is smooth and precise, some might find manually aiming a bit of a chore, especially as enemies are so well camouflaged. To help, there's an auto-aim feature that takes the pain out of shooting. Just aim in the general direction of an enemy and the game will take care of the rest.



Game hype is a dangerous thing. Too little and you don't get to hear about games before their release. Too much and you're left waiting for a game that will change your life, create world peace and make other games redundant, but which equally might end up being a big smelly pile of game poo.



The Slegs have given Tal'Set the slip, curse their superior technology!

Which leads us to *Turok Evolution*, a game with more hype than *Pop Idol* and *Pop Stars* put together. For the last year we've heard all about the astounding A.I. said to control the legions of reptile scum. We've gasped at individually animated plants that quiver as you rustle past. Then there are the trees that can be felled to squash enemies and the way the indigenous dinosaurs react to your actions. You get the picture: *Turok Evolution* was going to be the definitive First Person Shooter for GameCube.

It's surely an ambitious game, meant to take the whole *Turok* scene back to its dinosaur and Sleg-shooting roots, while upping the ante for what console shooters can achieve. The story places you as Tal'Set, a Native American sent through a time travel portal to the Lost Land, and right into a battle of biblical proportions, with both the indigenous dinosaurs and humans under siege from Lord Tyrannus and his band of butt-ugly Sleg minions.



NINTENDO
GAMECUBE

YOU AND ME - OUTSIDE

Like previous *Turok* games, *Turok Evolution* comes with an above average selection of multiplayer modes.

There are 13 different arenas, and 14 different gameplay styles, equalling a large can of whup-ass to open. Along with the usual array of deathmatches and Capture the flag type contests is a

selection of more original offerings, like the flight-based game where you're on the back of a soaring Pteranodon, and Monkey in which you have to hold onto a monkey to ensure victory. It's all well done with a solid frame-rate throughout and a wide selection of arenas suited for everything from two to four players.



The level design is quite inspired - it's obvious a fair amount of time has been spent on them



We were expecting the frame-rate to nose dive on the multiplayer levels, but it's totally smooth



There's a world of mate bashing awaiting you if you decide to shell out for *Turok Evolution*

► Tal'Set is reluctantly drawn into the conflict after an encounter with TarKeen, the leader of the River People, who informs him that it's his destiny to protect them from Lord Tyrannus and his barbarian hordes. With the fate of the land in his hands Tal'Set heads into the jungle armed only with a weighty club and his trusted bow.

This is where the game truly starts, and where players are confronted with the new and improved environments of *Turok Evolution*. It's a land of jutting rock formations and plunging waterfalls, criss-crossed by perilous mountain passes and wide open valleys leading to hi-tech enemy bases. Added to this is the multitude of animals and plant life, both of which demonstrate *Turok Evolution's* unevenness.

The dinosaurs are modelled well with realistic movement and an acceptable level of detail, although some seem to be left over from the game's N64 roots. That said, there's a great variety, making the levels buzz with life. However, for all their visual sophistication they're still a dumb bunch and



As soon as you see the red mist envelope the screen you know you're in trouble



The Sniper Rifle makes a welcome return and with it comes some bloody death throws



A well aimed shot will result in a blood splattering of immense proportions

can often be seen running around in circles or charging into walls, destroying the game's *Walking with Dinosaurs* vibe.

Likewise, the plant life is brilliantly visualised with each and every one animated separately, allowing them to move if Tal'Set or any other creature brushes past. It looks great, but all this vegetation comes at a price, and that's cheap shots from the generally green-coloured Slegs hiding in the bushes. Okay, this is what would happen in the real world, but in games there is nothing more annoying than being shot at and not knowing where the gunfire is coming from.



► And there's a lot of gunfire because *Turok Evolution* doesn't pretend to be anything other than a lead-pounding scrap from start to finish with only a bare minimum of puzzle action to break things up. There are also frequent flying levels, where Tal'Set takes to the sky on the back of a Quetzalcoatlus to engage in bombing missions and dogfights, but the sense of speed isn't exactly convincing, again leaving you with the feeling of a job not quite finished.

Like the dinosaurs and level design, the enemy intelligence is a real mixed bag, with some full of cunning and guile, while others display a level of intelligence that would embarrass a house fly. It's all to do with the game's A.I., snappily titled the Squad Dynamics System. This slab of coding is meant to mimic how a team of fighters might act in combat, with some barking orders and others playing cannon fodder.

It doesn't end there, because with some units you'll encounter excellent evasive manoeuvres with members of the squad



❑ Right from the off you're confronted by beasts that want to eat you. Whole

diving for cover, while some sneak around the back for a surprise attack. Some squads will surrender if you kill the leader and some yellow bellies will run once the shooting begins and the blood starts flowing. It's a great idea that's hampered by situations where you'll come across two enemies standing close together and decide to shoot one dead, only for the remaining

"THERE'S NO DOUBT THAT THIS IS A MISSED OPPORTUNITY. A DAB OF POLISH COULD HAVE MADE IT GREAT."



❑ Your winged beast has homing missiles and an infinite cannon. Tasty

Sleg to stand stock still, seemingly unaware that his comrade is now missing his head.

There's no doubt that *Turok Evolution* is a missed opportunity because with more time and a dab of game polish this could have been great, not merely good. But for all its ambition — and there's plenty — this is a hit-and-miss affair, with all the tell-tale signs of a rushed job. Rich Marsh N64



❑ The Slegs think nothing of hanging humans, so don't feel bad about killing them



❑ This section of the game is a nightmare to clear as the ship lays down heavy fire



❑ Look at the size of that fella! A certain amount of cunning is required to dispatch the larger beasts

VERDICT

GOOD	■ The enemies are mostly a smart bunch who will test the sharpest of shooters.
+	■ The Lost Land is teeming with life, both friendly and otherwise.
BAD	■ Things are let down by annoying bugs and the odd clunky looking dinosaur.
-	■ The gameplay can get repetitive with little other than constant battling.
FUN	The gun fighting can get very intense and the controls keep you right in the action.
VALUE	There may be better shooters, but none offer the dinosaur hunting of <i>Turok</i> .
LIFE	<i>Turok Evolution</i> is a big game that gets reasonably difficult early on.

Turok Evolution has much to admire, but it doesn't meet expectations. You can't escape the feeling that it was rushed out, and that makes this a missed opportunity.



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MATCH PLAY

You really can't fault *WWE Wrestlemania X8* on its match options. Virtually any combination of cages, tables and chairs are here for you to play with in the ring. First grab a match type — Tag, Fatal Three Way, Hardcore, whatever — then make it a Ladder match, Hell in a Cell, anything you fancy. Now get in the ring and fight!



Hell in a cell? Stop cuddling, boys, you'll never get out of the cage that way



The Ladder match. First one to finish painting the ceiling wins takes the title



The famous Royal Rumble. Only four WWE fighters in the ring at once, though



Dish out some TLC with a big metal chair and some folding steel steps. Aw!

WWE WRESTLEMANIA X8

CAN YOU SMELL WHAT THE ROCK IS COOKING? WRESTLING FANS GET READY TO WWE YOUR PANTS.

Were it not for the WWE, we'd probably think it was pretty strange that Tim and Rich strip down to their pants and start to wrestle each other every lunchtime. Instead, we all stand around whooping and holding up signs. And when The Big Boss decides Bald Bull has suffered enough, we pass him the metal chair to finish the job. Clunk!

For those of you who want a safer wrestling experience, this is currently your only alternative to *Legends of Wrestling*. It goes without saying it's a game for people who know RVD doesn't mean an embarrassing trip to the doctor's.

As a fighting game, it doesn't really work. It's trying to replicate the look of the TV show, not capture the finest nuances of hand to hand combat. The wrestlers don't react quickly, and there's no great finesse to winning. You just beat the other guy's ass until he's weak enough to be pinned.

So this has got to look like the real deal, but it doesn't make a fantastic job of it. Superstars like The Rock march to the ring with real purpose, but the likes of Albert and Trish Stratus wobble and jerk like string puppets. In the ring the action is fluid, but the combat isn't as satisfying as *No Mercy* on the N64. The grappling can be very clumsy and some of the attacks don't connect with the vicious menace we'd like.

The sound is definitely a let down, too. You can see Jerry Lawler and Jim Ross at ringside, but they don't give any commentary. Hardcore fans will also notice a few of the entrance themes aren't the right ones either.

Apart from that, you can't fault the authenticity. A massive roster of 35 fighters scowls at you from the word go, with a further six hidden, including Chris Benoit and Ric Flair. Virtually any type of match-up is possible, as you can see from the Match Play box.



The Rock realises that hitting ladies is wrong and tries to leave. Kane has no conscience

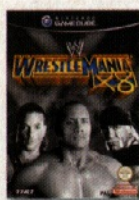
LOS ON

IN BRIEF

DETAILS

http://www.thq.com/WW_WrestleManiaX8/

Thirty-odd big blokes and blokeses smack each other about for the right to wear a big shiny belt. Fight alone, or get up to three of your mates involved in a big ol' world of pain.



1-4 Players



12 Blocks

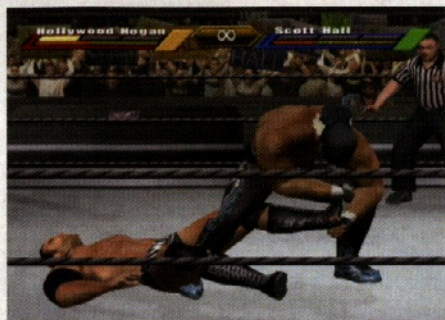
Price:
£39.99

Release:
Out Now

Publisher:
THQ



NINTENDO
GAMECUBE



□ The Hulkster makes his first appearance in a WWE game. Get on with it, grandad!

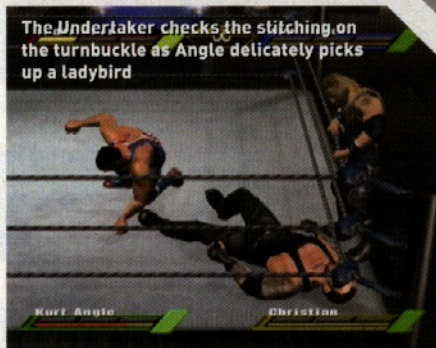
▶ There's no Career or Season mode, so options are limited for long-term play. You either fight one-off bouts or run through a series of quick title challenges. No attempt is made to recreate the soap opera that happens outside of the ring, and that's part of what makes WWE kick-ass TV.

The game's strongest suit by far is the multiplayer possibilities. When you're playing alone, the computer wrestlers will do silly stuff like clinging motionless to the side of a cage just waiting to be booted off. With three of your mates plugged in, you've got a ring full of psychos wanting to hurt each other. Game on.

The moves basically boil down to grapple and strike, so there are no excuses not to know them. What follows next is ten minutes of hilarity, with players switching alliances at will, trying to be the last man standing. The Tag Team stuff is cool too, and



The Undertaker checks the stitching on the turnbuckle as Angle delicately picks up a ladybird



□ True love is a beautiful, beautiful thing. Get a room, guys!

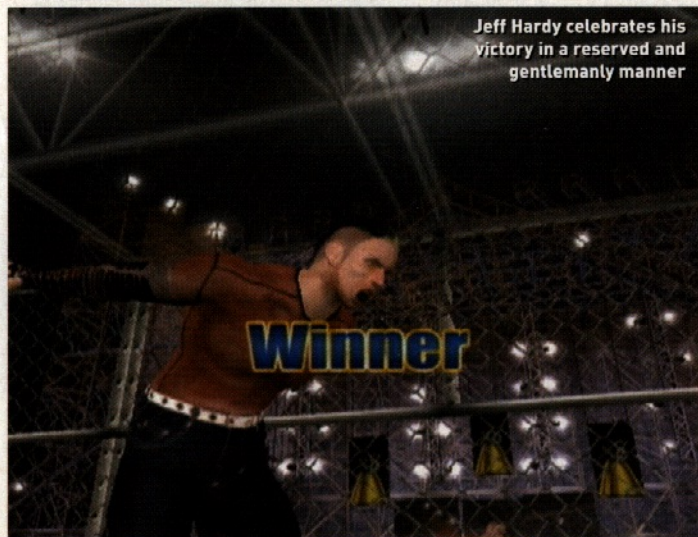
you can call on the same match type and arena options as for a one-player battle.

The Create-A-Superstar mode is welcome, but don't expect it to look much like you as the options are fairly limited. You can also invent your own belts, and unify them in the mother of all grudge matches.

WWE X8 is a reasonable effort with some nice touches. But it's not the mat-slapping classic we were waiting for. **Dean Scott** NW

"WITH THREE OF YOUR MATES PLUGGED IN, YOU'VE GOT A RING FULL OF PSYCHOS WANTING TO HURT EACH OTHER."

Jeff Hardy celebrates his victory in a reserved and gentlemanly manner



A QUICK TIP TO GET YOU STARTED

To win a Ladder match with minimum effort, start climbing the ladder at the same time your spandex-clad opponent does. Then just punch him off as you both get to the top. Hey, we never said it was fair!



VERDICT

GOOD



■ The Rock, Triple H, The Undertaker, Kurt Angle, Kane — all the stars are in.
■ Massive variety of match types. Fatal Four Way? Triple Threat? All here.

BAD



■ The core combat could be a lot better. N64's *No Mercy* is better.
■ The lack of a meaty one-player Career option is a bit of a let down.

FUN

The combat isn't great, but it's still a laugh to mash up the WWE's top stars.

VALUE

It's pretty much the whole WWE squashed down onto a tiny disc.

LIFE

Ace multiplayer games are timeless, but the lack of a Career mode damages it.

A decent game, but not the classic we were hoping for. *No Mercy* has more in-depth combat, but there's still plenty to do here, even if it is better played with mates.

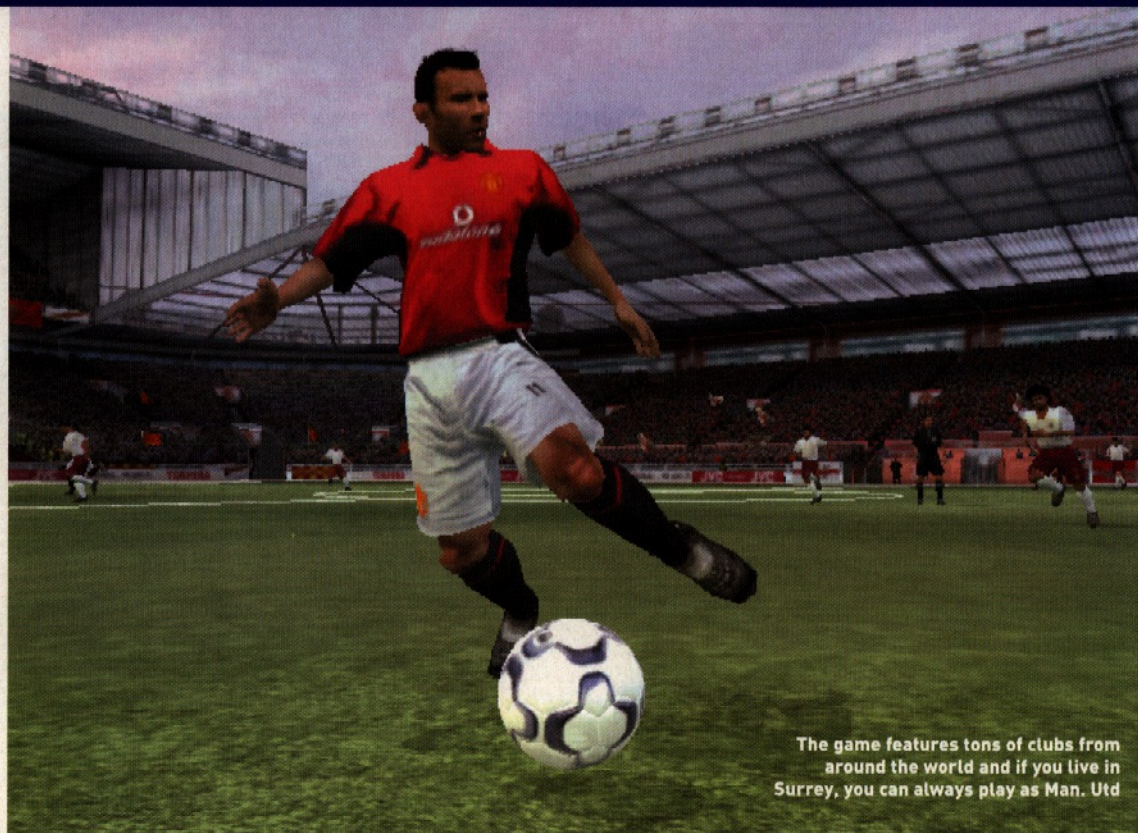
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LOG ON

<http://www.ea.uk.com>

IN BRIEF

After the criminal 2002 FIFA World Cup, Electronic Arts return to GameCUBE with a game that does the FIFA name justice and provides Nintendo footy fans with a rival to ISS2. With tons of new extras, a European Club Championship option and impressive commentary from Motty and Andy Gray, FIFA is back with a resounding roar. Sweet.



The game features tons of clubs from around the world and if you live in Surrey, you can always play as Man. Utd

FIFA 2003

IT'S BEEN AROUND LONGER THAN SIR ALEX AT MAN. UTD AND GOES FROM CONFERENCE FODDER TO TOP OF THE TABLE IN JUST FIVE MONTHS.

After the diabolical 2002 FIFA World Cup, with its Day-Glo pitches and stuttering player animations, you might have felt the days were numbered for EA's popular football series. But instead of churning out yet another update the Day-Glo pitches have been ripped up and the game's been hacked, slashed, prodded and reworked in top-secret EA labs to produce a serious contender to ISS2. 'Ave it!

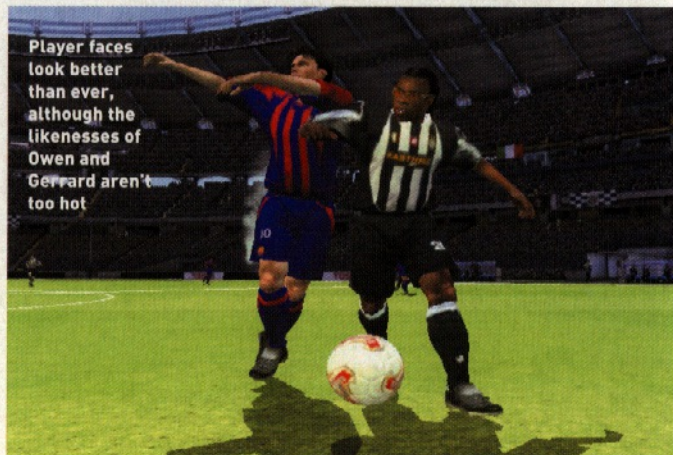
Strutting its bravado by kicking off with Gigsy and Davids showing off their skills, the game then enters a wealth of menus. Here you can choose everything from the stadium complete with recorded chants like *You'll Never Walk Alone*, international and club sides, and usual gubbins like the weather and the length of each half.

The fun doesn't stop there either because you can opt for the Friendly mode, Season, Tournament and even the new Club Championship where you can try EA's taste of the future in a European league.

If that isn't enough to impress you the gameplay definitely will. There's no juddery animation and the ball doesn't stay glued to your boots so you can't run from one end to the other to score your umpteenth goal.

Motty and Andy Gray provide commentary and the action will even pause for you to raise the difficulty if you are routing the opposition.

The new FIFA now requires a lot more build-up play and because the 'keeper and defender intelligence is better, you'll need to use two clever moves to get round the back. Balls can be played down the line, complete with 'line it' shouts from the bench, and should you whip



Player faces look better than ever, although the likenesses of Owen and Gerrard aren't too hot

DETAILS



1-4 Players



52 Blocks

Price:
£39.99

Release:
1 November

Publisher:
EA



NINTENDO
GAMECUBE

DEAD BALL LIKE BECKS

Curling free-kicks in *ISS2* was incredibly difficult and a simple straight better into the top corner was a cop out, even if it did make an easy goal.

Fortunately, *FIFA 2003* gives you much more control and you can bend the ball with the precision of Becks if you can get

unceremoniously hacked down on the edge of the area.

The 3D Stick allows you to pinpoint where you want the ball to end up while the C-Stick gives the ball spin. Then just choose the power of your free-kick and watch the ball sail into the net.



Use the 3D Stick to choose where you want to put the ball



Set the spin of the ball using the C-Stick, stop the power gauge and watch the ball fly in



The goal-keeper reactions are now loads better than in previous *FIFA* games

“THE GAME’S BEEN HACK, SLASHED, PRODDED AND REWORKED TO PRODUCE A SERIOUS CONTENDER TO THE GAMECUBE FOOTBALL CROWN.”

in a cross, you can rifle the ball home with a first-time shot.

But *FIFA 2003* isn't without its problems. You have to learn to shoot the ball in your player's stride making it difficult to score at times and the game's Broadcast camera makes it hard to see where the ball is, which is a shame for such a visual treat. Stupid problems like refs raising invisible cards have also crept through and it does take up a massive number of memory blocks.

Better than *Virtua Striker 3* and on a par with *ISS2*, *FIFA 2003* is a great package that footy fans would be advised to buy. There are problems, but you'll soon forget the World Cup game ever happened. **Tim Street** NOM



You can play in famous grounds all over the world including Old Trafford, the Stade de France and the Stadio delle Alpi

VERDICT

GOOD



■ EA's quality is here with easy-to-use menus and tasty management options.
■ The controls are a doddle, so you'll be passing and scoring in minutes.

BAD



■ Shooting in tight one-on-ones is tough if the ball's not in your stride pattern.
■ The Broadcast camera is nice, except the ball's flight is impossible to spot.

FUN

What can be better than stuffing the Argies or playing two-on-two with mates?

VALUE

No more massive scorelines make this a challenge that will run until *FIFA 2004*

LIFE

If the game's ready-made modes aren't enough you can make your own league.

After its last hiccup, *FIFA's* back where it belongs with an extravaganza of action, long-term challenge and multiplayer laughs. It's better than we hoped.

8

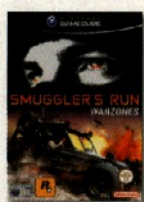
LOG ON

<http://www.rockstargames.com>

IN BRIEF

Take a job with Exotic Imports and earn your dosh by transporting illegal goods across war-torn terrain. The action's fast and furious, the levels are massive, and the multiplayer keeps you coming back for one more go.

DETAILS



1-4 Players
6 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Take 2 Interactive



Don't bother stopping to swap insurance details - put your foot down!

SMUGGLER'S RUN WARZONES

A ROOTIN' TOOTIN' BAD BOY GAME THAT'LL TURN YOU INTO A MOONSHINE-SWILLING OUTLAW BEFORE YOU CAN SAY YEE-HA!

Working for the Exotic Imports courier service is easy. Choose a turbo-charged monster vehicle, race around acres of muddy countryside picking up suspect packages from point A and take them to point B. The only drawbacks are that it's highly likely you'll end up dead at the hands of a crazed gang of rival smugglers or you'll get banged up for a long stretch by plod.

The risks are lower in the early levels; they're dead easy. But as you blast through the game, from sunny Georgia, through swampy Vietnam and on to snow-covered

Russia, the missions get much harder because the police develop an increasing disregard for personal safety, leaping through the air to destroy your machine.

The off-road chariots that you get to thrash include buggies, jeeps and enormous trucks. They all handle really well and the action steams along. The levels are huge and you're free to roam for as long as you can stay alive, or until the timer hits zero.

The advantage you have over the law is your Countermeasures; a selection of defensive weapons like oil slicks, smoke screens and bombs that you can use to shake



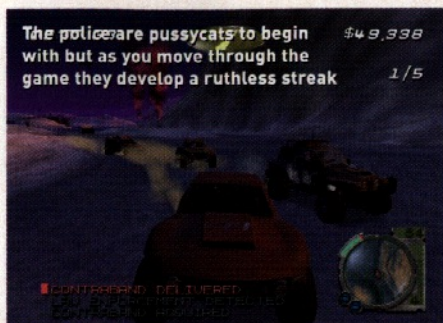
That red box above the Super Buggy means he's carrying the cargo. Get him!



