NO.1 FOR GAME BOY ADVANCE

TOTAL ADVANCE™

ISSUE 26

TOTAL GAMES .net

THE WORLD'S BIGGEST NINTENDO GAME BOY ADVANCE MAGAZINE

100% UNOFFICIAL



TEKKEN ADVANCE

FIRST IN-DEPTH PREVIEW!

EXCLUSIVE REVIEW!

SONIC ADVANCE

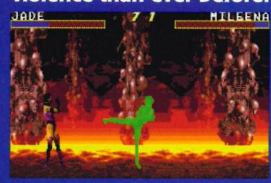
Sonic Team teaches Nintendo a thing or two with their very first title!

WIN! MONSTERS, INC. TOYS INSIDE!

EXCLUSIVE ADVANCE WARS EXPERT GUIDE!

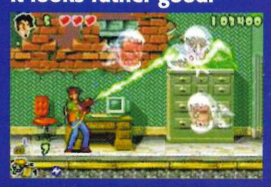
MORTAL KOMBAT

EXCLUSIVE Now with more violence than ever before!



EXTREME GHOSTBUSTERS

It's something weird, and it looks rather good.



MIKE TYSON BOXING

EXCLUSIVE Lend us your ears for the review.



DARK ARENA

Doomed to failure?



PLUS! All these great games...

- CRUISIN' VELOCITY
- BOXING FEVER
- FILA DECATHALON
- E.T. GBC
- BARBIE PET PATROL

STAR WARS EPISODE ONE: JEDI POWER BATTLES

Obi Wan goes over to the dark side: A Game Boy Advance screen! Is the force strong in this one?

£2.99

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GBX Magazine

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MIDWAY

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FOR WHEN YOU REALLY HAVE TO PUT YOUR GAME BOY ADVANCE DOWN...



WELCOME

HELLO! YES, IT is us. Every word in this massive magazine has been written by the same handheld-obsessed gaming professors that have been putting you on the right path for nearly three years, since the dear old Game Boy Color first started proving its worth. And one of the reasons that we have managed to keep on running longer than any other Game Boy-devoted publication is that we know when to evolve. With the advent of the Game Boy Advance we dropped the Color and stretched out to ensure full coverage for all the greatest games on both consoles. But with the GBA world producing more games than any other platform around, we couldn't help feeling that there was more we could give you – more space for in-depth videogame news, more detail on all the biggest titles, spot-on opinions on what to spend your money on, more tips, cheats and guides for all the most perplexing adventures, and still enough space to have a laugh now and then. So if this is your first issue, you've taken your time, but at last you've joined the fold of Game Boy fanatics who really want to get to grips with handheld gaming, rather than putting up with laughable writing for the sake of a free pencil or something. And if you're an old lag here, don't worry about our new outward appearance – we're still as mental as possible under it all.

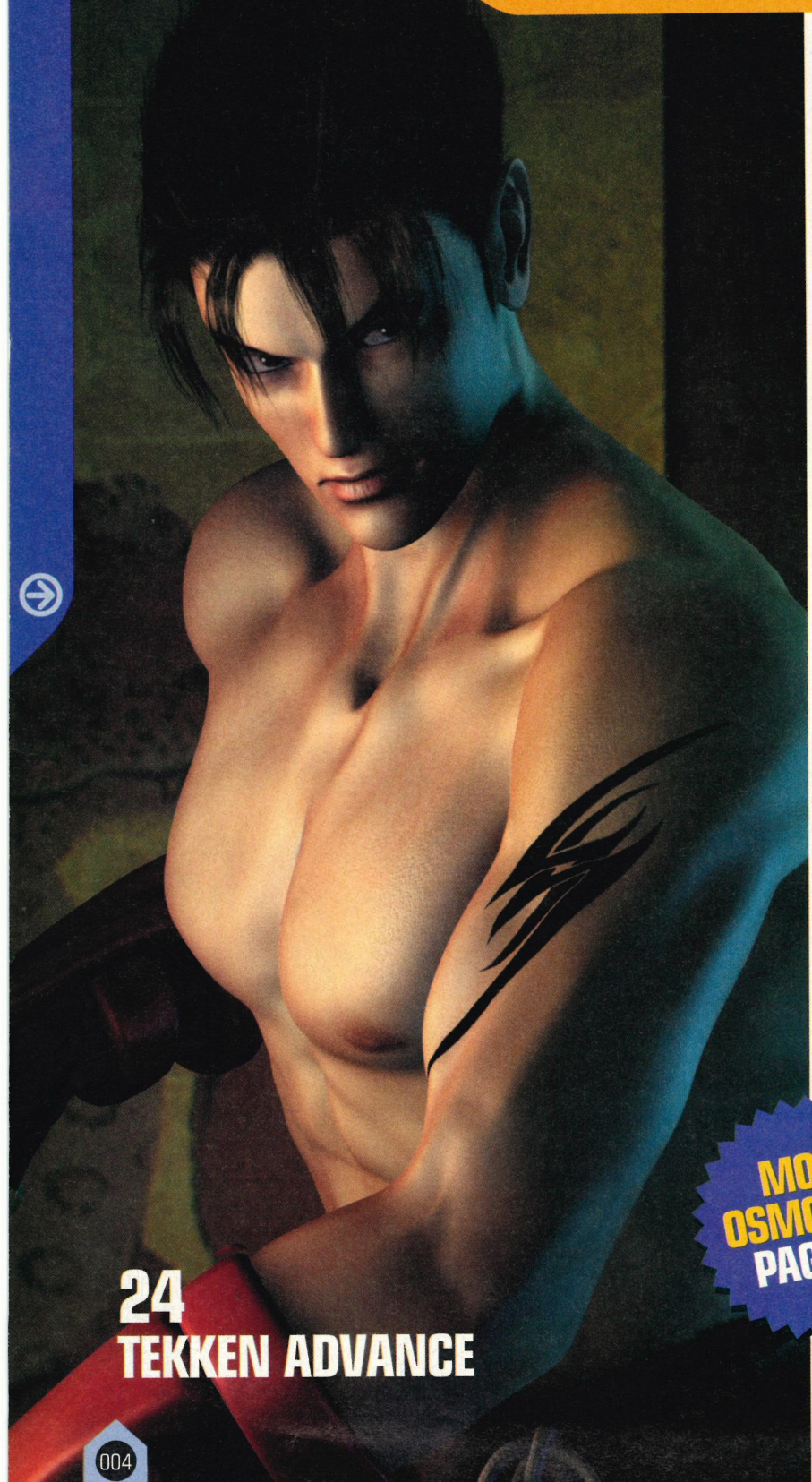
Jem Roberts
Games Editor



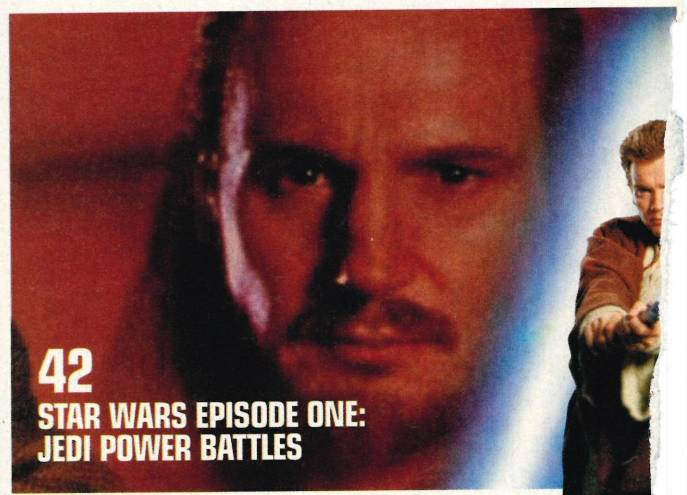
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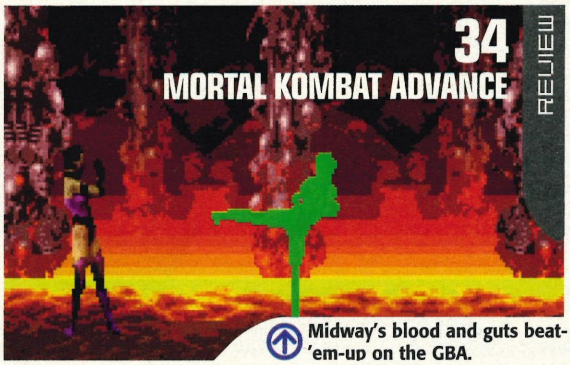


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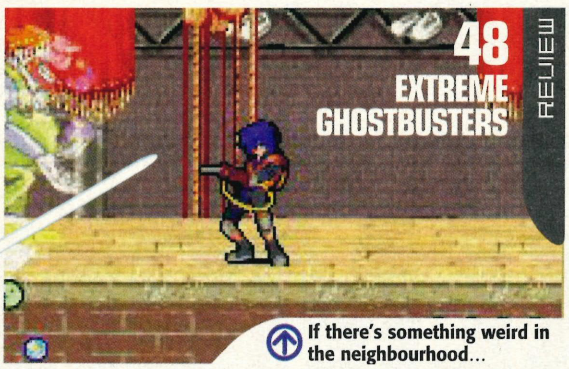
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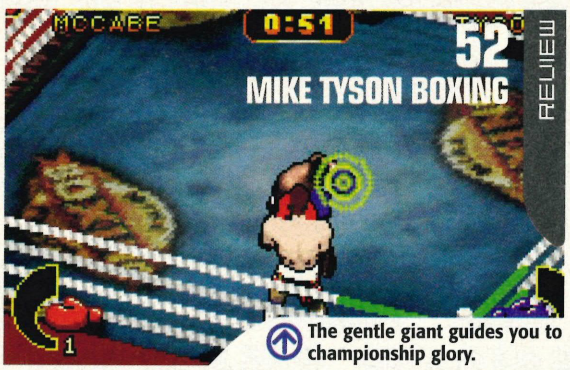
THERE'S A REASON WHY WE'RE THE LONGEST RUNNING GAME BOY MAG... WE KNOW WHEN TO EVOLVE!



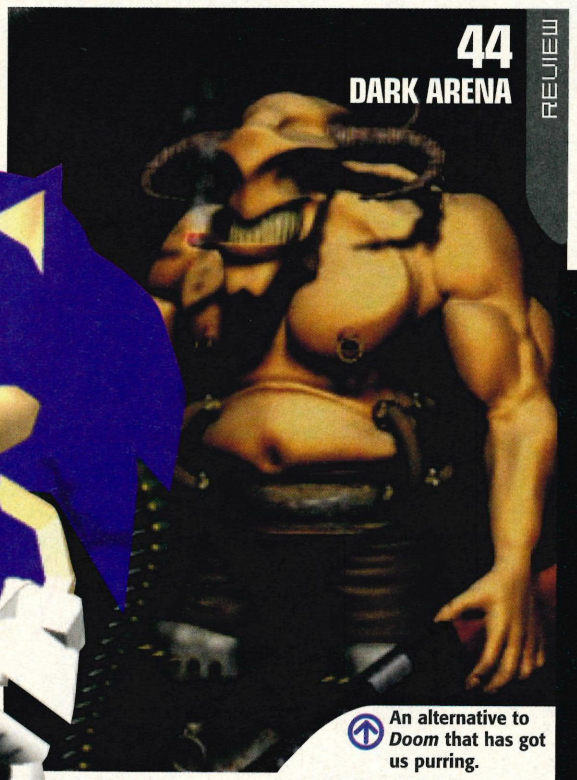
Midway's blood and guts beat-'em-up on the GBA.



If there's something weird in the neighbourhood...



The gentle giant guides you to championship glory.



An alternative to *Doom* that has got us purring.

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GBA ADVANCE NEWS

CHARTS



WHAT'S HOT AND SIZZLING COURTESY OF CHART TRACK!

1	The Simpsons: Treehouse Of Horror	THQ
2	Harry Potter™: Philosopher's Stone	EA Games
3	Pokémon Crystal	Nintendo
4	Scooby Doo - Classic Creep Capers	THQ
5	Pokémon Gold	Nintendo
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7	Pokémon Silver	Nintendo
8	Legend Of Zelda: Oracle Of Ages	Nintendo
9	Tweenies: Doodle's Bones	BBC Multimedia
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TOP GAME THIS ISSUE!



MARIO KART: SUPER CIRCUIT

1	Mario Kart: Super Circuit	Nintendo
2	Harry Potter™: Philosopher's Stone	EA Games
3	Advance Wars	Nintendo
4	Super Mario Advance	Nintendo
5	Warioland 4	Nintendo
6	Monsters, Inc.	Disney Interactive
7	Spyro: Season Of Ice	Universal Interactive
8	Robot Wars Advance	BBC Multimedia
9	Doom	Activision
10	WWF Road To Wrestlemania	THQ

Verdict: GBC Owners are absolutely mental.

The movie, the musical, the... GBA game?

POKÉMON FEVER: THE NEXT WAVE

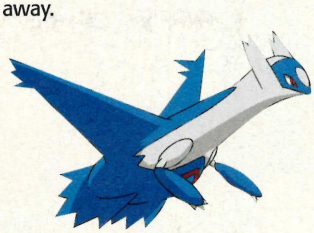
NINTENDO IN JAPAN has just issued press release after press release, each more exciting than the last, about the next step for the Pokémon franchise. Although details are still sketchy, it looks like great news for GBA-owning Poké-freaks.

The first Pokémon GBA game is on its way, and should be arriving in Japan sometime after October. No more information was given about what kind of game the new title will be, but it will contain all the Pokémon who appear in the new movie, plus several new ones who feature in the short *Pika Pika* film. Speculation about what kind of game it will be is high, but Nintendo is giving nothing more away.

If you want to know how it'll shape up you'll just have to sit through the new movie, *Pokémon 2002: Guardian of the Water City*. The fifth movie will be set in a mysterious city previously unseen in the Pokémon World; it contains a network of canals (clearly based on Venice) and the director, Yuyama, told the press conference that the plot would revolve heavily around the city itself, which, he explained 'represents the shape and form of the inhabitants' hearts.'

This latest adventure promises to introduce Poké-fans to three brand-new Pokémon – strangely, not the three previously announced monsters Ruriri, Hoervico and Kakureon! Instead, we are introduced to brother and

NEW GUYS



RATIOSU



RATIASU



SONANU

CRACKING LINK-UP, GROMIT!

WALLACE PREPARES FOR A GRAND DAY OUT ON THE GBA

■ Details are still practically non-existent but you may all like to know that those GBA craftsmen at bam! have acquired the license for a whole series of *Wallace and Gromit* games for all next-generation consoles – with a definite GBA title in the offing. bam! Managing Director Anthony Williams commented: "We strongly believe that Aardman's intimate knowledge of its characters and its superior storytelling skills, combined with our proven development and marketing expertise, will result in a range of excellent video games." More likely than not, but we'll have to wait until next year to find out!

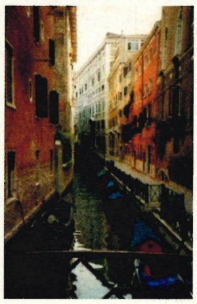






Be afraid. Be very afraid. Of not booking early and missing out (of course)!







sister Pokémon Ratiosu and Ratiasu, who look very much like legendary bird Pokémon. Sonanu, meanwhile, is a cute-looking little chap who has long, floppy ears and sports what looks suspiciously like a Fifties throwback quiff! Just like the movies before it, the fifth movie will be shown with a short film, called *Pika Pika Under The Starry Sky*. Aaaah.

Still not enough? What about the live action musical? The 90-minute show *Pokémon Live*! tells the story of Ash and his battle against Giovanni and Team Rocket, and features all your favourite Pokémon. The show will encompass rap and rock music through to ballet and tango dance routines!

TOUR DATES

The musical will be touring the country during May. Dates include:

- Glasgow Armadillo: 2-3 May
- Manchester Apollo: 4-5 May
- Brighton Centre: 7 May
- Bournemouth International Centre: 8 May
- London's Hammersmith Apollo: 9-11 May
- Newcastle Telewest Arena: 12 May
- Nottingham Arena: 14 May
- Blackpool Opera House: 16 May
- Birmingham NIA Academy: 17-18 May
- Cardiff International Arena: 19 May

For ticket details, contact the venue – and we'll see you there!*

*Well, we say that. But don't hold your breath!



PERIPHERAL ROUND UP

Go Wild with the new Soundblaster!

WILD THINGS HAS just announced the first serious GBA add-on to try and solve the problem of the Advance's tinny little speakers. The Soundblaster Speaker System clips onto the top of the GBA and provides high quality stereo sound guaranteed to blow your mind (and annoy everyone in the same building as you). Each speaker can be directionally adjusted to give optimum sound performance and the pack even includes batteries. Okay, so there's yet to be a GBA game to truly deserve the surround sound experience, but you never know what's just around the corner – and it'll help you drive everyone mad with your own *Pocket Music* compositions. They retail at £7.99 from all videogame emporiums worth their salt – but we have ten of them to give away right here, right now! All you have to do to claim your own instant eardrum splitters is to get your answer to the following question in to us before 1 April .

Q) WHICH SIXTIES BEAT COMBO FIRST RELEASED THE CLASSIC ROCKER 'WILD THING'?

A) THE KINKS
B) THE BEATLES
C) THE CHICKEN SHOES
D) THE TROGGS



SNOOP

WHAT'S GOING ON IN THE HANDHELD WORLD? READ ON TO FIND OUT...



IT'S A KNOCKOUT

Acclaim has revealed that it will bring Punch King *to the GBA, a boxing game featuring 18 different fighters, a Create-a-player option, commentary and catchphrases.* Punch King *should be released in the first half of this year.*



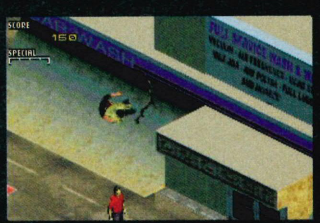
FOREVER YOUNG

Three Disney titles are set to come to the GBA this year and all are based on feature films. Disney's Peter Pan Return to Never Land, Lilo & Stitch *and* Treasure Planet *will all make an appearance to coincide with their respective film debuts.*



MEGA GBA

Capcom will be releasing a special edition GBA when Megaman EXE 2 *hits the shelves. There's no news as to whether we'll see it over here so* Megaman *fans may have to resort to importing one.*

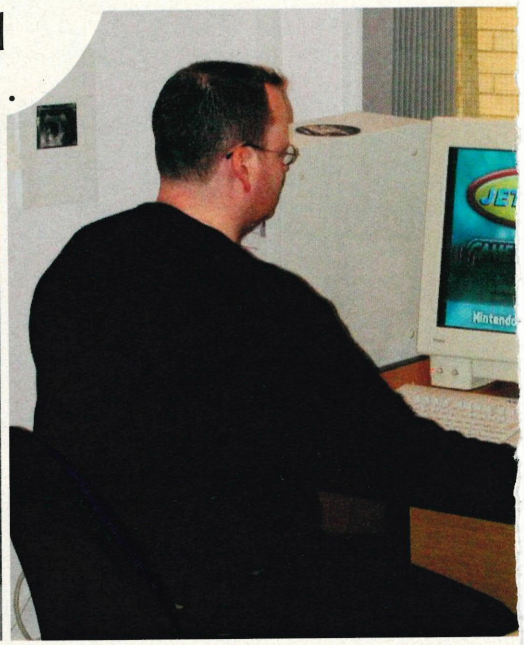


EYES OF THE HAWK

The infamous Tony Hawk will be making yet another appearance on your favourite handheld this spring when Tony Hawk's Pro Skater 3 *arrives. The game has already been released on just about every other system.*

We reveal the people behind GBA Jet Riders and Wizards...





CHOMPING

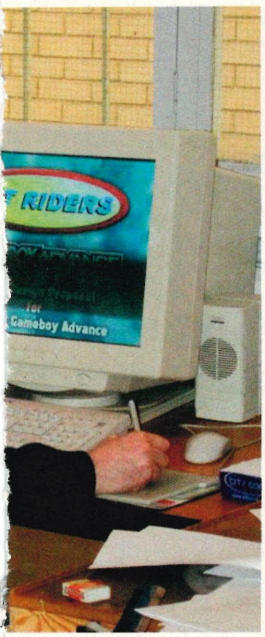
You forget there are entire teams behind even the most simple games. We slipped into Bits Studios' HQ to get an inside look...

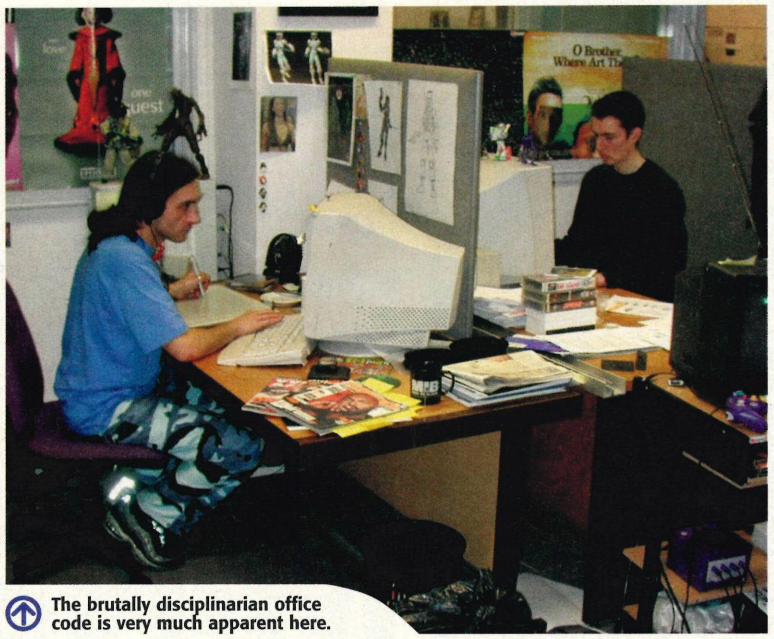


UNTIL RECENTLY, YOU could be forgiven for not knowing of Bits Studios' existence. Like most British development houses, it's extremely reserved, preferring to keep quiet and let its games do the talking. This is reflected in the front end of the studio – the lack of any sort of sign would lead you to believe that the building was just an old warehouse. Situated on the main road through Cricklewood, you could walk past the old, redbrick building and never know that a potentially huge GameCube title was being developed inside.

Having worked on film licences for most major platforms since the days of the Master System, the teams are extremely experienced. Titles such as *Terminator II* and *Wolverine* (SNES), and *Spiderman*, *Robin Hood*, *Chase HQ* and *Alien3* (Game Boy Color) are displayed in the main meeting room. Two N64 titles, *Riqa* and *Die Hard* were started on, but sadly, never completed. The ideas from both these games will live on in a GameCube version of *Die Hard*.

Their previous successes have enabled them to upgrade for the next generation with a dedicated motion-capturing studio and a Dolby Digital recording studio. Current GBA projects include *Wizards* and *Jet Riders*, which we've covered just over there and ... there (points to opposite page). Other aspects of the company include the Games Magnet Web site (www.gamesmagnet.com) where you can download games such as *Lab Rat* and *Virtual Athlete*, and compete against up to 30,000 other fans. All in all, a busy little company. Enough – onto the games!





The brutally disciplinarian office code is very much apparent here.

AT THE BIT

JET RIDERS Did you say WaveRace?



Water way to begin a race! A boost will do you the power of good here.

The first thing that springs to mind when you see *Jet Riders* is *WaveRace*. From the colours, to the character design, to the feel of the game, *Jet Riders* smacks of the Nintendo hit, which is most definitely a good thing. The game is played from a top-down perspective, and to start off this is more than a little strange, but you soon get used to it. The main game takes the 'Challenge' format. You must complete certain challenges, whether they are going round buoys or completing a race in a certain time, etc. This will earn you stars, which you will need to open up new challenges, tracks, vehicles and riders.

The game isn't due out for a while yet, but already it's shaping up nicely. The vehicles handle well, and pleasingly you can perform donuts, spray water and pull off a plethora of stunts. These aren't just for show though – some of the challenges require you to use the water spray move to knock down obstacles such as sandcastles and snowmen.

The icing on the cake is the multiplayer mode. The well-balanced handicaps mean that the leading racer will never be too far ahead, making for exciting races every time.

But, you have to wonder why Nintendo didn't ask Bits Studios to make this an official GBA version of *WaveRace*...

Expected Release: April '02

WIZARDS

FEEL MY FIERY WRATH!

Based on the Game Boy Color *Warlocked* game, *Wizards* takes the form of an action RPG with added real-time strategy elements. You start the game as an Arch Wizard – your quest to free the land of Talismania from the evil Sorceress, Kun-Mara. To start off with the game is a simple point-and-click affair. Use the D-pad to move the cursor about. Click on a place with the A Button and your character will make his way there. Tapping the B Button will see you shooting off fireballs in that direction. As you explore the dungeon you will find chests, traps, enemies and allies. Once freed, the allies will join your party, and you can end up commanding a small army of people. Every single one of these can be made to attack, and 20 wizards simultaneously attacking is tremendous fun. As you progress through the game you will also learn new magic spells, which are performed by holding down L and tapping B. These spells are essential if you're to take out the protected enemy turrets.

As with *Jet Riders*, *Wizards* has a fantastic four-player link-up mode, all running off the one cartridge. Capture the flag is probably the most fun, and the team has obviously spent a lot of time on this section of the game.



'X' marks the spot here where you will avoid being killed by that great big rock.



How do they do that? Even the towers have molten lava in!



Expected Release: April '02

WIN!

WIN! WIN! WIN!

THOSE FURRY TOYS THAT EVERYONE'S HOLLERING FOR!

IT SEEMS WEIRD having a franchise like *Monsters, Inc.* appear after Christmas – Mike, Sulley and co have been turned into a range of toys every bit as all-encompassing and crucial as the *Toy Story* line. Now every single parent in the country is going mad trying to get their hands on them – and Santa's not on his way for another ten months! Not to worry, those gaming gods and goddesses over at THQ have arranged a staggering ten *Monsters, Inc.* packs for you lucky people! Each pack will include Monsters Walkie Talkies, 12" cuddly Sulleys and 12" cuddly Mikes, all adding up to a value of over £50! The cuddly toys themselves are worth crossing small deserts for, so why are ya waiting? Oh, the competition questions, that's it.

Q) WHO PLAYS MIKE & SULLEY'S ARCH ENEMY RANDALL?
A) Steve Guttenburg
B) Steve Buscemi
C) Steve Martin
D) Steve Stevey Steve



Q) BILLY CRYSTAL APPEARED IN 'THE PRINCESS BRIDE' WITH WHICH BRITISH COMEDIAN?
A) Peter Cook
B) Dudley Moore
C) John Cleese
D Barry Chuckle



Q) WHY ARE MONSTERS AFRAID OF CHILDREN?
A) The children bite their ears off
B) Children's singing turns monsters inside out
C) The monsters believe children to be toxic
D) Deep rooted psychological problems



Mark your entries 'MONSTERS INC STUFF PLEASE' and send your answers in to the address below no later than 1 April, you fools!

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BOURNEMOUTH
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MANIC MINER MANIA!

Ultimate classic capers now head for the GBA!

IT'S BEEN AVAILABLE for the GBC (albeit not 100% legally) for quite a while now, but Jester Interactive has finally announced that its 1983 ZX Spectrum Magnum Opus *Manic Miner* will be available to buy for the GBA next month – and of course we'll have the big exclusive waiting for you in the next issue.

Originally running for 20 levels, the new version will boast not only greatly improved graphics, but ten brand-new levels as you make your way through the surreal caverns of Miner Willy's world, saving oxygen and avoiding frankly bizarre creatures. The decision not to go with the totally redesigned Amiga version of the game is a surprise, but the thought of ten all-new levels more than makes up for it, and apparently there are a lot more classic titles in the pipeline from Jester. *Jet Set Willy* being only one of them!





Guaranteed to cause waves of nostalgia.

WE SCARE BECAUSE WE CARE



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AND ANOTHER THING!

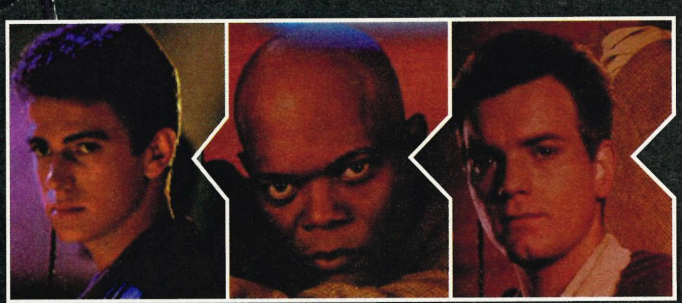
Classic Fifties horror on next-gen consoles...

"IT'S A PHENOMENAL franchise that gamers have been requesting for a long time," says Jim Wilson, senior vice president of Universal Interactive Studios. "This franchise presents an incredible opportunity to draw upon Universal's rich movie history and today's technology, to create a one-of-a-kind gaming experience." Which sounds fine and dandy, but it's not until you see the Xbox version in motion that you realise just what a hit the new *Thing* franchise is going to be. Based on the classic Fifties B-movie, *The Thing* promises to be a shoot-'em-up with a difference – it's genuinely intelligent. As the Thing takes over your isolated camp, it is capable of taking on any form, which means that you never know when one of your team has been taken over by the unspeakable monster, and more to the point – they're not entirely sure about you either! Whether this level of intelligent gameplay will make it to the GBA is still unknown, but we'll only have about ten months to wait until we find out!



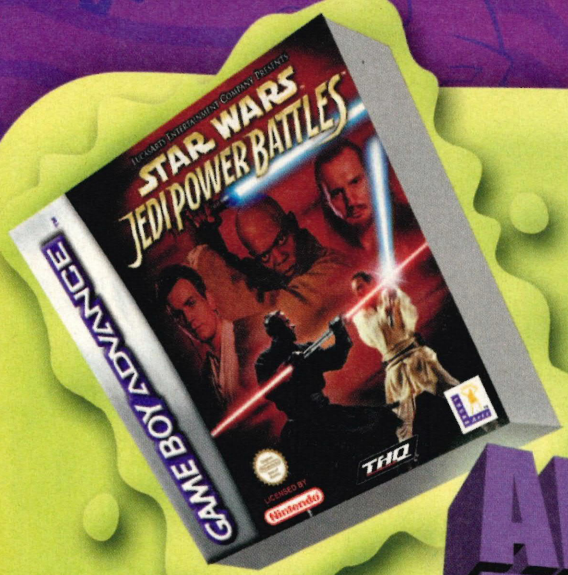
ATTACK OF THE ATTACK OF THE CLONES!