Along with your explosive Countermeasures there are also land mines to dodge. Try and get a stupid police car to drive into one



NINTENDO
GAMECUBE



☐ You can see for miles, and drive there too!



A QUICK TIP TO GET YOU STARTED

You're going to hit some pretty big jumps in *Smuggler's Run: Warzones* and your wagon tends to develop a life of its own in mid-air, usually ending up with the roof making a desperate bid to touch terra-firma. To stop yourself from landing in a crumpled heap, press the **Y** button whilst in flight to level out your car and make a perfect landing.



FOLLOW THE LEADER

Some of the missions require you to select a team to help you complete your smuggling duties and looking at each vehicle's stats you'll find that they all have a specific position; Corner, Forward, Back and Guard.

Choosing a selection of players will increase your chances of success as you can take the role of the Forward and forage for contraband whilst your team-mates ride beside and behind you, ready to stop any unwanted attention from the police or ruthless rival gangs.



☐ Choose a good selection of vehicles for your team or you'll either be out-accelerated or out-muscled by the competition



☐ Never be afraid to have some big boys on your side. This ex-army truck makes a great addition to any team



☐ It's not just some local tobacco-spitting sheriff that comes after you, when things get rough they send in the heavies from the CIA

▶ off unwanted attention. Every vehicle has two different kinds of Countermeasure, too.

Each four-wheeled monster has its good and bad points. Some are fast but damage easily, others can take a real battering but they're as slow as a Reliant Robin with no wheels. Choosing the right vehicle is critical to a successful mission, but no hints are given before you begin a stage and you'll often have to quit the level and try your luck again if you choose wrongly.

The single-player game is good fun, if a little repetitive and slow to heat up. But it's the multiplayer modes that will keep you hungry for more. There's a wide selection of races, team battles and a vehicular version of tag for up to four players. You'll be amazed that even with the four-vehicle, four-player carnage, the game shows no sign of slowdown. There's nothing like *Warzones* on GameCube, the whole experience is an adrenaline-fuelled headcharge. **Dominic Wint**

"WARZONES IS A TOTAL ADRENALINE HEADCHARGE, THERE'S NOTHING LIKE IT ON GAMECUBE!"

VERDICT

GOOD	■ The areas are massive with tons of detail. You could drive around all day.
+	■ Multiplayer is amazing, especially with four of you battling for supremacy.
BAD	■ The single-player missions are fun but linear, it's mostly delivery boy stuff.
-	■ Choosing the right vehicle can be vital, but there are no hints on which to pick.
FUN	The controls are a doddle and the vehicles handle very realistically.
VALUE	<i>Warzones</i> is a unique GameCube experience, with a top multiplayer option.
LIFE	The one-player game gets tough late on, but it's the multiplayer that'll hook you.

Although the one-player game is a bit limited it's still a blast and the multiplayer modes are an absolute riot. *Smuggler's Run: Warzones* is well worth tracking down.

8

LOG ON

<http://www.ea.uk.com>

IN BRIEF

The biggest engines on the open road come together for races of the high-octane variety as you punish Ferraris, Porsches and other road beasts in your bid to be the champion of the highways. Escape the fuzz, and even try driving the cop car in the latest GameCube racer to challenge *Burnout* for its crown.



NEED FOR SPEED HOT PURSUIT 2

THE BIG BOYS' TOYS ARE OUT THE LOCK-UP AND ON THE OPEN ROAD WITH ROZZERS TO LOSE AND SUNDAY DRIVERS TO SCARE.

As GameCube street racers go there has been no challenger to *Burnout* since the launch of Nintendo's console and after escaping the rozzers unscathed in *Hot Pursuit 2* we can safely say that *Burnout's* still got the crown wrapped up.

At the outset you'd think that *Hot Pursuit 2* holds all the trump cards with a huge selection of luxurious motors to drive including the Lotus Elise, Cobras, Vipers and Lamborghinis. *Burnout* had no such licenses, but by gawd did it have gameplay to die for.

Hot Pursuit 2 just lacks the eye-watering speed that made *Burnout*

such a challenge and when you play *Need for Speed* from distant camera angles it feels more like a Sunday drive. There's no sense of the landscape rushing past as you tear around corners or dodge on-coming traffic by a whisker, making this racer simply an also-ran.

The road handling of the cars also leaves a lot to be desired. It's okay using the in-car view, but take a step back and you'll find your car glides all over the road, which is odd for such heavy, high-powered motors. Shaking of the police is hard enough, but your task is made a lot worse when the cars handle as if on a skidpan half the time.

Then there's the dodgy difficulty setting. Even after a few hours of play you'll be racing away from your opponents after half a lap and should you avoid any schoolboy errors and oncoming traffic you'll breeze home and have half an hour spare while waiting for the rest of the pack to finish.

Despite these problems there's a huge variety of challenges on offer from mini-race leagues in the Championship mode and head-to-head meetings over three laps. One of the best modes though is the chance to avoid all attempts to apprehend you in *Hot Pursuit* by tanking it down city streets and

DETAILS



1-2
Players



7
Blocks

Price:
£39.99

Release:
25 October

Publisher:
EA



NINTENDO
GAMECUBE



Hot Pursuit 2 has got licensed cars coming out of its ears



Not only can you choose a motor, but you can also select its colour

COPS AND ROBBERS

If making quick getaways from the cops gets a little monotonous then you can always play the fuzz in the game's Be The Cop mode.

Playing a little like Taito's classic coin-op, *Chase HQ*, your mission is to apprehend the crims by barging them until the red power bar above their car drains completely.

The criminals are tough to crack but help is at hand with bomb-dropping helicopters, roadblocks and back-up patrol cars assigned to the D-Pad. So if you are having a tough time hauling in their asses just call for some help.



Switch on that siren and smash that crim off the road with everything you've got



You'll need to be quick on the Lap Knockout mode

"BURNOUT'S STILL GOT THE HIGH-SPEED CROWN WRAPPED UP."

► across dirt tracks. The plod will smash, bump and nick your motor to try and make you stop and you'll have to hit every shortcut to finally get away.

Talking of shortcuts, each track comes complete with secret routes that will slice your lap times, so expect to cruise across bridges, over lava-choked rivers and past native villages to survive as long as you possibly can.

As GameCube car racers go *Hot Pursuit 2* looks good, but the speed and challenge on offer will leave racing fans cheesed off. *Burnout* is still the only one worth considering for GameCube. **Tim Street** NOW



The car models look amazing although the controls are a bit on the shoddy side

VERDICT

GOOD	■ The variety of challenges varies from head-to-head to mini championships.
+	■ Playing a cop is just as much fun as being in a high-powered sports car.
BAD	■ It feels as though you're racing on oil as you fight to keep your car under control.
-	■ You only feel as though you're tanking over 100 mph with the in-car view.
FUN	Weaving cars and low speed make it hard to enjoy, although winning by miles helps.
VALUE	Plenty of tracks, cars and the excellent Be The Cop mode makes it worthwhile.
LIFE	Serious petrolheads will have major qualms over the game's simplicity.

Hot Pursuit 2 may well have the cars and the game modes but there are some serious flaws in the handling and speed. *Burnout's* still the GameCube daddy.



DOSHIN THE GIANT

HE'S MASSIVE AND HE CAN'T DIE. NO WONDER HE NEVER GOT INCLUDED IN *SUPER SMASH BROS. MELEE*: HE'D HAVE RUINED IT.

LOG ON

<http://www.nintendo-europe.com>

IN BRIEF

Play as a god with a split personality. Help little people build prosperous villages and keep them from harm, or flip into evil mode and burn everything to the ground.

By all means chill out, but try not to crush that horse



DETAILS



1 Player



40 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Nintendo

You're Doshin the Giant, and you've decided it'd be cool to help some little people build a village. The more you help, the more they like you. If all goes well, they build a monument to your memory and you toddle off to help some other people. It's that simple.

If you're expecting fast action — or any kind of action to be fair — *Doshin* is not for you. The jolly yellow giant pads about at a pedestrian rate, carrying one tree at a time and raising and lowering the ground with some natty hand movements. Villagers let you know what they want with a little speech bubble, and you get to it. Flattening mountains, finding a flower, whatever.

Every guy you please wins you a heart to go on the side of the screen. Get a circle of hearts around the screen and you get

bigger. Accidentally squish someone with your big foot or drop a tree on their house, and they start giving off skulls.

A tap of **L** reveals Doshin's secret, a split personality called Jashin that looks evil and torches everything with fireballs. Jashin thrives on skulls, so you can play an evil god that wrecks everything and sucks up the hate to grow bigger and bigger.

If you're struggling to understand what the point of all this is really, that's completely understandable. There are no objectives as such. You do what you like, but there isn't really that much to do. Build a nice village, and it becomes vulnerable to natural disasters. Smash everything up, and you only have to go back to being Doshin to build it all back up again.

Jashin's not much use. He can



There's a lot of love in this room tonight. I can feel it.



This is what happens when it goes right. Happy people, monument. Sweet.



NINTENDO
GAMECUBE

HEAD-SHRINKER

Doshin the Giant doesn't have any genitals, and that's got to knot a man up inside. One minute he's happily lumping trees about, the next (after you press **L**) he's raining fire-death all around.



☐ "Look, make up your minds! Do you want the goddamn tree or not? Hello?"



☐ "I do my best for these people, and they still hate me. What is this strange emotion? Rage?"



☐ "You better run! I'm going to stomp you with my angry red feet of death! Eat that, pygmy!"



☐ "Destroy! Ha ha ha! You stupid humans! Eat fire! Oh hang on, I'll have to help repair this..."



Go on, do what the locals tell you

Something might be buried under the house. Lift it up!

"IF YOU'RE EXPECTING FAST ACTION - OR ANY KIND OF ACTION TO BE FAIR - *DOSHIN* IS NOT FOR YOU."



The villagers put the finishing touches to the monument. Was it all worth it?

▶ get to problem sites on the map more quickly, but a bad day turns into The Worst Day Ever for the villagers when they also see Satan running at them while everyone's getting burned by lava from a nearby erupting volcano.

The monuments built by prosperous societies are your only conventional reward in this game, and get saved to your memory card. For most people, that won't be rewarding enough. Even those that get into the laid-back vibe will bemoan the flaws. The better you do, the bigger you grow. Which is fine, until the idiot villagers all crowd around your big feet so you've got no alternative but to kill them. They also struggle to make up their minds a lot of the time. They'll moan that a bit of land is too high, but then want it raised up again after you've flattened it out. **Dean Scott**

A QUICK TIP TO GET YOU STARTED

Villagers always request a flower to top off their monuments to you. The game only gives you a vague clue of how to bloom one. The trick is to bunch four or five trees together in a really tight cluster, and out pops a flower for you to give back to the villagers. Simple.



☐ Go on, wake them up. They're using you giant. Can't you see that?

VERDICT

GOOD	■ It's totally original. There is nothing else even remotely like this on GameCube.
+	■ The land deformation effects are great. You could write you name with a river.
BAD	■ There's no significant reward for the hours you put in. You just sort of 'exist'.
-	■ There isn't a great variety in the types of task either giant can undertake.
FUN	It's alright keeping stuff ticking over, but the real thrill is in wrecking things.
VALUE	There's not a lot to it, and you'll probably need a new memory card.
LIFE	You can't die, and you never really win or lose. The lack of variety soon bores.

A quirky and original god game, but not rewarding or varied enough for the average player. This is one Japanese import we could have lived without.

6

PRO TENNIS WTA TOUR

ALL THE GIRLS FROM THE PRO CIRCUIT, BUT CRUCIALLY WITHOUT THE STELLAR TALENT OF THE ONE AND ONLY ANNA KOURNIKOVA.



Capriati? Pah! Lucic? No thanks. Where are Kournikova and Hingis when we need them?

Log On:
<http://www.konami-europe.com>



5
Blocks

1-4
Players

Price:
£39.99

Release:
October

Publisher:
Konami

Join the ladies on a tour of ten of the world's most renowned tennis arenas to see who can bag the most prize money and head the rankings table.

The game comes loaded with 20 of the biggest names in tennis, featuring passable likenesses of Jennifer Capriati, Martina Hingis, Jelena Dokic and Serena Williams amongst the short-shirt wearing brigade of ball breakers.

The meat of the game is the Tour mode, that mimics the big events that the real girls take part in. This is joined by Tournament and Exhibition modes for tailor-made events, including a four-player mode. There is a choice of two control methods with a single button setting for complete amateurs and a more in-depth set-up for those looking for a bit of simulation in their lives.

The graphics are adequate without being great, but our main gripe is with the control system, that requires total accuracy both in timing and where your player is positioned. **Rich Marsh** NHM

VERDICT

Pro Tennis WTA Tour is a solid offering, but it's let down by very average graphics and an over-fussy control system requiring pinpoint accuracy.

6

LOG ON
<http://www.ubisoft.co.uk>

IN BRIEF
Pro Rally is pitched as an arcade racer, but the car handling doesn't seem designed for instant pick up and play action. That said, the game steams along at a cracking pace and offers over 175 km of race action, so if you can tame the cars this might just be worth a look.

PRO RALLY

THE ACTION'S FAST AND FLUID, BUT THE CARS JUST DON'T WANT TO STAY ON THE TRACK.

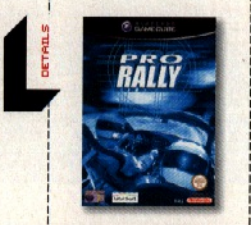
Nintendo gamers have their first chance to try their hands at arcade rally racing courtesy of *Pro Rally*.

The game places racers in a make-believe world of rally racing, where 20 real-life cars take on 48 fictitious stages of car-bashing track, equalling 175 km of pounding road to burn.

The cars range from turbo-charged Subaru Imprezas to nippy little Citroen Saxos, with the path to more exotic motors dependent on how you fare in the rather tough Professional mode.

But before you can take on the professional challenge you'll first have to negotiate the badly set out Tutorial mode that is too light on hints and tips to be of much use to fledgling drivers.

There's also an Arcade, Time Trial, Trophy and



1-4
Players

3
Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Ubi Soft



Pro Rally features 20 real-life cars to hack around 48 fictitious stages



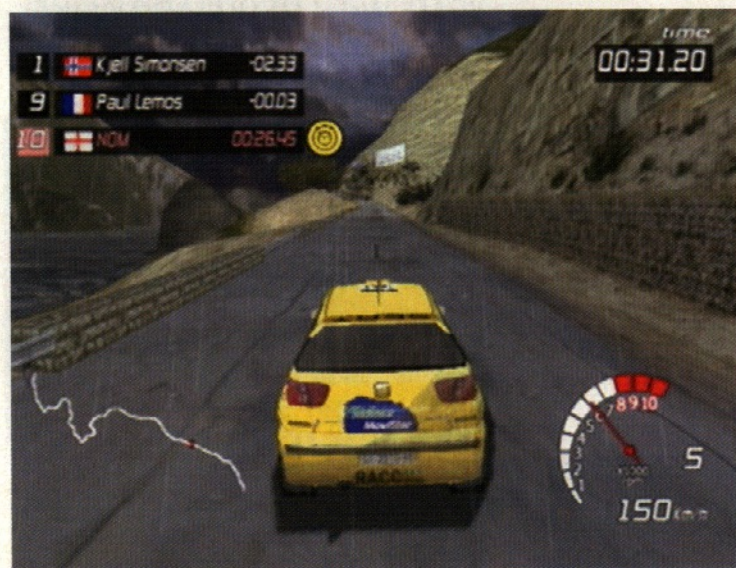
On the strength of this performance, the NOM racing team won't be setting any records



NINTENDO
GAMECUBE



□ This is no time for fair play — put him in the trees if you want to get by



□ At 150 km/h, you'll make a pretty impressive stain on the road if you spin out

four-player mode, with available tracks and cars also dependent on your success in the Professional mode.

And this is the main problem as earning the all-important points needed to progress is far from easy with a bunch of drivers who seem to beat your time no matter what and a control system that will see the back of your car wagging like an over-excited dog. This is a shame because the track design, car tweakability, range of driving conditions and overall look alone make *Pro Rally* more than pleasing. **Rich Marsh** NOM

VERDICT

GOOD



- The tracks are detailed with a generous selection of surfaces and weather.
- This baby slams along at a great pace with not even a hint of slowdown.

BAD



- The cars feel very twitchy making it far too difficult to steer a steady race line.
- The Professional mode isn't too easy with other drivers that seem too good.

A decent first GameCube rally game full of cars and tracks, all delivered with eye-catching looks, but without the controls to make this a truly essential purchase.



SEGA SOCCER SLAM

FIND OUT WHAT FOOTBALL WOULD HAVE TURNED OUT LIKE IF THE AMERICANS INVENTED IT.



Log On:
<http://www.sega.com>



5
Blocks

1-4
Players

They call it soccer. We call it football. But *Soccer Slam* is something altogether different, taking the speed and intensity of four-on-four footy action and lacing it with the sort of violence Vinnie Jones would wince at.

Sega Soccer Slam is all about super-fast, one-touch passing, hideous two-footed challenges, bullet-time special moves and shots on goal that break the sound barrier. There's no referee and the pitch is very compact, while the stadia are most definitely from the realms of fantasy.

There's a variety of play modes, taking in the likes of exhibition matches and trophy-based contests, but it's the Quest mode that will eat the majority of your time. In it players have to face off against a selection of psychotic teams as well as fulfilling a set of in-game objectives in order to progress. But we think *Soccer Slam* is designed for multiplayer action, which it excels at with gameplay that's fast and violent with enough depth to become a regular mate basher. **Rich Marsh** NOM

VERDICT

It's football, but not as we know it, and because of this it's a blast of fresh air with non-stop gameplay that's as tasty as some of the tackles on show.



Price:
£39.99

Release:
Out Now

Publisher:
Sega

TETRIS WORLDS

THIS ONE'S BEEN RINSED MORE TIMES THAN AN OLD LADY'S PAIR OF TIGHTS. JUST SAY NO, KIDS.



Tetris, the best thing out of Russia... ever?

Log On:
<http://www.thq.com>




8 Blocks



1-4 Players

Price:
£29.99

Release:
18 October

Publisher:
THQ

The mission: make a game as old and familiar as *Tetris* appear fresh and vital enough to warrant a £30 price tag.

It's a tough job, but THQ seem pumped up to persuade you to buy *Tetris* all over again with a package that combines a bog-standard *Tetris* along with a handful of new styles of play, which it has to be said are decidedly hit and miss. There's also a Story mode that tells the painfully thin tale of a *Tetris* planet looking for new worlds to colonise in response to their sun's imminent super nova status. It's a crap idea, and it in no way improves gameplay or makes you care what happens to the planet's inhabitants.

But it's there to justify the six worlds where *Tetris* is played differently to the classic variety we've come to love. Some, such as Square Tetris work because they stay close to the gaming gold of the original, while others like Hot-Line Tetris just seem too complicated and ignore the fact that *Tetris* is a simple game that anyone can play. **Rich Marsh** NHM

VERDICT

After over 20 years, *Tetris* is everywhere; on phones, key-rings, the internet and every past gaming platform, which is precisely why this is a non-starter.

5

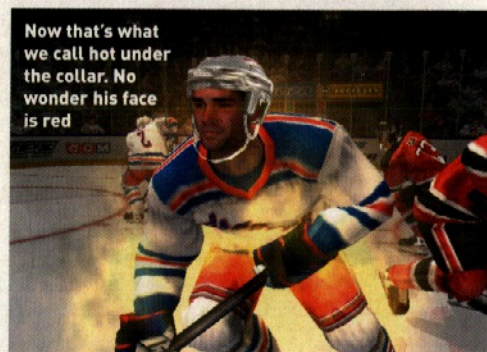
LOG ON
IN BRIEF

<http://www.midway.com>

The heavy-hitting hockey sim returns with all the teams and players from the 2003 series along with some new additions to the tried-and-tested formula. Still fast and furious, and unfortunately rather shallow.

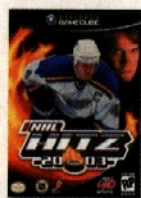

NHL HITZ 2003

TWO NHL HITZ GAMES IN A YEAR. WITH REGULARITY LIKE THIS WE MAY BE LOOKING AT AN ICE-BASED *FIFA* SERIES.




Now that's what we call hot under the collar. No wonder his face is red

DETAILS

1-4 Players



8 Blocks

Price:
£39.99

Release:
18 October

Publisher:
Midway

The nights are drawing in, so it must be time for the latest version of Midway's *NHL Hitz* series, and just as in previous years it's an adrenaline-soaked blast of ice-based fun with the accent on instantly accessible arcade kicks.

The gameplay you probably know. It's four against four action with the emphasis on slick passing and rocket-powered shots, with more than a touch of aggro, and the ability to turn your player into a turbo-charged man of fire.

There are a host of new additions that attempt to give the game more replay value, like the new Franchise mode that allows you to create a team and take on the best. This is backed up by a full Season mode, with all the current NHL teams, and all-star teams just waiting to be unlocked.

There's also a new Tutorial mode that'll help you hone your skills and six fun mini-games to take part in. Also making an appearance are a number of fantasy teams and stadiums, making use of Midway's back catalogue of characters, including a few from the *Mortal Kombat* series of games. **Rich Marsh** NHM



NINTENDO
GAMECUBE



TAZ WANTED

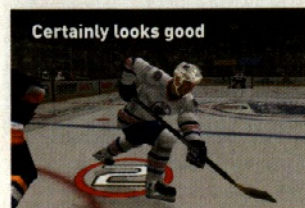
THE QUESTION HAS TO BE, IS IT WANTED BY YOU. THE ANSWER, UNFORTUNATELY IS NO.



□ The graphical capabilities of the GameCube mean you can now see the fear in the eyes of the goalkeepers. Smash the puck down his throat



□ The mullet count in *NHL Hitz 2003* is disappointingly low, on the plus side there's more than a smattering of violence though, so it's not all bad



Certainly looks good

Richards
tries his
luck from
range

VERDICT

- GOOD** ■ The overall presentation is excellent with a great detail for players and arenas.
- +** ■ The gameplay belts along at a cracking pace, helped by a tight control system.
- BAD** ■ It's still mighty difficult to beat the computer-controlled sides.
- ■ The easy-to-use controls also mean there's not a lot of depth to the gameplay.

It's just six months since the last version came out, and while this is a solid evolution, there's nothing in it that takes *Hitz* beyond a fun for a while arcade game.



□ Taz is up to all sorts of monkey business, but unfortunately it's not the sort of business we want to take part in

Log On:
<http://www.infogrames.com>



2
Blocks



1-2
Players

Taz the Tasmanian Devil returns with yet another game mining the legacy of *Looney Tunes* cartoons, bringing with it a warped world full of cartoon regulars.

This time out Yosemite Sam has captured the troublesome Taz, but before too long the little devil escapes. And so it falls on the brown marsupial to travel through the four game worlds destroying the wanted posters for Taz, all the while avoiding the attentions of Sam's zookeepers. Taz can don a variety of kerrazy disguises and unleash a predictable range of moves including his super-fast spin. This is platforming at its most derivative, with little other than the arresting visual style to keep you interested. *Taz* wouldn't be so bad if the controls and camera were acceptable, but alas they aren't. **Rich Marsh** IGN

VERDICT

This game is of little interest to anyone except avid *Looney Tunes* fans, and even they should think about a rental before shelling out the dosh.



Price:
£39.99

Release:
Out Now

Publisher:
Infogrames



LOG ON

<http://www.bam4fun.com>

IN BRIEF

When a 'dirty bomb' goes missing there's only one team hard enough to retrieve it: Ecks and Sever. Based on the upcoming movie starring the luscious Lucy Liu and hairy old Antonio Banderas that bombed in the States, this is high-quality, first-person shooting action that just falls short of star quality.



It's games like this that give dogs a bad name. Rabid canines roam the levels looking for their next meal



Make sure that you clear a room of enemies before going in and you'll live a lot longer

ECKS VS. SEVER II: BALLISTIC

IF ANY GAME DESERVED A SEQUEL IT WAS *ECKS*. SHAME IT'S THE SAME OLD SONG.

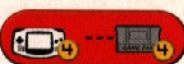
Since we first met this stealthy pair of shooters things have certainly changed. One-time enemies Ecks and Sever have now made their peace and are now both trying to pinpoint the whereabouts of a missing nuke, stashed in a briefcase, last seen on Russian soil. FBI agent Ecks is ordered to hunt around the USA whilst ex-NSA terrorist Sever is dropped deep into

enemy territory to try and sniff out the bad guys. Each character battles through 12 levels and from the minute you start you're right in the thick of the action.

What impresses is the variety in the locations: Ecks is sent into towering grey office complexes whilst Sever gets to sneak around sun-drenched villas. The level of detail is still low and it can be difficult to distinguish between a



Given the choice between Antonio or Lucy we know which one we'd choose



Four players/
four cart,
Password save

DETAILS



Price:
£29.99

Release:
1 November

Publisher:
Bam!

THREE'S COMPANY, FOUR'S A BLAST



Deathmatch, Assassin and Bomb make up the multiplayer options

First Person Shooters need multiplayer options, it's the law. And thankfully there are some great mate-bashing games to be found in *Ballistic*.

Along with Deathmatch, there are the more original Bomb and Assassin modes. Bomb sees you



Assassin challenges you to hunt out the VIP and kill him until he's dead

hunting down three pieces of an explosive device and attaching them to a target first. Die before you manage it and you lose all of the pieces you've got. In Assassin, one player plays a bodyguard while the others attempt to hunt down and kill the VIP.



New underwater sections allow you to jump in the drink and find secrets

wall and an enemy and this leads to some hairy moments.

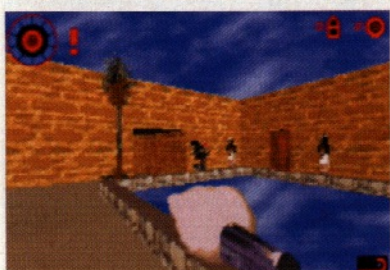
The game is mission-based, with objectives handed out at the start of each stage. These range from finding the secret entrance of a hideout to running away from a gang of deranged terrorists, girlie-style. This time out you'll also get to interact with some undercover operatives who may give you a hint or a key.



GAME BOY ADVANCE



❑ The Night-Vision Goggles make a return, but detail is kept to a minimum. Pity really



❑ Manual aim lets you take out foes from far away. Hit the head for a one-shot kill



Don't shoot Kaos! He's here to help you find some hostages and give you a card key

"IT'S STILL ONE OF THE BEST FIRST PERSON SHOOTERS ON THE GB ADVANCE AND IT DESERVES A PLACE IN YOUR COLLECTION."

► There are also civilians littering the levels and as soon as a shoot-out starts they fly into a blind panic so be careful not to hit them with an ill-aimed Shotgun blast.
A new feature is the manual aim. By hitting **SELECT** the view zooms in slightly, allowing you to pick off enemies, sniper-style. Whilst it's a welcome addition, in the heat of battle it's too easy to hit the **START** button and pause the game. The rest of the controls are great and you can race

around the levels with ease.
Ballistic is everything that you'd expect from a sequel — both good and bad. It keeps the exciting gameplay of the original and then subtly adds to it. However, for all its improvements it feels like an extension of the first game, not an evolution. It's still one of the best First Person Shooters on the GBA though and it deserves a place in your collection. **Dominic Wint** NIGH

VERDICT



❑ "Say hello to my little friend." Faced with a room full of goons, automatic weapons are the only option

GOOD	■ A strong storyline draws you in and you really start to care about your characters.
+	■ The stages are all very big and the level of difficulty will keep you coming back.
BAD	■ Lack of graphical detail can lead to some poor shooting and the odd ambush.
-	■ The manual aim is a new addition, but it's tricky to use in the heat of battle.
FUN	As enjoyable as the first game. The controls are easy to learn, if a bit clunky.
VALUE	The levels are enormous and packed with enemies to kill. Multiplayer is a riot.
LIFE	This is a hard game and finding all of the secrets will take even the best a while.

Ballistic is a solid First Person Shooter that provides a stern challenge, but there's very little that's new. A very good package, if slightly unremarkable.



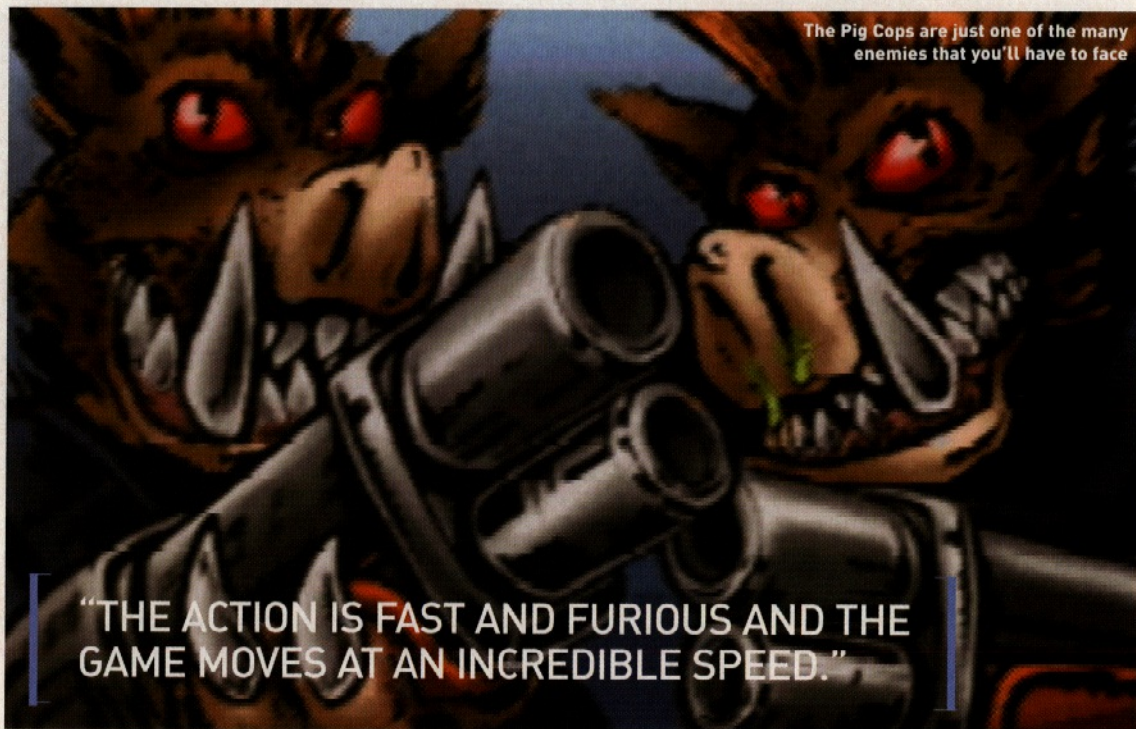


LOG ON

<http://www.take2games.co.uk>

IN BRIEF

Aliens have descended on planet Earth intent on wiping out the human race and taking over the planet. Only the lone gunman known as Duke Nukem can put a stop to their evil plot. This game will put a smile on anyone's face.



The Pig Cops are just one of the many enemies that you'll have to face

"THE ACTION IS FAST AND FURIOUS AND THE GAME MOVES AT AN INCREDIBLE SPEED."

DUKE NUKEM ADVANCE

FANS OF FIRST PERSON SHOOTERS TAKE NOTE; THIS IS THE FINEST OF ITS KIND. COME GET SOME.

After the success of *Doom*, it's surprising that it's taken so long for the classic *Duke* franchise to appear on the GBA. But rest assured this game is well worth the wait. *Duke Nukem Advance* is 19 levels of alien-mashing, mutant-bashing excitement that features the smoothest and most highly detailed graphics yet seen in a GBA First Person Shooter.

Set in a post-apocalyptic future, *Duke Nukem Advance* sees you taking control of the wisecracking vigilante as you try to stop an alien force from destroying the human race. The action is fast and furious, and the game moves at an incredible speed with only a hint of slowdown when the action gets intense. Getting to grips with Duke is a doddle and the

whole control system is well implemented, there's even a manual aim that's accessed by pressing **L** and **R**. This works a treat, allowing you to pick off the enemies from a distance. In total, there are nine weapons to get your hands on, ranging from the standard-issue Pistol to the more destructive Rocket Launcher or Duke's personal favourite, the Pipe Bomb.

If you're expecting to have to use your brains to beat this game then think again. *Duke Nukem Advance* is pure blasting nirvana. While the game forces you to solve puzzles by flicking switches and finding keycards, it's not a brain-taxing experience; just grab your gun, charge around the levels and reduce the ugly monsters to a gooey mess.

Duke's always ready to make some witty comment



Give those Pig Cops a healthy dose of Shotgun justice. Hail to the king, baby



Blast a barrel to take out a posse



Data saves to battery back up

DETAILS



Price:
£29.99

Release:
Out Now

Publisher:
Take 2 Interactive

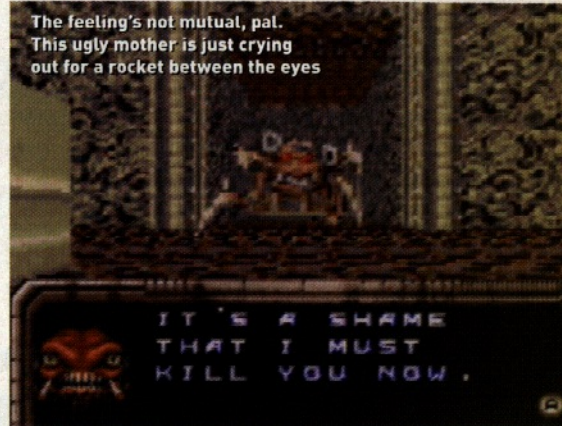


GAME BOY ADVANCE

Duke can take a look through the security cameras to see what he's going to be facing



The feeling's not mutual, pal. This ugly mother is just crying out for a rocket between the eyes



❑ The Temple of Amun is the second area you'll visit. Look at the detail!

❑ Get up close and personal with the enemies to improve your accuracy

❑ Stick that in yer pipe and smoke it. The Pipe Bombs are very effective at getting rid of a lot of bad guys very quickly

► *Duke Nukem* aficionados will also be glad to hear that some of the man's favourite catchphrases are in the game including the famous 'Come get some' taunt. Even the dancing girls are in here. And if 19 levels don't sound like enough then make sure your mates go out and buy a copy so you can have some four-player deathmatch action.

Duke Nukem Advance has upped the stakes for the quality of GBA First Person Shooters. The action comes thick and fast and the game moves at an astonishing speed. The 19 levels on offer are huge and there's great variety in the locations that you'll visit, from an underground alien hive to sunny Australia. This game is genuinely not to be missed. **Dominic Wint** NIEM

VERDICT

GOOD	<ul style="list-style-type: none"> ■ The game runs at an incredible speed, especially considering the amount of detail. ■ The manual aim is brilliant, making this feel almost like a PC First Person Shooter.
BAD	<ul style="list-style-type: none"> ■ It'd have been good to see more than 19 levels. <i>Doom</i> and <i>EvS:B</i> both have over 20. ■ There's not much here for fans of sneaky shooters, this is out-and-out blasting.
FUN	The action comes right from the first level and never lets up until the end.
VALUE	Truly a worthy purchase, but more levels would have been fantastic.
LIFE	There are four difficulty levels and a multiplayer option so this will last ages.

BRING THE HOUSE DOWN

One of the great features of *Duke Nukem Advance* is the ability to destroy sections of scenery. While it may sound like a gimmick, it actually makes the whole experience seem more realistic.

Not everything can be smashed up, but there's plenty of computer consoles, windows and vending machines that can be annihilated for your viewing pleasure. And it's not just there to please antisocial vandals, as smashing certain items will give you access to new areas and unlock secrets. Groovy.



❑ Shoot the toilets if you like. They'll explode and create a nice decorative fountain

Duke Nukem Advance is the best First Person Shooter on GBA. The action's fast, it looks great and plays like a dream. Add this to your collection now!

9



LOG ON

<http://www.acclaimuk.com>

IN BRIEF

The latest instalment in the *Turok* series sees you taking control of Tal'Set or the warrior Djunn to do battle with the Dinosoid armies of Lord Tyrannus.



Go on, my Djunn! Give that furry fella a belly full of hot lead!



You'll cross stinking swamps in your quest to destroy Lord Tyrannus



Our heroes will be confronted with all sorts of deadly creatures

TUROK EVOLUTION

TAKE CONTROL OF THE LAST SURVIVING SAQUIN BRAVE OR A WARRIOR FROM THE LOST LAND AND TRY TO DEFEAT THE EVIL LORD TYRANNUS.

The year is 1886 and the Saquin people have been crushed by Tobias Bruckner's cavalry. Tal'Set is the only Saquin brave enough to survive and challenges Bruckner to a duel to the death. But suddenly a mystic portal interrupts the battle and swallows both warriors into the Lost Land.

If you like your dinosaurs quivering in a pool of blood, then you've come to the right place. Players can control either Djunn or Tal'Set through this adventure, but disappointingly the quests are the same for both. A simultaneous play option is also available.

The graphics are wonderfully detailed, and, as you'd expect from a

Turok game, there are loads of guns and plenty of enemies to use them on. But going out all guns blazing won't get you far because you need to apply strategy to your blasting.

Turok Evolution is a good blaster, but it can be frustratingly tough at times, which spoils the fun. It still rates better than the GameCube version, though. **David Morgan** NM



Two player co-op/
two carts,
Password save

DETAILS



It's not all killing Dinosoids you know — there are plenty of platform elements too



Tal'Set wants revenge for what Bruckner did to his people — don't get in his way, guys



The great warrior Djunn is the game's other playable character

VERDICT

GOOD



■ Brilliant graphics, with extremely detailed backgrounds and ace animations.
■ The choice of guns is huge and they'll all help you blast through the quest.

BAD



■ The game is tough and in some places very unfair, which can get irritating.
■ There's only one quest for both heroes — not good for the game's lifespan.

Turok Evolution combines great blasting action with some platform elements and beautiful graphics. But the extreme difficulty can make it irritating.

8

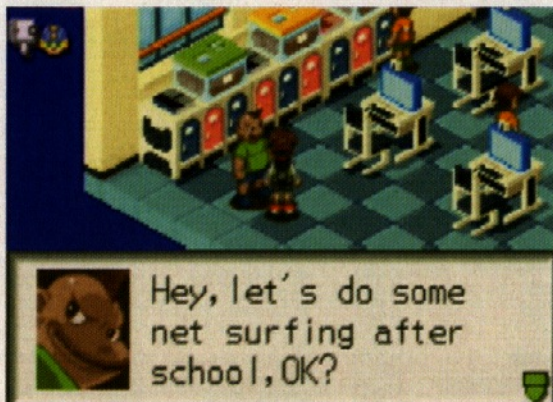


LOG ON

<http://www.ubisoft.co.uk>

IN BRIEF

A virus has hacked into a whole town's computer network, disrupting all of the electronic equipment and attacking the town's inhabitants. Schoolboy Lan must use his Mega Man NetNavi to jack-in to the internet and defeat the evil force.



This is your fat friend Dex. He's eager to jack-in to the internet and improve his battling skills



To jack-in, just find a terminal and hit **R**

MEGA MAN BATTLE NETWORK 2

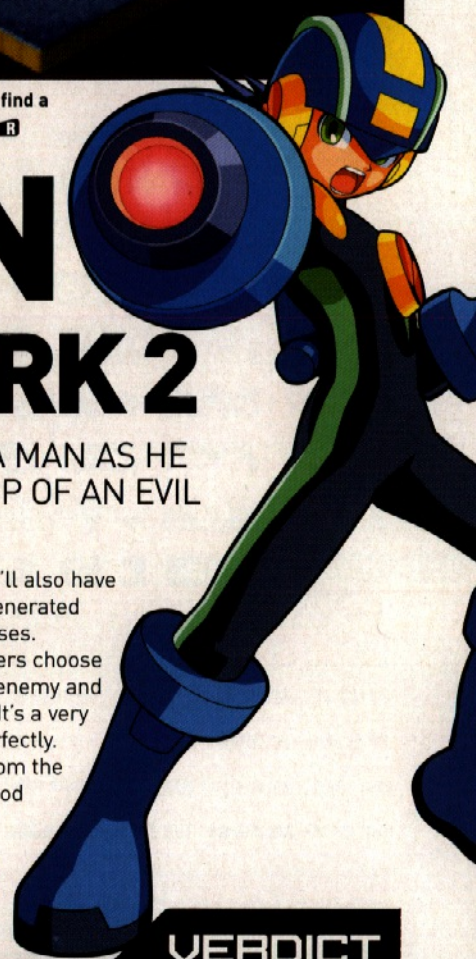
ANOTHER ROUND OF VIRUS BASHING FOR MEGA MAN AS HE BATTLES TO RESCUE A TOWN THAT'S IN THE GRIP OF AN EVIL COMPUTER BUG.

Building on the success of last year's original *Battle Network* comes this great sequel. Schoolboy hero Lan has just broken up from school, but instead of spending his days having fun he's forced to go on an adventure to try and defeat an internet virus intent on world domination.

Through a combination of exploring and RPG-style battling, Lan must use his digital pal Mega Man to access the internet and hunt down the virus. Once inside, players must move Mega Man around the many

levels looking for clues. You'll also have to square off in randomly generated battles against smaller viruses. Battling is turn-based, players choose an attack and use it on the enemy and then wait for the next turn. It's a very good system that works perfectly.

Very little has changed from the original, but this is still a good game with strong RPG elements and a sense of humour. **Dominic Wint**



Data saves to battery back-up



Price:
£29.99

Release:
18 October

Publisher:
Ubi Soft



The internet is huge, but there are plenty of signs and people around to help

VERDICT

GOOD



- *Battle Network 2* has a mix of adventure and battles and it's easy to get into.
- The graphics are crisp and clear and the worlds are highly detailed and colourful.

BAD



- Although the plot is new, the gameplay is too similar to the first game.
- The battles can annoy, especially if they keep getting in the way of your journey.

This is a great GB Advance title that has everything adventure fans could want. The battle system is easy to learn and the story is good. Definitely worth getting.

8



THE SUM OF ALL FEARS

Tom Clancy's story of the attempts to thwart a nuclear attack hits the GB Advance in all its stealthy glory. Choose to control a crack squad of agents, or a Lone Wolf, and sneak your way through 15 missions, rescuing hostages, planting bombs and killing terrorists.

There's a good balance between fighting and hiding, and

it's vital that you think about your tactics before ploughing into a room. The game looks great with highly detailed locales from office buildings through to palatial mansions. There are some good sound and speech effects in here as well.

For the less action-obsessed among you this is definitely something to check out.



Price:
£29.99

Release:
Out Now

Publisher:
Ubi Soft

Verdict:

7



Your stricken comrades lie bleeding on the floor, it's all up to you to save the world now



The terrorists lie in wait everywhere, so it's only fair that you can gang up on them

MOTORACER ADVANCE

This is two games for the price of one. There's a motorbike grand prix in here as well as a motocross racer to satisfy all of your arcade bike racing desires.

You can choose between a single race and a full championship with loads of stages to unlock on both dirt and tarmac. The action is fast and the bikes handle well, although it's difficult to make very tight turns. Collision detection is also harsh on the player. This is a reasonable attempt at an arcade racer and it's definitely got good points, but it's not as refined as it could have been.



Price:
£29.99

Release:
Out Now

Publisher:
Ubi Soft

Verdict:

6



A mix of two styles, take a motocross bike out onto the city streets and play 'dodge the car'

REIGN OF FIRE

Based on the fire-breathing action movie, this shooter-with-brains is a brave attempt at something new. You take on the role of the besieged humans trying desperately to save themselves from an army of angry dragons bent on having one humongous barbecue.

Each level tests your ability to survive. These tests might be in the form of trying to find a vehicle in order to harvest crops or hunting the land for dragon eggs and destroying them before they hatch. The graphics are finely detailed and there's a great apocalyptic feel to the action on offer.

However, your characters can get stuck on the scenery and the map is often useless. Fans of the movie will dig this, everyone else won't.



Price:
£29.99

Release:
15
November

Publisher:
Bam!

Verdict:

6



Evil dragons circle the band of brave adventurers. Take them out with a well-aimed gunshot or two



Price:
£29.99

Release:
Out Now

Publisher:
Zoo

WHO WANTS TO BE A MILLIONAIRE?

This is the sort of game you expect to hate. It's just question after question and without the lure of the big dollars there's never any tension or anxiety, but amazingly you'll find yourself turning your GBA on for a quick bash and still playing two hours later.

The set up is just like the TV show, minus the sickeningly smug Tarrant. You get as much time as you want to answer a poser and there's 50:50, Phone-a-Friend and Ask the Audience to help. Indispensable on long car journeys.



Don't always trust the audience, they're idiots



Wow! £2,000 will buy you over 500 issues of *NOM*

Verdict:

7



Price:
£29.99

Release:
Out Now

Publisher:
Zoo

SMUGGLER'S RUN

More off-road shenanigans with the Exotic Imports courier service but this can't even begin to compete with the quality of the GameCube version. It looks like it's too much for the GBA to handle.

The landscapes, whilst big, are blocky and there's no feeling of the car being connected to the ground. Collision detection is poor and the missions are so similar you're reduced to simply holding **A** for the majority of the time and bulldozing your way through. It's also far too easy and even the poorest gamers out there will be able to blast through the levels on their first go.



Follow the arrow... keep pressing **A**... oh, you've finished the game

Verdict:

3



Price:
£29.99

Release:
25 October

Publisher:
THQ

HEY ARNOLD! THE MOVIE

Arnold is a big-headed hero in his neighbourhood, so when the locals learn that a ruthless businessman wants to tear down the apartments on Arnold's street they choose the large-skulled lad to stop the demolition.

Cue five stages of run-of-the-mill platform action with players controlling Arnold, his friend Gerald and Grandpa as you try to find evidence that can stop the urban renewal. *Hey Arnold!* has some bright moments, like a *Paperboy*-style level where you have to fire leaflets into mailboxes, but for the most part it's as average as they come with very little in the way of a challenge.



Check the hair! Marge Simpson's stylist has clearly been busy

Verdict:

5



Price:
£29.99

Release:
Out Now

Publisher:
Zoo

GEKIDO ADVANCE: KINTARO'S REVENGE



If games like *Streets of Rage* or *Final Fight* float your boat then *Gekido* is just what you've been waiting for. You take on the role of Tetsuo, a young man who journeys to a Japanese village that's plagued by undead creatures. By battling the undead Tetsuo uncovers what's behind the invasion.

Tetsuo has loads of moves and can string together devastating combos. Mastering the attacks is essential as the zombies are hard as nails, but power-ups are available to help. This is a relentless trip down memory lane that will leave old-skool fight fans grinning like a Cheshire cat.



Verdict:

7

Finish that zombie then take out the bad-ass with the teddy



GAME BOY ADVANCE



WWE ROAD TO WRESTLEMANIA X8

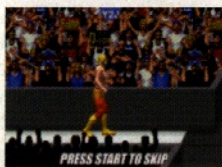


Price: £29.99

Release: 1 Nov

Publisher: THQ

Get in the squared circle with 16 of the WWE's finest stars including RVD, The Rock and Triple H. Choose the Career mode and take your grappler to the top, winning the Undisputed, Hardcore, Intercontinental and Tag Team belts. You can even get some mates round for a four-player ruck.



Hulk shows off the latest showboat-couture

The game may have a new title but it's very similar to last year's effort. Moves are limited and lining up your fighters to pull off an attack requires pinpoint accuracy. The animations are clunky and the music soon grates. For WWE fans only.



The tough kids grapple while Hulk breakdances for the crowd

Verdict:

6



DINOTOPIA: THE TIMESTONE PIRATES



Price: £29.99

Release: Out Now

Publisher: TDK Mediactive

Pirates have invaded the land of Dinotopia and stolen the Tyrannosaurus's eggs in an attempt to lure the deadly beast from its nest so that the cheeky thieves can steal the Timestone.