Stop press! THQ announces the return of the Jedi!



JUST IN THE nick of time THQ has announced its plans for the first videogame spin-off to accompany the disappointingly titled *Star Wars Episode II: Attack of the Clones*. "*Episode II Attack of the Clones* will be the first handheld game that allows fans of the *Star Wars* saga to experience all the drama of *Episode II* from start to finish," stated Mary Bihr, vice president of worldwide sales and marketing for LucasArts. "LucasArts is looking forward to working with THQ to bring this exhilarating title to *Star Wars* game fans everywhere."

Thankfully, (although you get the familiar choice of playing as Obi Wan, Mace Windu and, in this case, the young Anakin Skywalker) the new title promises a choice of game modes closely following the movie's plot. Apart from the chance to clash lightsabers with the mysterious Jango Fett, evil Count Dooku and various other enemies from the *Star Wars* universe, players will be able to ride their choice of swoop bikes, Republic fighters and speeders in 3D-scrolling, third-person racing and take part in a brand-new space battle. You'll also make your way through 12 levels of side-scrolling lightsaber action, from Tatooine to the streets of Coruscant. We'll have much, much more on this in coming issues, whether you like it or not.





ADVANCED FUN!





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Crash, Bang, Wallop... What A Picture!

CRASH BANDICOOT: THE BIG ADVENTURE

Everyone's favourite bandicoot (not that there are many to choose from, mind) is back for another big adventure...

TOTAL ADVANCE INFORMATION

CRASH BANDICOOT: THE BIG ADVENTURE	
PUBLISHER:	VIVENDI INTERACTIVE
DEVELOPER:	VICARIOUS VISIONS
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: 30 MARCH

BACK IN THE golden days of gaming (when we were young, obviously), you never expected to see the mascots of games companies appearing on rival consoles. The times, they are a-changing though and now we not only have Sonic The Hedgehog making an appearance on a Nintendo handheld, but also another slightly-famous animal by the name of Crash Bandicoot. Okay, so Sony was adamant that the small brown marsupial wasn't its official mascot – well, he was a bit rubbish to be one really – but the fact that he's made the defection is still something to find impressive...

And so we come to *Crash Bandicoot: The Big Adventure* – Crash's first game away from home and a rather top-notch GBA game to boot. Featuring more side-scrolling platform action as opposed to the 'into-the-screen' viewpoint offered by the original games (although that is in there as well), *Crash: TBA* is already looking pretty tasty thanks to its gorgeous visuals and non-stop onslaught of action and incredibly tough levels.

The story is, as you'd expect, predictably world-conquering – Dr Cortex (the age-old enemy of Crash) has designed a weapon to shrink the planet down to the size of a marble... which he does without delay. Luckily, Crash is on hand to save the day and needs to venture through 20 different levels covering land, sea and air to reach Cortex's lair and return things to normal. Of course, it's quite handy that everything has been shrunk down to size... otherwise, it wouldn't fit onto the GBA now, would it?

Set for release in the next few months, we're expecting big things from *Crash* – or little things, as the case may be. Platform fans, get saving for this right now...



PREVIOUS

FROM THE MAKERS OF...

TONY HAWK'S PRO SKATER 2

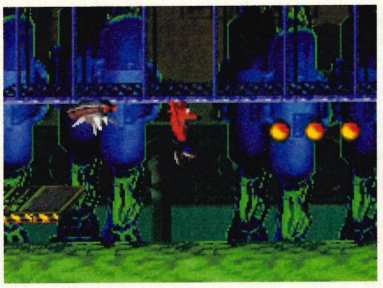


A great example of bringing a franchise to a handheld... could it have been any better? We don't think so!

TOTALGAMES.NET RATING: 96%

"CRASH: TBA IS ALREADY LOOKING PRETTY TASTY THANKS TO ITS GORGEOUS VISUALS AND NON-STOP ONSLAUGHT OF ACTION"







FACT

OCTOPUS'S GARDEN

Talk about lovely effects – when you go underwater in some later levels, you'll notice that the screen shimmers to mimic the effect of being underwater. Very nice.



Crash heads for the fruit despite drawing the attention of the obvious nutter.

OOH, CHASE ME

To make the GBA version of *Crash* seem even that much closer to the original PSOne games, the developers have included a few classic 'chase' levels as well. In case you don't know what that means, these involve Crash running out of the screen away from an approaching enemy – be it a rolling boulder, a sprinting yeti or some other kind of harmful danger. Plenty of careful movement and a lot of skill is needed if you want to make it through these alive!





Not as friendly as that family of polar bars in the famous soft drink's commercial.

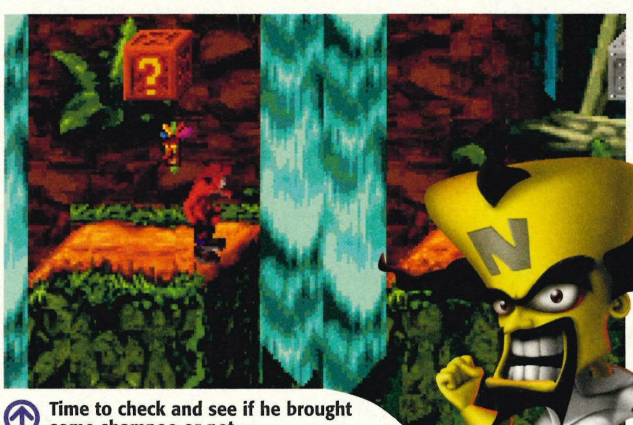


FLY... FLY, MY PRETTY!

INTO THE CLOUDS

As well as the regular side-scrolling action that you'll be spending much of your time doing in the game, there are also several flying levels – Crash dons a jetpack and speeds through the sky, taking out anything that gets in his way. Flying bombs, planes and even massive blimps are the order of the day here; however these stages are mighty tough though, so expect to die several times before making it to the end...





Time to check and see if he brought some shampoo or not.

SMOKIN'!

Ever seen that film The Mask – the one where Jim Carrey puts on a magical wooden mask and becomes totally invincible? Well, Crash has the same wonderful powers... only he had them first, apparently. By collecting the floating masks that you'll find around the levels, you can build up a magical shield that allows Crash to take several hits from enemies and obstacles before coming to a sticky end. They're not hard to miss, but when you find one it usually means there's trouble just around the corner...

TOTAL ADVANCE THINKS...

FIRST IMPRESSION

■ From what we've played so far, *Crash Bandicoot: The Big Adventure* is looking very smart. It's obviously not up to the standard of the original PSOne games (although it could be, given the GBA's power) but as far as *Crash* games go, it's really quite lovely. The catch we've noticed so far is how difficult it is though. Given that it'll be aimed at younger players, Vicarious Visions might want to think about toning it down before release.

If you go down to the woods today...

ANIMAL FOREST ADVANCE

Why play videogames for fun when you can play them to work, sleep and talk to imaginary people?

TOTAL ADVANCE INFORMATION

ANIMAL FOREST ADVANCE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	COMMUNICATION
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

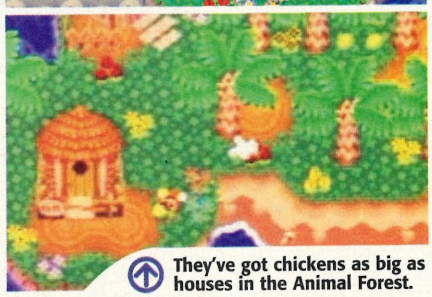
RELEASE DATE: TBA

IF YOU WANT originality in games, you have to look to Nintendo – it's one of the few companies that actually considers bringing out totally new concepts rather than sticking to what we already know. After all, how many games do you know of where you have to live a life inside a videogame including remembering to sleep, going to work and celebrating holidays? Not that many, we can assure you.

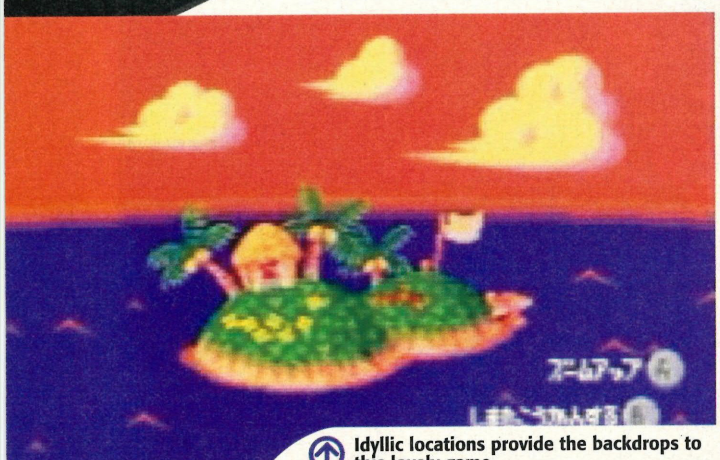
Animal Forest Advance is something special, then – right from the moment you turn it on, you're given total freedom of what you want to do while you're playing. There's no set story line (although obviously, you'll do better if you do what seems sensible – going to work is far more acceptable than laying waste to the nearby trees, for example) so what you do is up to you. Fancy doing nothing but eating fruit all day? Fine. Want to dig holes in the ground? Not a problem. You can even go and steal things from other people's houses... though it's probably not recommended.

All in all, we're really looking forwards to *Animal Forest Advance*. Right now it's all in Japanese so we're not totally sure what's going on. Certainly though, this will be one of those games that you need to own... if only for the experience.





They've got chickens as big as houses in the Animal Forest.



Idyllic locations provide the backdrops to this lovely game.











THE STRONGEST LINK





The most important point about *Animal Forest Advance* is that it links up to the GameCube version (called *Animal Forest +*) via the special link cable that is available in Japan and the US right now. By plugging your GBA into the GameCube you can make a boat appear in the docks of the Cube game – this boat takes you out to a special island on the GBA version that isn't accessible any other way. Here, you can create wallpaper for your house back in the Cube version, collect special items that aren't normally available and even feed the creature that lives on the island by giving it fruit (for which you'll get cold, hard cash). It's all pretty special and something we're really looking forward to!



"RIGHT FROM THE MOMENT YOU TURN IT ON YOU'RE GIVEN TOTAL FREEDOM OF WHAT YOU WANT TO DO WHILE YOU'RE PLAYING"



That rather large sword looks like it'll make short work of those serpents.



THE SCORPION KING: SWORD OF OSIRIS

Has The Mummy series hit Rock bottom?

TOTAL ADVANCE INFORMATION

THE SCORPION KING: SWORD OF OSIRIS	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	WAYFORWARD TECHNOLOGIES
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: APRIL 2002

IT MAY PUT us clearly in the minority, but we rather enjoyed *The Mummy Returns*. Well, the first half, certainly. Bits of it. Didn't get to the second half, but The Rock was quite good in it. In the two-minute section where he's got those dreadlocks, and the trees grow really quickly and that? Only an fool would build a whole film around that bit though, surely?

Make that a film and a whole series of merchandise, including this upcoming title from Vivendi Universal. Vivendi's recent Game Boy Color version of *The Mummy Returns* was a definite disappointment, but the quality of a movie rarely has anything to do with the quality of the spin-off videogame, so hopes for this first GBA adventure are nonetheless high.

Visually this new adventure is a big step-forward, even if the side-scrolling platform design looks worryingly similar to *The Mummy Returns*. You get to take on the role of Mr Scorpion trousers himself in 20-odd levels of ancient Egyptian daring-do, albeit with a completely different plot to the forthcoming movie. "*The Scorpion King* video games build upon the strength of Universal Studios' '*Mummy*' franchise and leverage the popularity of The Rock in the genre of interactive entertainment." said Jim Wilson, president of Universal Interactive. Well who are we to argue with him? Until we find out exactly how far the game goes to entertain past the linear platform plot, (no news on link-up options yet) we're keeping mum about this Mummy.



THE MUMMY WON'T GO AWAY

When Universal announced that it was to release a CGI-fuelled update of its classic *Mummy* series, very few people denied that it was a great idea, and the explosively entertaining result vindicated it entirely. However, whether that was reason enough for the current outpouring of Ancient Egyptian merchandise and follow-up adventures is the mootest point in a lifetime of moot points. *The Mummy Returns* was in most people's opinion a step too far, with laughable special effects towards the end, and now the prospect of sitting through 90 minutes of The Rock striding around with nipples on full show has all intelligent people vowing to stay off popcorn until it's all over.

One extra step off the straight and narrow is *The Mummy* cartoon series, jam-packed with unbelievably bad animation and character design hardly recognisable from any of the films. (And why does the kid speak with an American accent, for god's sake?) Perhaps if *The Scorpion King* movie doesn't meet its objectives this is one Mummy that can pretty soon be laid to rest.

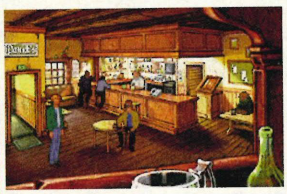


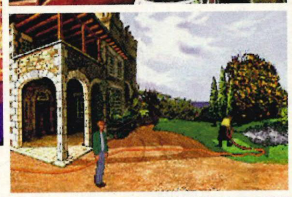


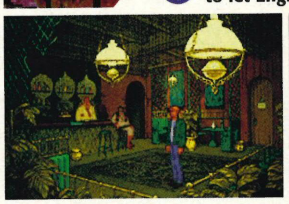
Because the GBA isn't just for kids with a five-minute attention span...

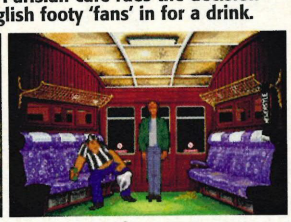


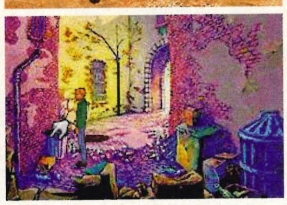
A typical Parisian café rues the decision to let English footy 'fans' in for a drink.

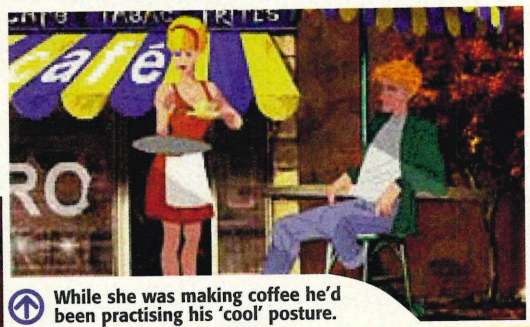




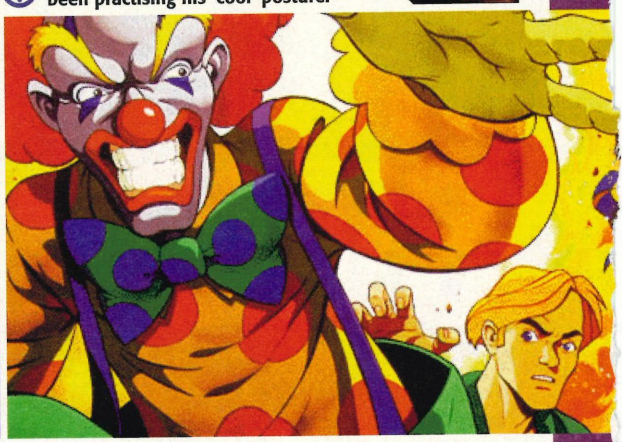








While she was making coffee he'd been practising his 'cool' posture.



TOTAL ADVANCE

INFORMATION

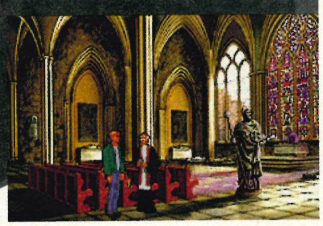
BROKEN SWORD: SHADOW OF THE TEMPLARS

PUBLISHER:	BAM!
DEVELOPER:	REVOLUTION
ORIGIN:	EUROPE
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

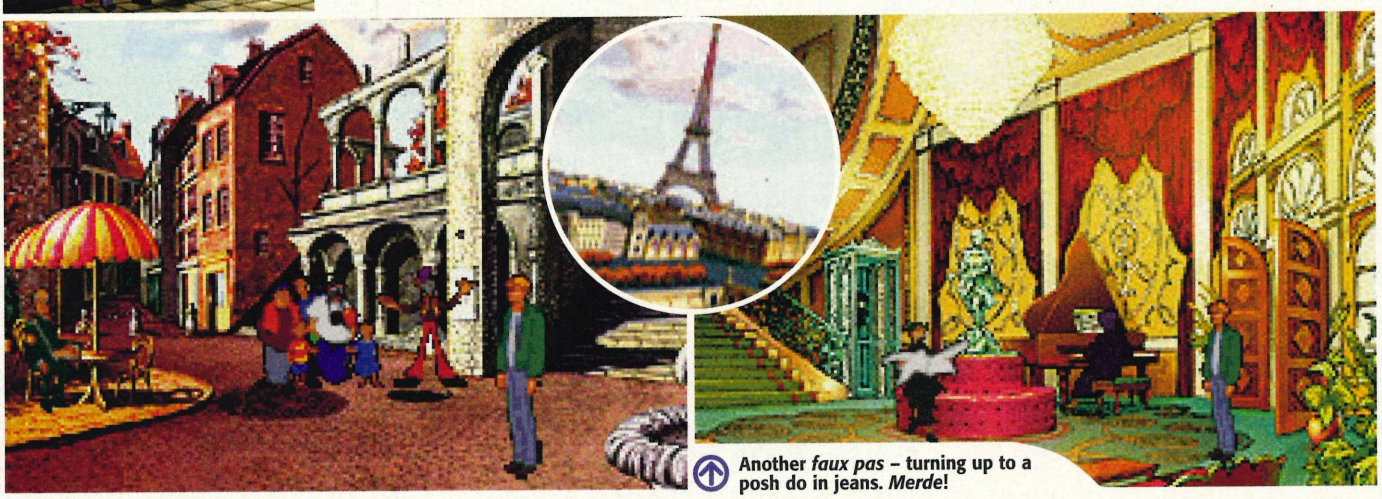
RELEASE DATE: APRIL



BROKEN SWORD: SHADOW OF THE TEMPLARS

A YOUNG MAN with a huge mop of fair hair sits outside a Parisian café drinking coffee. A juggling clown goes by. Then – ka-boom! One bomb later and you're mixed up in possibly the biggest conspiracy theory of them all: the Shadow of the Templar Knights. If the cops don't get you the terrorists will, and you're armed with nothing more than basic French and a broken coffee cup.

Since we last gave you the low-down on bam!'s handheld port of the PC adventure, we've had the chance to get first play and see exactly how close to the original this tiny version is. Thankfully, the old point-and-click gameplay has been replaced with free movement for the main character – to save hours of endless screen clicking looking for a hidden clue. You simply guide the hero through the startlingly detailed streets of Paris, chatting to witnesses and idiots alike, on the way to cracking the secrets of the Templars. Without a doubt, this is one adventure that the teenyboppers won't be able to get their heads around, but (although we only got to play the first world) for adults this is the first intelligent adventure available on the GBA. Anyone who prefers pure adrenaline in their games won't be holding their breath for *Broken Sword*, but we're still thanking the Lord that someone out there appreciates the fact that some GBA owners have more than a five-minute attention span. If the story deserves our attention, that is.



Another *faux pas* – turning up to a posh do in jeans. *Merde*!

DEFLECT! DEFEAT! DESTROY!



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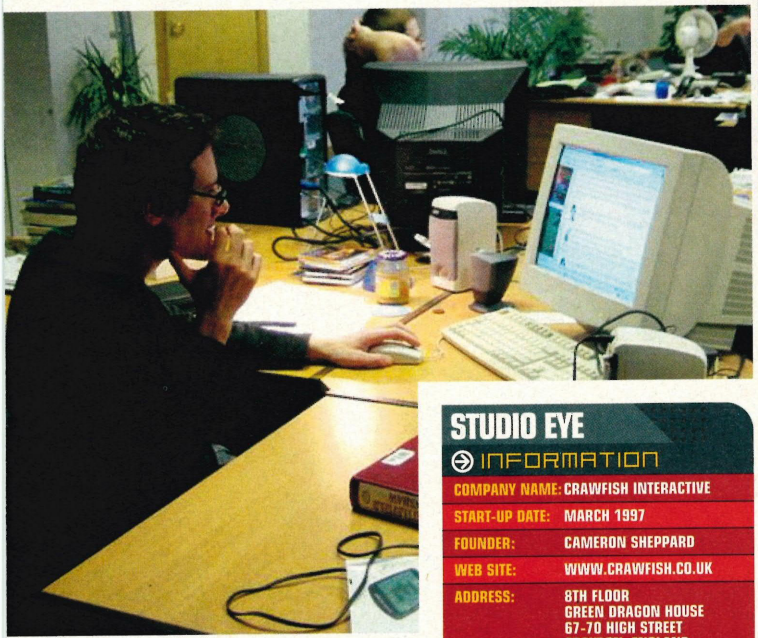
TOTAL ADVANCE DONS ITS TRENCH COAT AND SHADES, IN AN ATTEMPT TO INFILTRATE THE WORLD'S MOST HEAVILY GUARDED DEVELOPMENT STUDIOS...

STUDIO EYE

THIS MONTH... CRAWFISH INTERACTIVE

Crawfish, huh? Well, like a Crawfish, they live a quiet existence out of the public eye, and... erm... they eat plankton and stuff... damn...





STUDIO EYE

INFORMATION

COMPANY NAME:	CRAWFISH INTERACTIVE
START-UP DATE:	MARCH 1997
FOUNDER:	CAMERON SHEPPARD
WEB SITE:	WWW.CRAWFISH.CO.UK
ADDRESS:	8TH FLOOR GREEN DRAGON HOUSE 67-70 HIGH STREET CROYDON, ENGLAND CR0 9XN

PLATFORMS

- GAME BOY COLOR, GAME BOY ADVANCE, WAP PHONES, INTERACTIVE TV, PDAS

VACANCIES

- CURRENTLY LOOKING FOR PROGRAMMERS, ARTISTS AND TESTERS. SEE WEB SITE FOR FURTHER DETAILS...



HAVING WORKED FOR all the largest publishers in the world, Crawfish Interactive continues to push the Game Boy Color and Game Boy Advance to their absolute limits. Think of the most unlikely Game Boy conversion and you can pretty much guarantee that the guys at Crawfish will try, or have tried it. So what's it like to work in a studio where at least six separate projects are being worked on at once? Pretty stressful, you'd imagine.

TOTAL ADVANCE walks into the building expecting a sweaty, hectic office environment. Instead, it's like entering a haven. The air inside is clean and the atmosphere is friendly and strangely relaxing – a stark contrast to the hustle and bustle of the Croydon town centre, which exists merely metres away. Crawfish is based on the eighth floor of Green Dragon House. Created by Australian Cameron Sheppard in early 1997, Crawfish started out doing Game Boy Color conversions of big-name games. *Driver* and *Rainbow Six* spring to mind immediately as highly unlikely propositions – however, Cam's compact but skilled team came up with the goods. In fact, the team was so skilled at Game Boy Color development, it became one of the first companies to receive Game Boy Advance development kits. Looking to the future, top-class conversions of *StreetFighter Alpha 3*, *Wings* and *Speedball II* are bound to further heighten the company's profile. So what of GameCube? And what of the link-up possibilities of the GBA? We spoke to Director of Development, and all-round nice guy, Mike Merren to find out.

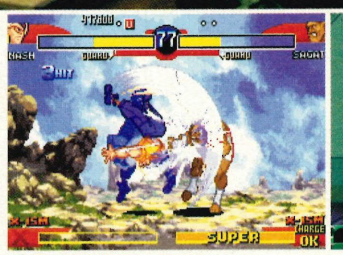


TAKE A LOOK THROUGH THE EYE





MIKE MERREN
DIRECTOR OF DEVELOPMENT



STREETFIGHTER ALPHA 3



SPEEDBALL II





TA: How did you get into the games industry to start with?
MM: Straight out of school. I moved around, didn't know what I wanted to do, and there were adverts going around for Games Testers for Mirrasoft Ltd (part of the Robert Maxwell group). That was back in 1987.

TA: What are your 'Top 3' videogames of all time?
MM: *Chucky Egg* (Spectrum)
Mario Kart (SNES)
Goldeneye (N64)

TA: What did you want to be when you were a kid?
MM: This is a really boring answer, but a car mechanic. I realised that I was crap at doing dirty jobs.

TA: Favourite food?
MM: Sausage and mash

TA: Favourite song of the moment?
MM: *Daddy Was An Alcoholic* by StarSailor

TA: What is your role in the company?
MM: I'm the Director of Development, which means that I look after every single GBA title that Crawfish is doing at the moment. So that's ten titles at the moment.

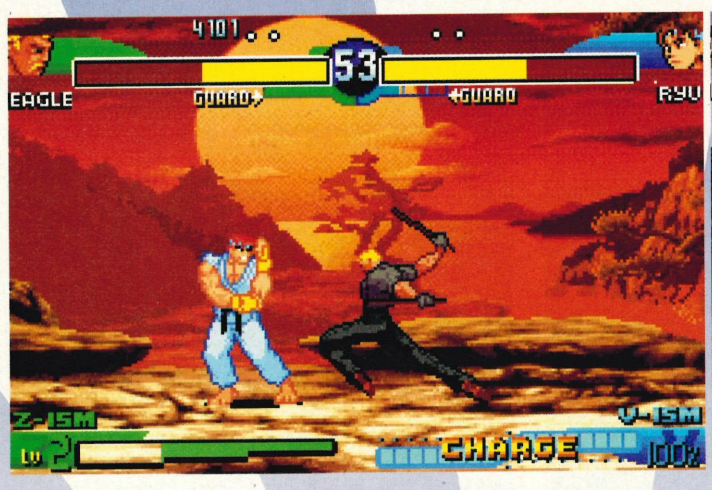
TA: Are you working on any Game Boy Color software at the moment?
MM: Just the one, *Mary-Kate and Ashley: Crush Course*

TA: You've built up quite a reputation for converting classic console titles to handhelds. Do you ever get itchy feet and want to develop on home consoles?
MM: Not at the moment. We're working on wireless phone technology, but as far as something like GameCube is concerned, we can't do it at the moment. A GameCube project would take up too many of our resources – if we were lucky, we could get two GameCube projects going. The problem is that we have five producers here, and you don't need five producers for two titles. Our infrastructure is geared towards the kind of development that we're doing at the moment, ie lots of smaller titles.

TA: Are you going to be including the GameCube link-up option in any of your games?
MM: There are lots of things that we could do. In order for that to work, we would have to be working closely with a GameCube developer from the word go. At the moment, most publishers are starting the GameCube title and then, four or five months into development, thinking 'yeah, we should do a GBA link-up version.' It's difficult to integrate a GBA version in at that stage. As long as we get involved early on, there are a lot of different things that can be done.

TA: Having worked so closely with Nintendo, were you offered GameCube development kits early on in the cycle?
MM: No we weren't. We had GBA development kits very early on, but the GameCube kits are scarce, and they need to go out to people who are actually developing games. We hope to get one soon though.

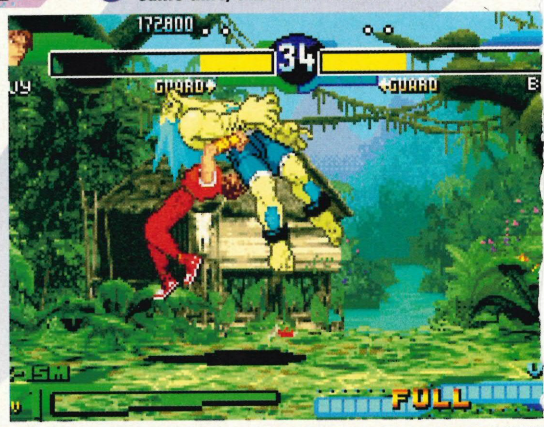
TA: Ta!
MM: Mm.





When two characters strike at the same time, this is the result...

STREET FIGHTER ALPHA 3



2D fighting perfection in the palm of your hand



WE REALLY DON'T need to say very much about this title. Aside from *Capcom Vs SNK 2*, *StreetFighter Alpha 3* is the greatest 2D beat-'em-up in existence. Crawfish has managed an outstanding conversion, with all the animation and three extra characters. Here's Mike Merren to explain how they did it:

"From a 2D point of view, *StreetFighter Alpha 3* is really pushing the hardware. The most challenging aspect is fitting it all onto a cartridge. *SFA3* is on an 8MB cart – the original Dreamcast game is on a CD, which holds 650MB! Then there's the fact that we have three more characters – there's an awful lot of compression going on to make sure that all the animation is in there. We've even got animation that didn't make it into the PlayStation version! This is achievable because we can decompress it from the ROM (cartridge) on the fly."



Railtrack 'executives' locked in talks to avert yet another rail strike.

EXPECTED RELEASE
QUARTER 2 '02
2002







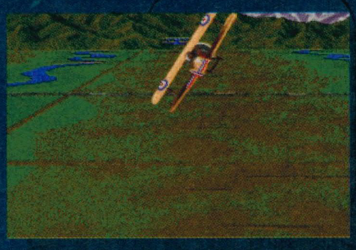




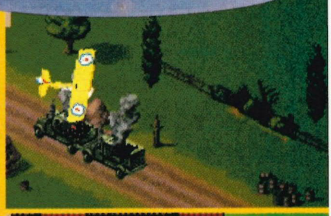
MIRROR IMAGE

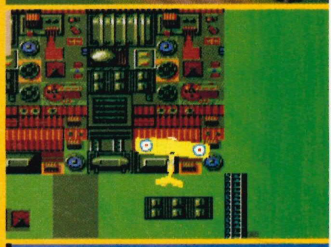
IT'S LIKE LOOKING IN A MIRROR

■ As you can see, the GBA version surpasses the SNES version in terms of graphics. It plays pretty much identically. *Wings* will definitely be the number one choice for fans of the genre.