Hot on their heels is the heroic Clayton who'll stop at nothing to return the eggs.

Armed with a magical staff you scour the land looking for eggs and bumping off pirates. The controls are good and it looks great but the game is let down by confusing level design.



Don't get over egg-cited, you'll need eggs-pert control to play this

Verdict:

6



AGGRESSIVE INLINE



Price: £29.99

Release: Out Now

Publisher: Acclaim

Verdict:

6

In *Aggressive Inline* you get to control ten top skaters through over 12 levels, with loads of obstacles on which to master the fine art of 'blading. The game has two single-player modes: Freeskat where you can practise your skating without the pressure of the clock; and Arcade mode where you pit your skills against a number of challenges to get your career up and running. The game also contains a two-player option.

The graphics are good with smooth animation, but the game is let down by over-sensitive controls, which result in too many bails. It's fun, but *Tony Hawk's 3* is still the extreme daddy.



Get your blades on and ramp it — challenges will boost your career



GUILTY GEAR X: ADVANCE EDITION



Price: £29.99

Release: Out Now

Publisher: BBI

This beat 'em up has great graphics, with detailed backgrounds and superb animations. The movement of the characters is very smooth and it's a joy to play. There's also an abundance of characters and moves, just what you want in a fighter, and a choice of six different game modes for you to sink your teeth into.

Sadly *Guilty Gear X* has a major flaw, making it unworthy of your cash — it's way too easy. The game can be finished on the hardest setting within 45 minutes. It promises so much, but delivers so little.



There are plenty of characters to choose

Verdict:

6



Ka-pow! Potemkin gets that sinking feeling

LETTERS

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
→ **E-mail us:** nintendoletters@demap.com

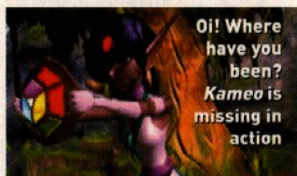
It's only a game

In the media recently I have been hearing how computer games are a bad influence. They say they cause people to be violent through trying to copy what is depicted in video games and children are getting less exercise because they are always inside playing games. In my opinion this is

untrue. You are your own person and you control your actions not a game. Games are there as a form of entertainment not role models for children. I wish people would realise how much enjoyment their son or daughter gets out of games.

Terry Ashby, Stevenage

It's so much easier to blame a game, a song or a movie than to admit that there's a deeper problem. The situation isn't helped by the greater news coverage that such incidents now receive.

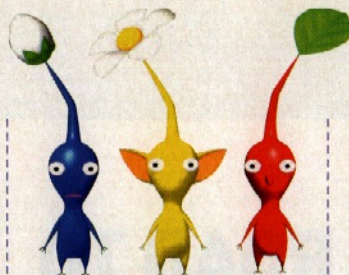


Show us what ya got

Last time you went to E3 did you spare a thought for those games announced but forgotten about? When GameCube and Game Boy Advance arrived we heard about loads of great games such as *Kameo*, *DK Racing* and *Banjo-Kazooie: Grunty's Revenge*. If developers do want us to buy their games they should keep us properly informed by offering more news and screenshots.

Will Neale, Boroughbridge

We'd have loved to bring you hot slices of Rare news but they didn't show anything besides *Star Fox*. We can't just make things up.



Act your age

I recently bought a copy of *Pikmin* that my seven-year-old cousin plays. What was Nintendo thinking giving the game a 3+ age rating? How many three-year-olds can read words like 'atmospheric', 'nocturnal', 'ferocious' or 'premonition'? Most kids nowadays would get congratulated if they could spell these words, let alone explain their meaning. I think Nintendo should think more carefully about age ratings and the types of words they use in their games.

Anthony Paul, Hull

Ratings such as this are actually set to conform with standards set by the European Leisure Software Publishers Association (ELSPA). The rating doesn't actually refer to the length of words or how well a three-year-old will understand the game, they're more to do with content of a violent nature.

Demo dilemma

People are becoming desperate to get demo discs with your magazine, but I have a few reasons why I wouldn't like to see demos with the mag. Each demo needs an age rating and with so many *Resident Evil*-style games coming out the disc would probably get a 15 age rating which would stop younger readers from buying the magazine. Also if demo discs were to be given away monthly the magazine's price would probably rise which I'm sure all readers wouldn't be happy with.

Ryan White, Strabane

What does everyone else think? Would you pay more for *Nintendo Official Magazine* if it had a demo disc or a DVD on the cover? Well come on, would ya?

The Nintendo difference

I was recently playing on my GameCube and found that if you hold down **Z** and then turn your GameCube on you will hear a different sound. It sounds like *Pikmin* and then a child's laugh.

IDIOT OF THE MONTH

That's all folks

In reply to Adam Ruiz, about GameCube being Nintendo's last console, I think that's great. Not only does that mean Nintendo is thinking about us, the gamers, but that they aren't just thinking about money. I'd much rather spend lots of money for one console, (i.e. the brilliant GameCube) than endlessly buying new consoles so that I can simply stay 'in fashion'.

Gabriel Duckels, Basingstoke

Are you mental?! It's not a question of keeping 'in fashion', it's a case of Nintendo going the way of Sega and being a games-only company. Oh the horror.



You won't find anyone at **NOM** staying in fashion



Trophy hunter

So, Nintendo has announced that there are two more secret trophies to unlock in *Super Smash Bros. Melee*. I don't think this is going to be the last we will hear of secret trophies unlocked in this manner as there doesn't appear to be any trophies for Diddy Kong, Banjo or Kazooie, Ash Ketchum or cel-shaded Link. Does Nintendo have a few more aces hidden up its sleeves that they're not telling us about?

Dave Meakin, Ibstock

Who knows? It's highly likely that Nintendo could sneak in some new trophies for *The Legend of Zelda* or *Animal Crossing*. We'll just have to wait and see.

QUICKFIRE QUESTIONS

↪ When is *FIFA 2003* out for GameCube?

Nick Burley, via e-mail
NOM: 1 November

↪ Is it true that Mario was a sailor before he became a plumber?

Anon, via e-mail
NOM: No

↪ Is *Animal Crossing* ever going to come out in England?

Dan Chivers, Fleet
NOM: Maybe

↪ Is *GTA3* coming out for Game Boy Advance?

Matthew Sutherland, Thurso
NOM: Yes

Antonio Tzikas, Wellingborough

↪ Now try plugging in four controllers and pressing all four **Z** buttons. Magic eh?

Konami for the kids

While I was checking out the games that are coming from EA, Capcom and Codemasters, I noticed that Konami is one of the only publishers left bringing out only childish games. Take the Disney All-Star sports range for example, I'm sure everyone would rather be playing *Silent Hill* or *Metal Gear Solid*. It looks like Konami consider the GameCube market as exclusively for children.

Shaun Jenkins, Cardiff

↪ It does strike us as odd that Konami don't consider the GameCube a worthy platform for *Silent Hill* and *Metal Gear*, or games of this kind. Sales of *Resident Evil* will prove that there's a market for these adult-orientated games.

Born in the UK

I was wondering if the release dates in your mag are UK or US, because some seem awfully close to the US dates.

Chris Usher, via e-mail

↪ All release dates are for the UK (or Europe) and are correct at the time of going to press.

Don't look now

I suggest that you stop putting walkthrough guides into the magazine as soon as a game comes out as it ruins the challenge if you can turn to the mag for help at the first sign of trouble, like you have done with *Resident Evil*.

S. Graves, Cambridgeshire

↪ How many times should we say this? You don't have to look. It's not as if opening up *NOM* puts some sort of mind-control device on you. If you don't want to look at it, just skip past it.

At least he's honest

I am hopeless at playing games, and without your strategy guides and hints my GameCube would just sit there and accumulate dust. I have only ever completed *Paper Mario* without any help. Please keep the guides coming!

Jamie Reeve, Southend-on-Sea

↪ Glad to be of service. We'll keep 'em coming, don't you worry about that.



Stay there until you've finished Luigi's Mansion

Will you sponsor me?

I'm not a football guy but why doesn't Nintendo sponsor a football team, I don't think they ever have done before.

Chris O'Donnell, Preston

↪ You're wrong actually. The wondrous red Nintendo logo used to adorn the shirts of Serie A side Fiorentina, and quite spectacular it looked too.



Match point

Whilst reading issue 121, I came across the Winner Stays On chart and a thought came to my mind: what idiot decided that *Beach Spikers* should be number one instead of *Super Mario Sunshine*? The new Mario game is the only one to score a perfect ten, yet it was beaten by a game only worthy of an eight. I think someone needs to rethink their top ten.

WHAT'S WRONG WITH NOM



↪ It seems the typing silverbacks slipped up. They've now been replaced by trustworthy mandrills

Tingle bungle

In issue 120 on page 22 you were telling us about the latest *Zelda* game for GameCube. You said a secondary character called Tingle had last been seen in *Majora's Mask* but his latest role was in *Zelda: Oracle of Ages* on GBC. He's the one that gives you the map to get you to the secret island. Please send whoever's responsible to bed with no tea.

Chris Dain, Malvern

↪ We, er, meant to say, ah, that Tingle was last seen on the GBC. Honest! (Damn those typing silverbacks).

Thomas Gordon, Ballymagroarty

↪ Yes *Super Mario Sunshine* scored a ten and we love it. But *Beach Spikers* eats up so much of our time it's surprising we get the magazine finished at all. Ole!

Cover up

I was sitting in my own little heaven, reading a copy of your magazine and enjoying the excellent review of *Resident Evil*. Ooh it looks good. But wait, what's this, the

English version has a different cover and by anyone's standards it isn't half as interesting or inviting as the American cover. Why does this happen? What's the point in changing something from excellent to crap? In my opinion, Capcom would shift more copies of *Resident Evil* with the American cover as ours is just plain boring.

Gareth Thomas, Norwich

↪ *Resident Evil* has a different cover for each region. We think they're all a bit poo, but not as bad as the PSOne game's cover.

★ LETTER OF THE MONTH

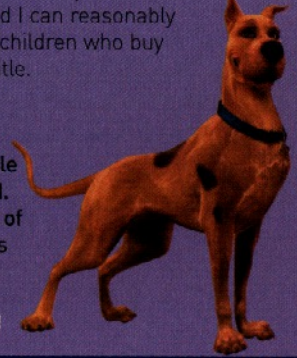
Don't believe the hype

My younger brother recently came home with two GBA games: *Lego Racers* and *Scooby Doo*. After a couple of days he had stopped playing them and I had a quick go myself. I was appalled at the quality of these games and I quickly tired of them as well. Recently I noticed *Scooby Doo* near the top of the GBA sales chart and I can reasonably assume that this is due to young children who buy the game purely because of the title.

Patrick Leach, Warwickshire

↪ We gave both games a five out of ten score for the simple reason that they aren't very good. Buying *NOM* could save you a lot of money. Take these HMV vouchers and spend them more wisely.

Scooby Doo? Scooby Don't!



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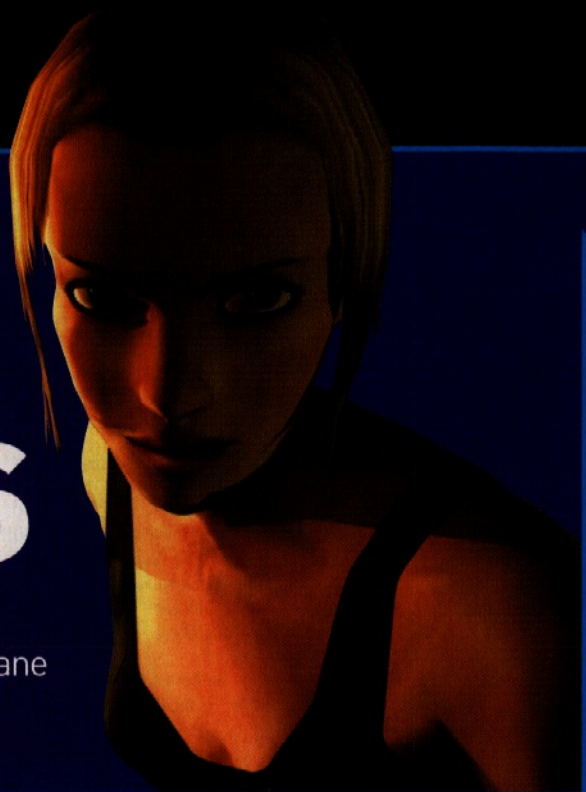
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PART ONE

ETERNAL DARKNESS

TAKE A GOOD LOOK AT ALEX'S TIPS

Prepare to be scared, spooked, and driven quite insane by the demonic mind games of *Eternal Darkness*. We're here to guide you back to sanity. Hopefully.

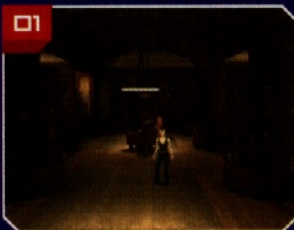
CHAPTER ONE: THE CHOSEN ONE

Alex Roivas is torn from her carefree life as a Buffy impersonator when her grandfather Edward has an unfortunate accident, resulting in his head being ripped from his body. She goes to the obligatory

creepy family mansion in Rhode Island, USA (previously won by Luigi and used by Umbrella Corp) to investigate her grandfather's untimely end. That's when all the fun really starts...

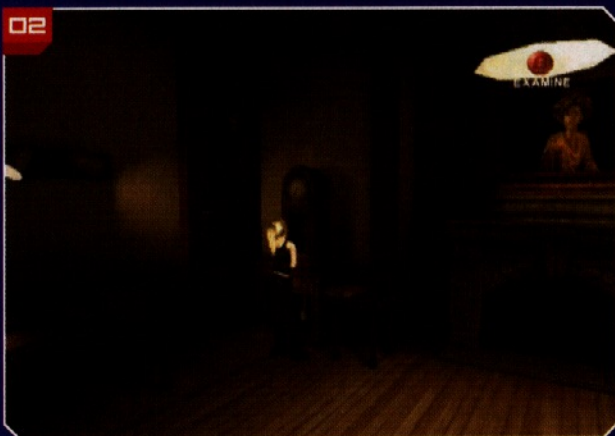
INTRODUCING ALEX ROIVAS

01



■ Start your search of the Roivas Mansion in the main Hall. Examine the clock next to the stairs to get the Dresser Key. Then head through the door on the right and examine the books in the Library. Note the number 3:33.

02



■ Head for the Study at one end of the Library and adjust the clock so that the time reads 3:33. Now go through the secret passage to Grandfather Edward's Study. Get the Gladius Sword from the wall and read the book on the desk.

BLOCK PARTY

01



■ Climb down the ladder and take the granite block. Pick up two more blocks in the next rooms and then climb down the ladder on the left.

02



■ Use the door at the end of the corridor. Get another block in the next room. Put all four blocks in their corresponding coloured holes. Enter the gate.

CHOOSE YOUR DEMON

01



■ Destroy the statue in a set pattern: head; left arm; right arm; torso. A door opens. Go through and press the button.

02



■ You'll see three Artefacts. Choose Blue for the hardest setting, Red for medium or Green for easy. Choose green.

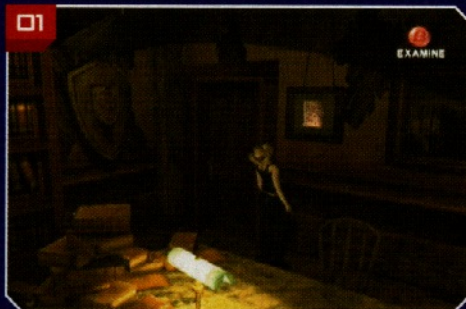


CHAPTER TWO: BINDING OF THE CORPSE GOD

The first character that Alex reads about is a dancing girl called Ellia who lived in Cambodia in 1150. She may not be wearing many clothes, and

have low levels of Sanity and Health but she's fast on her feet and a good scrapper when forced to fight in the bowels of the Angkor Thom temple.

ALEX GETS THE BONY TOME



01 ■ After Pious meets his gory end the action switches back to Alex in the mansion where she gets the skin-and-bone-covered Tome of Eternal Darkness. Read the Chapter Page to continue.

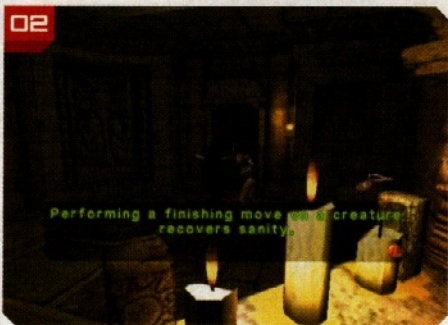
HOT DATE WITH MANTOROK



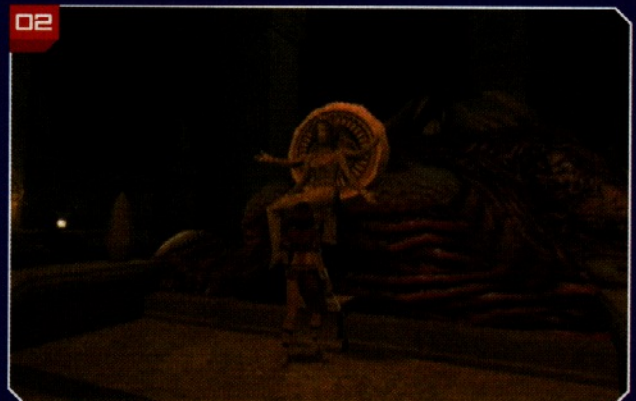
01 ■ Rescue the guard and talk to him. He'll mend your Sword. Use the left corridor. Keep moving through the mural rooms and more corridors. This leads you to Mantorok's lair.

HORROR BY CANDLELIGHT

■ Take the Necklace from the goddess statue. Enter into the room with the first altar. Go down the corridor. Examine the Sun Painting and snuff out the candles.

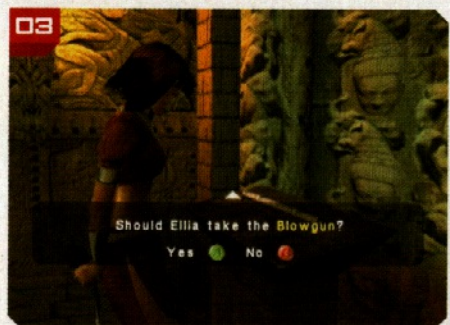


02 ■ Take the Bronze Necklace from the urn and go back to the statue. Give her the Necklace to open the door on the right. Follow the passage.



02 ■ After watching a meeting between Pious, Mantorok and Ellia, you get zapped and given Mantorok's heart. When you regain control of Ellia, pick up the Metal Staff.

■ Snuff out all the candles at the next altar. Go down the corridor. Take the Blowgun from the alcove and fall down the pit. Pick up your smashed Sword.



03 ■ Make your way back to the first mural room. Put the Metal Staff in the slot in the middle of the room. This opens the exit behind Mantorok's body. Exit to end Ellia's story.



CHAPTER THREE: SUSPICIONS OF CONSPIRACY

A Cathedral in Amiens, France in 814 is the setting for poor Anthony's trials and tribulations. He's a simple messenger boy with surprisingly high levels

of Health and Sanity. He's also very good at dispatching hordes of undead with either his Scramasak or Double-Edged Sword.

ALEX AT THE ALTER



01 ■ Now we're back in the Study with Alex. Extinguish the middle and right candles to reveal the Message Tube behind a secret panel. Get the next Chapter piece from the Tube.

SATANIC VASES

01 ■ When you get control of young Anthony go and talk to the monks. Open the coffin to look at the mutilated corpse. The creepy hooded man will then give you a Scramasak Sword. Go and find the Bishop.



02 ■ The Bishop and Charlemagne are in the side room. It's locked and you need the Bishop's Key. Climb the stairs at the back of the church. Everything suddenly goes very weird. A Sanity distortion effect?

03 ■ Walk along the carpet of screaming faces. Take the Tome of Eternal Darkness from the pedestal. You can now go up the stairs, this time without the psychedelic effect. Take the Blue Urn.



04 ■ Drop the Urn on the floor to get a Magickal Rune. You will then be given a masterclass in how to cast spells. Take the Circle of Power and move the Book in the bookcase to reveal a secret ladder.



05 ■ Climb down and get a Rune. Go through the door and save the monk. He will give you the Bishop's Sword. Pick up the Torch. Equip it.



06 ■ Get the pieces of the broken Green Urn, then use the Mix command to assemble it. It's still broken though. Enter the next room.



07 ■ Go down the stairs and get the Magickal Codex. Get the Red Urn from the fountain and another Magickal Codex from the pedestal. Burn the tapestry and exit through the newly revealed door. Keep going until you reach a Study.



08 ■ Find the Enchant Item Spell Scroll and Codex. Cast the Enchant Item Spell on the broken Urns. Fill them up at the fountain. Go back and place all three on the pressure plate.

09 ■ Kill the Bishop to get his Key. Head back to the main church. Use [3] to target each of the Horror's heads. Open the door to end Chapter Three.





CHAPTER FOUR: THE GIFT OF FOREVER

The setting may be Persia in the past, but the theme is timeless. Karim, a dashing young warrior risks all in an effort to win the heart and other bits

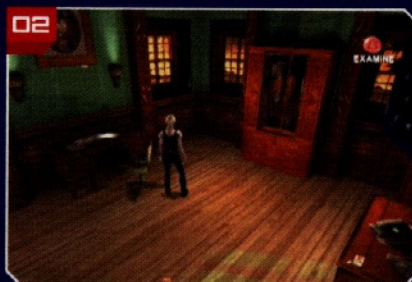
of a voluptuous enchantress. Karim's Health and Sanity meters are both high, whilst his sabre skills are much more effective than his use of Magick.

UPSTAIRS WITH ALEX



01

■ When the action returns to Alex, use the Enchant Item Spell to repair the second Floor Key that breaks when you try to use it in the door upstairs. Head for the second floor where you hear ominous banging sounds.

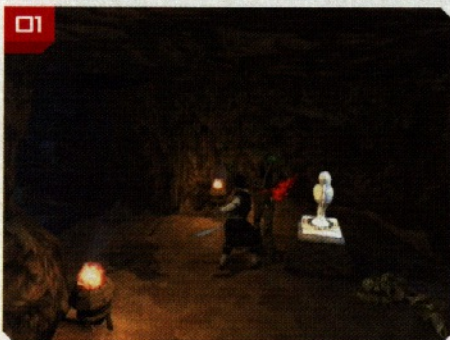


02

■ Check the East-Wing Bedroom for ammo. Search the Bathroom for a page from Maximillian's Journal. Examine the Napoleonic picture in the West-Wing Bedroom to get the fourth Chapter Page.

FOOL FOR LOVE

■ Examine the corpse. Use the ladder and you'll warp to the Tome Sanctum. Grab the Book and try and climb down again. Get the Statuette and a Rune. Climb up to a shrine.



01



02

■ Examine the Rune barrier to break the seal. Climb down and take the Torch from the wall. Pick up another Statuette and a Codex. Walk back to the Shrine Room and place the Statuettes on two of the pressure pads.

■ Stand on the third pressure pad to raise the shrine. Dispose of the pesky Trapper creatures. Examine the shrine to descend. Head along the passage and take the Tulwar Sword from the corpse. Kill the corpse when it reanimates.

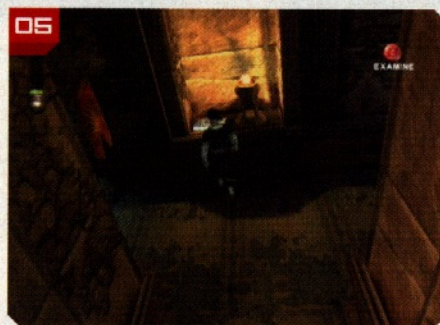


03



04

■ Enter the next area and take the Recover Scroll. Note the Metallic Plaque with the coloured Sigil. Go through the next door to find a Rune barrier that can't be broken at present. Enter the next room and fight the Horror.



05

■ Pull the Ram Dao Sword from the pedestal and use it to fight all the zombie hordes. Now head back to the room where you noted the Metallic Plaque and coloured Sigil. Cast a Green Enchant Spell on the Ram Dao.



06



07

■ Insert the enchanted Ram Dao Sword into the slot to open the door. Go ahead in the corridor and up the ladder on the right to get the Ruby Effigy. Go back down the ladder. Examine the rubble to climb over it.

■ Take out the Horror. Use the ladder and place the Tome of Eternal Darkness in the hand. Pick up the Tome and enter the gate. After a battle, collect the Artefact.



08



CHAPTER FIVE: THE LURKING HORROR

Maximillian Roivas is Alex's 18th Century ancestor who discovers that evil is afoot in the Roivas Mansion. All of his levels are fairly high, and he has

the use of firearms as well as a Sabre which makes him a strong combatant. Just as well as he's rather slow when it comes to running away.

WANNA PLAY GAMES ALEX?

■ Back in the Study with Alex head for the Dining Room on the left of the main Hall. Cast a Green Enchant Item spell on the Gladius and insert it into the slot. Open the Spice Jar you find in the pantry to get the next Chapter. Scared?



MAD MAX



■ Get the Letter and the Codex from the East Bedroom. Get another Codex from the Kitchen and the Pump Handle from the Pantry. In the Dining Room, move the raven to Red. Get the Reveal Invisible Scroll.

■ Take the Sabre and Flintlock Pistol. Pick up the Tome of Eternal Darkness from the desk. Read the Letter that falls out. Head back to the Dining Room. The servants attack you as they've been possessed.



■ Make sure that you press **B** when you've knocked over the monsters to have Max perform an autopsy and learn more about the evil creatures he's fighting. Go to the main Hall and get the Letter from the table.

■ Attack the Horror to get the Rune. You should now have learned the Reveal Invisible Spell. Go upstairs and search the pedestal next to the stained-glass window. Open the Envelope and get the Basement Key.



■ Go back downstairs and fight another Horror to get a Rune. This should complete all your Recovery Spell ingredients. Approach the glowing Rune near the staircase. Use the Red Reveal Invisible Spell.

GUARDIAN BATTLE



■ Open the door with the Basement Key. Search around for the Damage Field Spell Scroll and a Codex. Use the Pump Handle to drain the well. Descend and get a Rune.



■ Go left and down the stairs where there's a Guardian. Get close and cast Damage Field until it teleports. Do this three times and it vanishes for good, ending the Chapter.

ALEX REVEALS ALL



■ Alex's Sanity level will need topping up by now after reading such horror stories. Go to the East Bedroom and use a Red Reveal Invisibility spell on the Dresser. Use the Key on the dresser to get a Revolver and Chapter.



CHAPTER SIX: A JOURNEY INTO DARKNESS

Back again to Angkor Thom in Cambodia but this time it's 1983 with archaeologist Edwin Lindsey who is trapped in the temple with his homicidal 'friend' Paul Augustine.

Edwin is very strong and has high Magick and Sanity levels. Firearms are his most effective weapons, so stick to the Colt and the Remington with the Kukri Blade kept in reserve.

SILVER GODDESS

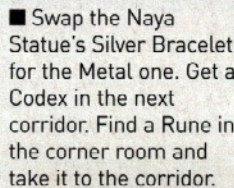


01 First deal with the Dark Guardian. They use their wings as a shield, so shoot them in the face. Use Edwin's Brush to uncover the Bronze Bracelet.

02 Place it on the statue. Go left and you'll warp to the Tome of Eternal Darkness room. Get the Book and go left. In the first corridor, pick up the Metal Bracelet.



03 Use the Brush on the cobwebs for a Codex. In the end room you'll find a Necklace and a Bracelet. Go back and put the Necklace on the statue. Head right.



04 Swap the Naya Statue's Silver Bracelet for the Metal one. Get a Codex in the next corridor. Find a Rune in the corner room and take it to the corridor.



05 Get the Dispel Magick Scroll and use it on the Horror. Grab the Silver Necklace. Put the Bracelet and Necklace on the corridor goddess. Enter the secret door.

GOLD GODDESS



01 Downstairs, use Dispel Magick and waste the Horror. Kill the zombie for another Rune. Go through the Rune barrier and head north. Avoid the beige floor panels as they're trapped.



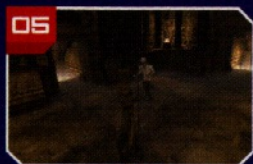
02 In the first corner room find a Tarnished Necklace. Use a Green Dispel Magick spell on the central pedestal. In the second corner room, use Red Dispel Magick on the central pedestal.



03 Go towards the bottom-right corner room. Find the Gold Goddess. Use Green Dispel Magick on the last Rune to remove the shield. Put the Tarnished Necklace in the basin.



04 Press the button to release the acid. Buff the Necklace to reveal its true gold nature. Move along the next corridor past the purple shield. Note the tiny hole in the wall. Go to the last corner room.



05 Stand on the pressure pad, then grab the Gold Bracelet from the statue. Go back to the Gold Goddess and apply the Bracelet and Necklace. Descend and head for the north east corner room.

PURPLE RUNE



01 Get the Codex in the web and a Rune in the bottom-left room. Enter the barrier and get the Summon Trapper Spell. Go back to the tiny hole.



02 Cast Summon Trapper and send it through. Move it onto the plate to get a Rune. Get a Codex from the hole. Head for the exit in Mantorok's tomb.

NEXT MONTH

Thought things couldn't get any worse for Alex? Think again. Next month we show how Alex's grandfather misplaced his head and watch as Alex ventures into the basement alone. Shiver.



This place will be your tomb,

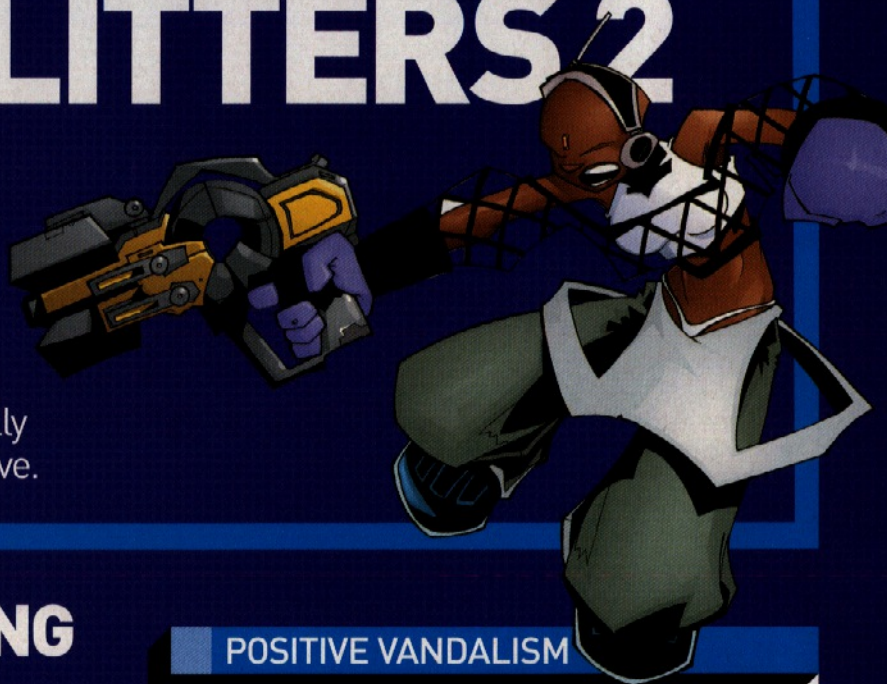


PART ONE

TIMESPLITTERS 2

TIME-TRAVELLING TIPS

One of the best First Person Shooters since *GoldenEye 007* is also one of the most punishing to play. Let us ease you through the bumpy bits with our very own comprehensive guide to successfully completing every rock-hard objective.



SURVIVAL TRAINING

Those pesky TimeSplitters are back. Travelling through strange azure portals, playing merry hell with the precious fabric of reality and generally being a pain in the bum. If you want to survive long enough to foil their fiendish plot you'll need to study the following simple rules of engagement.

POSITIVE VANDALISM

■ Once you've cleared a room of baddies, have a good look around to see what can be stolen or destroyed. Objects such as fire extinguishers should be commandeered for later use. Shooting cameras or alarms will foil attempts to set reinforcements on your tail.



PRECIOUS AMMO



■ As tempting as it is to start spraying bullets around the minute you see the white of a TimeSplitter's eye, try to conserve ammo as much as possible. A well-aimed head-shot will save vital ammo supplies as well as instantly flooring most enemies.

TEMPORAL UPLINK



■ That handy dandy Temporal Uplink gizmo isn't just for playing classic Atari games. Check it regularly to see whether there are any cameras or enemy agents in your area. You can even trace the line of sight of enemy combatants or CCTV.

FOOLS RUSH IN

■ Stealth and surprise are two of your most effective tactics. Unless you're being chased by something big and hairy, move slowly and constantly survey your surroundings to spot trouble before it spots you. Try to pick enemies off at range.



LIFESAVER

■ There are no health pick-ups in the game, just protective shields. Therefore it's vital that in the first half of the mission your health meter should remain virtually intact or you won't stand a chance of making it through to the end once the going gets really tough.





OBLASK DAM: SIBERIA 1990

Main Objectives

- ★ Deactivate the Communications Dish.
- ★ Investigate the Secret Digging Site
- ★ Restore power
- ★ Retrieve the Time Crystal
- ★ Destroy the Biohazard Container
- ★ Access the top of the dam
- ★ Eliminate the Gunship

Secondary Objectives

- ★ Burn all the evidence
- ★ Don't allow any mutants to survive

DEACTIVATE THE DISH

■ Move forward a couple of steps from your hiding place at the start of the level and use the Sniper Rifle to take out the guard and security camera on the tower opposite. Move slowly and silently, taking out the rest of the guards who are situated in the compound.



■ Go up the stairs and enter the Comms Room. Press the switch on the console. Exit and cross over the boards before jumping down the hole in the roof. Get the mines.



■ Go back up to the roof and first take out the sniper that has popped up in the dam window. Now throw a mine at the dish and stand back as it blows up. Go back downstairs and search the remaining huts for ammo.

RESTORE POWER



■ After destroying the dish, head for the dam entrance. You can't reach the top yet because the lift is out of order and you need to restore the power. Make your way very slowly up the stairs as there are several soldiers lurking around the corners.



■ At the top of the stairs, use the Sniper Rifle to kill the two guards through the door before entering the long corridor. Turn the valves in each of the three rooms to shut off the steam jet at the end. Use the stairs to reach the other side of the dam.



■ When you exit the base of the dam use the Sniper Rifle high up to your left in the dam window. Then sneak around the side of the large office building. You'll need to take out the guards and cameras silently to avoid taking too much damage.



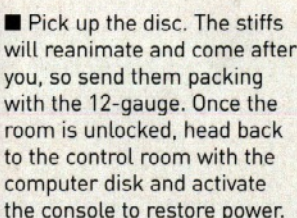
■ Once inside use the storage shelves as cover to clear the room of the enemy threat. Get the *Anaconda* cart from the shelf. Head downstairs past the Shower Room on your left. There's another filing cabinet to blow up behind the metal door on the right and two more by the stairs.



■ Head down the stairs to reach the Checkpoint. Silently snipe the four guards in the Generator Room and shoot out the two security guns trained on the glass screen. Enter the Control Room and push all the console buttons. You need a Disk to restore power.



■ Exit right to the tunnel and go through door two. In the security booth press all the buttons, then take out the guard in the next room. In the large laboratory next door launch a grenade to surprise the bad guy who is lurking in the darkness.





INVESTIGATE THE SITE



01 Unfortunately when you restored power you also released all the security locks, allowing the mutants to escape from their holding cells. D'oh! Stay put in the Control Room and wait for them to come to you, picking them off when they come through the door.



02 When the coast is clear of baddies you'll need to head for the tunnel. Enter the first door to get the Flame-thrower. Keep moving down the tunnel, taking out the ugly mutants as you go. At the end of the tunnel you'll find the Secret Digging Site and the Time Crystal.

ACCESS THE TOP OF THE DAM



01 The fun is only just beginning. Destroying the container has thrown a huge spanner in the works, unleashing more mutants as well as deadly Special Forces units. Go back towards the Generator Room. Now wait before entering as some of the mutants and soldiers kill each other, saving you the job and you ammo.



02 Once the herd is nicely thinned out, head back upstairs. Here you'll find a burning man. Use the Fire Extinguisher on him, but be careful — if he touches you, run into the Shower Room to put out the flames or you'll slowly burn to death. Use the Tactical 12-gauge to take care of the Special Forces guys.

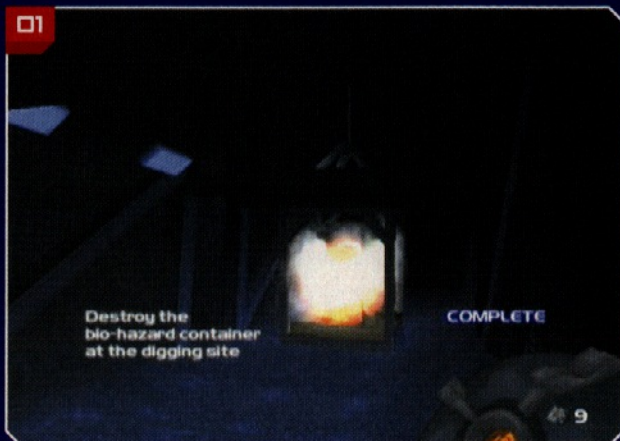


03 The enemies come at you thick and fast as you head towards the lift at the base of the dam, so there's no time or need to be stealthy from this point. Just move as fast as you can and be brutal, shredding them before they cut you down.



04 Run into the lift and press the 'up' button. The lift will stop at each floor on the way up, but just stay inside and keep pressing the button. When you reach the top, swiftly dispatch the two Special Forces commandos who jump you.

BLOW-UP BIOHAZARD CONTAINER

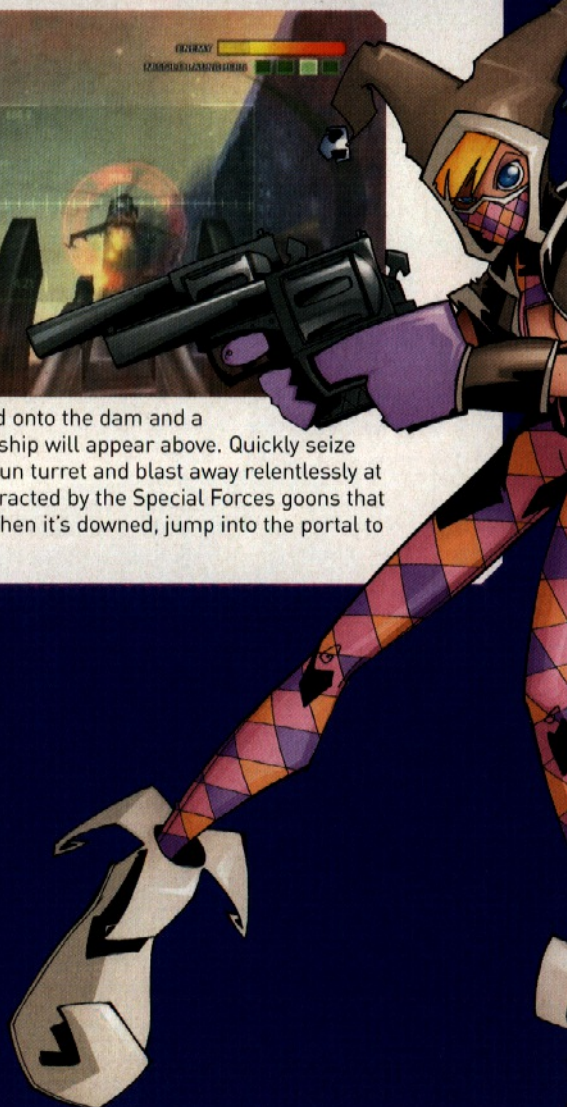


01 Throw two Mines at the container and stand back when they explode. Then throw two more Mines and once again stay clear. Keep doing this until you get the message that the container is destroyed and all hell breaks loose.

ELIMINATE THE GUNSHIP



01 Move forward onto the dam and a Helicopter Gunship will appear above. Quickly seize control of the gun turret and blast away relentlessly at it. Don't be distracted by the Special Forces goons that come at you. When it's downed, jump into the portal to end the level.





CHICAGO: 1932

Main Objectives

- ★ Drain the Whiskey Barrels
- ★ Rendezvous with your informant
- ★ Protect Marco
- ★ Obtain the nightclub pass-card.
- ★ Eliminate Big Tony
- ★ Retrieve the Time Crystal

Secondary Objectives

- ★ Minimise civilian casualties
- ★ Prevent Tony's brother from escaping

MEET WITH YOUR INFORMANT

01



■ You'll be back in this building later on, so remember where it is. For now, head back along the street to the newsstand just past O'Leary's. Approach the alleyway next to it where you should see Marco.



DRAIN THE WHISKY BARRELS

01



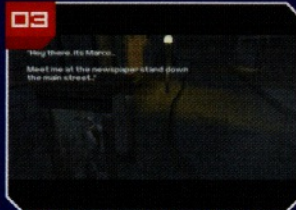
■ Start your Chicago adventure by sniping from your vantage point high up in the rafters to take out the gangsters guarding the ship. When the coast is clear jump down onto the crate and get the ammo.

02



■ Head into the warehouse and shoot the first O'Leary's barrel twice to drain it. Go up the stairs. Snipe the guard through the window and take out the one around the corner. Go down and shoot the second barrel twice.

03



■ Head around the corner and out onto the street. Answer the phone and arrange to meet your snitch, Marco. Kill the guy in the doorway opposite to get his Tommy Gun. Don't shoot any of the civilians walking past.

04



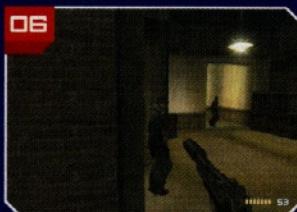
■ As you head towards O'Leary's bar a car hurtles past. It's Tony's brother trying to make his escape. Empty your Tommy Gun clip into the car as fast as you can to stop him fleeing. This will fulfil your secondary objective.

05



■ Stop off in the doorway close to O'Leary's for some ammo and armour. Shoot two holes in the third barrel. Enter O'Leary's and be prepared to face an ambush as a party of gangsters attempt to silence you.

06



■ Leave O'Leary's via the right-side back door. Go up the stairs and through the open door on your right to find another of Tony's hangouts. Take out the two goons in the Basement and shoot the last barrel twice.

PROTECT MARCO

01

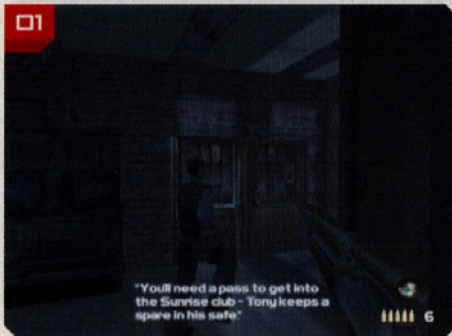


■ Marco will set off on a slightly wobbly course towards his hideout. Stay close to him, scanning the street in front and behind. Take out any assassins who pop up. Watch out for snipers on the balconies opposite Marco's room.



OBTAIN THE PASS-CARD

■ Follow Marco. He tells you that Tony keeps a pass in his safe. Get the TNT from the table in Marco's front-room. Head back to where you drained the final barrel.



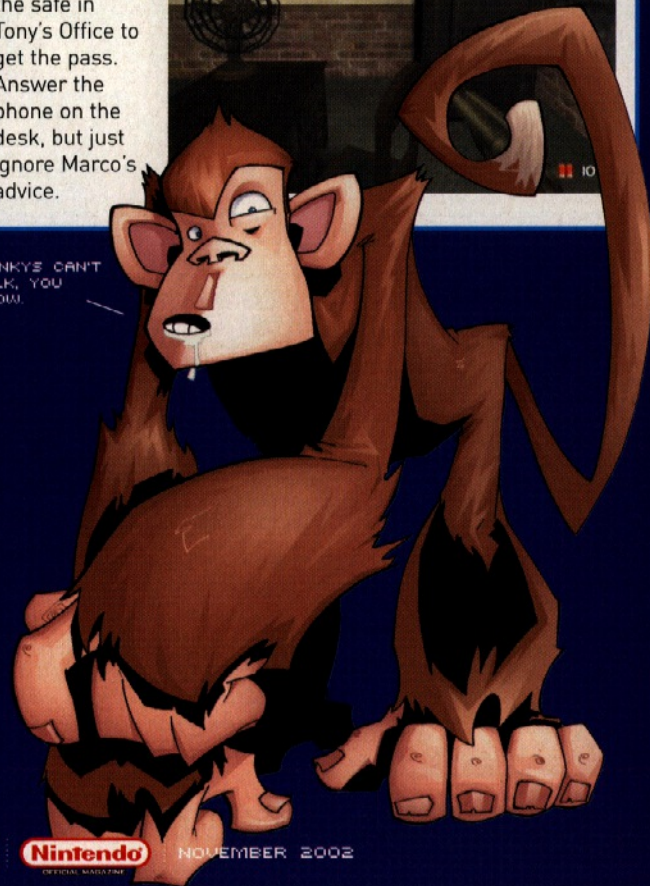
■ Make your way up to the top of Tony's building. There are quite a few guards on the stairs, but use your silenced Luger to avoid attracting a swarm and you should be able to handle them.



■ Check the rooms for a Shotgun, ammo and Armour. Use the TNT on the safe in Tony's Office to get the pass. Answer the phone on the desk, but just ignore Marco's advice.



MONKEYS CAN'T TALK, YOU KNOW.



ELIMINATE BIG TONY



■ There's a heavy welcoming committee waiting to greet you as you leave the building. Blast as many of them as you can on the fly and head on up the street until you see some gates on the left. There's a much-needed Checkpoint on the other side.



■ Cross to the far side of the circular Courtyard and head up the stairs on the right. Just keep firing your Tommy Gun at the goons that race towards you. Once inside, you should get the message that the Time Crystal has been located. You're nearly there!



■ Find the big wooden door that says 'Members Only'. Burst through and shoot the two guards. Enter the Sunrise Club and take the second Tommy Gun from behind the counter.



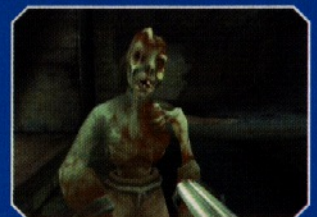
■ Wander through the shocking-pink corridors, taking out the hired muscle. Eventually you'll reach the large hallway. First kill the guy cowering on the left, then turn your attention to Big Tony.



■ Just keep circling him, letting him have it with both barrels of your Tommy Gun. If you run out of ammo just switch to the 12-gauge, which is almost as effective but a little slower. When he dies go get the Crystal.

NEXT MONTH

This is just the beginning. Next month we'll be chasing those cunning TimeSplitter aliens through even more exotic times and places ranging from Notre Dame in 1895 to Neo Tokyo in 2019.



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OFFICIAL TIPS

With some cool pre-Christmas titles out now, it's a great time to be a gamer. But if it's all too much, we're here with plenty of cheats, hints and codes.