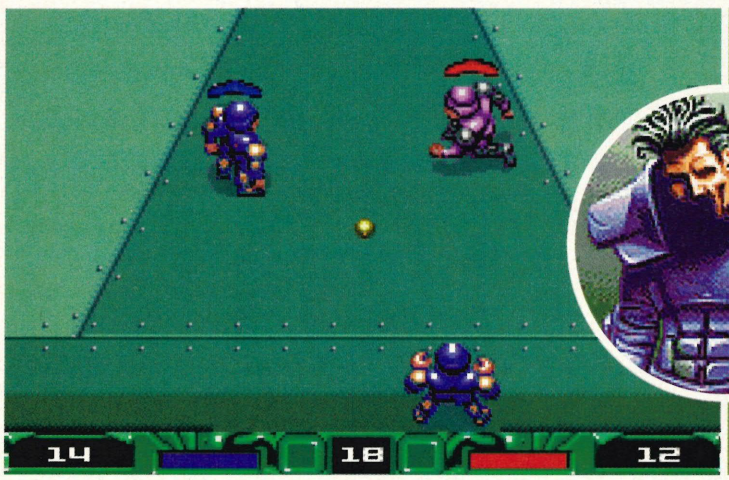
The Amiga classic is finally reborn

WINGS

IT'S BEEN A LONG time coming, but finally the ageing dogfighting game has been given a new lease of life. Starting out back in the days of the Amiga and the ST, a version of *Wings* was also developed for the Super Nintendo. That was nearly ten years ago. *Wings* puts you into a biplane and sends you on various missions, most of which require you to take out enemy planes, or bomb enemy outposts. The Mode 7 sprite-scaling technology used in previous versions is standard fare with the GBA, but Crawfish hasn't been happy with simply porting the game over. The graphics have had a complete overhaul and some areas look absolutely gorgeous.

The title isn't due out until at least the summer (it doesn't have a publisher yet), by which time it'll be something special.

EXPECTED RELEASE
QUARTER 2 '02
2002





SPEEDBALL II

Brutal Deluxe are back in action

LIKE THE SUPERB *Wings*, *Speedball II* started out 'back in the day.' Developed by the acclaimed Bitmap Brothers, its refreshing blend of sport and violence made it a huge hit – one which Crawfish intends to build on. *Speedball* is a new type of sport, set in the not-too-distant future. The object is simply to get the ball into the opponents' goal. Other than that, there are no rules. Slam your opponents into the barriers or use one of many power-ups to get past them. Pass or go for glory – it's up to you.

EXPECTED RELEASE
QUARTER 2 '02
2002





TOTAL ADVANCE THINKS...

FIRST IMPRESSION

■ Just take a look at these amazing GBA games – impressive, no? Crawfish clearly has plans to to develop for the GameCube eventually. At present though, the Crawfish team is extremely dedicated and an asset to the GBA development pool. By converting such classics as the *Speedball II* and *Wings* will only earn them legions of fans. So, enjoy the fruits of their Game Boy Advance labours... and considering what they've got cooking, you're going to love every minute of it.









TEKKEN

The king of fighting games makes its debut on a non-Sony console; we play it to death to see if it packs a mean punch!

TOTAL ADVANCE
INFORMATION

TEKKEN ADVANCE	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	BEAT-'EM UP
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

RELEASE DATE: 29 MARCH



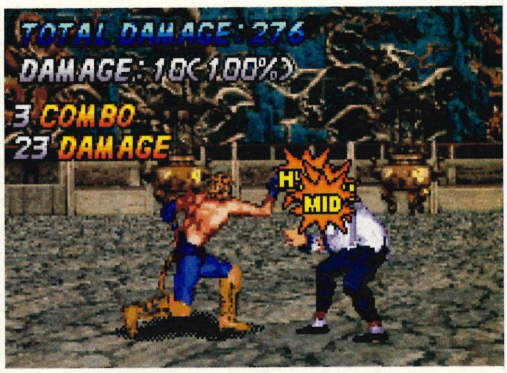




"TEKKEN ADVANCE IS PRETTY MUCH EVERYTHING THAT YOU WOULD EXPECT FROM NAMCO, PERHAPS MORE"















ADVANCE

ASK JUST ABOUT anyone what their favourite fighting game is and almost uniformly the response will be *Tekken* – at the very least it will be in most gamers top three list of all-time best scrap-'em-ups. Its combination of superb graphics, great gameplay and an almost endless list of moves to master has ensured that as the years have marched by – and the sequels have been released – *Tekken* has sat very comfortably on the fighting game throne. Almost single-handedly the original (and subsequent sequels) convinced just about anyone who would, to notice that parting a wad of cash for Sony's little grey wonder wasn't just a potentially good idea but rather a necessity. Until now, the *Tekken* franchise could only be enjoyed in the arcade or on a console bearing the Sony brand. However, this has changed and Namco has decided, evidently, to port its most famous fighting game to other formats (if the constant speculation is to be believed) but one thing is certain – it's heading to a Game Boy Advance near you!

Pop the cart into your GBA and be amazed. Sure, the GBA is a pretty powerful little console, but to cram on a PSOne game seems an almost unachievable task – surely this isn't possible? Well, it is, kind of...

Tekken Advance is pretty much everything that you would expect from Namco, perhaps more, and once you crank your jaw back into place you find that what you have before you is a stripped-down version of *Tekken 3*; and who'd of ever thought that this would the case? Graphically, this is as peachy a game as you are ever likely to find on the GBA. Certainly the diminutive screen makes the pixelated versions of your favourite martial artists seem even better, but nevertheless, Namco has pulled off a mighty impressive feat. If you are even remotely familiar with its sister PSOne incarnation you'll recognise everything from

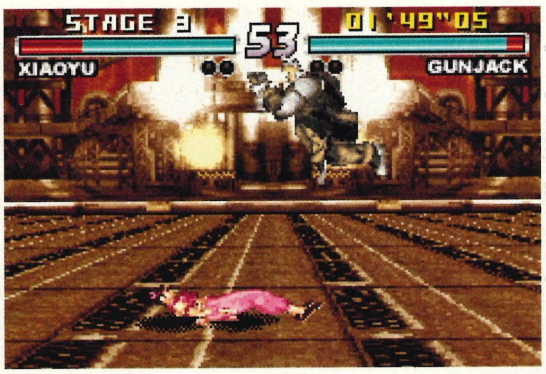


PREVIOUS
FROM THE MAKERS OF...
MR DRILLER
■ A more sedate offering but a very worthwhile puzzler that made use of the GBC's hardware most admirably.
TOTALGAMES.NET RATING: 80%





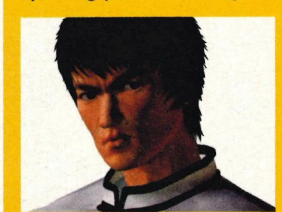
Nina dispenses with Bruce Lee, er, Forest Law...



MEET THE GANG!

CHOOSE YOUR FIGHTER

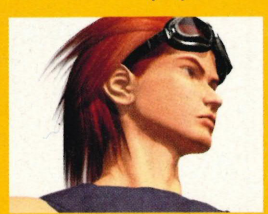
It was never going to be a complete list of your favourite *Tekken* characters – come on, those carts are only so big. So here are the sparring partners ready to rumble in *Tekken Advance* (Heihachi is a bonus character – you'll have to complete the Arcade mode in single-player with the other nine characters to earn him as a playable character).



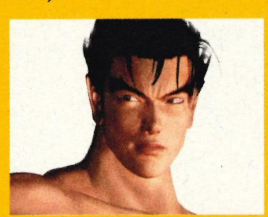
FOREST LAW
COUNTRY OF ORIGIN: USA
FIGHTING STYLE: Martial Arts
AGE: 25
HEIGHT/WEIGHT: 177cm/66kg
BLOOD TYPE: B



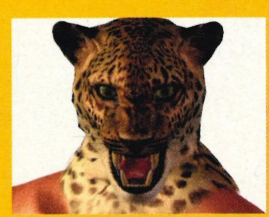
PAUL PHOENIX
COUNTRY OF ORIGIN: USA
FIGHTING STYLE: Judo based combo
AGE: 46
HEIGHT/WEIGHT: 187cm/81kg
BLOOD TYPE: O



HWOARANG
COUNTRY OF ORIGIN: Korea
FIGHTING STYLE: Tae Kwon Do
AGE: 19
HEIGHT/WEIGHT: 181cm/68kg
BLOOD TYPE: O



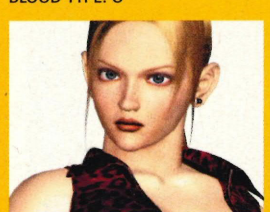
JIN KAZAMA
COUNTRY OF ORIGIN: Japan
FIGHTING STYLE: Karate
AGE: 19
HEIGHT/WEIGHT: 180cm/75kg
BLOOD TYPE: AB



KING
COUNTRY OF ORIGIN: Mexico
FIGHTING STYLE: Wrestling
AGE: 28
HEIGHT/WEIGHT: 200cm/90kg
BLOOD TYPE: A



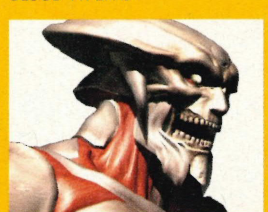
LING XIAOYU
COUNTRY OF ORIGIN: China
FIGHTING STYLE: Various Chinese martial arts based on Hakke-sho and Hika-ken
AGE: 16
HEIGHT/WEIGHT: 157/42kg
BLOOD TYPE: A



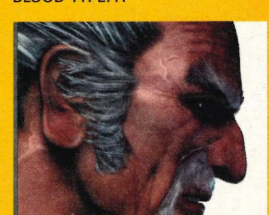
NINA WILLIAMS
COUNTRY OF ORIGIN: Ireland
FIGHTING STYLE: Assassination techniques
AGE: 22
HEIGHT/WEIGHT: 161cm/49kg
BLOOD TYPE: Originally A, but changed while in cryosleep



GUNJACK
COUNTRY OF ORIGIN: Unknown
FIGHTING STYLE: Power-fighting, loaded guns on both hands (currently out of order)
AGE: 7
HEIGHT/WEIGHT: 220/170kg
BLOOD TYPE: Plutonium



YOSHIMITSU
COUNTRY OF ORIGIN: None (originally from Japan)
FIGHTING STYLE: Advanced Manji Ninja Arts
AGE: ?
HEIGHT/WEIGHT: 178cm/63kg
BLOOD TYPE: O



HEIHACHI
COUNTRY OF ORIGIN: Probably Japan (denied by Japanese government)
FIGHTING STYLE: Mishima-style fighting Karate
AGE: 73
HEIGHT/WEIGHT: 179cm/80kg
BLOOD TYPE: B







the characters, the sound FX and the menu. All have shoehorned onto the cart to great effect, so much so that it's almost too good to be true.

Namco has also seen fit to offer a pretty broad set of gameplay options to keep you busy: from Survival mode, Arcade mode, Time Attack and Three-On-Three Tag mode to a rather stonking link-up game, which is nice. Though it seems that the cart couldn't quite fit the side-on scrolling fighting beat-'em-up found in *Tekken 3* or the rather splendid bowling game featured in *Tekken Tag Tournament*, everything else is amply provided for though, and unquestionably fighting fans will have many hours of fun. However, without the massive incentive to unlock tonnes of characters – which was the principal reason for playing *Tekken* in single-

"GRAPHICALLY, THIS IS AS PEACHY A GAME AS YOU ARE EVER LIKELY TO FIND ON THE GBA"



Learn the moves and you'll be juggling combos like the best of 'em.

KING OF FIGHTERS!

As before, *Tekken Advance* sees you entering the now famous King Of Iron Fist Tournament. Here fighters of all styles meet to find out who's the best. What this amounts to in gameplay terms is that you will face nine opponents. Defeat them and you'll face Heihachi. Send him running for his mother and you have won! Without the PSOne's flashy FMV capabilities the ending does seem a little tame in comparison. However, given the things that *Tekken Advance* does get right (you know, graphics, sound, gameplay, that sort of thing) we forgive Namco for its little oversight...





WAX ON, WAX OFF...

WHO DO KUNG FU?

Believe us, there are literally hundreds of moves and combos to master for each character, and if you want to get the best out of *Tekken Advance* then you are going to have to put some practice in. A flip through the moves list will give you an insight into just how much work you are going to have to put in – believe us, it's an awful lot! Thoughtfully, Namco has this one covered with the (ahem) Training mode. Here you can practise those killer moves and master stringing those all-important combos together!















Paul still has some of the most destructive punches of any of the characters.

player for most people – the gameplay alone can seem a little limiting. Fortunately, as with all previous *Tekken* titles there are a staggering amount of moves to master and combos to string together, which is an absolute joy and should keep the dedicated fighting game fan happy for many an hour.

We've been playing the import version to death and we're pretty excited about the impending UK release. Not only is it a fantastic example of the sheer power of the GBA, but it also demonstrates that developers, no matter their previous and unshakeable allegiances, want to be a part of the GBA party. With games like this on the horizon it would seem, more than ever, that the GBA is the console to own. Come on, you know you want one!



Thanks to excellent colour usage the backdrops look stunning!

TOTAL ADVANCE THINKS...

FIRST IMPRESSION

■ This has got to be one of the most tantalising games for any GBA owner. We never expected Namco to port *Tekken* to another console let alone do a credible job, and yet it has. We would have liked more unlockable characters but otherwise this is a pixel-perfect example of the sheer power of the GBA!

He's spiky, he's blue, and he's rather fast too!









SONIC ADVANCE

It's been a long long time coming, and opinions have varied from 'Aaargh!' to 'Yeah?' But we think the ones who went 'Aaargh!' were right.

TOTAL ADVANCE

INFORMATION

SONIC ADVANCE	
PUBLISHER:	INFOGRAMES
DEVELOPER:	SONIC TEAM
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	4

STATS

- MULTILINK AVAILABLE
- LINK TO NINTENDO GAMECUBE
- CHAO TAMAGOTCHI SECTION
- FOUR ADVENTURES
- TIME TRIALS FOR EVERY LEVEL

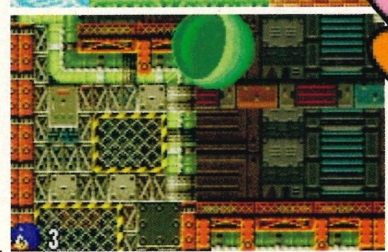
RELEASE DATE: 8 MARCH

YOU'D HAVE thought it was the end of the world. The dead rising from their graves, Jesus and Satan forming a merger, cats and dogs living together, … it's all about as likely as the idea of Sonic and Mario forming a truce seemed a year or so ago. But thank heavens SEGA has decided to call it a day as a videogame mogul, and has started to concentrate on simply creating great games that put others developers to shame.

Whether you are a sad old MegaDrive stalwart, eager for the latest adventures of the most famous insectivore in the world, or a green-eared kiddiwink, unimpressed by the merger between Nintendo and SEGA, this title will satisfy your every GBA need. Well, if you like *Sonic* games, that is.

There are a certain amount of important requirements a GBA game has to fulfil to seriously rate as a top title: design, playability, innovation, multiplayer options, easy saves... Your average experienced GBA game designer can possibly have a go at filling one or two of these requirements, but Sonic Team has given us everything we could possibly want with its first go.





Sonic's idea of taking 'the tube' is a bit different to ours.







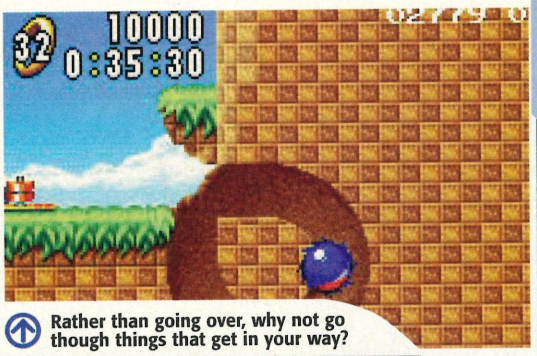
10 FAMOUS HEDGEHOGS

HERE WE GO...

1. MRS. TIGGYWINKLE
2. THERE MUST HAVE BEEN ONE IN WIND IN THE WILLOWS
3. OH, SONIC, OF COURSE
4. SPINY NORMAN
5. MRS TIGGYWINKLE. OH NO, WE'VE DONE HER



Do you really expect us to find TEN famous hedgehogs? There aren't ten in existence! You demand too much!



Rather than going over, why not go though things that get in your way?





YOU NEED HANDS: One of the two mini-games that allow you to collect rings for your Chao is Rocks, Scissors, Paper, Stone. Obvious but addictive.



MULTIPLAYER

RUNNING RINGS AROUND THE REST

The multiplayer features are a real treat with this one. If you've only got the one cart, you'll be instantly cast as Sonic or Tails (depending on how many are playing, of course) in a rampant dash to collect as many rings as possible in a brand-new arena. Items are littered around the world to help you beat your opponent, and with two minutes to get 'em all, it can get pretty heated! This is also the case in the other basic multiplayer – a race to the end of any of the 12 main levels. But, it's when you have two or more carts that the fun really hots up – as well as a choice of characters, you get to take part in the Chao Dash – similar to the rings, but with a choice of arena, and this time you have to gain possession of one tiny little Chao, and prevent your enemy from grabbing him off you.

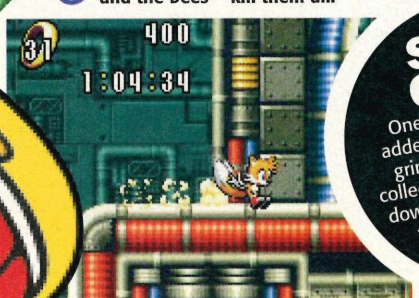
"ALL OF THE SPECIAL SKILLS ARE IN PLACE, ANIMATED WITH BRILLIANT DETAIL THROUGHOUT"



Sonic learns quickly about the birds and the bees – kill them all.





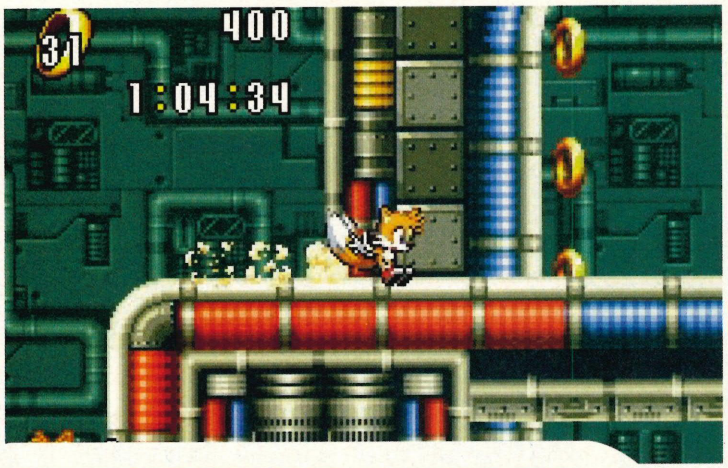


NICE ONE!

SONIC GRIND

One of many cool moves added is Sonic's ability to grind along metal rails, collecting extra coins. Hold down L and R and scrape your way to victory.







Knuckles heads for the shade because he's gone a bit red in the sun.

TOTAL CHAOS!

If you haven't ventured into Sonic's world since the old Master System days, these strange little aliens will probably mean nothing at all to you. But these Chaos (pronounced 'Ciao') add a whole new dimension to the *Sonic* games. They made their first appearance in *Sonic Adventure*, but have basically evolved from Saturn game *Nights*. The player has the opportunity to run the Chaos lives for them, breeding them into strange life-forms and generally keeping them happy. In the GBA version you can breed the little fellows using the rings that you collect, both from the main game and the two extra mini-games to buy food and entertainment for the little critters, increasing their Fly/Swim/Run strength before uploading them to the games in *Sonic Adventure 2*! Keeping their garden tidy also cheers them up!

Once they've been sucked up the pipe, they're ready to test their strength in the many races available on the GameCube title. But be warned – if you let Dr. Robotnik near them, they're likely to turn bad – and no amount of trumpet playing and TV watching can cure that! Still, you can also grow another one from an egg on the GBC – if you collect 20,000 rings! Argh!





He's still looking for that one ring that controls all others. Greedy blue git.

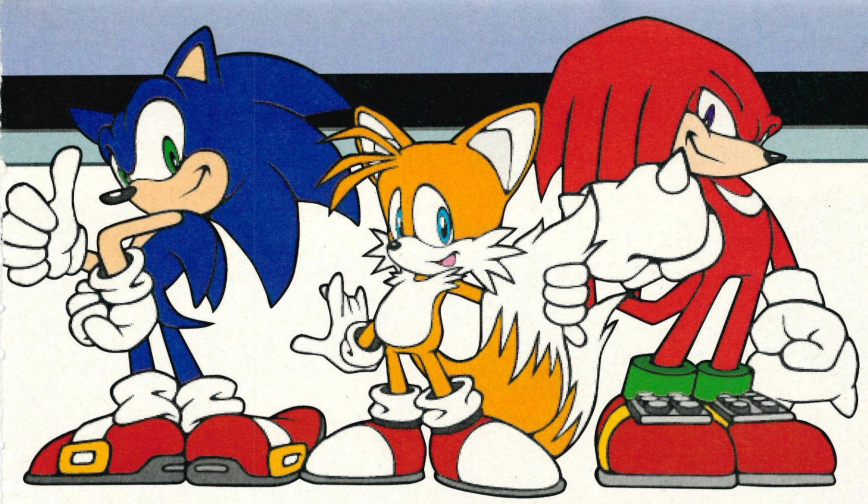






COMMENT Of course, plot means absolutely flap-all in the *Sonic* world, so you can rest assured that this is simply another full-pelt crusade against the frankly naughty machinations of Dr. Robotnik by Sonic and pals – but at least it's a practically brand-new adventure, specially created for the Advance. In fact, the mission is a kind of *Sonic Megamix*, featuring new versions of classic levels, but absolutely bristling with innovation throughout.

Three of the hedgehog's special allies have been brought along to enjoy the ride and add long-



"FOR ANYONE ALREADY JADED BY THE ADVANCE'S HABIT OF RECYCLING OLD PAP, THIS LITTLE PACKAGE REALLY IS A WAKE-UP CALL"







"Woah, hang on now, not sure about thiiiis!" He's just a coward really.



playability; Tails, the loyal genetic freak of a fox, Knuckles the nifty but mysterious echidna, and Amy Rose – the frankly crap pink hedgehog. All of their special skills are in place, animated with brilliant detail throughout – Knuckles soars through the air, punches and climbs up walls, Tails hovers around with his brace of fluffy appendages, Amy bashes enemies with her love hammer (don't ask) and, of course, Sonic streaks past them all at speeds unheard of on a handheld. Well, except the Game Gear. And that wasn't very good.

So it may not be the totally brand-new adventure we were expecting, but for anyone already jaded by the Advance's habit of recycling old pap or simply delivering fresh pap, this little package really is a wake-up call. There are six different acts, broken into their usual two parts, and, of course, all end up with a chance to wring Robotnik's hairy neck.

It's difficult not to sound over-impressed, what with the sheer weight of detail that has been added every inch along the way to the final showdown. Every monster you bash (as usual) releases a cute, innocent little animal, but even these four-pixel-wide seals, lions, gorillas rabbits and suchlike are superbly detailed little creatures which flap around all over each level. And what levels!



HEDGEHOGS: ARE THEY REALLY AS SPIKY AS THEY'RE LETTING ON?

A POINTLESS DIATRIBE BY PROF SPIKE SNUFFLER

Take a look around the room you are presently in. Do you see any hedgehogs? No, and that's because sadly, they were hounded to extinction in the late Eighties by the evil creators of hedgehog-flavoured crisps (those monsters!). Worshipped for millennia by hungry gypsies and other travelling types, these scrumptious little creatures were surprisingly resilient fighters, warding off all kinds of attackers by spraying their poison-tipped spikes around indiscriminately. Another little known fact about hedgehogs is that in Ancient China they were trained as novelty bus conductors, and their criés of 'Get off my bus' could be heard daily throughout the streets of old Shanghai. At least I think that's true. That's what Jesus said when he came to visit me last night, just a couple of hours after I'd eaten those strange-looking mushrooms I found in the middle of the forest.



Prof Snuffler has been warned never to speak of these things ever again by two rather imposing men in black suits.



MEET THE GANG

THE MAGNIFICENT FOUR!



SONIC
The blue speed freak has been protecting Mobius from Robotnik for over a decade now, and he still hasn't changed his trainers! His moves are the most basic package, and completing the game with him is your first real challenge.





TAILS
Sonic's trusty pal can fly a certain distance thanks to his rotor-tails, but he gets tired easily, so watch where you land. Luckily, he's also got a nasty bash on him. Very useful for getting to the highest secret areas, but he's vulnerable to attacks from the aristocracy.





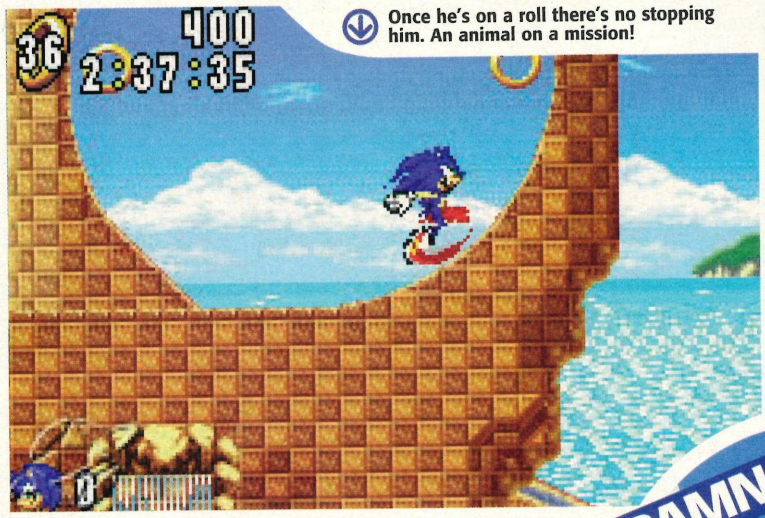
KNUCKLES
The mysterious echidna has a way of life to protect – and he's certainly the most prepared of them all. He can soar through the air, climb walls, punch bad guys and bash everyone as well. The perfect choice for beginners.



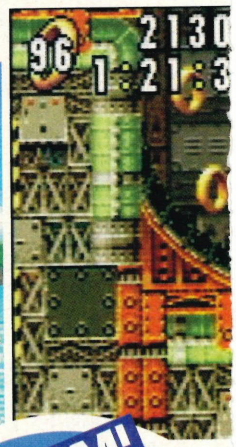


AMY ROSE
This Sonic-worshipping young slip of a thing presents a real challenge – she's can't run very fast or bash enemies, leaving her open to all sorts of attack. But she does have a hammer, which packs a big wallop, and pressing Down & A gives her a mega-jump.





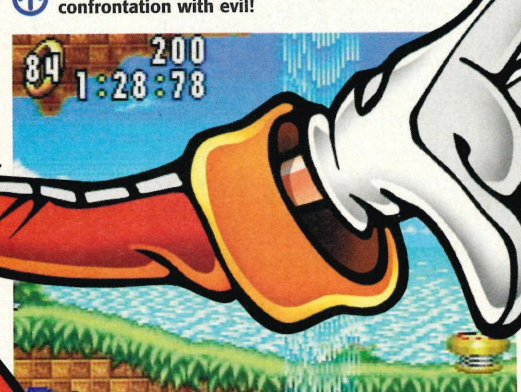
Once he's on a roll there's no stopping him. An animal on a mission!

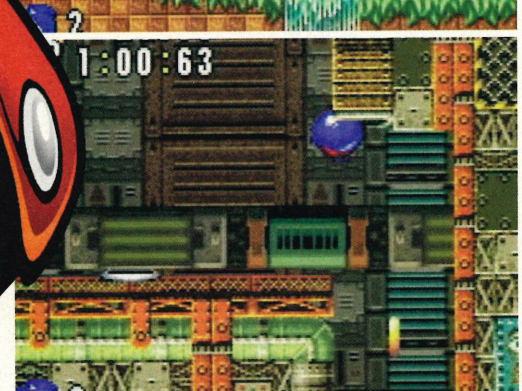


"THIS IS A MASTERLY WORK, AND TOP OF THE LIST OF MUST-HAVE GBA TITLES"

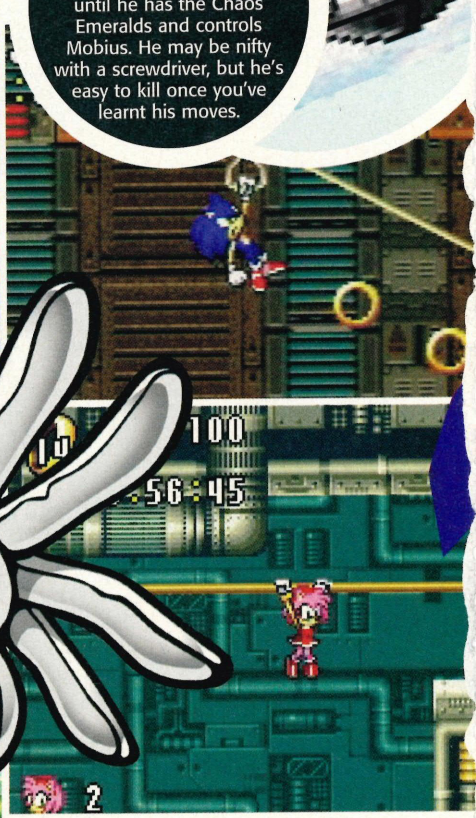


This is not a cheap circus act, rather a confrontation with evil!









DAMN HIM!

ROBOTNIK IS A GIT
The deranged GP won't rest until he has the Chaos Emeralds and controls Mobius. He may be nifty with a screwdriver, but he's easy to kill once you've learnt his moves.

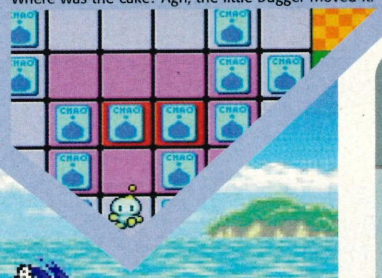
From the instantly recognisable Green Hill-style opener to the mind-boggling, gravity-defying final Egg Space Ship ending, every single act is a massive Everest to be climbed. Each one is packed with secrets, shortcuts, dangers and rewards – just one level would take a whole day to map out. Particularly impressive is the Casino Act, with every pinball flipper, warp area and coloured light in place. The GBA hasn't seen anything so comprehensibly busy.