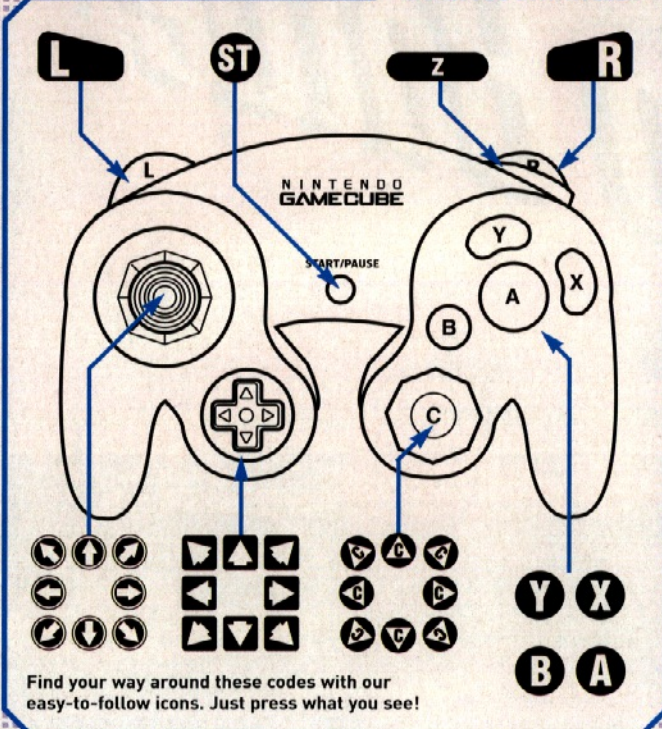
Turok Evolution
Dino-busting codes p106

Freekstyle
Air-catching codes p107

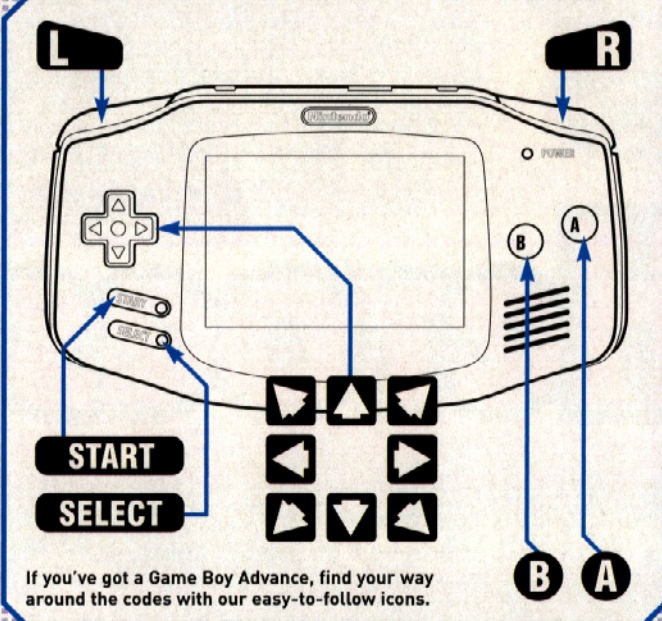
WWE Wrestlemania X8
Slap-happy hints p108

Lilo and Stitch
Pestus passwords p109

GAMECUBE CONTROLLER



GBA CONTROLLER



TUROK EVOLUTION

ALL WEAPONS, ALL LEVELS AND YET MORE BIG HEADS

Turok Evolution creates a wonderful prehistoric world where you get to look amazing dinosaurs right in the eye, and blow them to bits when they blink. All the following cheats and codes can be entered at the Cheat screen, via the main menu.



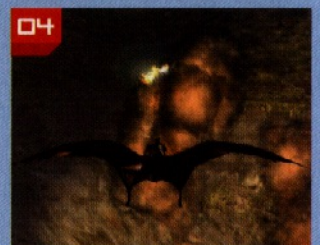
01 To unlock every chapter enter the code **SELLOUT**. Now you can load up any of your save files and have instant access to all chapters.



02 Ammo rations are pretty tight, but if you want to keep your weapons permanently loaded enter **MADMAN** as the code and you'll never run out.



03 Avoiding dinosaurs and Sleg warriors is much easier if they can't see you. Enter the code **SLLEWGH** to become invisible. Sneaky!



04 On some of the trickier levels, try entering the code **EMERPUS** to make yourself invincible. Don't use it too much, or you'll spoil the fun.



05 To see dinosaurs with huge heads enter **HEID** at the Cheat menu. Enter **ZOO** to be able to kill all dinosaurs and animals, even the cuties.



06 There are lots of awesome weapons to use and if you can't wait to get your hands on them, just enter **TEXAS** and you'll have the lot.



FREEKSTYLE

■ UNLOCK SECRET RIDERS, SPECIAL BIKES AND NEW OUTFITS

FreeStyle attempts to do for extreme biking what *SSX Tricky* did for extreme snowboarding. The following cheats will only work in Practice and Multiplayer modes and can all be entered at the Codes screen via the Options menu.



❑ To unlock rad biker Clifford Adoptante simply enter the code COOLDUDE. To ride as biker babe Jessica Patterson enter the name BLONDIE.



❑ Tired of the same old bike? To unlock Mike Metzger's Bloodshot bike enter EYEDROPS. To get his Rhino Rage machine enter SEVENTWO.



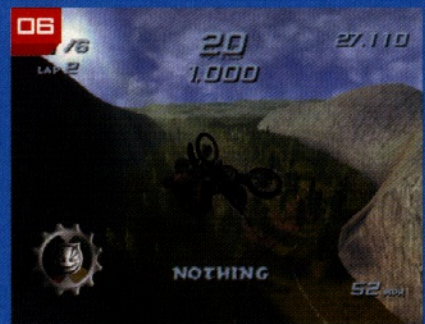
❑ Leeann Tweeden is one crazy biker chick. If you want to unlock her Seducer bike enter GOODLOOK. To get her Stuff machine enter OVENMITT.



❑ You've just got to get hold of rockin' Brian Deegan's Heavy Metal wheels. Do so by entering HEDBANGR, or try WHATEVER to get his Mulisha Man.



❑ Extreme biking style is all about the killer hoodies and baggy jeans. Get Jessica Patterson's Warming Up outfit by entering LAYERS, or NOT2GRLY for her Hoodie gear.



❑ This one code will give you infinite Freekout and Boost powers. Simply enter ALLFREEK and you'll be ready to perform the raddest of tricks.

UFC: THROWDOWN

■ UNLOCK FIGHTERS AND CARD GIRLS

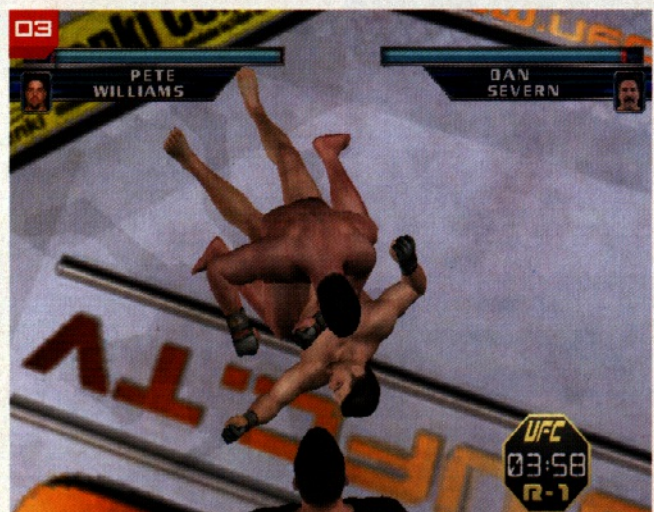
The Ultimate Fighting Championship is a brutal martial arts contest where anything goes. You don't get rewards without a bloody struggle in this game, so read on to find out how you can unlock secret fighters and other characters.



❑ Want one of the original fighter's faces to use on your own fighter in Career mode? You'll need to win a Gold belt.



❑ To unlock Bruce Buffer you need to earn a Middleweight Gold and Silver belt with each fighter in that division.



❑ To reveal the gloriously named Lorenzo Fertittia all you have to do is earn all Welterweight Gold and Silver belts with every fighter in that division.



FAST TIPS

This month it's fast by name and fast by nature with turbo-charged codes for *Matt Hoffman*, *MX Superfly* and *Top Gun: Combat Zones*.

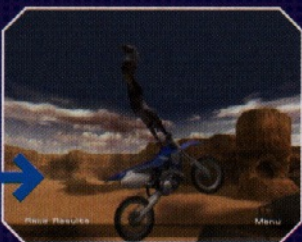
MATT HOFFMAN'S PRO BMX 2

If you want to unlock the secret Mime character you'll first have to complete all of the Gaps in the game. A very tall order.



MX SUPERFLY

Here's a cracking cheat. To unlock all riders, tracks and mini-games press **↑ ↓ ← →** and **△ ○ □ ×** and **↑ ↓ ← →** and **△ ○ □ ×** at the main menu screen.



TOP GUN: COMBAT ZONES

To get your hands on every single fighter jet and unlock all levels in this flight sim enter SHPONGLE as your name.



WWE WRESTLEMANIA X8

DISCOVER SECRET ARENAS AND CHARACTERS

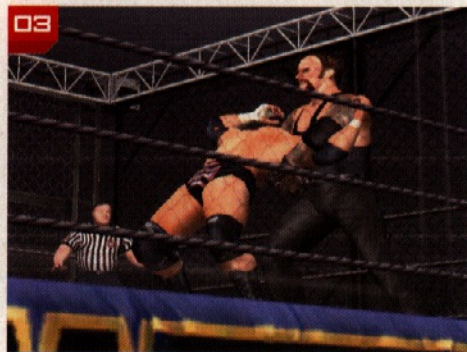
WWE games are as popular as ever, and *Wrestlemania X8* will be no exception, especially as it features heroes from the defunct WCW such as Booker T. If you want to unlock even more secret arenas and hidden characters you'll have to complete the following tasks.



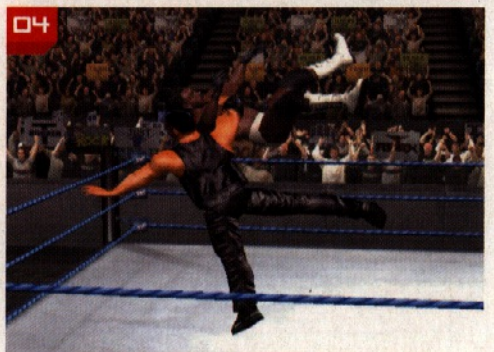
01 To unlock the Royal Rumble 2001 replica arena you must first survive a regular Royal Rumble involving 30 wrestlers. Phew!



02 To unlock the WWE's boss, villainous Vince McMahon, select Path of Champions mode and win the Intercontinental Championship.



03 If you want to relive happy memories in the Wrestlemania X7 arena you must first battle through every regular arena.



04 To unlock golden oldie Rick Flair and his sparkly pants you'll have to win the European Championship in Path of Champions mode.

CASTLEVANIA: HARMONY OF DISSONANCE

PLAY AS CLASSIC CHARACTERS

One of the finest GBA releases of the year, the *Castlevania* series goes from strength to strength. It's a huge game, but after finishing it for the first time you'll be able to unlock these goodies.



01 Finish the game once and enter your name as MAXIM. You'll now be able to play as high-jumping Maxim rather than Juste Belmont.



02 To play in Hard mode enter your name as HARDGAME after beating the game. You should hear a sound to confirm the cheat.



03 To unlock Encyclopedia mode, find the Monster Tome when playing the game. Access it via the Secret Menu option to see all the monsters.

LILO AND STITCH

LEVEL SKIP PASSWORDS

Our Dom reckons that the complicated passwords are the most annoying part of this game, so for an easier life you'll find some of them right here.



To reach the Beach level enter password **Stitch, Stitch, Stitch, Stitch, Stitch, Stitch**. To access the Mothership enter **UFO, Scrup, Stitch, Rocket, UFO, Stitch, UFO**.

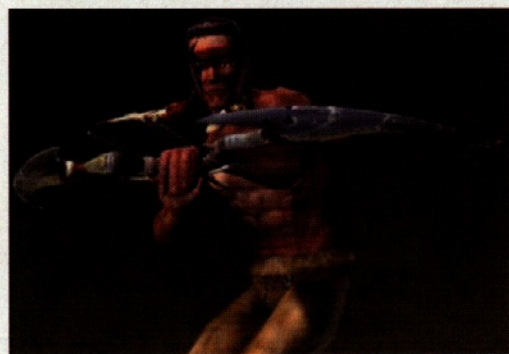


To slum it on Junkyard Planet enter password **Lilo, Rocket, Stitch, Rocket, Rocket, Scrup, Stitch**. To access Escape! enter the words **UFO, Rocket, Stitch, Rocket, Rocket, Scrup, Stitch**.

TUROK EVOLUTION GBA

LEVEL PASSWORDS AGO-60

Dinosaurs with huge pointy teeth can be just as scary on the GBA's small screen. There are lots of levels to get through in *Turok Evolution*, and some of them are very tricky. Give yourself a break by trying some of these passwords.



To access Area Two: Abandoned Subway, enter **K8T87 NL46K 7NR1**. For Area Three: Jungle of Darkness, enter **K8T77 NL42R KV41**. And to get Area Four: The Fortress, enter **5K987 V5452 3K21**.

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A = 01
Agent Under Fire
 Aggressive Inline
 B = 02
 Batman Vengeance
 Beach Spikers
 Bloody Rear: Primal Fury
 Bomberman Generation
 Burnout
 C = 03
 Cel Damage
 Crazy Taxi
 D = 04
 Dave Mirra BMX 2
 Disney's Magical Mirror
 E = 05
 Eighteen Wheeler
 ESPN Int. Winter Sports 02
 Eternal Darkness
 Extreme G 3
 F = 06
 FIFA 2002
 Fifa World Cup 2002
 G = 07
 Gauntlet: Dark Legacy
 Groove Adventure Rave
 I = 09
 Int. Winter Sports 2002
 J = 10
 J McGrath's Xcross World
 L = 12
 Legends of Wrestling
 Lost Kingdoms

Luigi's Mansion
 M = 13
 Madden NFL 2002
 MX Superfly
 Mystic Heroes
 N = 14
 NBA 2K2
 NBA Courtside 2002
 NBA Street
 NFL Blitz 2002
 NFL Qback Club 2002
 NHL Hit 2002
 P = 16
 Pac-Man World 2
 Pikmin
 R = 18
 Red Card Soccer 2003
 Resident Evil
 Rogue Leader
 S = 19
 Sega Soccer Slam
 Simpsons: Road Rage
Sonic Adv. 2 Battle
 Spiderman The Movie
 Spy Hunter
 SSK Tricky
Star Wars: Reg. Leader
 Super Monkey Ball
Super 5m. Bros Melee
 T = 20
 Tarzan Freeride
 The Simpsons: Road Rage
 Tony Hawk's 3
 Turok: Evolution
 V = 22
 Virtua Striker 3: V. 2002
 W = 23
 Wave Race: Blue Storm
 World Cup 2002
 WWE Wrestlemania X8
 Z = 26
 Zoocube

GAMEBOY ADVANCE
 A = 01
 Advance Rally
 Advance Wars
 Alienator: Evol. Conts.
 Army Men Advance
 Army Men: Op. Green
 Asterix: Bash Them All
 B = 02
 Back Track
 Bomberman Tournament
Breath of Fire
Broken Sword
 C = 03
 Castlevania: C of Moon
 Castlevania: Concerto
 Castlevania: Harmony D.
 Crash Bandicoot XS
 Cruis'n Velocity
 D = 04
 Dark Arena
 Doom
 Dragon Ball Z: Leg. Goku
 E = 05
 Ecks vs Sever
 F = 06
 F-Zero: Max. Velocity
 G = 07
Golden Sun
 GT Advance 2
 GT Advance Champ.
 H = 08
 Harry Potter
 High Heat Baseball 2002
 I = 09
 Int. Super Soccer
 J = 10
 Jurassic Park 3: PBuilder
 M = 13
 Mario Advance
 Mario Kart Super Circuit
 Mat Hoffman's Pro BMX
 P = 16
 Pokemon Blue
 Pokemon Crystal
 Pokemon Gold
 Pokemon Red
 Pokemon Silver
 Pokemon Yellow
 R = 18
 Rayman Advance
 S = 19
 S Palmer's Snowboarder
 Scooby Doo Cyber Chase
Sonic Advance
 Spiderman The Movie
 Spyro: Season of Ice
 Star Wars Jedi P. Battles
 Star Wars: Att. of Clones
 Super Mario Advance
Super Mario Advance 2
 T = 20
 Tekken Advance
 Tony Hawk's 2
 Tony Hawk's 3
 W = 23
 Waria Land 4
 Wolfenstein 3D
 WWF Rd to Wrestlemania
 Z = 26
 Zelda: Oracle of Seasons

GAMEBOY ADVANCE

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 Advance Wars
 Alienator: Evol. Conts.
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 Tekken Advance
 Tony Hawk's 2
 Tony Hawk's 3
 W = 23
 Waria Land 4
 Wolfenstein 3D
 WWF Rd to Wrestlemania
 Z = 26
 Zelda: Oracle of Seasons

N64

A = 01
 Aero Fighters Assault
 Army Men S's Heroes
 B = 02
 Banjo Kazooie
 Banjo Tooie
 C = 03
Conkers Bad Fur Day
 D = 04
 Diddy Kong Racing
 Duke Nukem: Zero Hour
 E = 07
Goldeneye
 J = 10
 James Bond: Goldeneye
 James Bond: T.W.I.N.E.
Jet Force Gemini
 L = 12
 Legend of Zelda
 Lylat Wars
 M = 13
 Mario 64
 Mario Karts
 Mission Impossible
 P = 16
 Perfect Dark
 Pokemon Snap
 Pokemon Stadium
 Premier Manager 64
 R = 18
 Rayman 2
 S = 19
 Scooby Doo: Cr. Cupers
 Shadows of the Empire
 Snowboard Kids
 South Park
 Star Wars: Racer
 Star Wars: Rogue Squad
 Super Mario
 T = 20
 The World is not Enough
Tonic Trouble
 Turok 2
 Turok: Dinosaur Hunter
 W = 23
 WWF Attitude
 WWF No Mercy
 Z = 26
Zelda
 Zelda: Majora's Mask

A = 01
 Aero Fighters Assault
 Army Men S's Heroes
 B = 02
 Banjo Kazooie
 Banjo Tooie
 C = 03
Conkers Bad Fur Day
 D = 04
 Diddy Kong Racing
 Duke Nukem: Zero Hour
 E = 07
Goldeneye
 J = 10
 James Bond: Goldeneye
 James Bond: T.W.I.N.E.
Jet Force Gemini
 L = 12
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 Lylat Wars
 M = 13
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 Mario Karts
 Mission Impossible
 P = 16
 Perfect Dark
 Pokemon Snap
 Pokemon Stadium
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 S = 19
 Scooby Doo: Cr. Cupers
 Shadows of the Empire
 Snowboard Kids
 South Park
 Star Wars: Racer
 Star Wars: Rogue Squad
 Super Mario
 T = 20
 The World is not Enough
Tonic Trouble
 Turok 2
 Turok: Dinosaur Hunter
 W = 23
 WWF Attitude
 WWF No Mercy
 Z = 26
Zelda
 Zelda: Majora's Mask

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 Banjo Tooie
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24hr Customer Service: (Freephone) 0800 081 6000

HIGH SCORES & CHALLENGES

Seems like you just can't get enough of our GameCube challenges. The *NOM* crew have been doing their best to set some rock-hard scores for you to try and beat. Elbow your way to the top of the pile to win a JOYTECH Advanced Controller.

1 BURNOUT: FASTEST TIME FOR ONE LAP OF HARBOUR TOWN TRACK, TIME ATTACK MODE

For this challenge select the Time Attack mode, choose the Pickup truck as your race vehicle and send us either a snapshot or video of you crossing the finishing line on the Harbour Town track.

The Pickup is one of the slowest vehicles in the game, which makes your task even harder, but it handles well, so you can be bold and confident about taking tight corners at speed, as well as weaving in and out of traffic.

1 Mike J.....	02:27.000
2 Dominic Wint	02:28.819
3 Tim Street	02:30.340
4 Rich Marsh	02:31.300
5 Maura Sutton	02:35.199



2 SIMPSONS ROAD RAGE: MOST MONEY EARNED IN A SESSION IN THE ENTERTAINMENT DISTRICT ON THE GAME'S NORMAL LEVEL

The rules for this challenge are that you must choose Homer as your character and try and earn as much money as possible in the Springfield Entertainment District in Road Rage mode.

Keep your run going as long as possible to earn the maximum amount of fares. Look for tyre tracks in the grass to find handy short cuts and take advantage of bonus challenges.

1 Maura Sutton	\$5,522
2 Tim Street	\$4,948
3 Richard Marsh	\$4,886
4 Mike J	\$4,543
5 Dominic Wint.....	\$3,760



3 FREEKSTYLE: HIGHEST SCORE ON THE MONUMENTAL MOTOPLEX LEVEL, FREESTYLE MODE

Use any rider on the Monumental Motoplex level in Freestyle mode and send us a shot of your highest score at the end of your best run.

The quickest way to rack up the points is to pull off multiple combos. Try and hold each trick in the combo for as long as possible without falling and you're sure to earn some impressive totals.

1 Dominic Wint.....	233,330
2 Tim Street	159,400
3 Rich Marsh	120,280
4 Mike J	111,240
5 Dominic Wint.....	70,700

4 SUPER SMASH BROS MELEE: MOST KNOCKOUTS IN THREE MINUTES.

Select the Three Minute Melee challenge from the Multi-Man Melee mode and try to get as many KOs as possible within the time limit. You can choose whatever character you like.

The *NOM* crew had most success on this challenge using Donkey Kong and his crude but effective Hand Slap. Just keep pounding the ground to take out multiple enemies in one furry-pawed swoop. Any monkey can do it.

1 Rich Marsh	63
2 Mike J	50
3 Dominic Wint	22
4 Tim Street.....	10
5 Maura Sutton	9



RESULT TABLES



1 TONY HAWK'S PRO SKATER 3: HIGHEST SCORE ON AIRPORT LEVEL

The Hawkster's challenges are always popular and you've excelled yourselves this month. David Peacock is a worthy winner with his incredible score. It was a pleasure to watch your awesome video, David.

1. David Peacock	10,374,124
2. Kevin Llewellyn	7,565,193
3. Jack Williams	5,993,705
4. Steven Bailey	5,539,874
5. James Craven	5,131,165



2 ISS2: MOST GOALS AGAINST A SAUDI ARABIAN COMPUTER TEAM

We expected some high scores here, but nothing quite as spectacular as Simon Morfey's Wales spanking the Saudis 29-0. Rowan Brunswick's French team came a close second, with the rest of the pack in their wake.

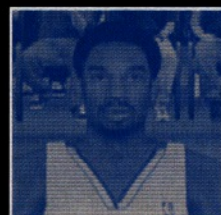
1. Simon Morfey	Wales 29 Saudi Arabia 0
2. Rowan Brunswick	France 28 Saudi Arabia 0
3. Brian Farrelly	France 19 Saudi Arabia 0
4. Jamie Tuck	Italy 17 Saudi Arabia 0
5. Billy McCloud	Brazil 18 Saudi Arabia 2



3 AGENT UNDER FIRE: TROUBLE IN PARADISE, HIGH SCORE

Looks like our Mike J is an Agent Under Fire expert as most of you had a tough time beating his high score on the first level. Nick Harris was the closest to Mike's score so he's the well-deserved winner.

1. Nick Harris	244,682
2. James Emmerton	210,200
3. Peter Touhey	121,731
4. Marcus Klimp	103,544
5. Simon Potter	101,050



4 NBA COURTSIDE: MOST POINTS FOR ONE PLAYER IN A SINGLE GAME

Another hard challenge but once again our readers were determined to get the better of the *NOM* crew. Gavin Taylor earns his prize and crowns himself King of the Court.

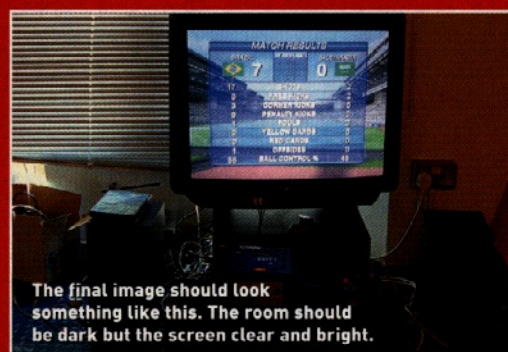
1. Gavin Taylor	66
2. Chris Mercer	42
3. William Duffy	33
4. Micky Hall	20
5. Jo Charlton	15

CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

PHOTOGRAPH YOUR TV



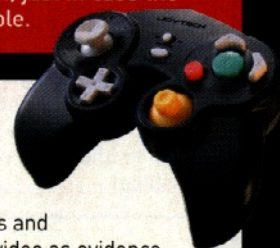
The final image should look something like this. The room should be dark but the screen clear and bright.

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.



WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart JOYTECH Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges,
Nintendo Official Magazine, Priory Court,
 30-32 Farringdon Lane, London EC1R 3AU.

JOYTECH

Q&A UK

We're here to answer your tricky gaming questions so keep 'em coming. This month we asked your local shopkeepers if they thought *Resident Evil* would be a suitable purchase for a 13-year-old.

POKEMON SILVER

Q On *Pokémon Silver* on the Game Boy Color I can't find the Flute to wake up sleepy Snorlax in front of Diglett's Cave. I've looked everywhere, please help me!

Michael Cooper
Brighton, East Sussex

Did you know? It has been estimated by a Brighton boffin that there are roughly 100 billion pebbles on Brighton beach. It would take one person 2,500 years to count them all.

Use the Radio to wake up sleepy Snorlax



A It's not an actual flute that you have to find to wake up sleepy Snorlax, but rather a Radio playing flute music. After you've returned the missing part to the power plant worker and got the Expn. Card go and get the radio upgrade at the Lavender Town Radio Station. Now play the Poke flute radio station to Snorlax to wake him up. Rise and shine!

Local games store

■ **GAME**
■ **Tel: 01243 866402**

29 London Road, Bognor Regis
West Sussex, PO21 1PQ

The staff at GAME in lovely Bognor were very helpful. They told us that *Resident Evil* was rated 15+ and was very gory with lots of flesh-eating monsters that would make you jump out of your seat. Good enough for us! 8/10

PERFECT DARK

Q I have a dilemma. I've nearly finished *Perfect Dark* on the N64 but I'm stuck on the Carrington Institute. I can find the weapon and hostages but not the bomb. I need your help.

Matthew Kershaw
Ipswich, Suffolk

Did you know? Ipswich Town FC has previously been managed by two great England managers, Sir Bobby Robson and Sir Alf Ramsey.

A After destroying the sensitive information, exit the elevator and head down the ramps. Activate the RC-P120 cloaking device. This will get the guards off your back. The bomb is hidden in the Skedar ship in the first room you come to. Use the Data Uplink to defuse it.

Local games store

■ **Gamestation**
■ **Tel: 01473 254798**
13 Carr Street, Ipswich, Suffolk
IP4 1ER

Another very informative store. They said *Resident Evil* would not be suitable for a 13-year-old as it was a very gory and realistic looking game. They also said it carried a 15+ rating that may scare Nintendo owners who are under 15 8/10



We never tire of helping the lovely Ms Dark

DRAGON WARRIOR MONSTERS

Q Help me *NOM!* I'm playing *Dragon Warrior Monsters* and I've finished the Starry Night competition. I though I was unstoppable until I accepted Master Monster Tamer's Challenge. Can you tell me any good monsters to beat him? The monsters I have are Grizzly +10, mad-dragon +11 and Slimeborg +11. I've been stuck for two weeks!

Chris Love
Enniskillen, Co Fermanagh

Did you know? County Fermanagh features the Marble Arch Caves — the only underground cave system in Northern Ireland open to visitors.

A A very difficult battle, as the Master Monster Tamer is the ultimate and most powerful tamer in the game. Most skills are useless, except for Gigaslash and MegaMagic. Whatever you do don't use skills on Rosevine or she'll turn them straight back on you. It also helps if you have a resistant monster in your party who can withstand Divinegon's

HeckBlasts. When Goldlime attacks, just keep rehealing yourself until he runs out of MP. The best general tip is just to keep pounding away, without using skills. Goldlime will hold out longer than the other two, but if you can get a massive 50 damage hit on him he should go down.

Local games store

■ **GAME**
■ **Tel: 028 6632 5681**

Unit 23, Erneside Shopping Centre,
Enniskillen, County Fermanagh,
BT74 6JQ

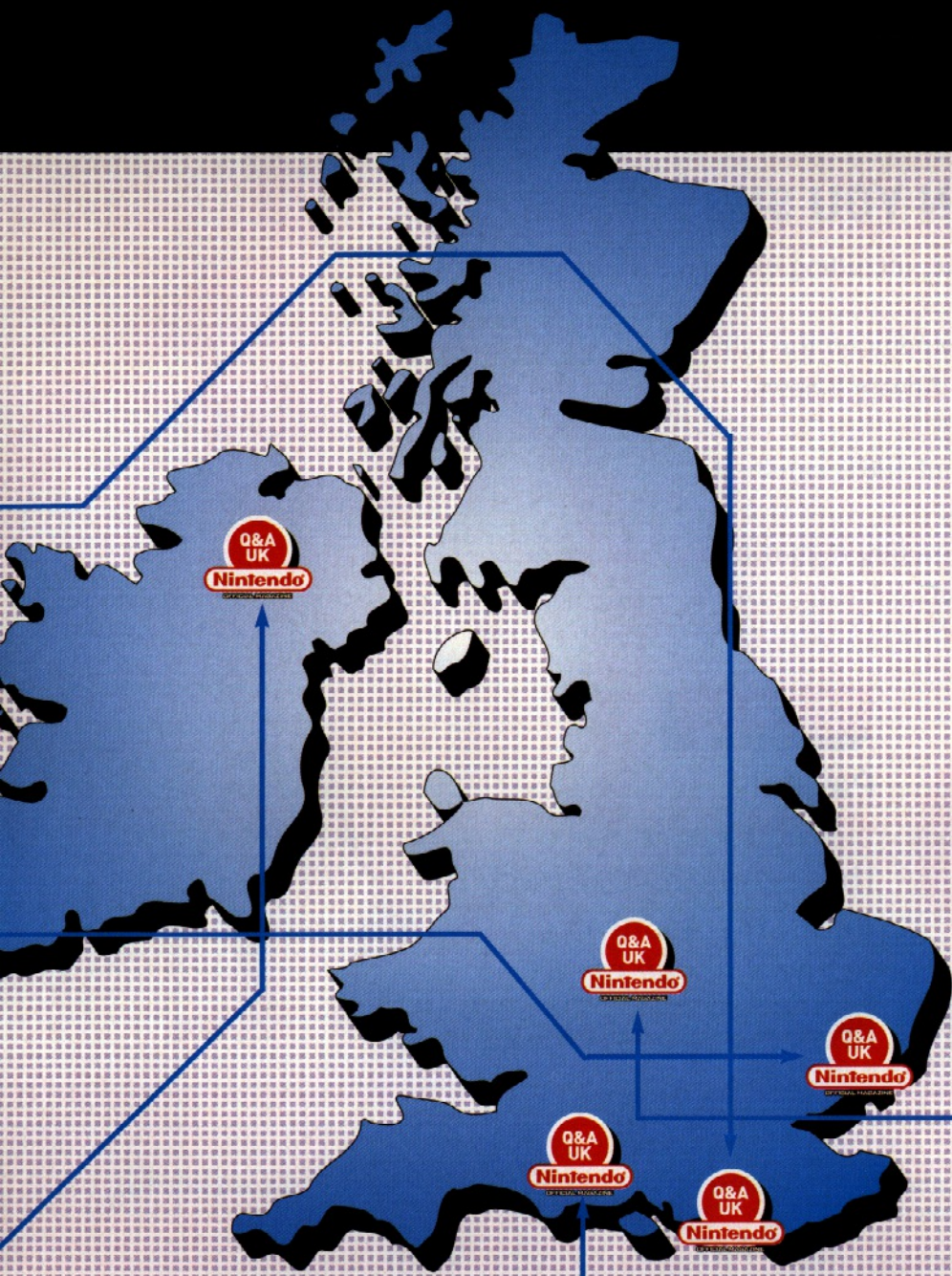
The staff here were brilliant and very keen to help.

They stated immediately that they wouldn't sell it to an unaccompanied person under 15. 9/10



It's all about the teamwork

* Welcome to the Arena!



SPIDERMAN THE MOVIE

Q Can you tell me a strategy to beat the second Kraven? I'm really stuck because he keeps re-healing himself before I can finish him off.

Andy Johns, Birmingham

Did you know? Sarehole Mill, which is situated four miles south-east of Birmingham, is opposite the house where *Lord of the Rings* author JRR Tolkien lived as a wee lad.



Is Kraven too much for Spidey to handle?

A Kraven can only replenish his own health a maximum number of three times, so just keep pounding away at him and he'll eventually crumble. A good tactic is to stick to the left side of the screen to avoid getting hit by lasers and spears.

Local games store

- **GS2**
- **Tel: 0121 444 3821**

83 High Street, Kings Heath, Birmingham, West Midlands, B14 7BH

GS2 couldn't have been more helpful. They pointed out the 15+ age restriction on the game and came up with plenty of suggestions for games that might be more suitable for a 13-year-old. 9/10

STAR WARS ROGUE SQUADRON II

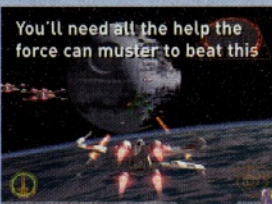
Q *Star Wars Rogue Squadron II* is a great game, but I'm stuck. The Battle of Endor is so hard. Is there any way to make it easier. Please help me or I'll be stuck for the next year.

Samuel Moss Poole, Dorset

Did you know? Poole Harbour is the largest natural harbour in Europe.

A One key tactic is to tackle groups of TIE fighters together rather than hunting down single fighters. Make sure to keep your tail protected as much as possible as you'll face lots of sneak attacks from the rear. Stick close to the Medical Frigate and take out any marauding TIEs before they can cause too much damage. When the TIE bombers start attacking hit them quickly or they'll rapidly destroy the Frigate. The

last part of the battle involves taking out the two Star Destroyers. Approach from high up, then slowly dive towards them, shooting as you go. That should do it!



You'll need all the help the force can muster to beat this

Local games store

- **Game City**
- **Tel: 01202 732663**

459 Ashley Road, Poole, Dorset BH14 OAX

Not as forthcoming as everyone else, but still informative. They said the game might be okay, but it was up to parental discussion and it had a 15+ rating. 7/10

WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at *NOM*.

If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.



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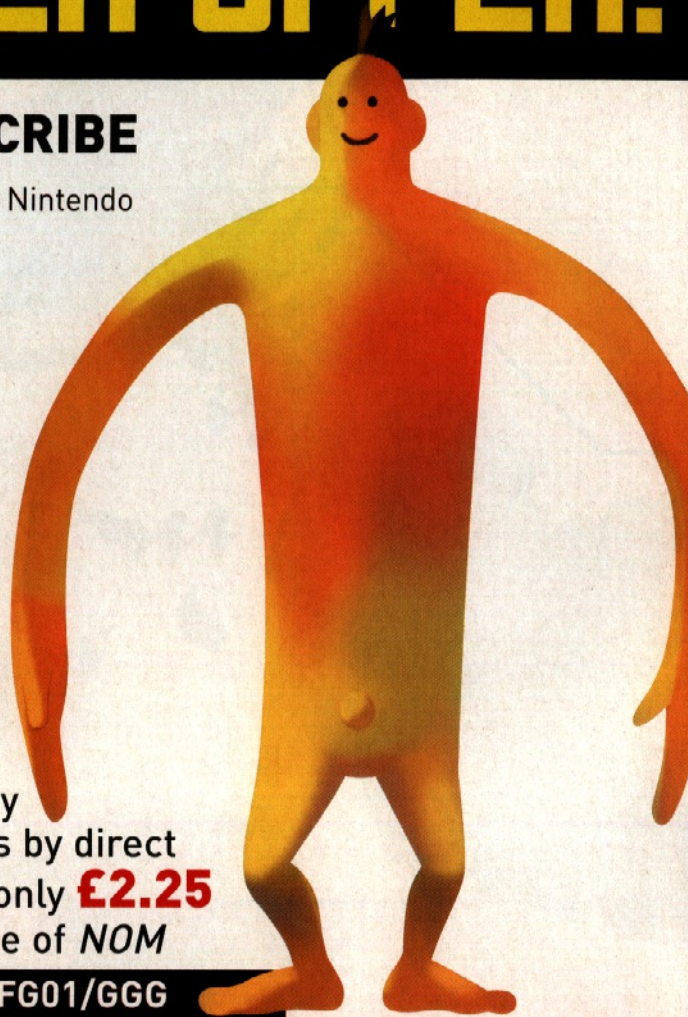
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TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

- 8 HIGHLY RECOMMENDED
- 7 GOOD
- 6 AVERAGE
- 5 COULD BE FLAWED

- 4 POOR
- 3 DIRE
- 2 DISASTROUS
- 1 A DISGRACE

AGGRESSIVE INLINE



- 1-2 Players
- Memory / 57 Blocks

Our Verdict More extreme sports tomfoolery glides onto the GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole memory card.

Price
£39.99



<http://www.acclaimuk.com>



BARBARIAN



- 1-4 Players
- Memory / 3 Blocks

Our Verdict Taking the name from the 8-bit computer classic, this sword fighting frenzy sees you trying to become the ruler of Barbaria. Lengthy combos and slowdown spoil this fighter.

Price
£39.99



<http://www.vie.co.uk>



BEACH SPIKERS



- 1-4 Players
- Memory / 3 Blocks

Our Verdict One of the finest multiplayer sports games to grace a Nintendo, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player has its limitations though.

Price
£39.99



<http://www.sega.com>



BLOODY ROAR EXTREME



- 1-2 Players
- Memory / 3 Blocks

Our Verdict Mutant fighters go one-on-one in this GameCube beat 'em up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price
£39.99



<http://www.activision.com>



CAPCOM VS. SNK 2 EO



- 1-2 Players
- Memory / 2 Blocks

Our Verdict Stars from the likes of *Final Fight* and *Street Fighter II* line up for some old skool 2D brawling. Unfortunately, over-sensitive controls and unconvincing graphics let this down.

Price
£39.99



<http://www.capcom.com>



CEL DAMAGE



- 1-4 Players
- Memory / 2 Blocks

Our Verdict GameCube's first foray into cel-shaded games produces a racer packed with crazy weapons, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

Price
£39.99



<http://www.uk.ea.com>



BURNOUT



Our Verdict Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay and pin-sharp graphics it's no wonder that it scored a whopping nine out of ten.

Burnout differs from most racers in that the roads are full of vehicles going about their business. It's up to players to weave through the traffic, building up the Burnout gauge and launching incredible speed boosts.

Reader Verdict No other racer comes close to the mental speeds and crashes in *Burnout*. Trying to beat each record kept me returning for another go to try and unlock the later vehicles. If you love racing games and have a GameCube, this is essential. Gary Potts

Website <http://www.acclaimuk.com>



1-2 Players



4 Blocks

Price
£39.99



CRAZY TAXI



- 1 Player
- Memory / 8 Blocks

Our Verdict Two years since Sega's classic made its Dreamcast debut, and nothing has changed. It's still great fun to play, but no extras or graphical touch-ups have been made. A wasted opportunity.

Price
£39.99



<http://www.acclaimuk.com>



DARK SUMMIT



- 1-4 Players
- Memory / 4 Blocks

Our Verdict Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this painfully slow snowboarding/adventure title.

Price
£39.99



<http://www.thq.com>



DAVE MIRRA 2



- 1-2 Players
- Memory / 4-13 Blocks

Our Verdict Lacking the polish of a *Tony Hawk* title, this BMX sim features uninspiring levels and terrible bike handling, even if there is an excellent soundtrack and a huge range of tricks to master.

Price
£39.99



<http://www.acclaimuk.com>





DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE



- 1 Player
- Memory / 3 Blocks

■ **Our Verdict** Mickey Mouse's new quest may look gorgeous but it's incredibly simple to play. The game's obvious puzzles will bore even the smallest Nintendo fan. Pine for Mario instead.

Price
£39.99

6

<http://www.nintendo-europe.com>



DISNEY'S TARZAN FREERIDE



- 1 Player
- Memory / 8 Blocks

■ **Our Verdict** Perfect for your baby brother or sister, lead the lord of the jungle against Oswald Gardner to save a load of apes. Expect unforgiving water levels and levels that appear to run on rails.

Price
£39.99

6

<http://www.ubisoft.co.uk>



DRIVEN



- 1-2 Players
- Memory / 5 Blocks

■ **Our Verdict** The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

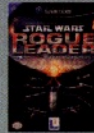
Price
£39.99

8

<http://www.bam4fun.com>



ROGUE SQUADRON II



■ **Our Verdict** No video game has ever come close to recreating the original *Star Wars* trilogy, but now LucasArts' stunning game has arrived and it's only playable on GameCube.

Fly some of the most famous *Star Wars* craft including the X-Wing and battle over Hoth, Endor and Bespin. But best of all is the first level where you fly down the Death Star trench run.



MUST BUY



1 Player



3 Blocks

■ **Reader Verdict** *Star Wars Rogue Leader: Rogue Squadron II* is a very good game with a lot of nice touches that continues Factor 5's *Star Wars* successes on Nintendo consoles. This sci-fi title is well worth your hard-earned cash. Rob Styles

Website <http://www.lucasarts.com>

Price
£44.99

9



RESIDENT EVIL



■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups stand there and wet themselves, *Resident Evil* is the horror game to buy for your GameCube.

With over 15 hours of gameplay, two characters to control and a heap of puzzles to decipher, this slick product will certainly keep you busy. Just a word of warning though, this isn't for young Nintendo fans.



MUST BUY



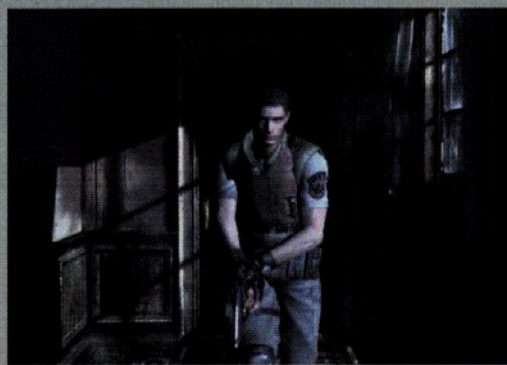
1 Player



8 Blocks

■ **Reader Verdict** I thought *Resident Evil 2* on the N64 was scary, but this is loads more frightening. Whether it's the battle with Yawn the snake, Neptune the shark or the final boss, you'll be waking up at night in a cold sweat for weeks on end. Simon Charles

Website <http://www.capcom.com>



Price
£44.99

9

EGGO MANIA



- 1-2 Players
- Memory / 3 Blocks

■ **Our Verdict** Kind of like *Tetris* in reverse, this block building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. Good price, too.

Price
£29.99

8

<http://www.kemco-europe.com>



ESPN INT'L WINTER SPORTS 2002



- 1-2 Players
- Memory / 3 Blocks

■ **Our Verdict** Brought to you by the ISS2 studio, this *Track & Field*-style sim offers ten events including curling and bobsleigh. However, it's over too quickly and the lack of a four-player mode definitely shows.

Price
£39.99

6

<http://www.konami.com>



EXTREME G-3



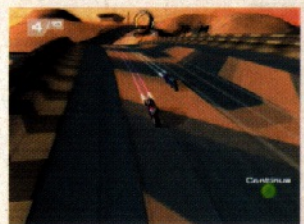
- 1-4 Players
- Memory / 3 Blocks

■ **Our Verdict** Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

Price
£39.99

8

<http://www.acclaimuk.com>





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

- 8 HIGHLY RECOMMENDED
- 7 GOOD
- 6 AVERAGE
- 5 COULD BE FLAWED

- 4 POOR
- 3 DIRE
- 2 DISASTROUS
- 1 A DISGRACE



SMASH BROS. MELEE

■ **Our Verdict** The sequel to the N64 bestseller, this fighter sees you battling an all-star cast from classic Nintendo games across some memorable locations including *F-Zero's* Mute City and *Zelda's* Termina.

Join Mario, Yoshi, Link and the rest of the crew in furious scraps and some clever mini-games like the Sand Bag Challenge. You can even collect over 200 trophies and learn all about Nintendo characters.

■ **Reader Verdict** The number of moves has increased along with better graphics and incredible effects. Boasting Nintendo's biggest heroes such as Mario, Samus Aran and Pikachu, *Super Smash Bros. Melee* is a must buy for all beat 'em up fans.

Website <http://www.nintendo-europe.com>



Price
£39.99

9



1-4 Players



3 Blocks

JAMES BOND 007 IN... AGENT UNDER FIRE



- 1-4 Players
- Memory / 3 Blocks

■ **Our Verdict** It's not quite as classic as *GoldenEye 007*, but it stays true to the Bond name. It doesn't offer much challenge to veterans, but the mix of driving and shooting makes it worth a look.

Price
£44.99

7

<http://www.ea.uk.com>



KELLY SLATER'S PRO SURFER



- 1-2 Players
- Memory / 10-14 Blocks

■ **Our Verdict** Activision's 02 line-up doesn't just feature *Tony Hawk* as this game will testify. Nearly two hours of beautiful footage set the scene for a refreshing challenge. Be prepared, it takes time to master.

Price
£39.99

8

<http://www.activision02.com>



LOST KINGDOMS



- 1-2 Players
- Memory / 2 Blocks

■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessed collecting cards for some excellent monster battles. Worth a look in the wait for *Zelda*.

Price
£39.99

7

<http://www.activision.com>



F1 2002



- 1-4 Players
- Memory / 4 Blocks

■ **Our Verdict** Coulthard & Co bring the F1 world alight to give race fans an authentic looking game. Those less patient will hate the load times and cars tend to spin and get damaged far too easily.

Price
£39.99

7

<http://www.uk.ea.com>



LUIGI'S MANSION



- 1 Player
- Memory / 3 Blocks

■ **Our Verdict** Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

Price
£39.99

8

<http://www.nintendo-europe.com>



FREESTYLE



- 1-4 Players
- Memory / 2 Blocks

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders and the track designs make this exceptional, but it's a very unforgiving ride.

Price
£39.99

7

<http://www.uk.ea.com>



MADDEN NFL 2003



- 1-2 Players
- Memory / 59 Blocks

■ **Our Verdict** American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Superlative mini-games and a 30-season Franchise mode make it Superbowl material.

Price
£39.99

8

<http://www.uk.ea.com>



ISS2



- 1-4 Players
- Memory / 5 Blocks

■ **Our Verdict** The firm football favourite at *NOM*, *ISS2* is dead easy to pick up and it looks better than ever. Shooting is sensitive and you'll have to build up your play to get an opening, but it's better than *FIFA*.

Price
£39.99

8

<http://www.konami-europe.com>



MX SUPERFLY



- 1-2 Players
- Memory / 8 Blocks

■ **Our Verdict** Not quite as good as *Excitebike 64* or EA's *Freestyle*, THQ's motocross racer is a little too realistic for its own good and that ruins the fun. Freestyle mode and the mini-games don't quite save it.

Price
£39.99

7

<http://www.mxsuperfly.com>





NBA COURTSIDE 2002



- 1-4 Players
- Memory / 7 Blocks

■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

Price
£39.99



<http://www.nintendo-europe.com>



SPYHUNTER



- 1-2 Players
- Memory / 2 Blocks

■ **Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and two-player is a cracker.

Price
£39.99



<http://www.midway.com>



NHL HITZ 20-02



- 1-4 Players
- Memory / 8 Blocks

■ **Our Verdict** Over the top and over here, ice hockey breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

Price
£39.99



<http://www.midway.com>



SSX TRICKY



- 1-2 Players
- Memory / 5 Blocks

■ **Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's packed to the gills with mad tricks. But it does suffer slowdown at busy times and later courses are cluttered.

Price
£39.99



<http://www.uk.ea.com>



PIKMIN



- 1 Player
- Memory / 4 Blocks

■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play. *Pikmin* misses a top score as it's just too short.

Price
£39.99



<http://www.nintendo-europe.com>



SUPER MONKEY BALL



- 1-4 Players
- Memory / 3 Blocks

■ **Our Verdict** Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

Price
£39.99



<http://www.sega.com>



RED CARD



- 1-2 Players
- Memory / 12 Blocks

■ **Our Verdict** Just as *NHL Hitz 20-02* is to ice hockey, *Red Card* is to football. Crunching tackles and fast flowing action makes this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode.