Some people have complained that the game itself is simply too easy – this



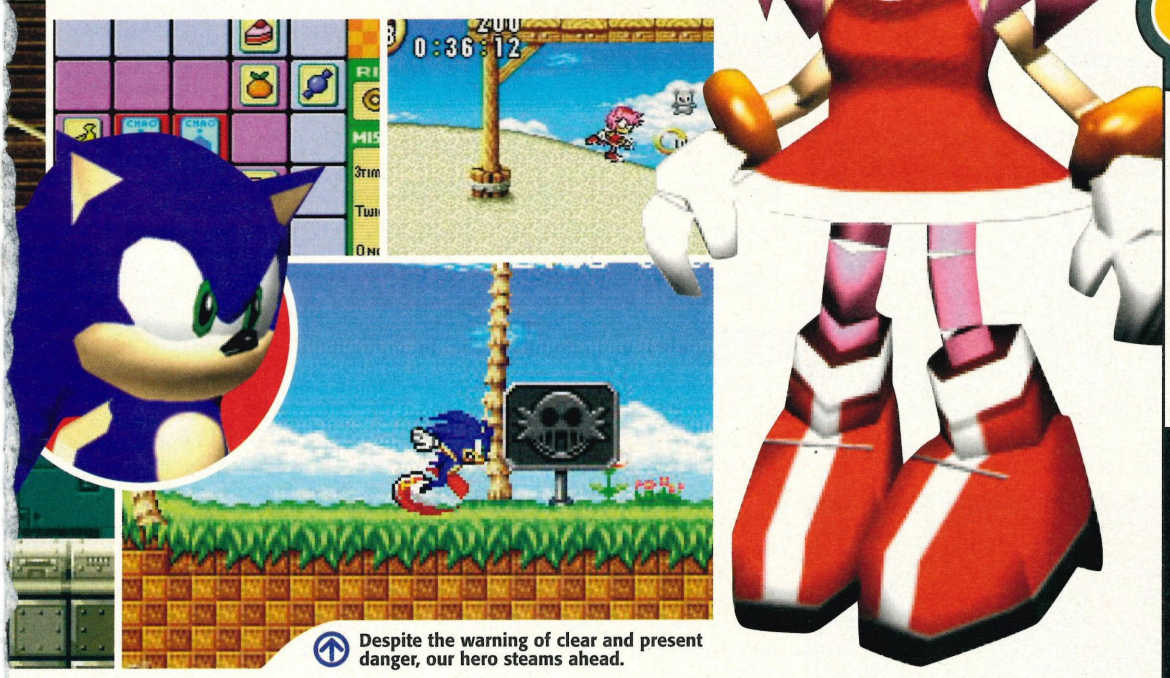


ON THE OTHER HAND: You could try this concentration game to collect the Chao's rings. Where was the cake? Agh, the little bugger moved it.



SPECIAL STUFF

As per usual, you can expect plenty of Special Stage areas throughout the game, allowing you to collect the crucial Chaos Emeralds that hold the key to Robotnik's power, or something of that order. If you find yourself high up in a new area at any time, look out for a massive blue springboard – this transports you to the whirling tube-of-death type ring collecting challenge we all know. Sadly, this is the weakest area of the game, as the controls and item recognition are very vague, making it uncommonly difficult to collect anything on your surfboard, let alone the required 100-odd rings. However, once you've completed the game, it's still another challenge!



Despite the warning of clear and present danger, our hero steams ahead.

is pretty much total bum. Okay, once you've completed the game once (which will extract rather a large amount of expletives from even the greatest gamer) it is going to be easier the next time round, but with each character having their own difficulty level (you can literally fly through with Knuckles or Sonic, but poor old Amy can't even bash people or run) as well as the overall difficulty option and the hidden bonuses, there can be no denying that this is one game that's well worth the asking price, for an extremely pleasant change.

Not enough? Well, if you're good enough to have utterly exhausted the main game, how about the massive Time Trial section, which allows you to race through all the levels as all the characters? Or wasting half an hour in the Chao section, feeding him square fruit and buying him TV sets via the two mini-games? Or linking up with a few pals for one of three separate VS games? You'd have to be pretty damn hard to please if you find yourself bored of *Sonic Advance* this side of summer.

But *Sonic* does have its irritating points, if you'll forgive the unpardonable pun. The music especially is likely to annoy and... oh, who are we kidding? This is a masterly work, and top of the list of must-have GBA titles. Nintendo may have won the war, but with this, Sonic Team has put the Nintendo game designers to shame.

JEM

TOTAL ADVANCE VERDICT

SUPERB VALUE FOR MONEY – ABSOLUTELY PACKED WITH INSECTIVORE ACTION!

SONIC ADVANCE

VISUALS
Sonic Team has put 200% into the visuals for this game – everything looks fantastic, and the detail is mind-boggling.

AUDIO
The music is a little bit annoying, but SFX are great, and you'll find the audio options are extensive to say the least.

GAMEPLAY
The game itself can be completed in quite a short time unfortunately, but completing it is just the beginning!

LIFESPAN
An absolute embarrassment of riches makes this the ultimate GBA purchase – you'll be playing for eternity.

ORIGINALITY
Well, it's *Sonic*. We expected that much. But there certainly aren't many companies putting this much work into their GBA titles.

ALTERNATIVE

MARIO ADVANCE 2
The plumber's next GBA excursion is a classic game – but then it's a straight port from the SNES, with the same extras as *Mario Advance*!



OPINION

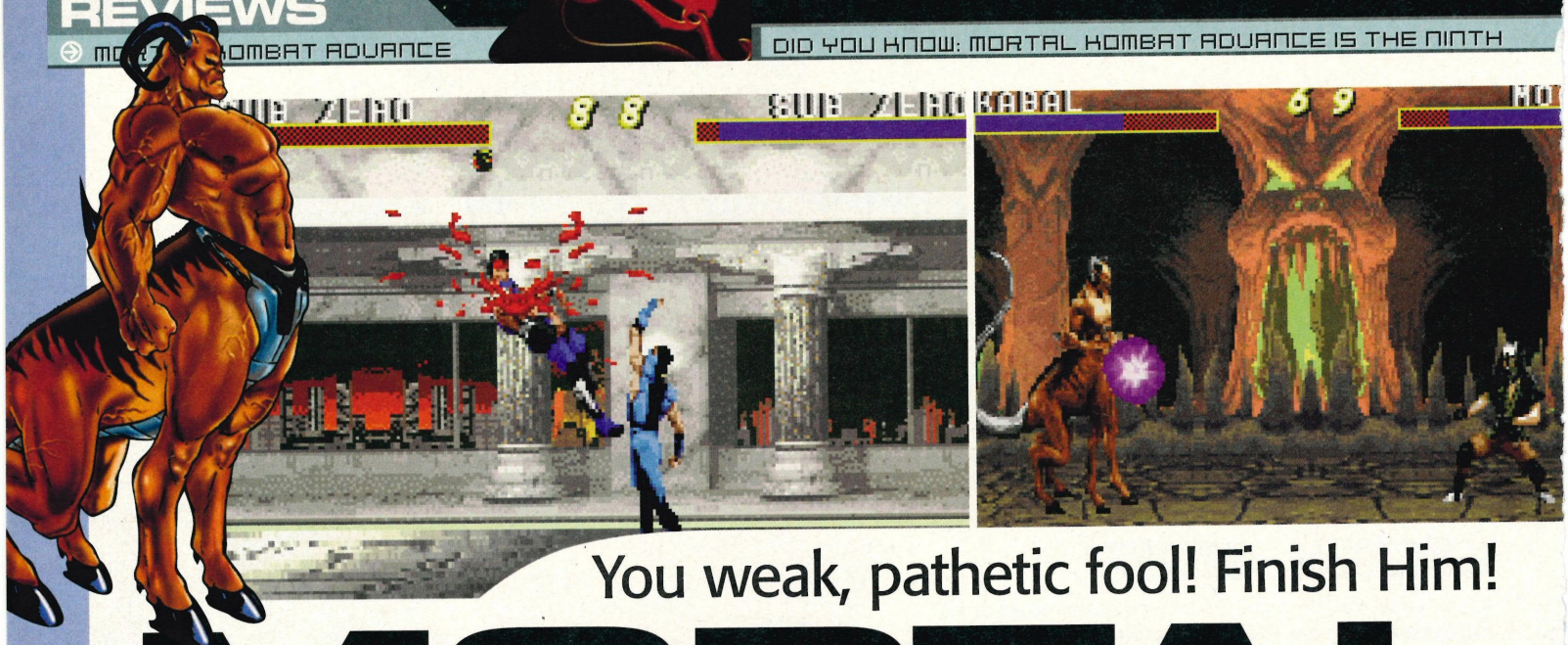
COULD THIS GAME BE ANY BETTER?
Probably not – the sheer amount of levels, combined with the numerous characters and GameCube link ability make this the greatest *Sonic* game ever!

MARTIN

FINAL SCORE

96

ONCE AGAIN IT'S BEEN MADE CLEAR – NO ONE, BUT NO ONE BEATS SONIC. A GBA MASTERPIECE.



You weak, pathetic fool! Finish Him!

MORTAL ADVANCE

TOTAL ADVANCE

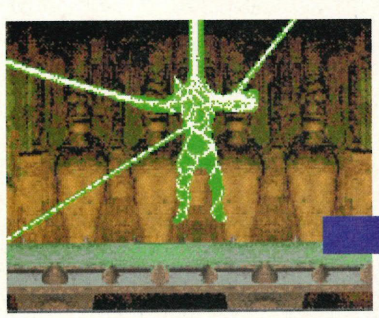
INFORMATION

MORTAL KOMBAT ADVANCE	
PUBLISHER:	MIDWAY
DEVELOPER:	VIRTUCRAFT
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	2

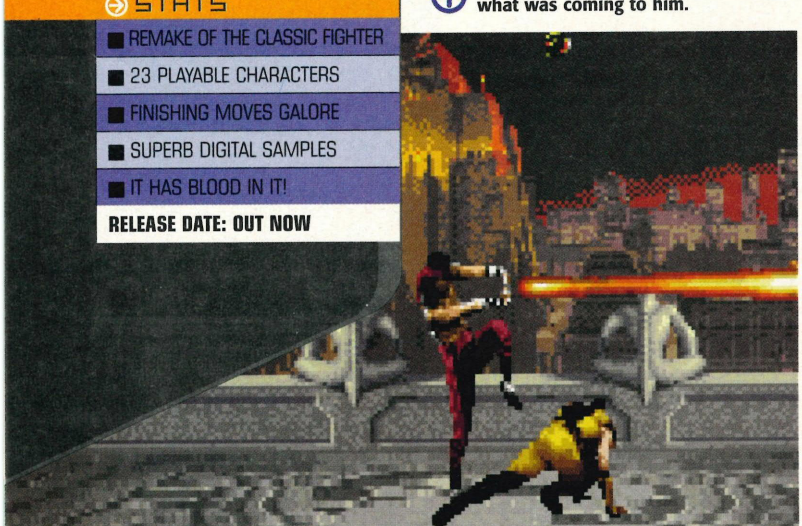
STATS

- REMAKE OF THE CLASSIC FIGHTER
- 23 PLAYABLE CHARACTERS
- FINISHING MOVES GALORE
- SUPERB DIGITAL SAMPLES
- IT HAS BLOOD IN IT!

RELEASE DATE: OUT NOW



The door to door salesman truly got what was coming to him.



The gore-laden beat-'em-up finally arrives on the GBA, but it's more a case of 'Finish the game!' than 'Finish Him!'

AAAHHH, *Mortal Kombat* – we remember it well. Back in the days of the Super Nintendo and the MegaDrive, Midway scored bucket-loads of attention with its controversial fighter. Back then, blood was a big 'no-no.' Now of course, we have *Resident Evil*, *GTA 3* and the like, but it was probably the digitised characters and the spine-removing finishing moves that got people's attention. The digitised characters meant that the fighters looked real, and to have real people ripping each other's faces off was just a bit too much for general society to handle. Still, it garnered a huge amount of press, and the game sold like hot cakes.

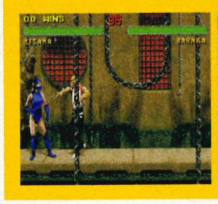
The story could have ended there, but thankfully there was a great little game underneath all the blood and guts. It didn't play like anything else, and provided a refreshing break from *Streetfighter* and its many clones. The game took place over the best-out-of-three rounds – at the end of the second defeat the winner got the chance to perform a finishing move. Examples included turning into a huge dragon and biting your opponent's top half off, or burning them to ashes.

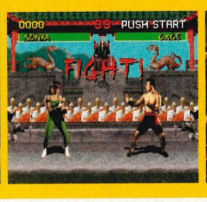
Mortal Kombat Advance is based on the *Ultimate Mortal Kombat 3* version of the series. With the most characters, backgrounds and moves, this would seem to be the best version to port over, right? Well, it seems as though the task was too much for the developers at Virtucraft. All they had to do was copy the game exactly. It's not like they had to design the game from scratch or anything – just copy it. Why then, does *MK Advance* not feel like a *Mortal Kombat* game? Oooohh, here comes the technical bit...

"THE COMPUTER WILL COME UP WITH MOVES NOT HUMANLY POSSIBLE WITH GBA BUTTONS"

IN MY DAY...

We remember when the first *Mortal Kombat* came out in the arcades, and shook the world with its ligament-ripping, muscle-tearing moves. The graphics have come on a lot since then of course, but to be honest, the gameplay reached its peak with the second game. Since *MK2*, new moves, characters, stages and Fatalities have made their way in. Now you have Friendships, Animalities and Babalities to embarrass your opponents even further, but the tried and tested gameplay has changed little.







SINDELRELLA: Sindel appears to be stuck in the Eighties. You really don't want to walk around with a mullet like that, but are you going to tell her?



Motaro isn't going to last much longer – check out his dwindling Energy Bar.

KOMBAT







'TIL DEATH DO US PART

The main attraction of *Mortal Kombat* has always been the blood and gore, and especially the finishing moves. The blood in *MKA* is a bit strange. You can switch it on or off in the options, but even with it on, the red stuff disappears as soon as it leaves the opponent's body. It doesn't land on the walls or the floor. Pah, memory restrictions...

Due to the cart size, the characters have been limited to one Fatality each. Still, this is good enough, or it would be if you could pull them off. A Fatality requires you to pull off a complex button sequence in a short amount of time, and some of them are just impossible to do on the GBA buttons. If you do manage to perform them though, they're just as impressive as they always have been.

BLOODY...





DEEP FRIED

A large majority of special moves have been ported across. They look nice, but games like *Golden Sun* have proven the GBA can handle this without a problem.



BROTHERS IN ARMS

NINJAS GALORE!

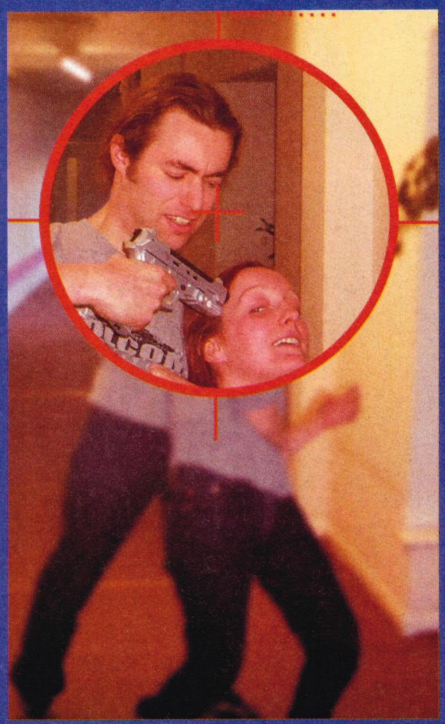
■ It's all very well having 23 characters to choose from, but you soon realise that most of them are exactly the same. For example, Scorpion is a ninja. He wears a black hood with a yellow mask. Sub Zero is also a ninja. He wears a black hood with a blue mask. Then there's a ninja called Rain. He wears a black hood with a grey/blue mask... you get the picture right? Admittedly they all have different moves, but where's the imagination guys? You may as well just call it 'Ninja Kombat' for crying out loud. Oh well, there's always Shang Tsung who can morph into any of them.



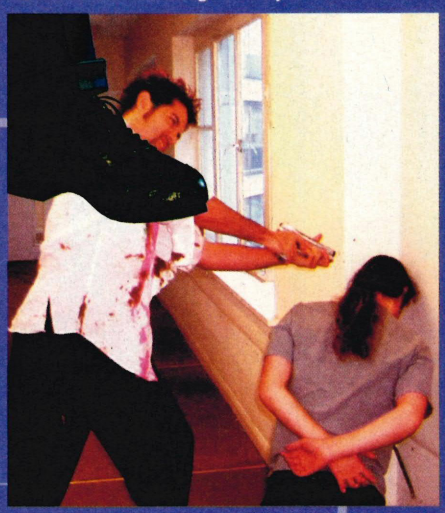
CRIMEBUSTERS SPECIAL

There have been many angry parents, who over the years have tried to stop games such as *Mortal Kombat* coming out, but we think that *Mortal Kombat* can be used as an educational tool. If faced with a desperate criminal, say an armed gunman, what would you do? *Mortal Kombat* teaches you the ways of the true warrior. Next time you're in this situation, try whipping out a razor-sharp fan, ripping their spinal chords out or better still, squashing them with a giant shoe!

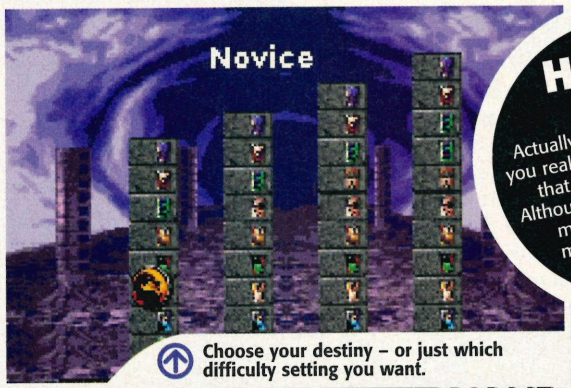
Please note that this is a light-hearted joke, and TOTAL ADVANCE does not recommend that you should attack people with fans, rip people's spinal chords out or step on people.



The vicious terrorist wouldn't think twice about offing this helpless woman.



Not so nice when the boot's on the other foot, is it terrorist?



Choose your destiny – or just which difficulty setting you want.



STINKER!

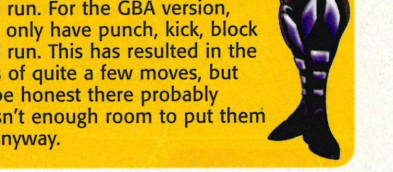
HANDS UP!

Actually, keep them down – you really need to take care of that BO problem mate! Although BO isn't a finishing move in this game it might be considered in future.









TAKE CONTROL



The *Mortal Kombat* series is traditionally designed for six-button control pads, so how does the GBA handle it. Well, the moves have had to be cut back. *MK* should have high kick, low kick, high punch, low punch, block and run. For the GBA version, you only have punch, kick, block and run. This has resulted in the loss of quite a few moves, but to be honest there probably wasn't enough room to put them in anyway.

"TO HAVE REAL PEOPLE RIPPING EACH OTHER'S FACES OFF WAS JUST A BIT TOO MUCH FOR GENERAL SOCIETY TO HANDLE"

COMMENT

Rights, let's start with the good stuff! Fans of the *Mortal Kombat* series will be pleased when they switch the game on. The presentation is perfect; the symbol crashes, the music – even the 'choose your destiny' and 'excellent' phrases are in there. The character selection screen offers you 23 different fighters from the word go and you'll soon be in your first battle. Everything seems great. Even the backgrounds are quite nice – a little grainy perhaps, but the atmosphere that has been created is so good that you're willing to forgive it. The digitised characters look the part as well. While they stand there waiting for your commands, they bounce up and down smoothly. This part of the game is good. Here's where it all goes wrong…

As soon as you try to pull off a move, you realise that something just isn't right. For starters, you can't move if you're holding down the kick button. What on earth is that about? Some of the moves just don't go into one another. At the end of an animation sequence, the game will seemingly get lost for a split second while the next animation comes in. It only happens on certain sequences, and we're assuming that the digitised speech meant that there wasn't enough room for the extra animation. Still, Crawfishs seems to be managing just fine with *SF Alpha 3*.

That isn't the end of it though. Some of the finishing moves obviously haven't been tested. Some of the button presses are simply impossible to pull off. You have to tap them

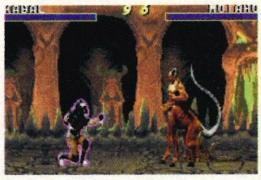


S'NOW JOKE (SORRY...)



What better way to intimidate your opponent than to give them a present at the end of a gruesome defeat (erm, we can think of a few actually)? It's all very well to kick the living daylights out of someone while they're standing there helplessly swaying, but it's even better to blatantly take the Michael.

MKA lets you perform 'Friendship' moves, which basically consist of you being really nice to one another. You can build them a snowman, blow them a kiss or even give them a present. The shock of you being nice to them tips them over the edge though. Ho, hum, too much love will kill you and all that.





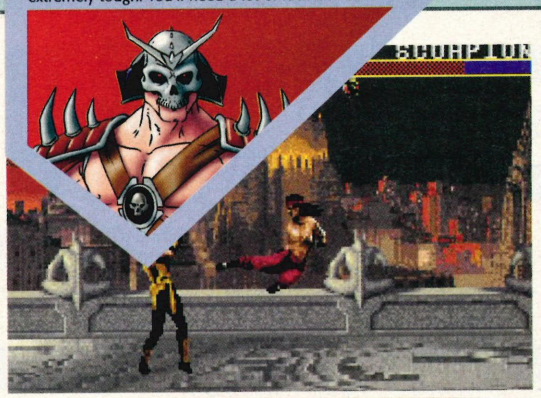
in so fast, that the only way to do it is to have two people – one on the D-pad and one on the buttons. Not exactly 'fun.'

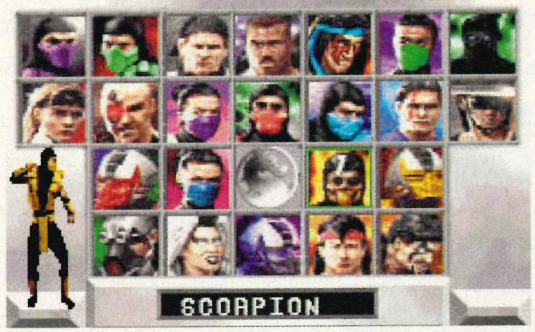
The final moan has to be the artificial intelligence. A seasoned pro will put it on Hard and expect to get through, but this setting will put you up against an impossible opponent. The computer will come up with moves and combos that just are not humanly possible with the GBA buttons. Put it on Easy, and the computer will just stand there doing nothing until you get to Shang Tsung at the end, who will pummel you in Hard setting style.

This isn't a game, it's a chore, BUT we have to emphasise that despite its problems, it still isn't as bad as some other fighters. It's just that it had so much to live up to, and has failed to deliver on the most important ingredient – gameplay.

CHANDRA

THE BIG BOSS: Shao Kahn is the boss who will greet you at the end of your journey, and he is extremely tough. You'll need a lot of luck and skill.







The Irish gymnastics team practised at all hours of the day and night.





TOTAL ADVANCE VERDICT

WE FEEL THAT WE'VE BEEN LET DOWN

MORTAL KOMBAT ADVANCE

VISUALS
Nice characters, but some of the backgrounds are a tad grainy, and parts of the animation sequences are terrible.

AUDIO
Amazing! The voice samples, special effects and the music have been recreated near-perfectly. No complaints here.

GAMEPLAY
It simply doesn't play like *Mortal Kombat* should, and some of the controls just haven't been thought through properly.

LIFESPAN
Why would you come back to this when you can play *SF II Turbo Revival*. And there's always *SF Alpha 3* just around the corner.

ORIGINALITY
Absolutely not, but this isn't a bad thing. If it had been identical to the other versions, we would have been very happy.

ALTERNATIVE

SUPER STREETFIGHTER II TURBO REVIVAL



The daddy of the GBA beat-'em-ups - the original game was great, and the conversion was spot on.

OPINION

GET OVER HERE! "The gameplay really is the Achilles heel of this title. The buttons seem rather unresponsive at times, and without the ability to produce special moves easily you sometimes feel a bit stranded. Shortly before you die, that is."

DAN

FINAL SCORE

65

ALL THEY HAD TO DO WAS COPY THE ORIGINAL, AND THEY COULDN'T EVEN MANAGE THAT. WE GIVE UP.

DID YOU KNOW: THIS IS ONE OF THE FIRST RTS GAMES TO

MECH PLATOON

Battle it out for world domination!

If the idea of stomping around the place in giant robotic battle suits sounds good, then step right this way...

TOTAL ADVANCE

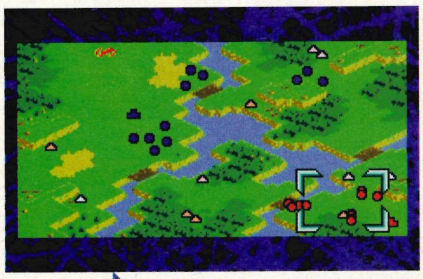
INFORMATION

MECH PLATOON	
PUBLISHER:	KEMCO
DEVELOPER:	IN-HOUSE
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1-4

STATS

- REAL-TIME STRATEGY GAMEPLAY
- 1-4 PLAYER LINK-UP
- FIVE UNIQUE WORLDS
- TRAINING MISSIONS
- BATTERY SAVE FEATURE

RELEASE DATE: OUT NOW





GET LOST!

MAP READING
Keeping track of things is made easier with this map screen. Locate your units and those of the enemy – making it much simpler to tell how the battle is going.

WHEN YOU think about Real-Time Strategy games the first gaming system to spring to mind is not the Game Boy Advance. However, with the release of Kemco's excellent *Mech Platoon*, Nintendo's latest handheld console has confirmed that anything is possible. The action is spread over five different planets, where several military forces are fighting for supremacy. You assume control of one these warring factions and must utilise nearby resources to build up an army. Once your forces are assembled you can then conduct attacks on surrounding enemy forces. This process involves building bases, developing new military technology and issuing orders to your troops.

If you've been raised on a diet of shoot-'em-ups and platform games, then *Mech Platoon* may not light your fire. It's undoubtedly a good game, but it requires a great deal of thought and concentration if you're to progress through the game's increasingly tough objective-based missions. Fortunately, a handy training mode is on offer that guides you through the finer points of the action. Here you learn how to collect materials, build bases and factories and give commands to your troops. It may seem a bit daunting at first, but before long planning expert military campaigns becomes second nature, allowing you to get on with the task at hand – namely grinding the enemy into dust. A well-designed link-up mode is also on offer, giving you the opportunity to battle it out with your mates.

Naturally, with up to 30 units to manage at once the developer has had to keep the sprites quite small, but with that said, they are highly detailed. What's more, the various environments in which battles take place are also nicely realised and include deserts, wastelands and other war-torn locations. Sadly, the music playing throughout is fairly dire, although it can be turned off in the menu screen, leaving you with just the fairly decent sound effects. With its complex gameplay, *Mech Platoon* is not a game that will appeal to everyone (especially younger gamers), but if you're after a title that makes you engage your brain then this is well worth a look.

SIMON





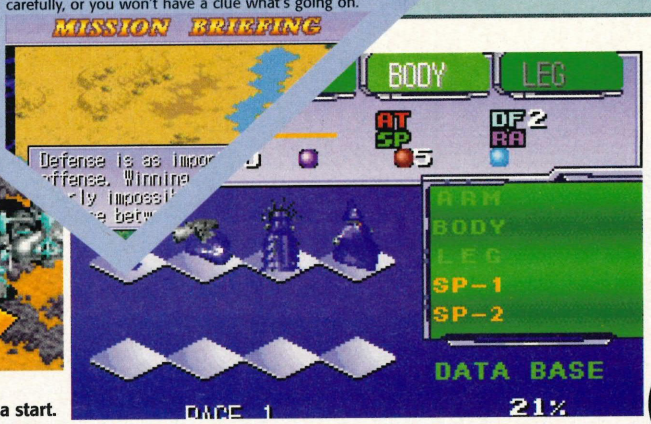


"IF YOU'VE BEEN RAISED ON A DIET OF SHOOT-'EM-UPS AND PLATFORM GAMES, THEN MECH PLATOON MAY NOT LIGHT YOUR FIRE"



War – what is it good for? Well, the economy and videogames ideas for a start.

YOUR ROLE!: At the start of each mission you're told your objectives, make sure you read these messages carefully, or you won't have a clue what's going on.





ARMED TO THE TEETH

As you progress through the missions you can equip your forces with increasingly superior technology including new armour, weaponry and transport. This new technology can be acquired in several ways. Firstly, you can develop labs – where your troops can work on the development of new devices to aid you on the battlefield. Secondly, it's possible to salvage equipment from wrecks found on the battlefield. Once you've collected this scrap material it is logged in your data files, where it can be used in future battles. Rest assured, in the later missions you'll need every bit of kit you can get your grubby little hands on.

TUNE UP

MODIFY YOUR FORCES

■ As you progress further into the game it's possible to make various adjustments and modifications to your fighters and vehicles: including changing their bodies, arms and legs. These modifications affect the way your forces react during combat. Regardless of how powerful your units are they are still prone to attack from enemy strikes. Therefore it's a good idea to group together several units to ensure your boys have always got some backup. Grouping together units is simple; you simply hold down the A-button when the cursor is on screen and drag a window over the units that you wish to form a group with. Remember that there's safety in numbers so try not to let any of your comrades wander off on their own.





Power bars appear above your units, you can check they are in good shape.



LOCATIONS

MATERIAL WORLD

The action in *Mech Platoon* is spread over five unique worlds. Each of these is rich in different resources, which can be collected and used to build new combat units and buildings. The three main resources are Materialrock (MR), Energysand (ES) and Lasercrystals (LC). You can send out labour units to collect these items and once they've gathered enough of each you can start combining your resources to create advanced machinery, facilities and other products. Make sure you use your harvest wisely.



TOTAL ADVANCE VERDICT

A REAL-TIME STRATEGY GAME OF HIGH QUALITY!

MECH PLATOON

VISUALS
The sprites are all nicely detailed, but they're a little bit on the small side. There's always plenty going on though.

AUDIO
The excruciatingly bad music will have you turning the volume down in seconds. The second effects fare better, however.

GAMEPLAY
If you're after a game that will give your brain a good workout then this is for you. There's plenty to keep you thinking here.

LIFESPAN
Packed with tons of deep missions, this should keep you glued to your GBA for ages. Great value for money.

ORIGINALITY
There aren't too many Real-Time Strategy games on the GBA, so this comes as a real breath of fresh air.

ALTERNATIVE

ADVANCED WARS



One of the finest Game Boy Advance titles that money can buy. Strategy has never been this much fun. Essential stuff – you can't go far wrong with this one.

OPINION

ADDICTIVE! *"Mech Platoon* might well be a little on the slow side for some of you gamesplayers out there, but invest a bit of time in this and you'll soon be hooked on this rather tasty little RTS number from Kemco."

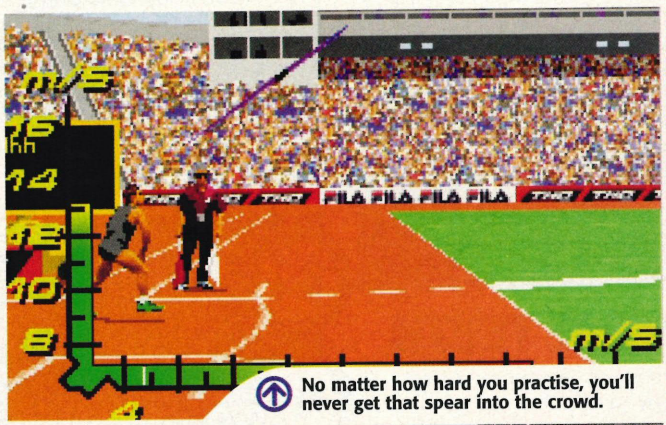
SIMON

FINAL SCORE

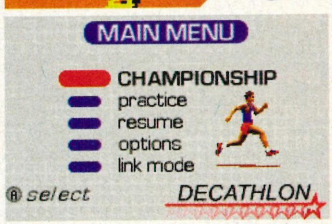
82

A TOP STRATEGY GAME THAT PUTS SIMILAR PC TITLES TO SHAME. IT'S THE THINKING PERSON'S GAME.

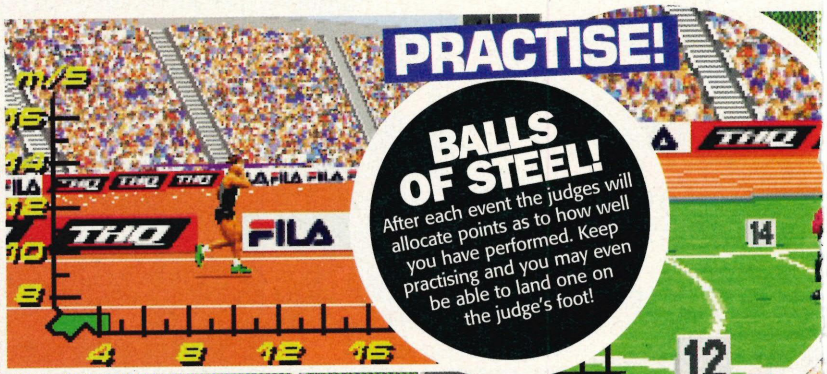
Fastest Fingers First!



No matter how hard you practise, you'll never get that spear into the crowd.

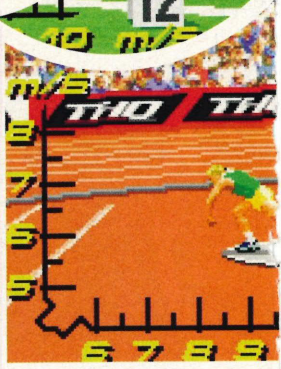








The Czech discus thrower winds up for a big one. Is it male or female though?



TOTAL ADVANCE

INFORMATION

FILA DECATHLON	
PUBLISHER:	THQ
DEVELOPER:	ATHLETIC DESIGN
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1-4

STATS

- CURRENT DECATHLETES INCLUDED
- ALL EVENTS IN THE RIGHT ORDER
- IN-GAME FILA BRANDING
- HEAD-TO-HEAD GAMEPLAY
- SEVERAL GAMEPLAY MODES

RELEASE DATE: OUT NOW

FILA DEC

Get yourself ready for a complete finger workout against the world top athletes...

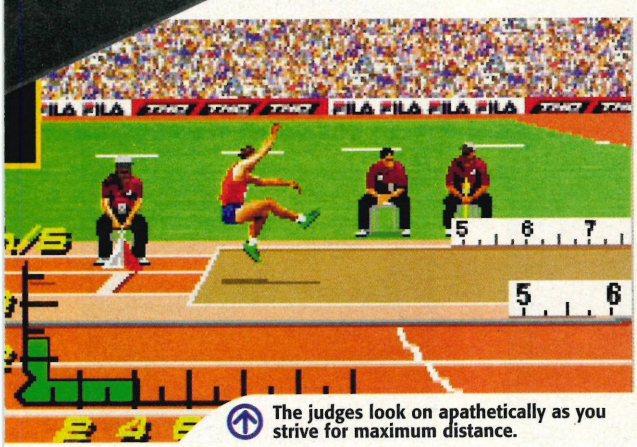
THE DECATHLON is the most gruelling and challenging event in modern athletics bar none. The athletes must compete in ten different events over a two-day period, scoring points for their performance in each event. Each event will test their skills in running, jumping, throwing and, of course, endurance – the competitor with the most points will claim the gold medal.

Many games in the past have been based around the decathlon with old arcade classics like *Track and Field* and *Hyper Sports* leading the way. Back in the Eighties, UK decathlete Daley Thompson was the star of several games after his commanding performances in the 1980 and 1984 Olympics, and these have shaped the way athletics titles are played. The basic gameplay has always been to mash the buttons as fast as you can with each button representing the footfalls of the player. Of course, with loads of different events timing is also important, to make it over the hurdles and also for clearing the bar in events like the pole vault.

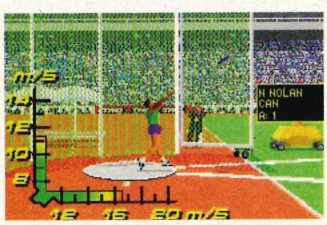
Fila Decathlon follows in the footsteps of these finger-flexing titles – making you sweat plenty before you achieve glory. There are several different gameplay modes included; so you can practice each event individually or challenge the world's best in a competition at national or Olympic level. In order to have any chance of taking on the world's best, you will need to practise every event several times. The game does not remind you how to play before each event, so only by practising will you be able to challenge for a medal.

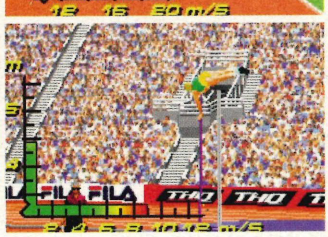
The graphics are bright and clear, with excellent animation for all the character movements. The events all require unique button combinations to perform, and the competition is tough as the other athletes all perform to the best of their abilities. As a multiplayer game, *Fila Decathlon* is superb, offering you a chance to see who really does have the fastest fingers. In single-player mode you will want to spend a lot of time practising in order to stand a chance against the competition. This is a fun title that will leaving you gasping for breath and requiring a finger bath for your aching digits.

RUSS



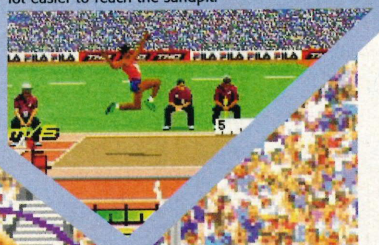
The judges look on apathetically as you strive for maximum distance.

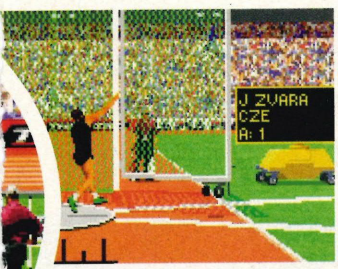






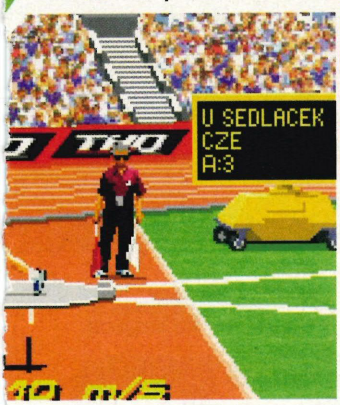
IT'S IN THE SAND!: The faster your fingers move, the more speed you will get on the runway – making it a lot easier to reach the sandpit.





Tossing the cannonball – always a favourite.





"CHALLENGE THE WORLD'S BEST IN A COMPETITION AT NATIONAL OR OLYMPIC LEVEL"

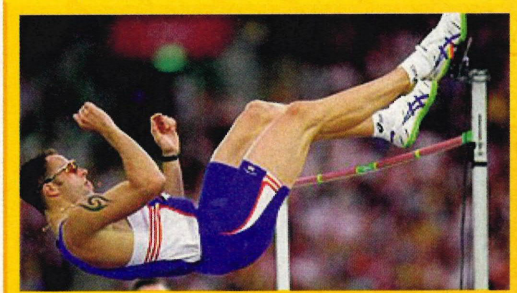
Get to great heights in the pole vault event.



ATHLON

NATIONAL HEROES

■ The decathlon has always been one of the better events for the UK team, and several stars have performed well at the Olympics. Our current star is Dean Macey who won the hearts of the country whilst competing in Australia, but back in the Eighties Daley Thompson took the world by storm – winning Olympic Gold in 1980 and 1984.



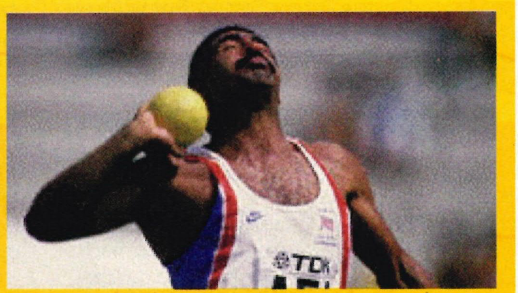
DEAN MACEY

DATE OF BIRTH: 12 December 1977
PLACE OF BIRTH: Rochford, Essex
HEIGHT: 197cm
WEIGHT: 96kg
DECATHLON: 8603 points (2001 Edmonton)

PERSONAL BESTS

EVENT	PB	YEAR
100 m	10,65 secs	1999
Long jump	7.77m	2000
Shot put	15.50m	1999
High jump	2.15m	2001
400 m	46,21 secs	2001
110 m hurdles	14,34 secs	2001
Discus throw	47.77m	1999
Pole vault	4.80m	2000
Javelin throw	64.03m	1999
1500 m	4 mins 23.45 secs	2000

TOTAL: 8895 Points



DALEY THOMPSON

DATE OF BIRTH: 30 July 1958
PLACE OF BIRTH: Notting Hill, London
HEIGHT: 185cm
WEIGHT: 88kg
DECATHLON: 8847 points (Olympic Record)

PERSONAL BESTS

EVENT	PB	YEAR
100 m	10,26 secs	1986
Long jump	8.11m	1978
Shot put	16.10m	1984
High jump	2.14m	1982
400 m	46,86 secs	1982
110 m hurdles	14,04 secs	1986
Discus throw	49.10m	1986
Pole vault	5.25m	1986
Javelin throw	65.38m	1980
1500 m	4 mins 20.3 secs	1976

TOTAL: 9315 Points

TOTAL ADVANCE VERDICT

A FINE ATHLETICS GAME THAT'S GREAT IN MULTIPLAYER

FILA DECATHLON

VISUALS
The graphics are bright, clear and colourful with good character animations in every event.. It really brings the game to life!

AUDIO
The main music is a reasonably catchy tune that sounds a bit like *Chariots of Fire*. Perfect for all you wannabe Olympians!

GAMEPLAY
Fila Decathlon has kept the button-mashing that made all the classic sports titles so brilliant. Top fun when playing with friends.

LIFESPAN
There are ten diffeernet events to practice, and when you have mastered the game you can then challenge the world's best!

ORIGINALITY
Very much like the sports games of yesteryear, with modern graphics and, of course, more buttons to use.

ALTERNATIVE

MARIO TENNIS
An absolutely top-quality, entertaining sports title for the Game Boy Color that includes all of Nintendo's favourite characters. A peach of a game!



OPINION

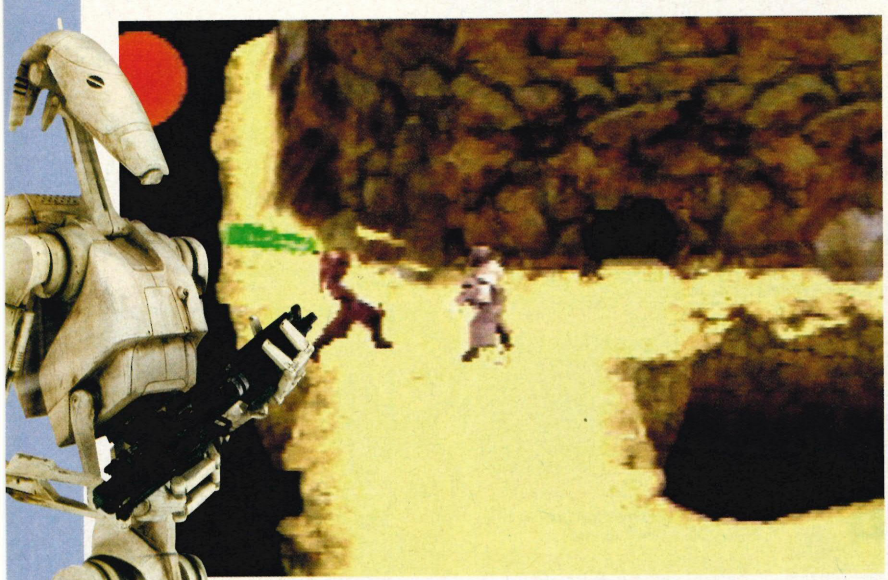
MY BLOODY THUMB! "Ow! All that damn messing about with fast button pressing and all for what? To put an extra inch on a long jump. It's hard to see what anyone can get out of these daft waggly-running games. Looks nice though."

JEM

FINAL SCORE

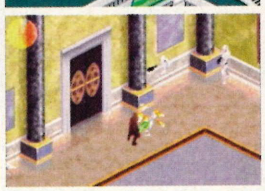
78

A CHALLENGING SPORTS TITLE THAT WILL REALLY GIVE YOUR FINGERS A WORKOUT.



That is the sound of something very bad coming this way...







STAR WARS EPISODE ONE: JEDI POWER

Do you have to be an absolutely tragic Star Wars fanatic to get almost anything out of this game? Well...

TOTAL ADVANCE

INFORMATION

STAR WARS: JEDI POWER BATTLES	
PUBLISHER:	THQ
DEVELOPER:	LUCASARTS
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1

STATS

- CHOICE OF THREE JEDI MASTERS
- BASED ON GBC TITLES
- TEN LEVELS
- COLLECT BONUSES
- EXTRA HIDDEN CHARACTER

RELEASE DATE: OUT NOW

IT'S A BIT like pointing out that Hear'Say have little or no talent really – having a go at a Star Wars licence, that is. No matter how clear it is made that the game in question is a stinker of the lowest order, people are still going to run out in their droves to buy the damned thing. Just because it's yet another belch from the Skywalker ranch (and very nearly an anagram of Straw Arse). It's another *Star Wars* game. If you're a sad obsessive, you'll buy it. If you're a GBA fan with any kind of sense, you probably won't.

One thing's for sure, if you've already played *Obi Wan's Adventures* on the GBC, and are looking for the next step forward, this is going to be a titanic disappointment. The plot, of course, is pretty much identical – covering the usual *Episode One* territory. The greedy Trade Federation has blocked shipments to the planet Naboo. Your task as a Jedi is to neutralise the threat of the Trade Federation, and to protect the interests of the Republic. On the way you save Princess Amidala, guide young Anakin and kill a lot of walking toasters. Only this time you have a choice of three different guardians of the Galaxy. Before you start jumping up and down shouting 'I'm gonna be a little Samuel L Jackson', you should know that the choice of character makes not one iota of difference to the game, or to your skills. The central sprite simply looks a bit different, but that's it.

DROIDS

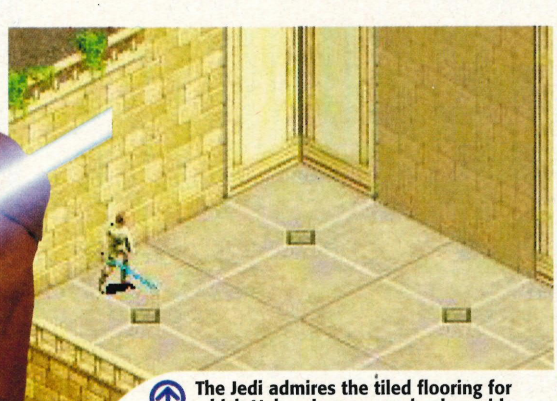
BASH THEM ALL

Insectoid droids pack heavy fire power. Position yourself in front of them, press R for your lightsaber shield, then bounce their beams back at them by tapping B. Ka-boom!

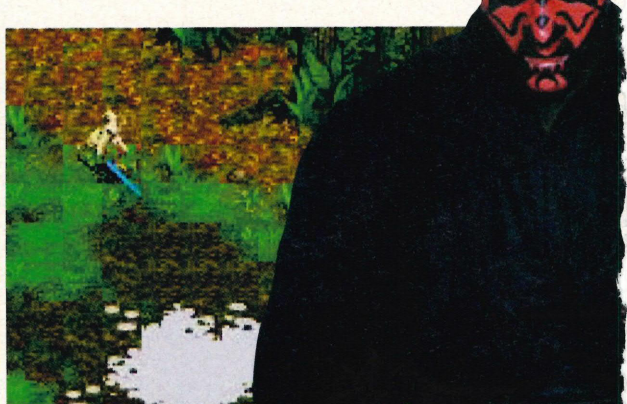


Well, there's one other thing that makes this clearly an 'advance' – there are two more levels! Yes, that's right, whereas on the old GBC you had to make do with only a miserable eight, this miracle of next-generation gaming boasts a whole TEN levels of





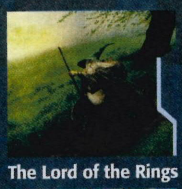
The Jedi admires the tiled flooring for which Naboo is renowned galaxywide.





GROW YOUR OWN

Star Wars is now practically a legally recognised religion. There are millions of people out there who truly believe that George Lucas' epic hotchpotch is the greatest film of all time, and an original masterpiece in its own right. But then, they're probably too busy talking to their remote-controlled R2-D2s or combing their wookies to appreciate the truth: just like *Harry Potter*, there's actually very little original thought in the *Star Wars* universe. Here's how to create your very own billion-dollar sci-fi franchise.


The Lord of the Rings

+


Akira Kurosawa's Hidden Fortress

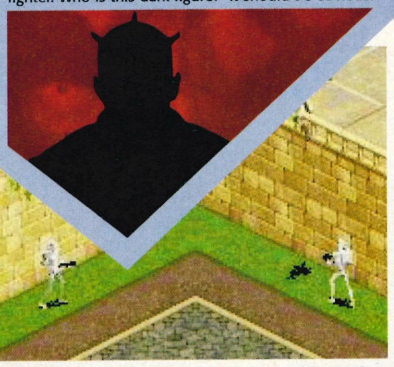

The Wizard of Oz

+


Flash Gordon

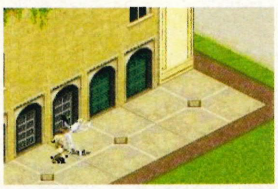

Pretty Much = STAR WARS

THE FOURTH MAN: One addition that saves this game from atrocity is the chance to play as an extra fighter. Who is this dark figure? It should be obvious.





BATTLES







THE THREE AMIGOS

TAKE CONTROL OF THE GUARDIANS OF THE UNIVERSE...

GUI-GON JINN
A venerable if maverick Jedi Master, Qui-Gon Jinn was a student of the living Force, the discoverer of Anakin Skywalker and trainer of Obi Wan. And he's got a green lightsaber. Whether he dies in the game or not... we don't really care.

OBI WAN KENOBI
Despite looking a lot like Ewan McGregor, the young Padawan learner Obi Wan Kenobi grow ups to look a lot like Sir Alec Guinness. He has a silly ponytail, is about to grow a beard, and will be accidentally instrumental in the downfall of the Jedi Knights.

MACE WINDU
A senior member of the Jedi High Council, Mace Windu is above all a diplomat. But in his knowledge and control over the Force he's on a par with the legendary Yoda. However, in this game he's exactly the same as the other two Jedi.



"IF YOU'RE A SAD OBSESSIVE, YOU'LL BUY IT. IF YOU'RE A GBA FAN WITH ANY KIND OF SENSE, YOU PROBABLY WON'T"

entirely linear action, all with their own nine-digit passcode. There's no need to explore, or indeed, to use your brain at all.

The GBC adventure gave you a difficulty option, but there's nothing like that available here – you're stuck with 'plain awkwardly difficult'. Not because the powers of the Dark Side are strong, or because serious skill is needed to pull off certain stunts, but more because the 3D worlds are far more dodgy here than in *Obi Wan's Adventures*. When your Jedi Knight isn't sticking through walls, he'll be faced with an enormous jump to an indistinct platform which isn't actually where it seems to be. The perspective must have made sense to the designers at the time, but you'll just keep on losing lives, which will then be stored into your passcode; meaning that if you really must complete the game, you're going to have to inch your way along right from the start.

So the design is weaker, it's not much longer, the movie-flavoured plot tasters have been taken out, the puzzles are simpler and the spaceship levels have been removed. Otherwise, it's pretty much the Game Boy Color version all over again. Aren't you glad you bought a GBA now?

JEM

TOTAL ADVANCE VERDICT

A WASTE OF THE LICENCE, NOT WORTH A PENNY MORE THAN £10!

STAR WARS: JEDI POWER BATTLES

VISUALS
Not a huge leap from the GBC version at all. But it looks nice, and GBA contrast problems are at a minimum.

AUDIO
SFX and music are really rather good, even on the GBA speakers. Although genuine *Star Wars* themes are absent.

GAMEPLAY
Exactly the same as *OWA* on the GBC – except with less to do and it's not nearly as fun. Also, the controls are terrible.

LIFESPAN
Ten levels, or 30 if you take account of the three characters, which of course, we don't. You'll complete it in two hours.

ORIGINALITY
An enjoyable GBC yarn spat out onto the GBA with hardly a single actual advance. Not particularly fun all in all.

ALTERNATIVE

YODA STORIES



Believe it or not, this release remains the most intelligent and involving handheld *Star Wars* title, despite the quality of its graphics.

OPINION

DEATH STAR! "They always get our hopes up and then dash them with the intensity of a lightsaber going through a blast door. There is very little to get excited over here. Disappointed are you? You will be... you will be!"

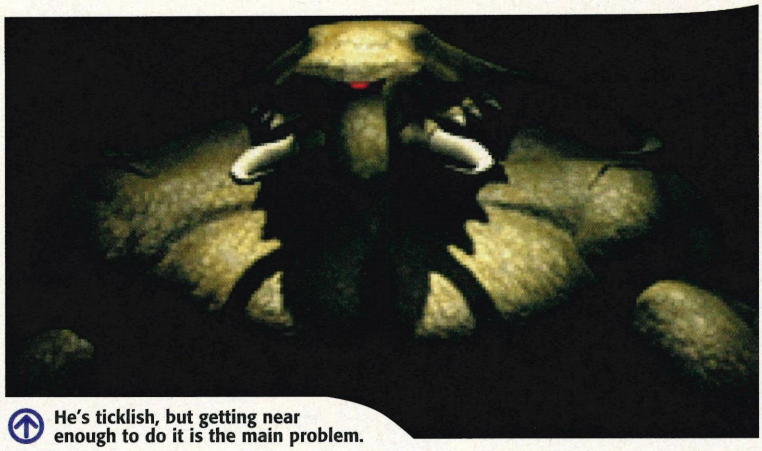
DAN

FINAL SCORE

59

THE FORCE IS WEAK IN THIS ONE. OKAY WHILE IT LASTS, BUT GBA OWNERS DESERVE A HELL OF A LOT MORE.

Don't be afraid of the dark!



He's ticklish, but getting near enough to do it is the main problem.



TOTAL ADVANCE

INFORMATION

DARK ARENA	
PUBLISHER:	THQ
DEVELOPER:	MAJESCO
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1-4

STATS

- FOUR-PLAYER DEATHMATCH
- NINE POWERFUL WEAPONS
- CO-OPERATIVE MISSIONS
- 20 ENVIRONMENTS
- LOTS OF SECRET AREAS

RELEASE DATE: OUT NOW

Grab your gun and sturdy boots; there are a load of monsters that need killing!

DARK ARENA

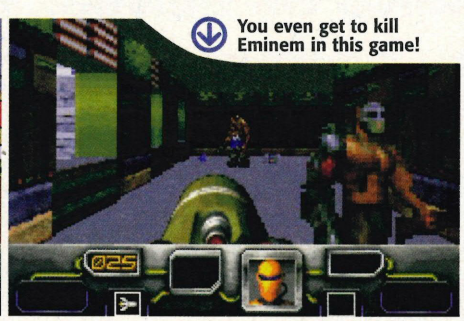


THE ARMY'S best soldiers have been sent to a unique modern training camp that has been designed to test their skills to the limit. As soon as the program went online, creatures broke free of their chains and started to wander freely around the complex killing all the army's top unit. You and your team of elite forces have been sent to sort out the problem, but once inside the camp you soon realise that you have walked into a trap. Your team has been ripped apart by the creatures and you alone must defeat the evil inside the Dark Arena.

Following in the footsteps of *Doom*, *Dark Arena* is another first-person shooter that combines big weapons and gruesome monsters. There are 20 brightly coloured levels to explore – each with secret areas and, of course, puzzles that you must solve. The levels are packed with fast-moving creatures to shoot, and you have a range of different weapons to use to complete the task. The game starts fairly easily with plenty of small creatures as opponents. As you progress through the levels, you will need to find keycards to open locked doors and also battle new larger enemies.

The levels all look slightly different and the colours are bright and clear, making it fairly easy to see where you are going. If you do get lost, there is even an map that you can use for finding your way to the exit and



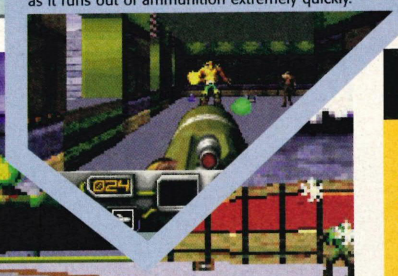


You even get to kill Eminem in this game!

"HIDDEN PASSAGES MAY HIDE EXTRA WEAPONS AND HEALTH"



POWER TOYS!: The Laser Bolt Gun fires a stream of bullets into the waiting monsters. Be careful though, as it runs out of ammunition extremely quickly.





SMOKIN'

HOLY SMOKE! The graphics look simply stunning and puffs of smoke will emerge from your guns as you unleash your ammo into the many monsters crawling around the Dark Arena.

AT FIRST...

The first ever game to be classified as a first-person shooter was *Wolfenstein 3D* by id Software. The game was released for the PC in 1992 and then remade for the Apple Mac a year later. The object of the game was to infiltrate a Nazi fortress and kill all the evil guards inside. Since this great game there have been a number of first-person games including favourites like *Doom*, *Quake*, *Duke Nukem* and more recently titles like *GoldenEye* and *Perfect Dark*.



THE WEAPONS

HANDGUN
■ This simple weapon fires normal shells that cause minimum damage to enemies. Fortunately the Handgun will never run out of ammo, meaning it can be used as your last line of defence.

PUMP-ACTION SHOTGUN
■ The Shotgun is much more powerful than the handgun, but it does have poor accuracy. For the best possible results, only use this weapon when engaging in close-range combat.

LASER BOLT GUN
■ The Laser Bolt Gun is an extremely effective weapon against multiple enemies. The gun releases a steady stream of ammunition. Unfortunately, it does run out of ammo very quickly.

PLASMA BLASTER
■ The Plasma Blaster is the perfect all-round weapon – providing accuracy and power over distance. You'll find that it's much better than your Handgun as an all-purpose weapon.

MINI-V ROCKET LAUNCHER
■ This portable weapon fires self-powered rockets that cause huge explosions when they hit. Do not use this weapon for any close range combat or you could blow yourself away.

GUIDED SHOULDER MISSILE
■ Just like the Rocket Launcher, the shells from this weapon cause massive explosions. The only difference is that you can remotely control the shells, guiding them straight to the target.

NIGHT SCOPE SNIPER GUN
■ Although not the most powerful weapon in the game, the Night Scope Sniper Gun does have an advantage. You can actually see the creatures hiding in the darkest corners using the night vision scope.

COMBAT ENERGY CANNON
■ This is the most powerful weapon in the game, but unfortunately it does take a few seconds to charge. When using this gun, be sure not to miss, as the penalty could be death.

RADIO-CONTROLLED MINES
■ These explosive devices can be placed around the level and then detonated at the touch of a button. Be aware that the mines will automatically explode when you change to a new weapon.







locating hidden passages that may hide extra weapons and health. The action is fast-paced and there is no shortage of monsters in any of the levels. Using your weapon skills and, of course, knowledge of the area, you will soon be racing through the arenas.

When you use the link cable and invite friends to play with you, the game is far more enjoyable. With so many different levels to choose from and plenty of places to hide, you can have a really good battle. Overall, this is an enjoyable title that is fun to play on your own or against your friends. Although there is nothing new about this game, it is still fun and will make a good alternative to *Doom*.

RUSS

THE WOLF RETURNS

Towards the end of the year Activision is going to release another *Wolfenstein* game for the PC. This game will be called *Return to Castle Wolfenstein* and features loads of new levels and weapons to take on the Nazi horde. It is still unconfirmed whether a GBA version will be made, but check out these screens. The game looks superb!



TOTAL ADVANCE VERDICT

IT'S MURDER IN THE FIRST... THE FIRST-PERSON, THAT IS!

DARK ARENA

VISUALS
Bright clear graphics and massive levels to explore. The animations for shooting and monster movement is also first-class!