Price
£39.99



<http://www.midway.com>



SONIC ADVENTURE 2 BATTLE



- 1-2 Players
- Memory / 3 Blocks

■ **Our Verdict** Don't be fooled because it stars Sonic and his pals. This may be a hoot to play and it does link-up with *Sonic Advance* on the GBA, but the in-game camera ruins a possible classic.

Price
£44.99



<http://www.sega.com>



SPIDER-MAN



- 1 Player
- Memory / 2 Blocks

■ **Our Verdict** The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

Price
£39.99



<http://www.activision.com>



SUPER MARIO SUNSHINE



■ **Our Verdict** One of video games' greatest icons returns in Shigeru Miyamoto's latest masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

Beautiful to look at, hilarious to play and packed with challenges, this is a classic Nintendo platformer.



■ **Reader Verdict** I thought nothing could reach the heights of *Super Mario 64* and I was right. This is a game that feels really different as it's totally original and brilliant fun. Bear in mind that this is quite a difficult game to finish. Marc Harshrid

Website <http://www.supermariosunshine.com>

Price
£39.99





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

- 8 HIGHLY RECOMMENDED
- 7 GOOD
- 6 AVERAGE
- 5 COULD BE FLAWED

- 4 POOR
- 3 DIRE
- 2 DISASTROUS
- 1 A DISGRACE



TONY HAWK'S 3

■ **Our Verdict** The best just got better in what is the definitive extreme sports game on GameCube thanks to a list of modes including Free Skate, Single Session, various multiplayer modes and a Park Editor.

Extremely addictive and very hard to master, this will keep you playing for months and the chance to skate as Darth Maul or Wolverine will keep you returning for just one more go to complete all the objectives.

■ **Reader Verdict** Tony Hawk's had his name on a number of games and after three years they've nearly reached perfection. Setting new standards in extreme sports gaming, the skating comes to life once you've mastered its unique control style. Jason Wemyss

Website <http://www.activision02.com>



Price
£39.99

9

TOP GUN COMBAT ZONES



- 1-4 Players
- Memory / 3 Blocks

■ **Our Verdict** Even if PC-style flight sims get your knickers in a twist this is still a stinker. A war sim with very little intense action or sense of speed, *Top Gun* doesn't even mention Tom Cruise.

Price
£39.99

6

<http://www.vie.co.uk>



UFC: THROWDOWN



- 1-4 Players
- Memory / 5 Blocks

■ **Our Verdict** Take part in brawls that would look at home outside a dodgy pub on a Saturday night. A huge number of Career mode options, but it still looks stuck in the days of the N64.

Price
£39.99

6

<http://www.ubisoft.co.uk>



WAVE RACE BLUE STORM



- 1-4 Players
- Memory / 12 Blocks

■ **Our Verdict** No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single player mode is very tough to beat. Give it a go, you won't be disappointed.

Price
£39.99

8

<http://www.nintendo-europe.com>



WORMS BLAST



- 1-2 Players
- Memory / 3 Blocks

■ **Our Verdict** Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are very nasty.

Price
£39.99

7

<http://www.team17.com>



ZOOCUBE



- 1-4 Players
- Memory / 2 Blocks

■ **Our Verdict** At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and isn't just another sequel.

Price
£39.99

7

<http://www.acclaimuk.com>



FIVE GREAT GAME BOY ADVANCE GAMES

Just cast your eyes over this hot list of games and we'll guarantee that you won't be disappointed by any of them.

1

ADVANCE WARS

- 1-4 Players
- £29.99



■ **Our Verdict** One of the most exciting titles on the GBA, this beauty shines with Nintendo magic from the moment you turn it on.



2

WARIO LAND 4

- 1 Player
- £29.99



■ **Our Verdict** Distinctive levels, excellent controls and great characters make this a really entertaining platformer.



3

GOLDEN SUN

- 1-2 Players
- £29.99



■ **Our Verdict** An epic RPG that is so addictive that your GBA will have to be prised from your fingers before bed.



4

V-RALLY 3

- 1-4 Players
- £29.99



■ **Our Verdict** The ultimate GBA driving game. Sharp graphics and fine control make this a classic slice of rally action.



5

BREATH OF FIRE II

- 1-2 Players
- £29.99



■ **Our Verdict** A near-perfect port of the Super NES classic, this will appeal to seasoned RPG fanatics and first-timers alike.



NINTENDO OFFICIAL MAGAZINE'S GAME BIN



GAMECUBE

- 18 Wheeler 4/10
- 2002 FIFA World Cup 4/10
- Batman Vengeance 5/10
- Donald Duck Quack Attack 4/10
- Gauntlet Dark Legacy 4/10
- Jeremy McGrath

SuperCROSS World 5/10

- Legends of Wrestling 4/10
- NHL 2003 5/10
- The Simpsons Road Rage 5/10
- Universal Studios Theme Parks Adventure 4/10
- Virtua Striker 3
- Ver. 2002 4/10

Nintendo Gadgets

We've tested this month's gadgets to death to give you the skinny on what's worthy of your hard-earned lucre. This month we bring you a couple of pads, a lead, a light, a rechargeable battery and the strangest GBA peripheral you've ever seen.

■ Control Pad ■ Gamester ■ 0870 8006150
■ £14.99

Verdict: This is a comfortable and solidly built pad that has a great C-Stick and firm shoulder buttons. It also has a subtle vibration feature that doesn't make the pad rattle or try and jump out of your hands. Unfortunately this quality doesn't carry across to the incredibly slack 3D Stick which just feels limp. The face buttons are too close together and the D-Pad is located too far from the 3D Stick making it hard to move between the two. **6/10**



■ Rally Boy
■ Pro Play ■ 01706 656633 ■ £14.99

Verdict: Believe it or not this is a steering wheel for your GBA. The console fits snugly on the back and the screen is viewed through the hole in the middle. While it may sound strange, it actually works. The unit fits comfortably in your lap and the actual steering is nice and firm, it feels very precise. Sadly the build quality is a little shoddy and the buttons feel slack and unresponsive. But for die-hard racing fans this could be what you've been looking for. **7/10**





■ GBA Power Cartridge ■ Gamester

■ 0870 8006150 ■ £11.99

Verdict: If you're sick of buying batteries for your GBA then this could be the solution. The battery unit pops in the top of the charger and then plugs into a wall socket. Two lights on the front let you know that there is a connection and that the battery pack is charging. After an initial 12 hour charge, the unit offers up to 10 hours of life. After that, if you charge the unit for three hours, it will last for three hours and so on. While it's a good solution to buying endless packets of batteries, a quick charge function would have been welcomed, but this is still worth a look. **7/10**



■ Illuminator Pro ■ JOYTECH

■ 01753 496700 ■ £14.99

Verdict: This incredibly bright light/magnifier will illuminate your GBA screen in even the darkest conditions. The unit fits very nicely onto the Game Boy Advance and it's lightweight so it doesn't make the unit too bulky. It isn't as adjustable as Gamester's Flo-Light but it still provides great coverage, although the magnifier may not be to everyone's taste. The Illuminator Pro requires two AA batteries but JOYTECH has included a rechargeable battery pack and a mains adapter to save you constantly buying batteries. Very good. **8/10**



■ Control Pad ■ Naki

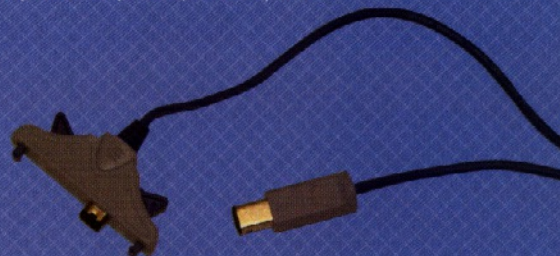
■ 0208 5953888 ■ £19.99

Verdict: Naki's latest GameCube controller feels a little lightweight especially when compared with the official one. But it does have a very good 3D Stick and C-Stick and it includes two buttons. When the pad vibrates it shows off the poor build quality as it rattles quite violently. The face buttons are also a little too far apart and you'll need long thumbs to move between them comfortably. Its ideal for smaller hands, but the shovel-palmed will find it a little hard to hold. **7/10**

■ GameCube to GBA Link Cable ■ JOYTECH

■ 01753 496700 ■ £4.99

Verdict: This link cable does exactly what it says on the box; connects your GBA to your GameCube so that you can transfer data between the two units. Only *Sonic Adventure 2 Battle* uses this function at present but there are more games in the pipeline that will take advantage of the technology so it's worth getting hold of one. JOYTECH's link cable fits very tightly into the top of your GBA and we had no problems transferring our Chao from the GameCube to the GB Advance. At this price you'd be silly not to pick one up. **7/10**



win all this cool stuff

Another month's worth of top prizes for you to win. To be in with a chance just phone **0905 053 110** then add the number of the competition at the end. So if you're entering the *Eggo Mania* compo, just dial **0905 053 1101**. Answer the question, leave your name, address and daytime phone number and we'll call you on 8 November if you win some goodies. Don't forget to ask permission from whoever pays the bill before dialling.

1



01 UP FOR GRABS

1. GameCube, *Eggo Mania* and 4Gamers LCD Game Screen

We hailed *Eggo Mania* as the best puzzler available so far on the GameCube and now we're giving you a chance to get in on the eggcellent action for free, just by entering this competition. Thanks to the guys at Big Ben Interactive, one lucky winner will receive a GameCube, a copy of *Eggo Mania* and a lovely 4Gamers LCD Game Screen. We've also got a runners-up prize of a Game Boy Advance and a copy of the GBA *Eggo Mania* game. If you want to be in with a chance of winning this swag, answer the following question.

Q. What shape is an egg?

- a. Ovoid
- b. Rhomboid
- c. Cuboid



2



01 UP FOR GRABS

2. GameCube

With the number of amazing titles coming out over the next few months, you'd be mad to miss out by not having an essential Nintendo GameCube. If you still haven't got yours, or you just want another one, then check this out. We've got one right here ready to give away. All you have to do to be in with a shout is answer this tricky teaser below. Good luck!

Q. What is the name of Link's sister in the new *Zelda* game?

- a. Arill
- b. Avril
- c. Beryl

4. *Barbarian* and *Top Gun* for GameCube

If you're looking for some GameCube titles to boost your collection then how about *Top Gun Combat Zones* and *Barbarian*. *Top Gun* is the GameCube's only flight sim with a real arcade edge while *Barbarian* tells the tale of a band of warriors battling to rule Barbaria. Both games are available to buy now, but thanks to the folks at Virgin Interactive we've got five copies of each to win, so just answer this.

Q. Which *ER* star played Goose in the 1986 *Top Gun* movie?

- a. Tom Cruise
- b. Val Kilmer
- c. Anthony Edwards

3. Cybiko goodies

The Cybiko is one of the coolest gadgets that money can buy. You can connect it to a computer and use it to send e-mails and download PDA applications. You can even get over 350 free games. Check out <http://www.cybiko.com> for more info. It's available in two flavours, Classic and Xtreme, and thanks to Cybiko we've got one of each to give away. Just answer this question.

Q. What does PDA stand for?

- a. Private Diary Assistant
- b. Public Domain Access
- c. Personal Digital Assistant

5. *Buffy Season Five* DVD boxset

Featuring all 22 episodes from the fifth season of *Buffy the Vampire Slayer* and more extras than you can shake a stake at, this is essential viewing for all *Slayer* fans out there, it even comes in a cool presentation box. The *Buffy Season Five* DVD boxset is available to buy from 28 October, but thanks to Twentieth Century Fox Home Entertainment we've got two to give away to anyone who can answer this question.

Q. Which actress plays the part of Willow?

- a. Charisma Carpenter
- b. Sarah Michelle Gellar
- c. Alyson Hannigan

3



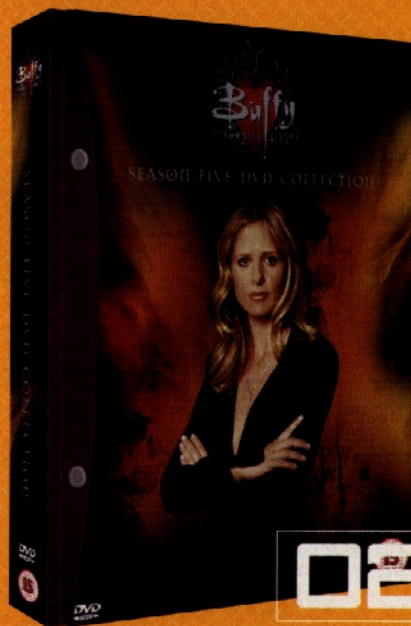
02 UP FOR GRABS

4



05 UP FOR GRABS

5

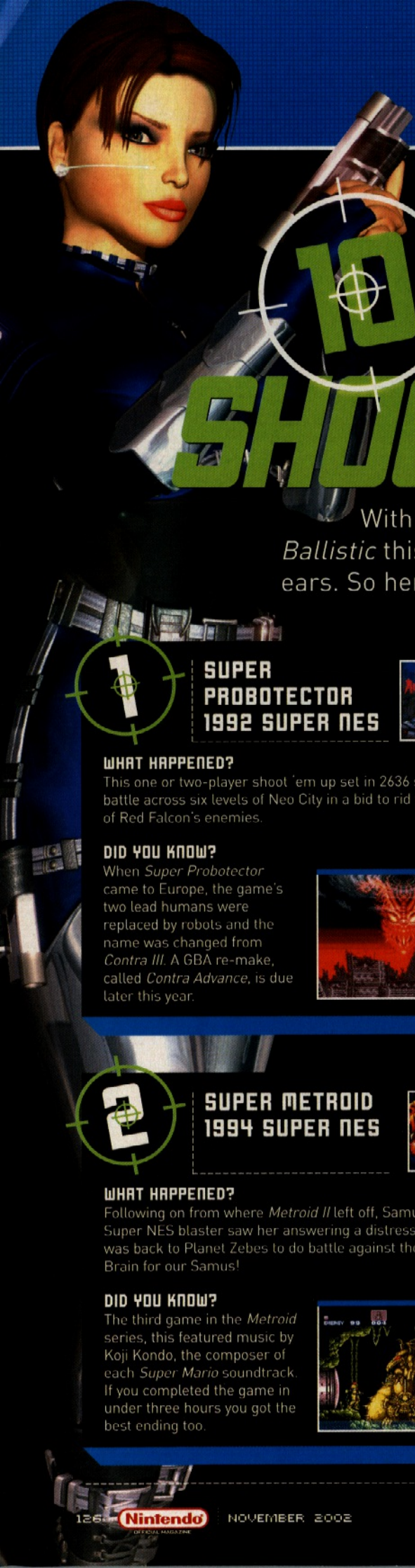


02 UP FOR GRABS

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You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the *Eggo Mania* competition, write to: **Competition 1, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Closing date is 8 November.



NINTENDO OFFICIAL MAGAZINE'S

10 GREATEST SHOOT 'EM UPS

With *007 Nightfire*, *TimeSplitters 2* and *Ecks Vs. Sever II: Ballistic* this issue, we've got shoot 'em ups coming out of our ears. So here's the ultimate gallery of Nintendo blasters.

1

SUPER PROBOTECTOR 1992 SUPER NES



WHAT HAPPENED?

This one or two-player shoot 'em up set in 2636 saw you battle across six levels of Neo City in a bid to rid the joint of Red Falcon's enemies.

DID YOU KNOW?

When *Super Probotector* came to Europe, the game's two lead humans were replaced by robots and the name was changed from *Contra III*. A GBA re-make, called *Contra Advance*, is due later this year.



3

GOLDENEYE 007 1997 N64



WHAT HAPPENED?

The N64's finest ever shoot 'em up saw you take the role of super agent, James Bond, as you tried to stop former MI6 ally, Trevelyan from blowing up the world with the GoldenEye satellite.

DID YOU KNOW?

According to Rare, the game was originally to be a platformer for the Super NES before it was finally made for the N64. One of the fastest N64 sellers ever, the goons are replicas of Rare staff.

4

LYLAT WARS 1997 N64



WHAT HAPPENED?

The sequel to *Star Wing*, the Super NES Fox McCloud original, *Lylat Wars* saw the return of the Great Fox. It was your mission to defend the Lylat System.

DID YOU KNOW?

It was the first N64 game to use the Rumble Pak. Outside Europe *Lylat Wars* was known as *Star Fox 64*, but in the Japanese game Andross was called Andolf.

2

SUPER METROID 1994 SUPER NES



WHAT HAPPENED?

Following on from where *Metroid II* left off, Samus Aran's Super NES blaster saw her answering a distress signal. It was back to Planet Zebes to do battle against the Mother Brain for our Samus!

DID YOU KNOW?

The third game in the *Metroid* series, this featured music by Koji Kondo, the composer of each *Super Mario* soundtrack. If you completed the game in under three hours you got the best ending too.



5

TUROK: DINOSAUR HUNTER 1997 N64



WHAT HAPPENED?

One of the N64's most original shooters, Acclaim's *Turok* series began with a mission through the Lost Land, aimed at destroying the evil Campaigner.

DID YOU KNOW?

There are a further four *Turok* games on Nintendo - *Turok 2: Seeds of Evil*, *Turok 3: Shadow of Oblivion*, *Turok Rage Wars* and *Turok Evolution* (see p62).



R-TYPE DX 1999 GAME BOY COLOR



WHAT HAPPENED?

The classic arcade shooter appeared on the Game Boy Color three years ago with a DX version for the enhanced Nintendo handheld. It was your mission to destroy the Bydo Empire's forces in this mint blaster.

DID YOU KNOW?

The new Game Boy Color version wasn't the only *R-Type* game on this cart. Classic and colour versions of *R-Type I* and *II* also featured, making this one of the best value games Nintendo's handheld has ever seen.



PERFECT DARK 2000 N64 AND GAME BOY COLOR



WHAT HAPPENED?

Working for the Carrington Institute, Joanna Dark, codename Perfect Dark, is on a top-secret mission in the year 2023 to discover how the sinister corporation, dataDyne, is making super advanced technology.

DID YOU KNOW?

After the success of *GoldenEye 007*, *Perfect Dark* saw the return of the Temple and Complex multiplayer arenas. Face mapping via a Game Boy Camera and a Transfer Pak was sadly not included.



T.W.I.N.E. 2000 N64



WHAT HAPPENED?

James Bond returned to the N64 in the game based on the box office hit. This time around you were on a mission to track down Renard, an enemy who could feel no pain.

DID YOU KNOW?

The World Is Not Enough used a 32Mb cartridge, the same size as the one used for *Perfect Dark*. Eurocom, the firm responsible, is also beavering away on *James Bond 007 In... Nightfire* for the GameCube.



DOOM 2001 GBA



WHAT HAPPENED?

Playing the part of a marine, you were sent to discover the source of a mayday from Mars' moon Phobos. With your allies dropping like flies you had to face Hell's demons alone.

DID YOU KNOW?

Doom is regarded as the original First Person Shooter and its gallery of hideous creations including Cacodemons, Lost Souls and the Spider Mastermind blasted onto the Game Boy Advance last year.



ROGUE SQUADRON II 2002 GAMECUBE



WHAT HAPPENED?

Help Luke Skywalker destroy Darth Vader's forces across Nintendo versions of the best moments from the original *Star Wars* trilogy. It's only five months old, but it's one of the most impressive shooters ever.

DID YOU KNOW?

Rogue Squadron II was the first ever third-party game to reach the UK number one spot at a console's launch, outselling *Luigi's Mansion* and *Sonic Adventure 2 Battle*.



Now it's your turn

Is *Perfect Dark* your favourite ever Nintendo shoot 'em up or does *Super Probotector* still do it for you after all these years? Whatever your selection we want to hear from you to create

your Ten Greatest Nintendo Shoot 'Em Ups in a future issue. To enter, just tell us your favourite and scribble 25 words on why you like it so much. Add your name, age and home address then

send it to: **NOM Readers' Ten Greatest Shoot 'Em Ups**, Nintendo Official Magazine, EMAP Active, Priory Court, 30-32 Farrington Lane, London, EC1R 3AU.

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& Win, Win, Win!!!

XBox



DBZ Games
for GBA



DBZ Videos



She was bursting to tell her mates. But then she had to have tea with her Nan.

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Nintendo

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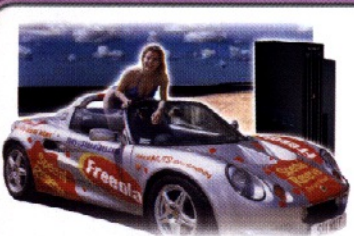
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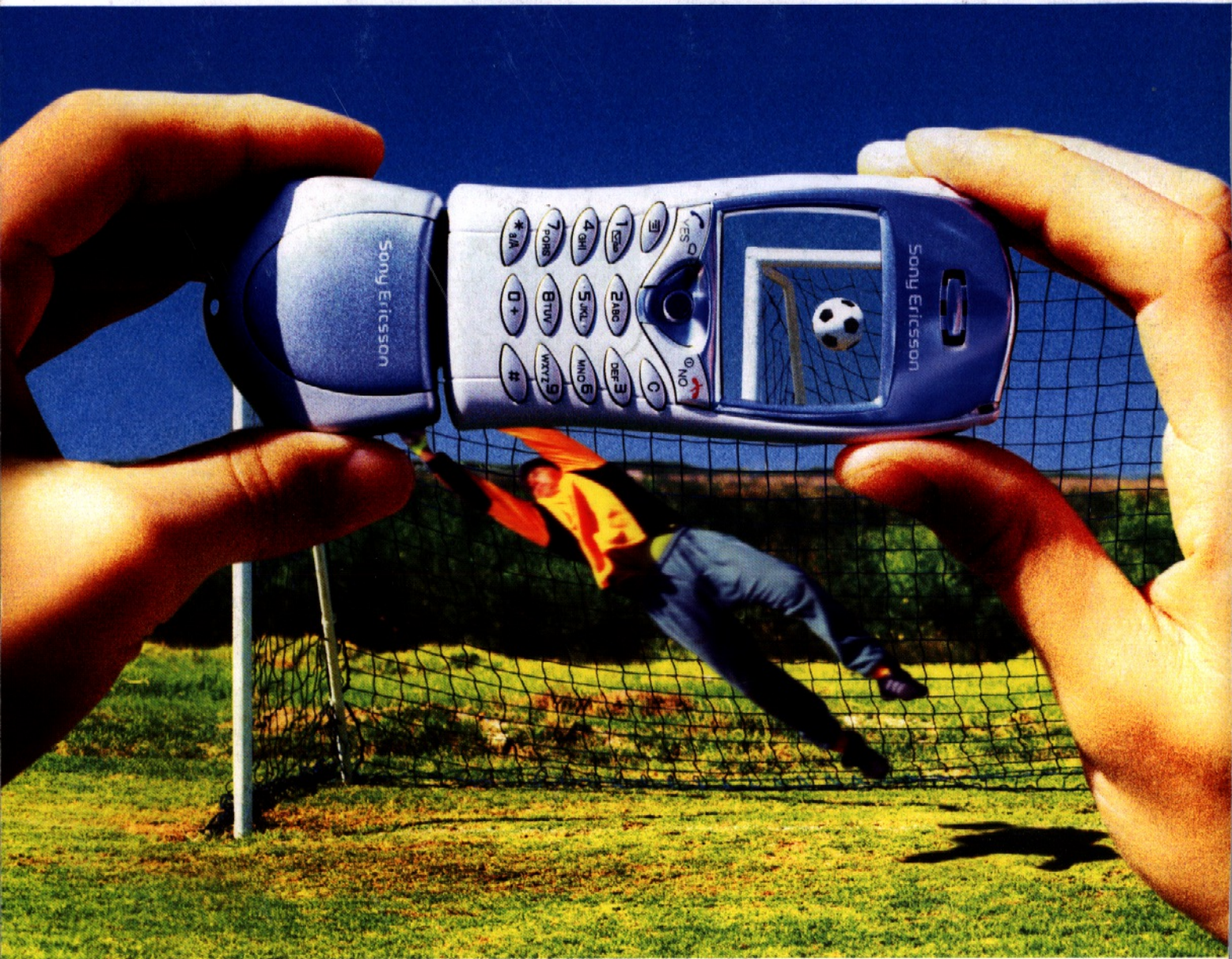
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