AUDIO
Reasonable sounds for all guns, but nothing spectacular. The background music doesn't add anything either. Poor!

GAMEPLAY
The game is extremely easy to control with all buttons well placed for instant action. It really is very enjoyable!

LIFESPAN
20 jam-packed levels plus an amazing multiplayer fiasco using the link cable. More than enough for any long journey!

ORIGINALITY
Dark Arena really does not hae any new or groundbreaking ideas, but still remains a good all action first-person game.

ALTERNATIVE

DOOM
A brilliant game with stacks of weapons and levels to test your gaming skills. Can be a little dark in places but this doesn't detract too much from a great title.



OPINION

THE DARK SIDE! "With plenty of monsters to kill and a variety of weapons to pick up, *Dark Arena* is a particularly enjoyable title. The overall gameplay is smooth and will certainlt test you as you play the harder levels."

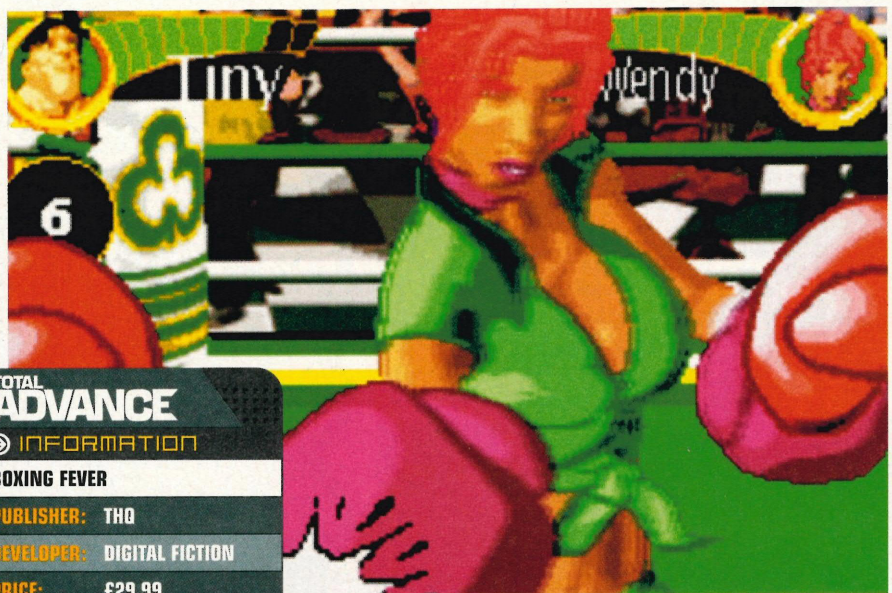
DAN

FINAL SCORE

84

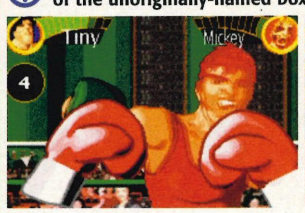
A FAST-PACED SHOOTING GAME WITH BRIGHT, CLEAR GRAPHICS AND MULTIPLAYER OPTIONS.

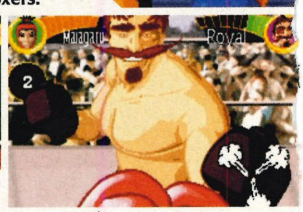
What's that rumbling? Oh, it's a boxing match...





Tiny has the upper hand in the battle of the unoriginally-named boxers.





TOTAL ADVANCE

INFORMATION

BOXING FEVER	
PUBLISHER:	THQ
DEVELOPER:	DIGITAL FICTION
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	2

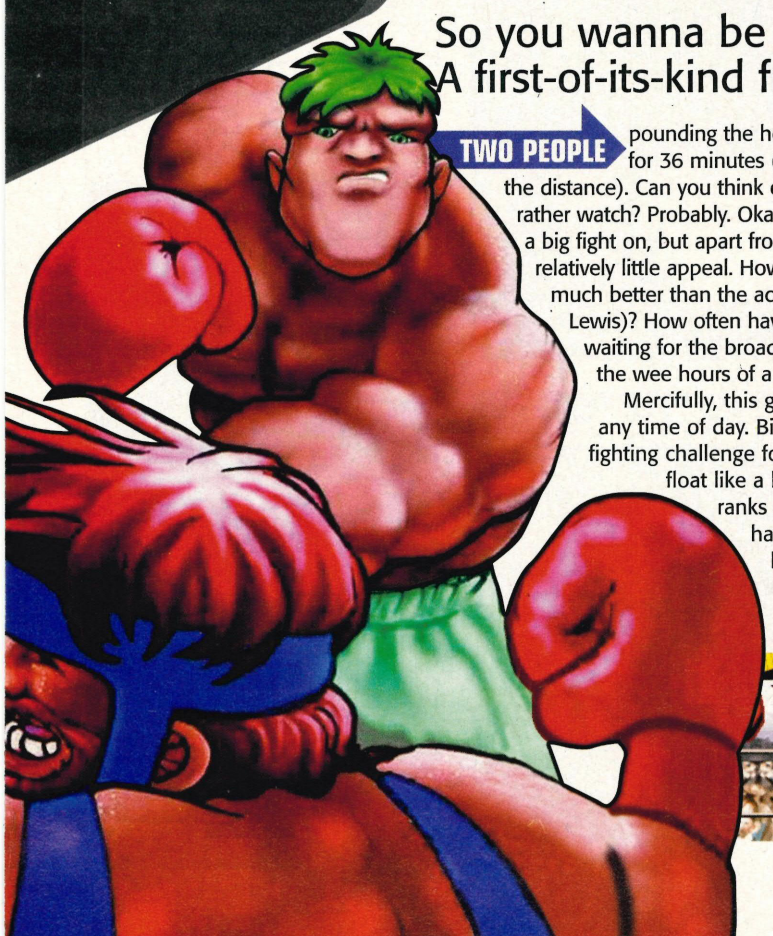
STATS

- FIVE DIFFERENT MODES TO PLAY
- FIRST-PERSON PERSPECTIVE
- ONLY ONE PLAYABLE FEMALE!
- SECRET BOUTS OPEN UP
- NO ONE CART MULTIPLAYER!

RELEASE DATE: 15 FEBRUARY

BOXING FEVER

So you wanna be a boxer? So you wanna be the champ? A first-of-its-kind from Digital Fiction comes to the GBA...

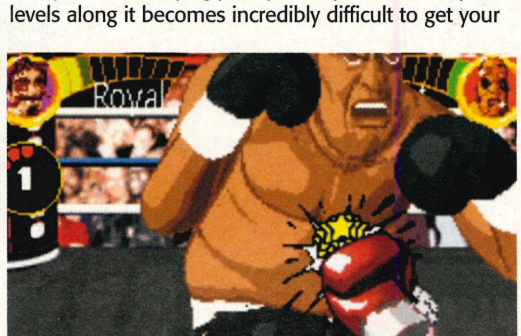


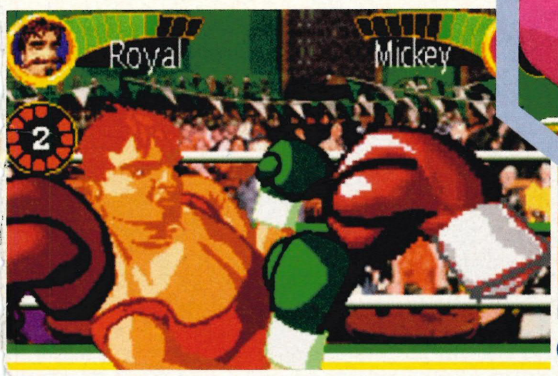
TWO PEOPLE pounding the hell out of each other for 36 minutes (should the bout last the distance). Can you think of anything else you'd rather watch? Probably. Okay, it's alright if there is a big fight on, but apart from that it holds relatively little appeal. How often is the build-up much better than the actual match (Tyson-Lewis)? How often have you fallen asleep waiting for the broadcast from Las Vegas in the wee hours of a Sunday morning?

Mercifully, this game is playable at any time of day. Billed as the 'ultimate fighting challenge for GBA', will this game float like a butterfly to join the ranks of other GBA must-have titles, or will you be left feeling that you have been somewhat stung by a bee? The answer to this could depend on your affinity to the actual sport itself. If you fancy yourself as a bit of a champ this might be the right stomping ground for you. Whether this will have wider appeal to game freaks in general is a bit more doubtful. Many may find a trip to the chemist to get some Waspeze is necessary.

This is the first advanced beat-'em-up to offer a first-person perspective. So... what? Well, there are several plus points to this game. The character graphics on your opponents look good and the controls are responsive, although sometimes it seems rather too responsive, as one push of the button seems to throw a couple of punches instead of the intended single hit. Some good combos (basically jabs, hooks and an upper cut) can be practised and used in competition. But there's no room to get complacent after a few cheap wins! Annoyingly, only a couple of difficulty levels along it becomes incredibly difficult to get your







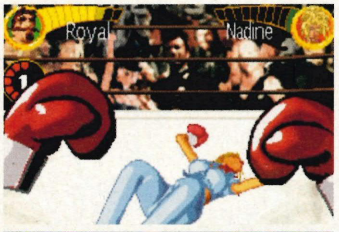
STEADY LUV!: We all know that you should never hit a woman, but if you don't in this game she'll punch your lights out pretty damned quick!

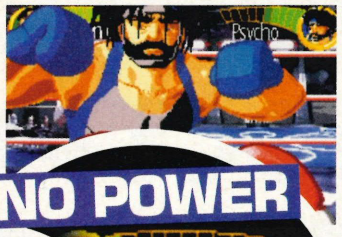


You can dish out some corporal punishment to the Major.

WHAM! BAM! THANK YOU MA'AM!

The game includes five modes of play, ranging from a Single Fight mode with another boxer of your choice to the main Championship mode – where you work your way through to the title. On both of these modes there is a difficulty rating from Amateur (quite easy) up to World Title (nigh on impossible). You'll also find a Training mode on offer, allowing some rather necessary practice building combos and a test of your reflexes. Learn where to put those punches for maximum effect and how to use the Punch Power Up techniques that will cause opponents to wobble at the knees. If you're feeling tough enough, the Survival mode might be the one for you. Taking on fighter after fighter you see how many you can deck before they sap your energy and put you on the floor. A rating of your prowess is then given depending on how you've done. The first opponents go down quickly but it soon gets hard and you'll need to use everything you've learnt from the Training mode. These different modes should keep players happy for a while despite the obvious similarity of each – that you are only ever punching, blocking or taking hits.

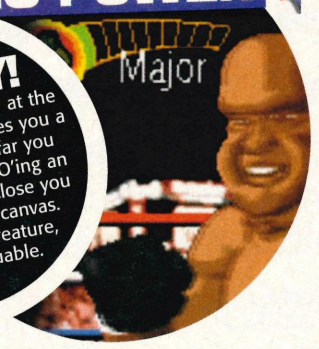




NO POWER



ENERGY! The handy energy bar at the top of the screen gives you a good idea of how far you have to go before KO'ing an opponent, or how close you are to hitting the canvas. Pretty standard feature, but it's invaluable.



DOUBLE TROUBLE

Like it or not, you're going to spending some quality time on the canvas in this game. You'll get three counts of ten during your pummelling, the final one being the one that actually counts you out. Of course, this is the same for your opponents too, so perhaps you'll be able to sympathise with those who you are beating the hell out of. As you lose your strength you'll also lose your vision (just like the real thing). Your eyes close and open and things start to sway a bit, but it's when you notice that there are two identical opponents facing you that the alarm bells should start ringing. Yep, our old friend double vision comes into play, and this time it's not because of a skinful of beers. Although this is a nice feature of the game it does unfortunately signal that the end is near for you. You become rather pathetic, throwing feeble punches, and surely the inclusion of a towel being thrown in at this point would have been a pleasant touch. Is there more honour in being knocked out or surrendering? It doesn't matter in this game because, sadly, there is no choice.

"THERE IS NO HANGING ON UNTIL THE FINAL BELL OR ESCAPING THROUGH THE LEGS OF YOUR ONCOMING OPPONENT"

hits in. The opposing fighters seem to be one step ahead of you all of the time and this can be annoying.

Using passwords, progress can be saved and secret bouts can be opened up – providing a bit of variety to the gameplay, which sadly, is very limited. The lack of much variation in gameplay means that this may soon be gathering dust: you fight and either KO your opponent or get KO'd by them – that's the crux of the game. There is no hanging on until the final bell or escaping through the legs of your oncoming opponent.

While the character graphics are well done the backgrounds are rather dull and uninspiring. With an announcer and a cheering crowd the sound effects aren't bad, but the music will soon grate, and you'll probably have turned it off fairly soon after starting.

Unfortunately, this is unlikely to appeal to or hold the interest of gamers for long (other than real fans of the sport perhaps). If you are a fan of fighting games there are better titles that you could fritter away your hard-earned cash on.

DAN

TOTAL ADVANCE VERDICT

BOXING FEVER IS UNLIKELY TO LAST THE DISTANCE. NOT REALLY A NICE ONE, HARRY.

BOXING FEVER

VISUALS
What a shame that the backgrounds don't match the well-animated character graphics that are on show.

AUDIO
The SFX aren't too bad, the announcer and crowd do bring some life to the game, but the music is quite forgettable.

GAMEPLAY
What's on offer is okay, but lack of variation really becomes apparent after a short while. Punch, block, block, punch. And repeat...

LIFESPAN
Not likely to be one you'll keep coming back to. Either it will be too samey or just too hard at higher levels.

ORIGINALITY
Well, it's the first of its type on this platform, so that's pretty original. How wise is it to make an original game that's so limited though?

ALTERNATIVE

READY 2 RUMBLE BOXING
The first GBA boxing extravaganza may have been reasonably run-of-the-mill, but it did have Michael Jackson in it.



OPINION

COUNT ME OUT! "It's one of a kind, but that's probably not enough reason to bother with this title at all. If it wanted to stand out from the crowd, perhaps they should have added one cart link-up. And password saves? "

JEM

FINAL SCORE

69

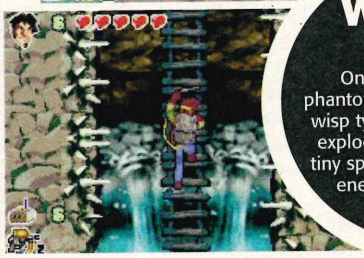
AFTER NOT TOO LONG PLAYING ON THIS YOU MAY FEEL LIKE TAKING A DIVE IN THE THIRD ROUND.

The GBs' debut on the GBA!





Wow! You're really driving Ecto-1! No you're not. You're in your own sad dungeon.





MENACE!

WHIRLY GITS

One of the nastiest phantoms is this will-o'-the-wisp type. Once blasted it explodes into five or six tiny spooks that take an energy point with one touch!

TOTAL ADVANCE

INFORMATION

EXTREME GHOSTBUSTERS: CODE ECTO-1	
PUBLISHER:	WANADOO/LSP
DEVELOPER:	MAGIC POCKETS
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1

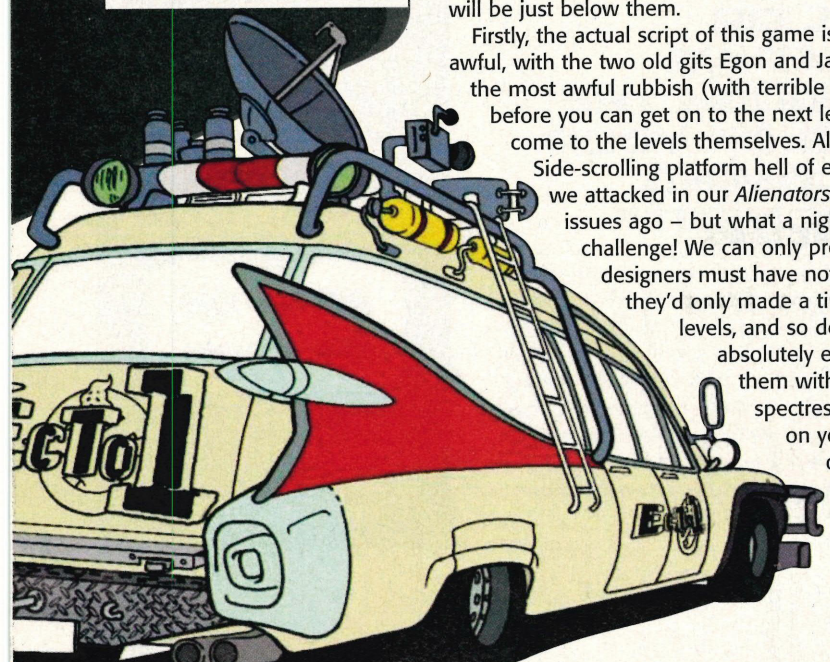
STATS

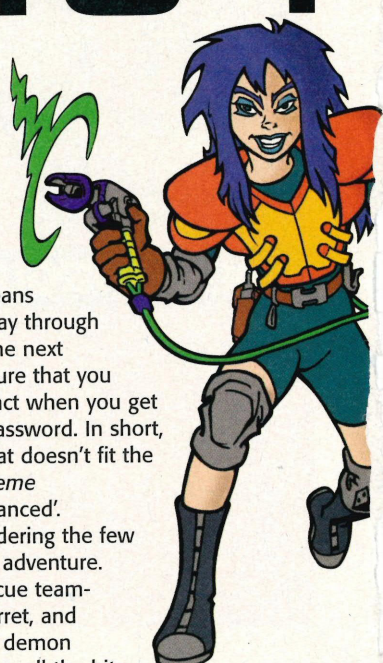
- CHOICE OF CHARACTERS
- SPOOKY TRANSLUCENT SPRITES
- ECTO-1 RACER BETWEEN STAGES
- BASED ON CARTOON
- CHOICE OF WEAPONS

RELEASE DATE: OUT NOW

EXTREME GHO CODE ECTO-1

Take away Peter, Ray and Winston, and what do you have? A load of adolescents with nuclear generators on their backs!





CHANGE IS by no means always a good thing. Like, for instance, taking the legendary ghostbusting team – Peter, Ray, Egon and Winston and replacing them with a bunch of pierced Goth teenagers. Whoever decided to create the so-called *Extreme Ghostbusters* deserves to spend eternity in the penultimate level of hell. The designers of this game will be just below them.

Firstly, the actual script of this game is pretty much awful, with the two old gits Egon and Janine spouting the most awful rubbish (with terrible lip synch) before you can get on to the next level. Then we come to the levels themselves. All 12 of them! Side-scrolling platform hell of exactly the type we attacked in our *Alienators* review two issues ago – but what a nightmare challenge! We can only presume that the designers must have noticed that they'd only made a tiny handful of levels, and so decided to fill absolutely every inch of them with vicious spectres, that pounce on you completely out of the blue (there's no way of seeing beyond the tiny limits of the GBA screen) and even reappear once you've zapped them. This means you must inch your way through each stage to get to the next continue, and make sure that you keep all your lives intact when you get your next nine-digit password. In short, if there's one word that doesn't fit the bill when playing *Extreme Ghostbusters*, it's 'advanced'.

Shame really, considering the few quality aspects of this adventure. Your mission is to rescue team-mates Roland and Garret, and exterminate the nasty demon Mercharior by collecting all the bits of his painting. It falls upon the sprightly Kylie and well-equipped Eduardo to do this, their weapons and skills being well designed and fun to use. The graphics are generally impressive, and best of all is the pre-stage rush through the streets of Manhattan in Ecto-1. Not since the Spectrum classic has the top-down ghost chase been featured in a *Ghostbusters* game, and (although it gets immediately repetitive) the race against time to reach your next job adds something to the overall challenge. However, considering the game



BIG BOO BOSS: The bosses have pretty clear patterns they follow. Even if they are scary at first, you'll soon know when to duck and when to blast!



PROTON POWER

Most of the well-loved ghostbusting paraphernalia is well represented in this game, at least. If you play as Kylie, you get a rubbish ectoplasm gun, but the ability to double-jump and set ecto-traps for the spooks. These, like Eduardo's bombs, are collectable, and suck in huge clouds of phantoms – saving you a lot of time. Eduardo's jump is laughable, but there's no way you're getting through all the spooks without his proton pack. The cool way the beams snake around the room, locking in on targets, is one of the only genuinely impressive facets of the gameplay, and if you ever get stuck, dropping an ecto-bomb can blast open all kinds of secret passages. You're basically going to need to switch between the two rookie paranormal investigators continually, if you should ever wish to complete the mission. Oh, and the PKE meter puts in an appearance in the racing levels. As a piece of decoration.

STBUSTERS:

FROM REAL TO EXTREME?

WE HAD JOY, WE HAD FUN – 18 YEARS AGO





Yes, it really has been 18 years since Peter Venkman, Egon Spengler, Ray Stantz and Winston Zeddmore first strapped on their proton packs and began cleaning up New York City's hitherto unheard of paranormal infestations; and there are still millions of fanatics out there intent on flogging the ailing franchise for all it's worth. Comedy giant Dan Aykroyd and certifiable ghost-believer Harold Ramis (still awaiting trial for his recent *Bedazzled* remake) penned the original blockbuster movie 20-odd years ago, and it's since spawned one sequel, three cartoon spin-offs, several tea towels and, sadly, this game. But it's hard to pin down the exact height of the *Ghostbusters*' fame: *Ghostbusters* – one of the biggest blockbusters of all time? *The Real Ghostbusters* – the second longest running cartoon series ever? No. The best ever *Ghostbusters* moment came with the release of the action figures, coz you could get slime and little ghosts and play all day with your friends. Then there was the Fire House (which we didn't get and never quite recovered) and Ecto-1and it was brilliant and fab! And they're probably worth up to two pounds now. So it's not all pointless...

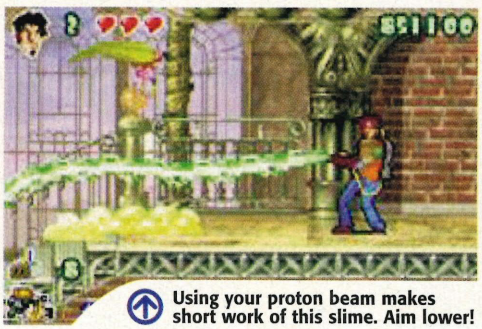


"SIDE-SCROLLING PLATFORM HELL – BUT WHAT A NIGHTMARE CHALLENGE!"

as a whole, these points are but small jewels randomly placed in a steaming pile of dog doings.

A little footnote to the depressing task of defeating Mercharior – once you've screamed your way through the small but evil levels, you face the final boss, who swoops around throwing fire. If you go to the far right and aim your proton beam at 40 degrees, it's impossible to be hit, but Mercharior regularly flies into the beam, letting you watch the game being completed by a cup of tea placed on the B Button. *Extreme Ghostbusters* has the distinction of being the first game which can be beaten by a warm drink.

JEM



Using your proton beam makes short work of this slime. Aim lower!

TOTAL ADVANCE VERDICT

PHANTOM OF THE ORDINARY

EXTREME GHOSTBUSTERS: CODE ECTO-1

VISUALS
The game's main strength is its detailed and moody visuals . The see through spooks are impressive, but viewpoints get irritating.

AUDIO
Not exactly mind-blowing, and a lot of opportunities have been missed. The tunes are subtle and not annoying – always a boon.

GAMEPLAY
An tortuous challenge, with ridiculously difficult levels from the off. It's easy to get tired of the endless platform shenanigans.

LIFESPAN
The password system sucks. They're simple to note, but it's still a bad save option. No point in re-playing this one after completion.

ORIGINALITY
The Ecto-1 races help to make this title stand-out from other awful GBA platformers, but the busting levels aren't exactly revolutionary.

ALTERNATIVE

ALIENATORS: EVOLUTION



Playing this Activision title will make you feel a hell of a lot better about *Extreme Ghostbusters* – a nightmare.

OPINION

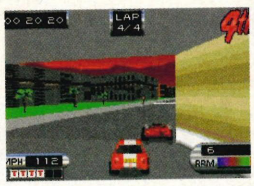
SLIMY! "This isn't the best of games on the GBA, but there's still fun to be had. The characters are well animated and there is a bit of variation by switching between them. Not a title that will have a long life but reasonably okay for a while."

DAN

FINAL SCORE

51

BUSTIN' MAKES ME FEEL PRETTY ANGRY. THIS COULD HAVE BEEN THE BEST GHOSTBUSTING ROMP EVER!




Oh dear God... no! What did the GBA do to deserve this?

CRUIS'N VELOCITY

The Cruis'n series not so much bursts, as more sidles onto the Game Boy Advance, with quite an embarrassed expression on its face...

TOTAL ADVANCE

INFORMATION

CRUIS'N VELOCITY	
PUBLISHER:	MIDWAY
DEVELOPER:	GRAPHIC STATE
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	4

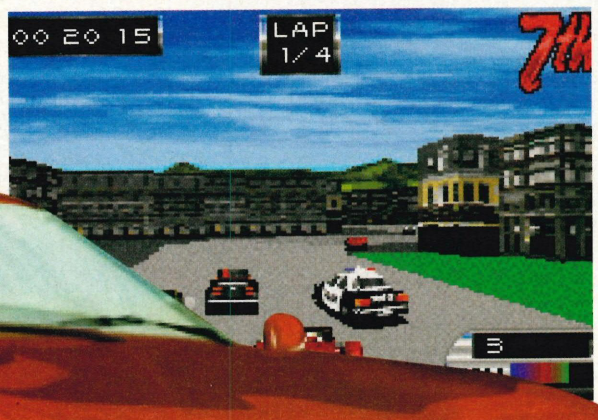
STATS

- 11 DIFFERENT VEHICLES
- FOUR-PLAYER LINK-UP
- PASSWORD SAVE
- 14 DIFFERENT TRACKS
- SUCKS YOUR LIFE ENERGY AWAY!

RELEASE DATE: 8 MARCH



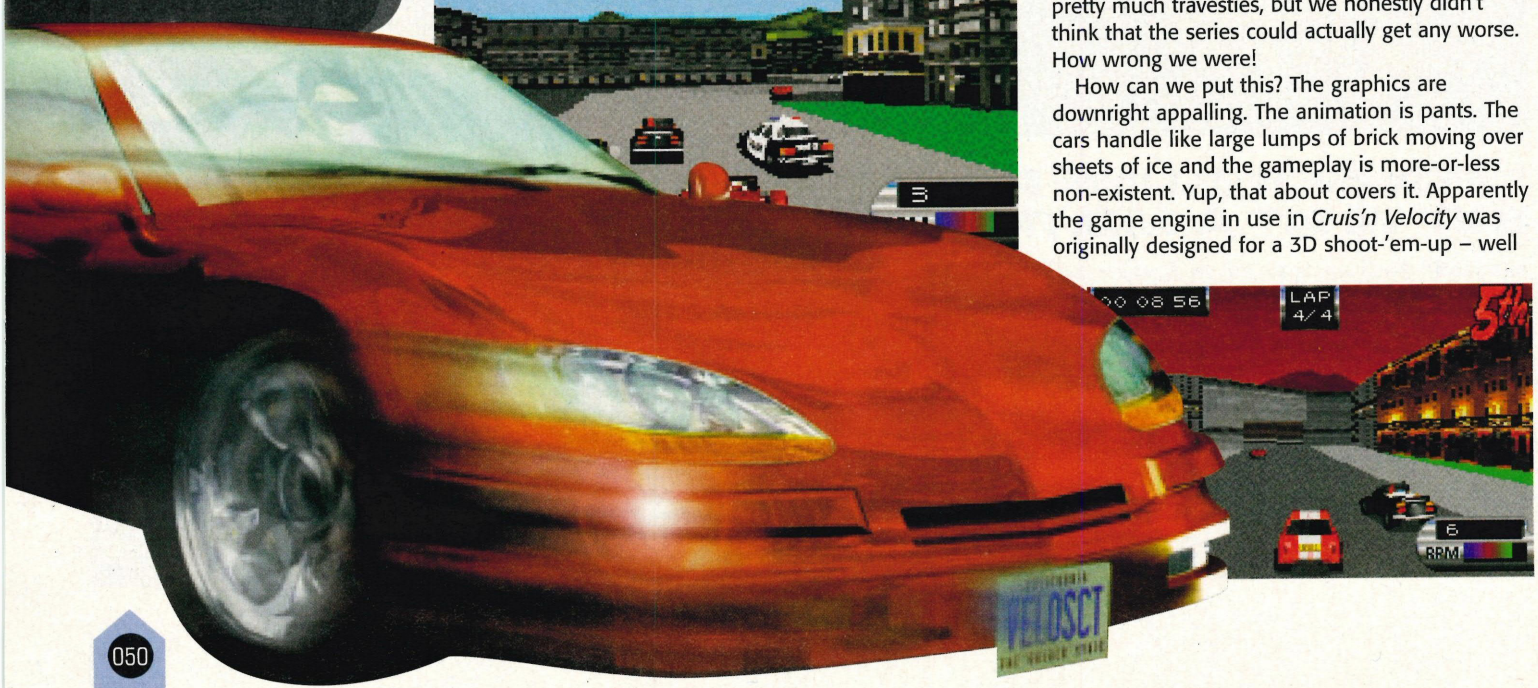
The only real reason to buy this game could be in order to give it to someone you don't like, to annoy them immensely.



GAMES ARE funny things sometimes. You can get games which look pretty crummy but which have gameplay so outstanding that it just doesn't matter. Or sometimes games which sell you on their amazing visuals alone, so that you're salivating before you even start playing and don't mind if maybe the gameplay isn't actually first-rate. Then there are those games which look like they've been designed by a mentally-unbalanced, clinically-blind three-year-old with a blunt crayon, and have gameplay that's about as addictive as eating raw fish off of the body of a naked Vanessa Felz. Now... out of those three categories, which do you think *Cruis'n Velocity* falls under? Think carefully now – or just take a quick peak at the score box. What's that? The third option? Only with a Vanessa Felz who hasn't washed or shaved her legs for a week? How did you guess?

Yes, although we didn't think it was possible, someone has excelled himself or herself. The three *Cruis'n* games which have previously appeared on the late, great Nintendo 64 were all pretty much travesties, but we honestly didn't think that the series could actually get any worse. How wrong we were!

How can we put this? The graphics are downright appalling. The animation is pants. The cars handle like large lumps of brick moving over sheets of ice and the gameplay is more-or-less non-existent. Yup, that about covers it. Apparently the game engine in use in *Cruis'n Velocity* was originally designed for a 3D shoot-'em-up – well





Imagine the man-hours involved creating this...

GET READY: ...for a disappointment. This is about the only point where the game looks okay – ie: the point before you see it moving.



STEERING

WATCH THAT CORNER!

You know that expression 'this car corners like it's on rails'? Well in this game the cars corner like they're a large lead-filled shopping trolley with two wheels missing. Try and powerslide around a bend and you find that you have to straighten up (and thus go off the track) or else the car simply spins. Before anyone shouts about realism – we've driven cars, normal ones, rally ones and high performance racers on test tracks, and realistic this isn't! The alternative to powersliding is having to brake suddenly as the corner comes out of nowhere, only to watch as the CPU players sail round with ease at full speed – now they really are on rails! This game engine really wasn't designed to be used in a racing title.

NO MATES

FEELING LONELY?

You'll keep up with the other cars for ten percent of the first lap – or until the first corner. Then you get to watch them zoom away and you're left very much on your own!



"THE BLOCK COLOURS AND CHUNKY GRAPHICS MAKE THIS LOOK LIKE NOTHING SO MUCH AS AN EARLY MASTER SYSTEM TITLE"



all we can say is that it certainly wasn't designed in any way for a third-person racer!

The scenery is like nothing we've ever seen before and chugs along at a random pace, giving absolutely no feeling of speed at all, while the car handling leaves an awful lot to be desired. The block colours and chunky graphics make this look like nothing so much as an early Master System title, and a poorly executed one at that.

The only decent thing you can really say about this title is that the front end looks okay. Aside from that, everything else about this game is bad, and the people responsible for it should be forced to sit in a small unpadded room and watch continuous reruns of *The Bobby Davro Show* until they realise how dangerous bad entertainment is. Don't they realise that small children could buy this game and be horribly emotionally scarred for the rest of their lives? Say no to evil. Say no to crap games. Say no to *Cruis'n Velocity*!

Roy

GOING UNDERGROUND

Never in a racing game have you ever found yourself driving through quite so many tunnels or canyons! 70 percent of each track in *Cruis'n Velocity* seems to have walls or a roof, and this is very claustrophobic when you're playing. Presumably this is because without those walls the flat, almost featureless terrain gives you absolutely no sensation of movement at all? Sadly the walls don't really help with this problem – they look for all the world as if they're moving past on some kind of conveyor system, rather than that you're driving past them. Bad, bad, BAD!



TOTAL ADVANCE VERDICT

ONE OF THE WORST RACING GAMES EVER, BAR NONE!

CRUIS'N VELOCITY

VISUALS
Static, they look okay, but once they start moving... urgh! Did someone mix up the GBA code with the Spectrum 48k version?

AUDIO
Nothing particularly inspiring we're afraid. To be honest though, the awful graphics will probably distract you from the audio.

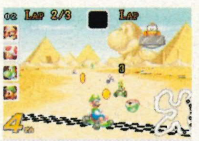
GAMEPLAY
It's not good doctor, we're afraid the patient was dead on arrival. This horse ain't gonna run. Or ever did run, come to that.

LIFESPAN
Let's see... you play it for about ten minutes and already you're sick of it – you do the math. You don't have to be a genius!

ORIGINALITY
Cars that go round tracks... and then round other tracks. Some overtaking and a bit of crashing. Groundbreaking – it ain't.

ALTERNATIVE

MARIO KART: SUPER CIRCUIT



Now this is a racing game! Great graphics, fantastic animation and brilliant gameplay by the bucketful! Awesome.

OPINION

NICE VEHICLES...!

"...just a shame about the game. In fact, Roy's being a bit too kind, I thought it looked more like a Spectrum game. It's tragic, 'cos the fun choice of vehicles would have made this game really stand out if everything else worked."

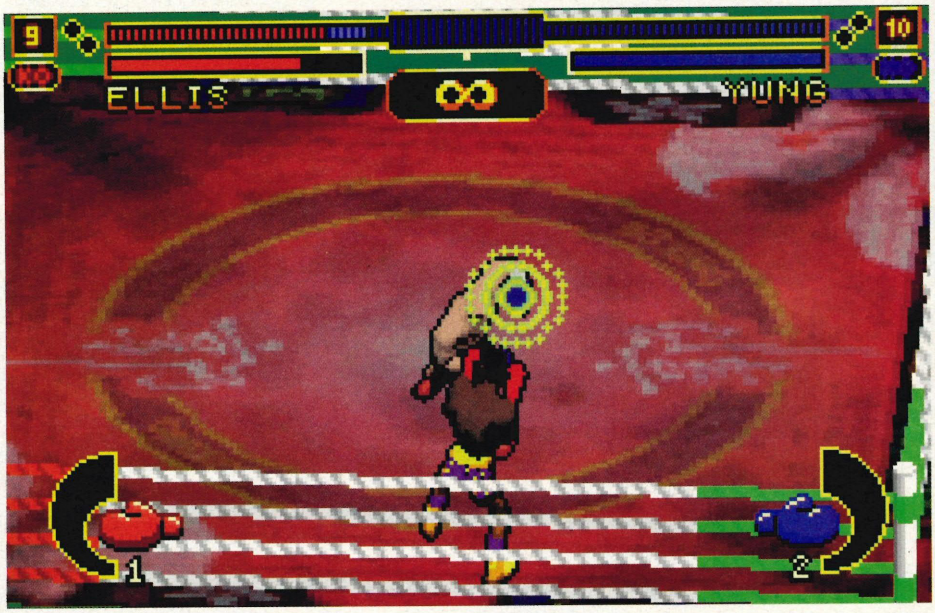
JEM

FINAL SCORE

13

DON'T BUY THIS UNLESS YOU LIKE THROWING MONEY AWAY. JUST CHUCK THE CASH IN THE BIN.

'Ere 'ere! Here comes trouble!







It's a long time since Tyson wore one of those.

MIKE TYSON

TOTAL ADVANCE

INFORMATION

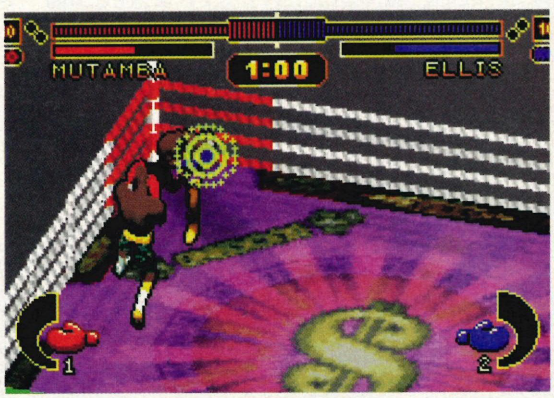
MIKE TYSON BOXING	
PUBLISHER:	UBI SOFT
DEVELOPER:	VIRTUCRAFT
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	2

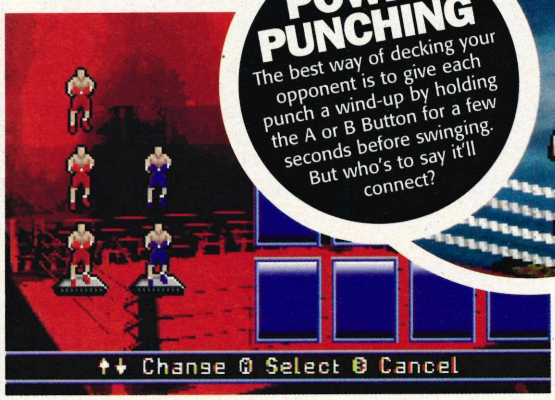
STATS

- 360 DEGREES MOVEMENT
- 90 DIFFERENT BOXERS
- TWO-PLAYER HEAD-TO-HEAD
- 4 MODES OF PLAY
- IN-DEPTH TRAINING

RELEASE DATE: OUT NOW

The Bugsy Malone star and alleged cannibal invites you to join him in an endless series of violent tournaments. We won't say no!

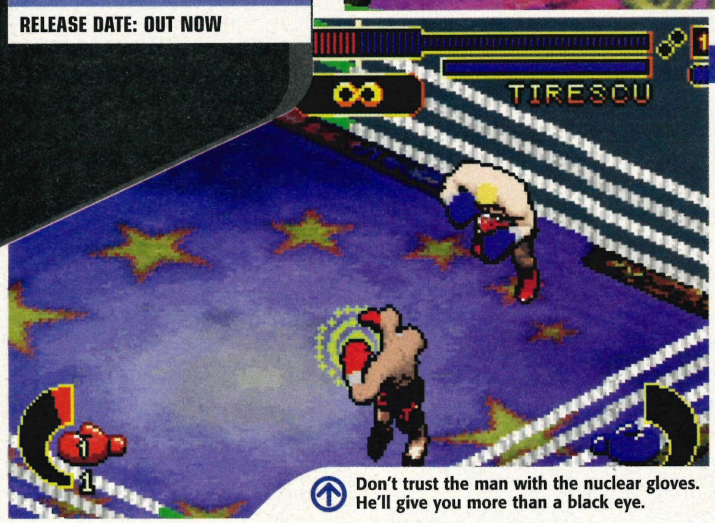




WIND UP!

POWER PUNCHING

The best way of decking your opponent is to give each punch a wind-up by holding the A or B Button for a few seconds before swinging. But who's to say it'll connect?



Don't trust the man with the nuclear gloves. He'll give you more than a black eye.

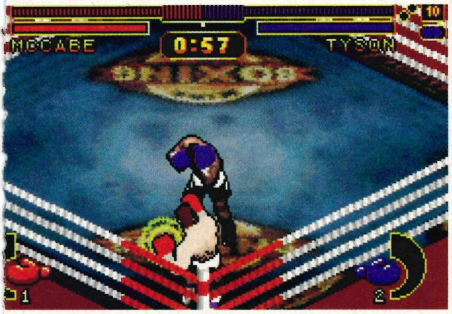
IT SEEMS to be a bit of a boxing special this issue, which is, er, great. We mean we're not exactly against boxing. It's embarrassing to recall adolescent parties built around watching extreme violence in the middle of the night, but quite frankly if one person is prepared to be hit, and wants to hit another person who's prepared to be hit, well the blockheads can just get on with it. As long as we don't have to watch, that is. Which begs the question: why, after ten minutes with this game were we screaming obscenities at our opponents and basking in the glory of knocking another human being senseless? Well, mainly because *Mike Tyson Boxing* is worryingly addictive.

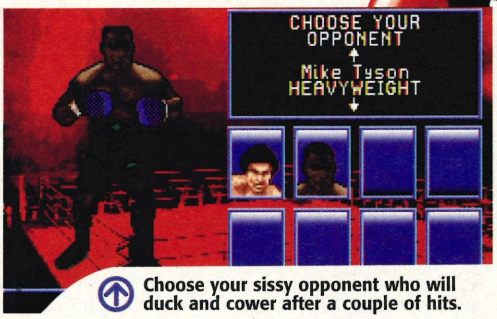
It's a good thing that the gameplay is based on *Prince Naseem Boxing* on the GBC, as it retains the same colourful, clear

"IT'S THE ULTIMATE HANDHELD BOXING GAME! WELL, NEARLY"

PICK YOUR PUNISHMENT

Every game mode you can imagine is here. There's the usual quick-start bout with difficulty levels, and also a two-player mode. But only if you've got more than one cart, which is always a stinker. Then there's the Showcase tournament, Practise area and, best of all, the World mode, which allows you to start out as a rookie boxer and work your way through to heavyweight champion, courtesy of Mr. Tyson's loving care. You regulate all the training and nutrition your boxer receives, challenge (or accept challenges from) other budding boxers, and then duke it out in the ring till you're the champ. Or, like us, you work your butt off to get to second or third ranking before losing all will to live and retiring at the grand old age of 24. Sadly, you don't then get the option to go into pantomime or do a couple of adverts for Brut.





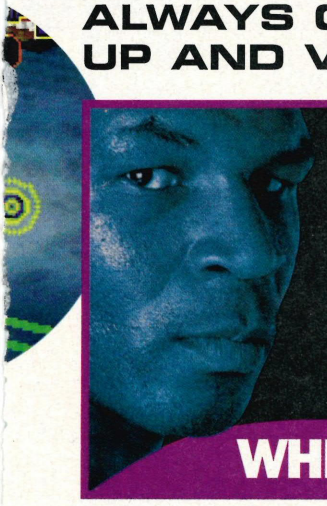
Choose your sissy opponent who will duck and cower after a couple of hits.

YERROUT! If it's come to this, your best bet is to stay down and train yourself up to fight another day. It takes a lot to come back from here.



BOXING

"AT LEAST DEAR OLD MIKE IS ALWAYS ON HAND TO CHEER YOU UP AND VERBALLY ABUSE YOU"



Throughout the World Championship, dear old Tyson will build up your confidence with a series of heart-warming old adages. Here area few of the most witty sayings:

- 'That's him alright. Remember his name, 'cause he's your next victim.'
- 'This fight should be fun, I can hardly wait!'
- 'Take a look at his face. You've got to start hating him now'.
- 'Having second thoughts? It's too late to back out now'.
- 'Look into his eyes. Can't you see how scared he looks already?'
- 'When cuddling a kitten, make sure to kiss their fluffy ears as well'.

(Okay, we made that last one up.)

WHISPERING WORDS OF WISDOM

graphics (almost cartoonish) and bold design – it could have been a semi-three-dimensional mess. As it is, it's the ultimate handheld boxing game! Well, nearly.

What's the point in all this excellent game design if the bouts themselves are simply impossible to enjoy? The opponent spends all their time practically kneeling down, so all your moves totally fail to connect even slightly. No matter what you do, the computer controls the enemy, stops you from ever getting a punch in, and you end up losing on points. No matter how well trained you are, or how skilled, there's no way of beating a cheating CPU. Yeah, sure, you can hold on for as long as you can, skimming around the impressive 3D rings, but all you get for your trouble is a pair of pain-ridden claws for hands. You really do need a break every time that bell rings. The top-down view can also get very confusing, allowing you to think you've just given your opponent a damn good slapping, until you find out it was you that just lost half an energy bar!

But at least dear old Mike is always on hand to cheer you up and verbally abuse you if you lose – and this has to be one of the best parts of the game. You become the best pal of a vicious professional heavyweight. Or at least you can pretend if you have serious personal problems. As a stand-alone boxing game, *Mike Tyson* makes a refreshing change from the usual sideway view beat-'em-up, and is even good value for money. It's just a shame that the regrettable fight design will cost you a fortune in sticking plasters for your thumbs, and in extreme cases may even prevent you from ever wanting to pick up this game again.

Jem

TOTAL ADVANCE VERDICT

A BOXING TITLE THAT MAY MAKE YOU ANGRY – LIKE MIKE!

MIKE TYSON BOXING

VISUALS
Impressive colourful and clear graphics, albeit if the angle does cause a lot of confusion at times. Who hit who?

AUDIO
Again, impressive and not annoying. Plenty of options, and the crowd go wild. Mike should have a word or two though.

GAMEPLAY
The actual fights sadly get more and more irritating and unfair – they'll just block every attack you've got.

LIFESPAN
There are loads of options and game modes, and if your mate buys it as well – some harmless violence for two!

ORIGINALITY
Well the concept of Tyson being your best pal and trainer is certainly odd, if not original. In fact, it's horrible.

ALTERNATIVE

PRINCE NASEEM BOXING
The GBC version is also a mini-masterpiece of fisticuff action, and ideal for GBC owners.



OPINION

STAND UP! "This looks nice but is let down by the actual gameplay. When your opponent keeps ducking into a kind of crouch and avoiding your shots frustration creeps in. This might put people off from sticking with it for long. "

DAN

FINAL SCORE

78

A SUPERB GAME, LET DOWN BY OPPONENT DESIGN THAT WILL STOP YOU FROM GETTING THAT BELT.

E.T. - ESCAPE FROM PLANET EARTH

Everyone's favourite extra-terrestrial finds a new home – on the Game Boy Color!

SOME 20 YEARS after he first waddled into our cinemas, friendly little alien E.T. is back on the big screen again, all set to win over a new generation of fans. The stars may all be grown up now, but the charm of E.T. is still all too powerful (a quick show of hands in the TOTAL ADVANCE office revealed that many of the otherwise hardened team still shed a quiet tear at the end) – and thanks to the lovely people at Ubi Soft, we now get to keep the loveable little alien in our pockets too, with the release of *E.T. – Escape From Planet Earth*.

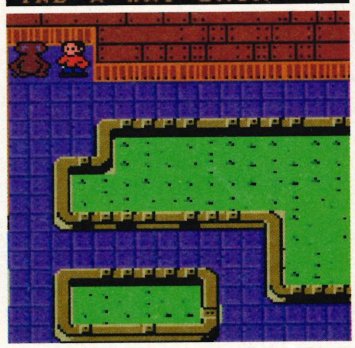
Your mission is simple – to help E.T. phone home. Now, as any expert should know, in order to build an alien communications device you must have a battery, microphone, radio antenna, scanner and circuit board. To get your hands on these crucial items, you'll need to hop on your bike and explore five worlds, each containing a sizeable collection of puzzles which E.T. himself must complete to gain goodies, like baseball cards, bottle caps and tin cans. These can then be exchanged with the kids in the clubhouses for the essential telephone parts – job done.

Of course, it's not as simple as it sounds. The puzzles range from straightforward 'dodge the enemy' affairs to some serious tests of logic, employing E.T.'s special powers, and in order to get certain items, you'll have to use both E.T. and Elliot, each of whom have separate skills.

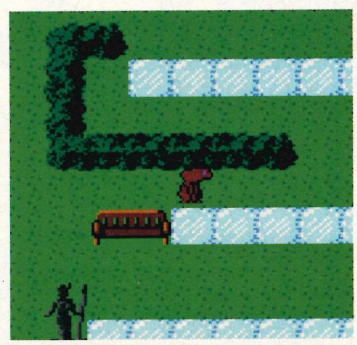
Experienced gamers will have seen much of this before, but the fact that you get to immerse yourself in the world of one of the most enthralling movies of all time is reason in itself to enjoy this! The character animations, too, are nice for a GBC game, and there's a huge amount to get through, with a handy option to save whenever you fancy. It may be a little formulaic, but some nice touches make this well worth digging out your good old Game Boy Color for – and the opportunity to step into the scaly skin of the best alien ever is surely tempting...

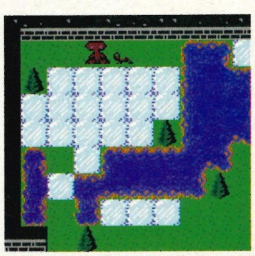
RATING 82%



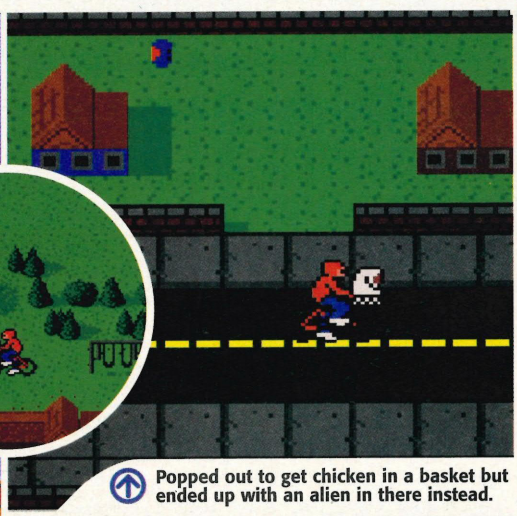


Straight on or left – time for E.T. to use those 'special powers' of his.



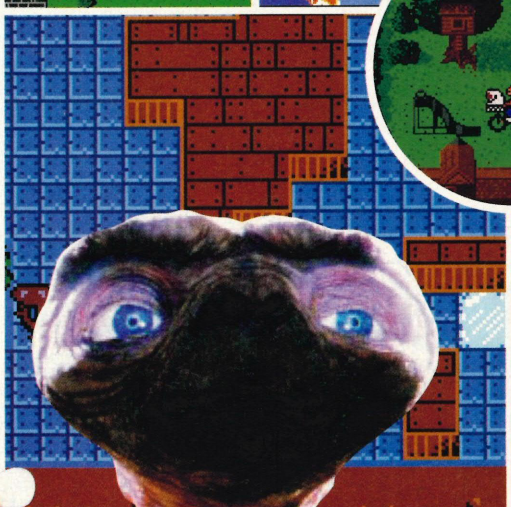




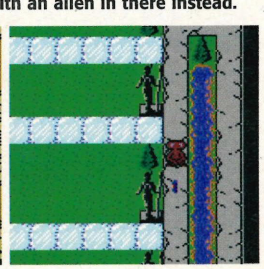


Popped out to get chicken in a basket but ended up with an alien in there instead.











TOTAL ADVANCE

INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	SAFFIRE CORPORATION
GENRE:	PUZZLE
PLAYERS:	1
RELEASE:	MARCH 2002

STATS

- FIVE WORLDS TO EXPLORE
- 300 LOGIC-TESTING PUZZLES
- EMPLOY SPECIAL ALIEN POWERS
- PLAY AS ELLIOT AND E.T.
- LOCATIONS FROM THE MOVIE





HAPPY ANNIVERSARY

The release of *Escape From Planet Earth* ties in rather nicely with the re-release of the original movie at the cinema to celebrate its twentieth anniversary. If you haven't caught it on TV (and aren't old enough to remember it from first time around, like the ancient TOTAL ADVANCE team), the film tells the story of a young alien who is stranded on planet Earth and is subsequently befriended by a small bicycle-riding chap named Elliot. E.T. takes up residence in Elliot's room, but some nasty agent types are on the hunt for him, and the blossoming friendship is doomed as the evil agents close in on E.T.!

The whole re-release might just be a bit of a money-spinner, but seeing Steven Spielberg's magic on the big screen is well worthwhile, if only to see a young, podgy Drew Barrymore before she embarked on her rock 'n' roll childhood – and you'll get to watch your friends pretending not to cry at the end.



LET'S GET DIGITAL!

Organise your world with E.T. Digital Companion

TOTAL ADVANCE INFORMATION

PUBLISHER:	NEWKIDCO
DEVELOPER:	POWERHEAD GAMES
GENRE:	SIMULATION
PLAYERS:	1
RELEASE:	8 MARCH

NOT CONTENT WITH just one Game Boy Color title to his name, little E.T. is also the star of a second title for the platform entitled *E.T. Digital Companion*. Working in a similar way to last year's *Austin Powers* title, this is actually less of a game and more of a Game Boy 'organiser'. Start it up and you'll be asked a long series of questions on subjects ranging from when your birthday is to your favourite colour, favourite band and preferred hobbies.

Once you're all set up, the cart will then let you send 'emails' to your friends via infrared, link up with them, and indulge in all sorts of interactive activities. You can communicate with your new pal Elliot, plan your upcoming activities and turn your Game Boy into your very own handheld organiser – not the most thrilling of concepts, but if you're an organised type, it might just float your boat!

RATING 70%







BARBIE: PET PATROL

TOTAL ADVANCE

INFORMATION

PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	HOTGEN STUDIOS
GENRE:	SIMULATION
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- CHOICE OF FOUR VEHICLES
- MANY DIFFERENT MINI-GAMES
- BASED ON GIRLY'S FAVOURITE DOLL
- TAMAGOTCHI-STYLE PET CARE
- PASSWORD SAVE



Take the cutest cuddliest thing you can think of. Times it by ten...

THE BASIC IDEA behind *Barbie: Pet Patrol* is so simple it's stupid. To anyone but a young girl, that is. Which is quite good really, as that's who this is for. It was inevitable after *Rolf's Animal Hospital* and *Vets in Training* that videogames would start to see the potential for hit veterinarian games. And even we have to admit, it is rather fun.

Barbie has plenty of different vehicles to take her to her patients, but they all work exactly the same way, and jump around defying every law of physics. Occasionally special rescues pop up, in the form of three one-off games – Owl Photography, Penguin Breakout and Catching Apples From A Dog's Bum. It's all colourful and fun, despite there being no opportunity for brainwork at all.

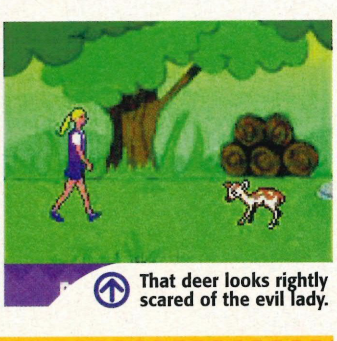
One problem may be the fact that there are only a few different types of animal that Barbie can look after – cat, dog, deer, penguin, lion cub, pony and bear Cub – and once you have them, they all get treated in exactly the same way. Whether you're dealing with an asthmatic penguin or an owl with a nosebleed, you either cheer them up by playing one of three games (pinball-effect catch with a kitten, get-to-bed maze or feeding time concentration) or shove vitamins down their neck until they start behaving. All of the possible animal treatments work on any animal in exactly the same way. Just give them a bath and kick them out! Then you send them back to their mothers, get a certificate, and head back to the start. You can only suppose that it's enough for the audience they're aiming for.

Anyone with an ounce of sense can complete *Barbie: Pet Patrol* in less than an hour (perhaps that explains the rubbish password system). But then who said kitten-obsessed four-year-olds were sensible?

RATING 72%







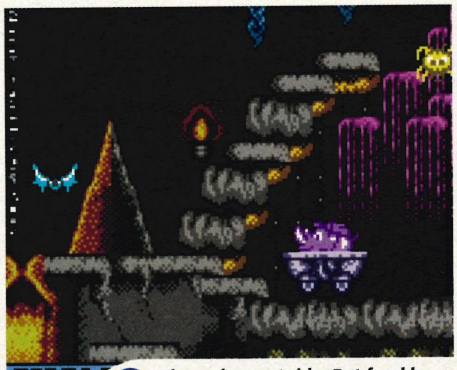
That deer looks rightly scared of the evil lady.

SHELLY CLUB

ALSO AVAILABLE NEXT month is *Shelly Club*, starring Barbie's little sister as she makes her way around her new clubhouse, finding little chums to play with and playing even more mini-games than you get in *Barbie Pet Patrol*. In fact, even though it seems aimed at a younger audience than *Barbie*, Shelly's game is far more involved, with a lot more to do all the way. Also, the password system is easier and the graphics are more detailed. Which is why we'll tentatively reward it with...

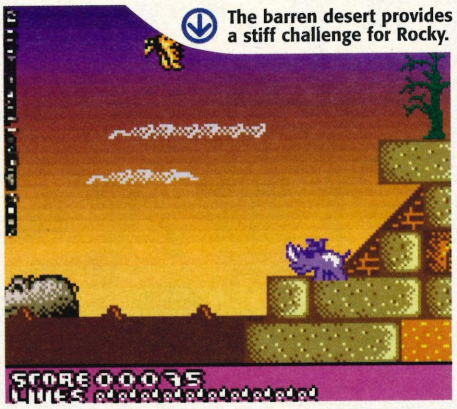
RATING 82%





It's a mine cart ride. But frankly we'll forgive this game anything.





The barren desert provides a stiff challenge for Rocky.

RHINO RUMBLE

Are you thirsting for another GBC platformer? If so, the adventures of a little purple rhinoceros might just quench it...

TOTAL ADVANCE

INFORMATION

PUBLISHER:	TELEGAMES
DEVELOPER:	FORMULA
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- 19 LEVELS IN SEVEN WORLDS
- SECRET LEVELS TO BE FOUND
- PASSWORD SAVE SYSTEM
- DIFFERENT OF ITEMS TO USE
- VARIETY OF DIFFICULTY SETTINGS



IF YOU'VE EVER eaten a really hot pepper then you'll understand the predicament in which Rocky the rhino finds himself in *Rhino Rumble*. The burning just doesn't go away – neither milk, rice, water nor alcohol will help, so it's no surprise in this game that Rocky is headed in the direction of a magical waterfall. After all, if a magical waterfall can't put out fire, what hope is left?

Unfortunately for Rocky, and luckily for you, the waterfall is quite a long way from the where he's eaten the chillies (despite being warned not to). You guide him through 19 levels, taking in seven worlds on the way – ranging from forests to caves, from scorching deserts to freezing snowfields. All of the backgrounds are nicely rendered, as are the character sprites throughout the game, making this platformer visually pretty pleasant.

The gameplay is basic but enjoyable. It's a typical side-scrolling platformer, with the option of passing enemies by or stopping to kill them with your fiery breath (thus collecting points which will unlock bonus levels later in the game). The little rhino even has a double jump, which is very useful for getting hidden goodies in the upper reaches of the platform jungle. Most of your time will be spent walking and jumping, but there are also a variety of items that you can use to aid you on your quest: trampolines, boats, planes and mine trains to name but a few.

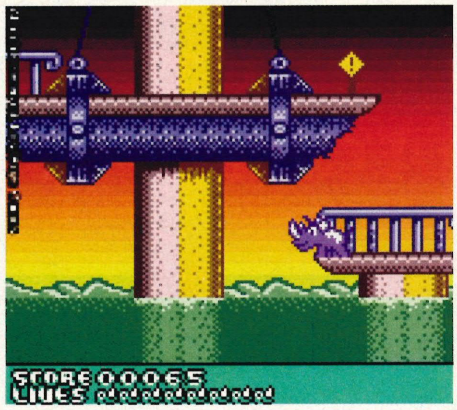
The SFX and music are of standard GBC quality (whether that's good or bad will depend on you) and overall the game is very easy to pick up and get into. It's a platformer and so comes with all the limitations of games of this genre – while it's not going to set the GBC world on fire, it will provide a decent amount of entertainment for those who decide to shell out for it.

RATING 77%





The icy tundra is predictably fraught with danger!



YOU TRIED TO KILL ME!

Fearing that Rocky will drink all the water, the other animals in the jungle are intent on stopping Rocky from reaching the magical waterfall and ending his misery. Birds swoop down from above, fish leap from water, turtles scurry towards him (non-threateningly) and monkeys chuck coconuts, which have a devastating impact unless they are avoided. Although this sounds like a bit of a chore, all of the animal assassins are actually rather easy to kill using either his fiery breath or a belly flop crash. In fact, some of the creatures encountered are so easy it hardly seems worth their being there. If you don't like the thought of killing the animals (you wimp!) often they can just be avoided.



HAVE A BLAST!

NICKELODEON

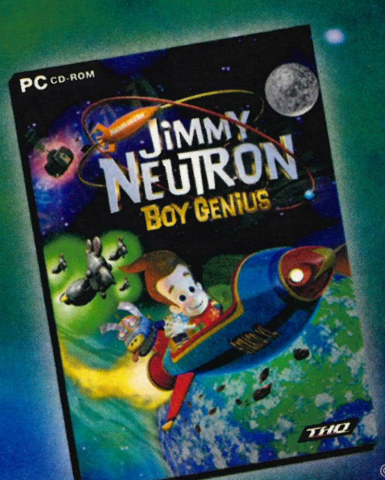
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GAME BOY ADVANCE PC CD

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LINK-UP!



You say one thing, we say another. That's how it works...

It's your chance to get onto your high horse, then get off and drop us a line. Keep 'em coming people!

The sender of the Hum Dinger letter each issue wins an XploderGBA courtesy of our friends at Fire International!

HUM DINGER LETTER!

ADVANCE CHRISTIAN SOLDIERS!

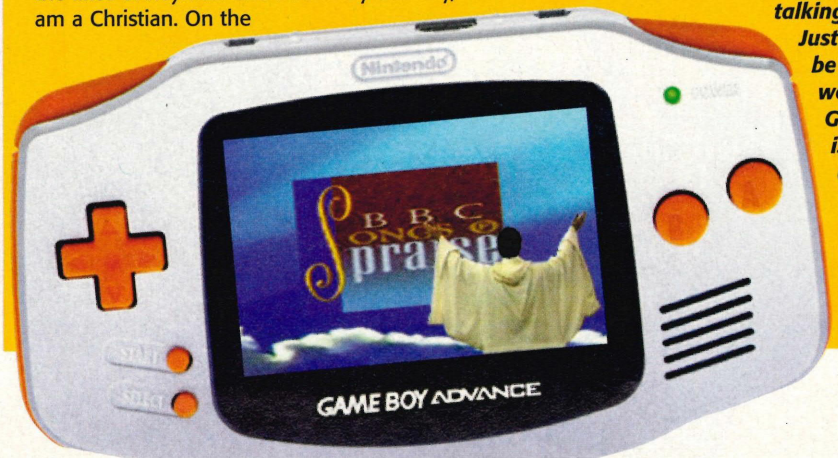
I'D JUST LIKE to say first that I've had a test of all the Game Boy mags out there and thought that yours came out best – better reviewing and features, unlike the mediocre (name deleted!) whose only selling point was a glorified advert in the form of a video.

I might take this chance to warn all readers of a problem with *Super Street Fighter 2 Turbo Revival*. If you happen to buy this game, keep the receipt until you have uncovered everything. Many existing copies of this game have a bug whereupon if you get to fight Akuma in place of Bison, the game will crash upon Akuma's little opening speech. To the best of my knowledge, Capcom has had no product recall and Electronics Boutique issued a formal complaint to the company.

Anyway, something a little more positive. I think the GBA's come up trumps with quite a bit of good stuff since the dodgy early days of re-released 16-bit games. OK, some we're looking forward to (*James Pond: Robocod* and *Speedball 2*: me being an Amiga fanatic) but it's good to see the GBA being stretched a bit with the likes of *Rayman* and *Doom*. By the way, I am a Christian. On the PC of late there's been a few (admittedly very bad) games written by and intended for Christians – is there anything Christian-themed coming out on the GBA or even GBC?

DARRYL LECOUNT, VIA EMAIL

TA: ***It's a bit naughty to slag off other magazines, Darryl, no matter how right you may be. But we'll forgive you thanks to that very public spirited warning. Our version didn't crash but then perhaps we were the lucky ones. In fact, we'll go further than forgive you, how about an Xploder for all your trouble? Once you mail us your address, of course. As for Christian-themed GBA titles... I wouldn't hold your breath, mate, no matter how many companies may be designing games. Can't you just play*** **Doom** ***or something and pretend you're playing the wrath of Jehovah? Or imagine little beards on the*** **Tekken** ***characters and call them disciples? But it's a good point. Perhaps BBC Interactive should release*** **Songs of Praise** ***the game, where you control Thora Hird as she travels the country drinking tea and talking to vergers? Just a thought. We'll be returning to the world of Dream Games next issue, so why not drop us a line with what you'd really like to play?***



LINK TO US!

There are tons of ways to get your message to us. Come on, tell us what's on your mind.

SNAIL MAIL

Link Up, Total Advance Magazine, Paragon Publishing, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS.

Note: If you think we've got time to even consider entering into personal correspondence, you're quite frankly daft.

EMAIL

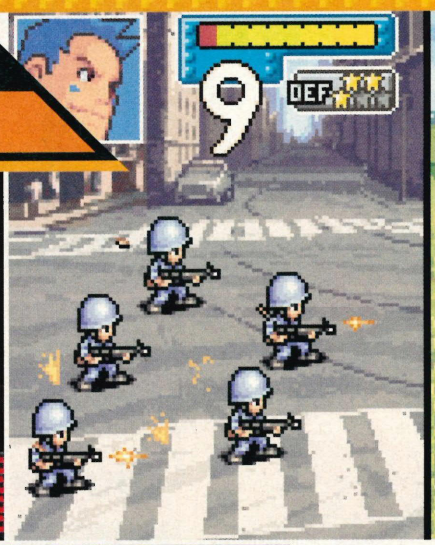
Get your opinion across even quicker at jem@paragon.co.uk, making sure to mark each missive 'Link-Up' if you don't want it trashed.

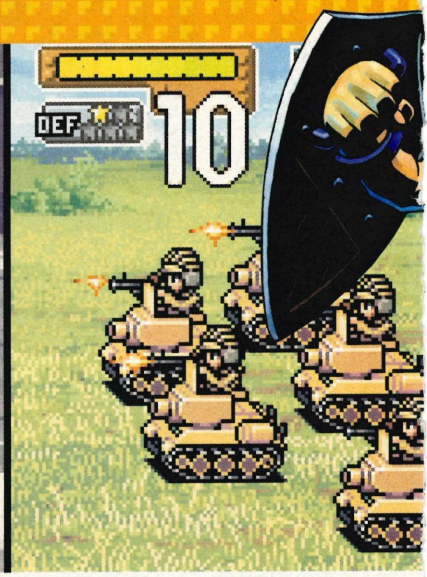
TEXT

Despite a few mad gits, your thoughts are still welcome if you text 07941 921 854. Remember, only utter twots call this number, it's text only.

TOTAL ADVANCE LINK-UP!







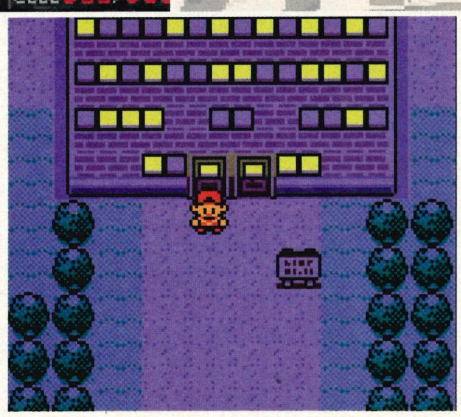
TIPS FOR TAT

I have just started reading your magazine and enjoyed it so I have decided to send in a few codes for *Doom* on the GBA which I obtained from my best friend Danny.

INFINITE ROCKETS
926B3929CCF7
ROCKET LAUNCHER
SF84ASS7BS7B
BLUE KEY
2215B852D885

Unfortunately, these are the only codes he knows, but if he can get any more for any games I will surely send them in for you. I also know a little trick in the basement of the shopping mart of the *Pokémon Crystal* for GBC. If you get full items then the basement will shuffle around a little allowing you to pick up a few goodies if you attach any items to your Pokémon. The basement is in Golden Rod City with Whitney the Gym Leader.

KARL FIRTH, ROTHERHAM



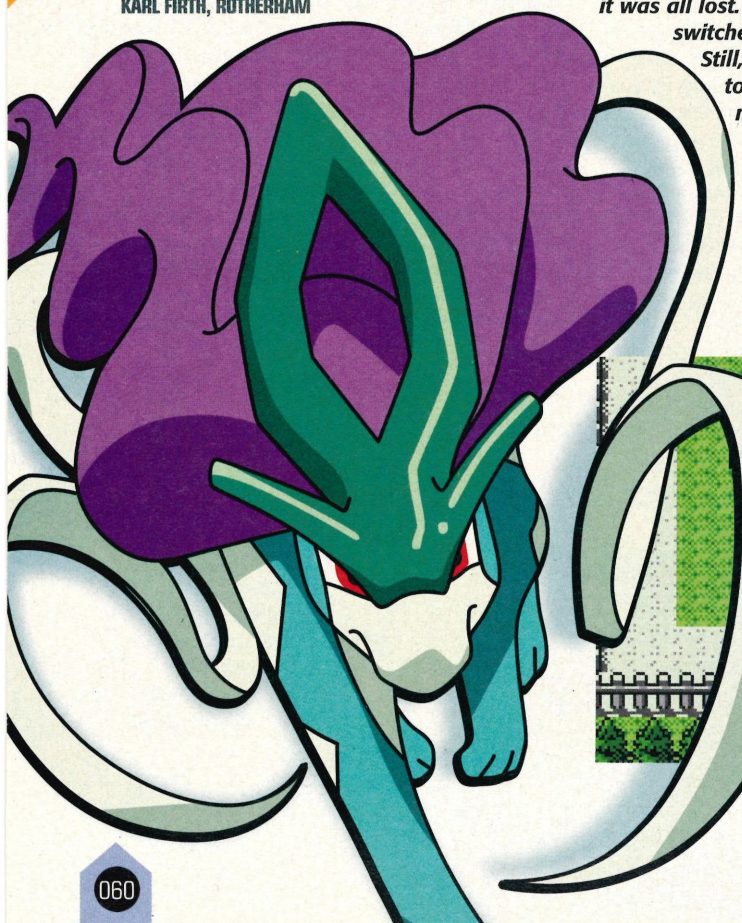
TA: ***We've always had a healthy mistrust of convoluted* Pokémon *'cheats' but you're all perfectly entitled to try this one out for yourselves folks! We couldn't unfortunately as the last time we played* Crystal *the game crashed after eight hours solid battling, and it was all lost. So that game will never be switched on in this office ever again! Still, thanks Karl, and don't forget to send in any new cheats you may have come across!***

A ZELDA TO THE PAST?

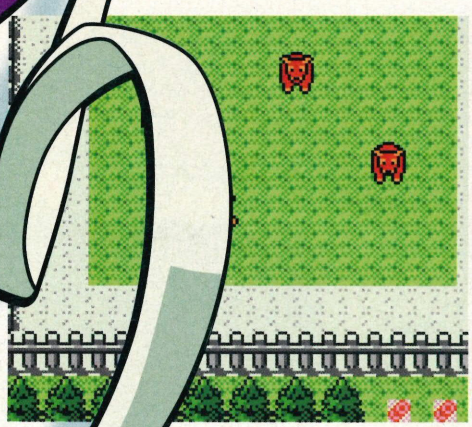
I am ten and I love your magazine. I have been reading it from number three last year. Although I have been playing GBs for ages I still don't know what to get, either *Megaman Advance* or *Advance Wars*. I have got an idea for a game (*Zelda*). Well, instead of playing Link, you play Zelda and you can go into the castle cellar as a dungeon. The game can be called 'Zelda: The Royal Family'.

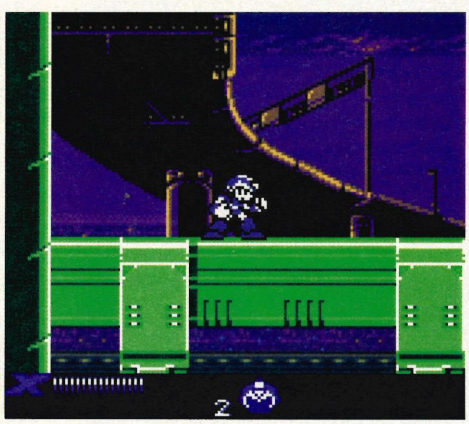
STEVE, RUISLIP

TA: ***Well,* Advance Wars *was top of the GBA Charts for quite a while, so that may seem the better bet, if you like seemingly endless strategy games that glamorize senseless carnage. Otherwise you could do worse than try the far more fantasy-based* Pokémon*-like* Megaman*. There hasn't yet been a* Zelda *game starring anyone but Link, but there's always a first time, isn't there? But when* Zelda *does finally arrive on the GBA I'd put my money on the central character being a small chap with pointy ears, a green hat and a hell of way with a sword and shield...***

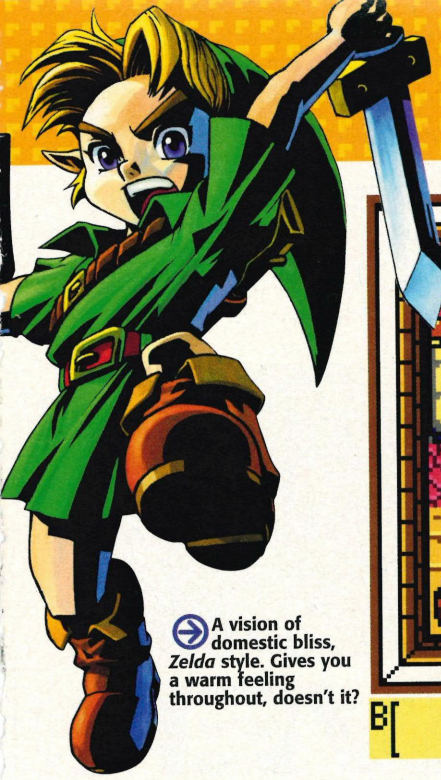


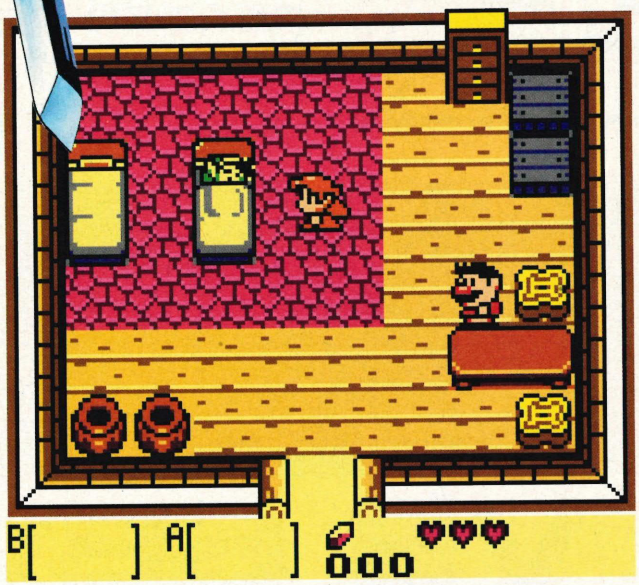
"THEN WE ASKED ALL THE PEOPLE IN THE KNOW, AND THEY KNEW NOTHING"





Brings a whole new meaning to red bull.





A vision of domestic bliss, *Zelda* style. Gives you a warm feeling throughout, doesn't it?

EXCUSES EXCUSES...

Several issues ago you mentioned a 'personal organiser' cartridge for the GBA, any signs of this being released in 2002? As a female 30-something GBA player it would give me a legitimate reason to take my GBA to work! Also, are subscriptions for TOTAL ADVANCE available? I'm getting embarrassed every time I collect the magazine 'for my nephew'!

LYNNE PARRY, VIA EMAIL

TA: ***Are you entirely sure? We've just gone absolutely mad checking every inch of text in the last ten issues for mention of a GBA organiser, and found nothing! Then we asked all the people in the know, and they knew nothing! So we trawled the Internet for any mention of GBA organisers... nothing! But there is (as you'll have discovered on page 54) a brand new E.T. organiser on the shelves which would work for your GBA as well. But then having a cute E.T. personal organiser kind of defeats the purpose, doesn't it? Oh well, at least you don't have to worry about buying the mag anymore – we're all grown up! Just at the same time as we've sorted out our subscriptions problems. Check out page 95!***

TXT CORNER

Your SMS mumblings with all the offensive and stupid bits cut out...

YO ALL AT TA GR8 MAG JUST WONDERING U EVER GONNA DO A GUIDE 4 GOLDEN SUN COZ I GOT AN IMPORT AND IT'S PUKKA. FROM KURT.
TA: Pukka? Ugh. Yep, we'll crack it when the time comes sir!

HI. I WAS WONDERING... IS THERE GONNA BE ZELDA, LINK TO THE PAST ON GBA? ITS BY FAR THE BEST. KARL.
TA: There'll be a Zelda GBA title without a doubt, but it'll definitely be a new game. So no.

PLZ PUT TONY'S PIC IN DA MAG. LUV SHAUNA LOWE.
TA: Sorry Shauna! Tony's found a new job trimming Nicole Kidman's nasal hair. Luv Us.

HELLOOO! R THE CODES U PRINTED LAST ISSUE THE ONLY 1S THAT THE XPLODER ADVANCE CAN HAVE OR R THERE MORE? IF SO WHERE COULD I FIND THEM? PS I ENTERED THE COMPS FROM YOUR LAST ISH... I LOVE UR BRILL MAG.
TA: Don't worry there are going to be a lot more where they came from – every game will be cracked!

IS THERE A NEW POKÉMON GAME GOR GBC PLANNED FRM MICSTER
TA: Not as such Micster, but check out the news section for info on the GBA debut!

DEAR TA, I'VE SEEN THE JAP VERSION OF BOMBERMAN FLOATING 'ROUND ON THE CHEAP; ANY OF UR STAFF PLAYED IT? IE: IS IT PLAYABLE WITH ITS RPG ELEMENTS?
TA: We have it somewhere, but Bomberman gets so dull... and never buy a Jap RPG unless you actually know Japanese!

HI WHEN IS GTA3 OUT AND IS IT GOOD/CRAP KEV
TA: It's still top secret, but it's bound to be much the same as the GBC ones but with better graphics. More next issue on that!

PRESS THE BUTTON!

DR SHREW INVESTIGATES...

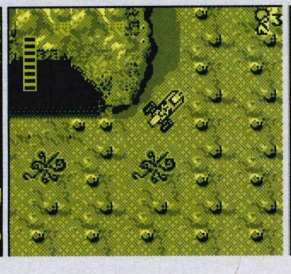


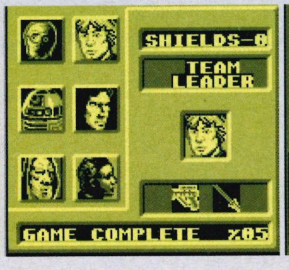
STAR WARS	CAPCOM	1992
THE EMPIRE STRIKES BACK	UBI SOFT	1992
SUPER RETURN OF THE JEDI	THQ	1995

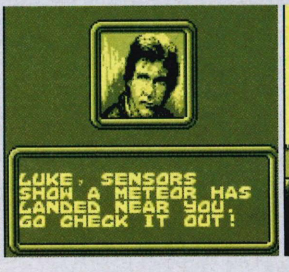
WELL, HELLO, GOOD evening and hello! Some of you fickle people may not know me, but as the greatest time-travelling rodent in this universe it was inevitable that my great powers would be exploited for Classic Game Boy reviews. And this month (your time) I've been giggling away constantly while playing the three greatest *Star Wars* titles for the old monochrome masterpiece – all from LucasArts, and all better than the first *Star Wars* title for the GBA; *Jedi Power Battles*.

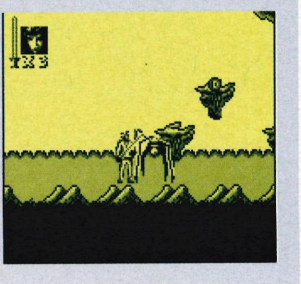
Each of the games is based on the SNES *Super Star Wars* series, and follows the plot of each movie, er, slightly. But the quality of the gameplay in these side-scrolling old jaunts is, as you expect from more primitive consoles, fantastic. The first title allows you to fly around in Luke's spaceship before leaping out for some serious platform action, the second is much the same, but this time you're allowed to ride great big lizardy things (George Lucas' vision of alien worlds is a much-loved joke over here in the Blagflaxzx System. Lots of multi-limbed freaks and gigantic monsters, but absolutely no scarf-wearing shrews!). And best of all is *Super Return of the Jedi*, which gives you the task of defeating the Dark Side for good, as Leia, Chewy or Luke. You can probably find these games for a fiver each, and they'll give you hours more entertainment than the more recent *Star Wars* offerings! Now your task is to try them. See you last issue.











TOTAL ADVANCE LINK-UP!

READER REVIEW

Ahhh! A whole page off for us, thank god! Let Alex Hunter from Leeds entertain you with his two penn'orth on *Ecks Vs Sever* from bam! It got him a copy of *Jurassic Park 3* on the GBA! If only we could decide which one...







ECKS VS SEVER

WHEN I FIRST switched it on I was slightly disappointed because there was no introduction and just the title screen which was plain. Then another disappointment was that you couldn't just play deathmatches against the CPU like you can do in *Backtrack*. But when I started the single-player missions they were amazing, with mind-boggling graphics for a Game Boy Advance, and the gun sounds were very realistic. But the game lacked an atmosphere which is usually supplied by the music. It did make it easier to concentrate on some of the harder levels. My favourite part of the missions was the sniper level because it was very fun. The two-character select option was very cleverly done because the levels were nearly identical to each other, they had the same maps on all of them and the text tribunal was nearly the same with the words 'Ecks' replaced by 'Sever'. Even the story line was the same. IF YOU DON'T WANT TO HAVE THE ENDING SPOILT TURN THE PAGE NOW.

The ending on the Ecks mission was that his family had been saved, the car bomb was non-existent, his family was alive and he gets leave. In the Sever one her husband was whisked off the island before it was blown up, and in both of them the ending was 'I don't think we've seen the last of agent Ecks in Sever, and Sever in Ecks'. Then the credits came and so did a feeling of emptiness because all that hard work for a change in music but not a video. The multiplayer is the dominant factor in the game and it looks amazing, but no-one has got the game because it has got a cra..... I mean rubbish title. Yes. So I give it...

READER RATING **88%**

For a guy who completed *Pokémon* in three days and *Mario Kart* in two, this took me two weeks and I haven't even started on the multiplayer yet!









Think you can do better? Why don't you? Send your reviews to us via email or at the usual address. There's a Game Boy title of some kind for every printed review. And don't hesitate to get in touch if we get your name wrong or anything like that. Ta.

A GHOST OF CHRISTMAS PRESENT

CASPER™









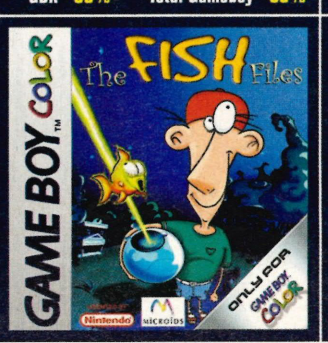
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...ALSO COMING SOON

GBX
GBX - 85%

Total GameBoy
Total Gameboy - 89%







Original Nintendo Seal of Quality

Nintendo

MICROIDS

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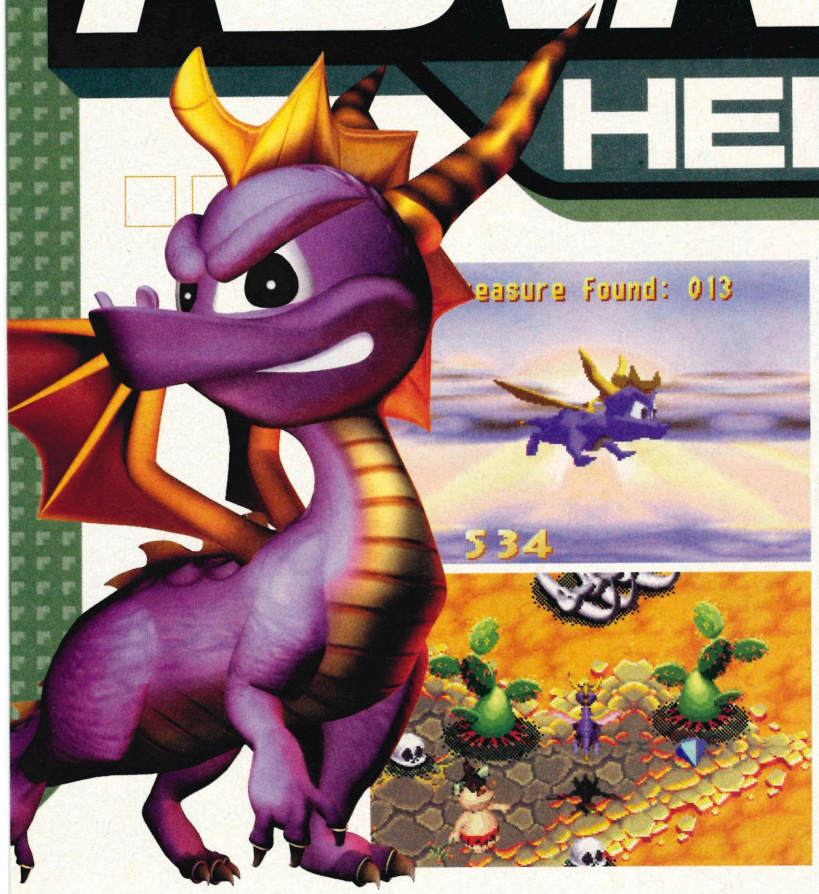
FOX KIDS

expand images

ADVENTURE LINE PRODUCTIONS

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TOTAL ADVANCE HELP!



Before we whisk you away for the whole of Mech Platoon and a good slice of Advance Wars, some crucial GBA appetisers for you...

SPYRO THE DRAGON: SEASON OF ICE

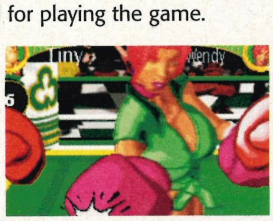
Still the biggest and best adventure for the GBA, Spyro's 3D jaunts can nevertheless cause brain damage in even the most gifted of players. Well, unless you input these codes on the Start screen, that is.

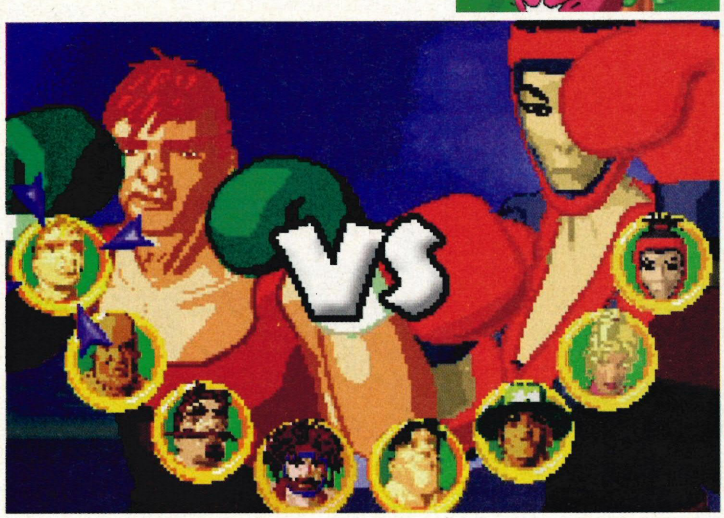
- **SPYRO'S WARP ABILITY**
  LEFT, RIGHT, RIGHT, LEFT, UP, LEFT, LEFT, RIGHT, A
- **LEVEL SELECT**
  UP, UP, DOWN, DOWN, LEFT, RIGHT, UP, DOWN, A
- **99 LIVES**
  LEFT, RIGHT, RIGHT, RIGHT, DOWN, UP, RIGHT, UP, A

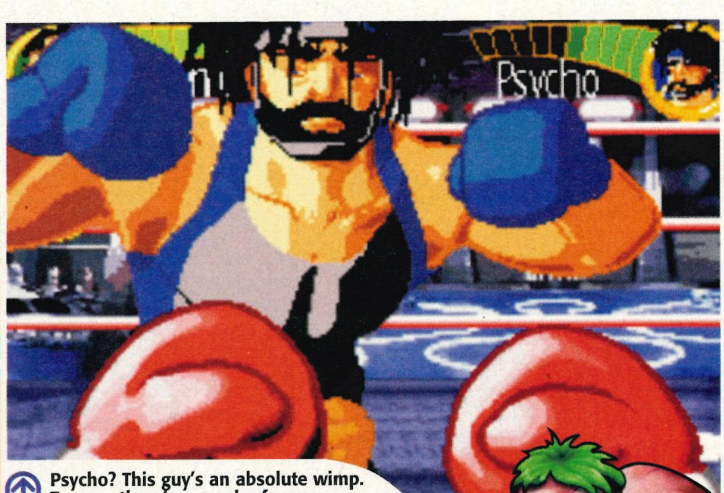
BOXING FEVER

It's perfectly possible, of course, that a beat-'em-up with a password system is the daftest idea on record. But still, at least it allows you to cheat like hell! Enter these codes to side-skip all need for playing the game.

- 90HG6738: Amateur series beaten
- H7649DH5: Top Contender series beaten
- 2GG48HD9: Pro Am series beaten
- 8G3D97B7: Professional series beaten
- B3G58318: World Title acquired
- G51FF888: Survival mode beaten







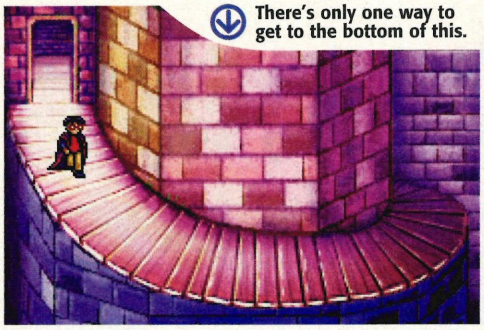
Psycho? This guy's an absolute wimp. Tyson – there's a psycho for you.



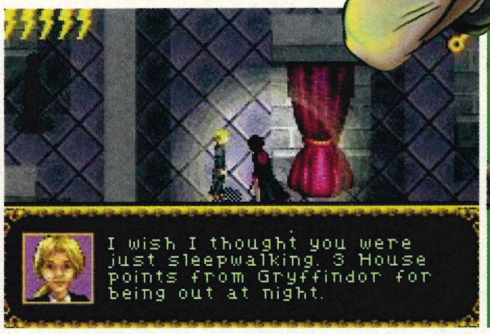
HARRY POTTER & THE PHILOSOPHER'S STONE

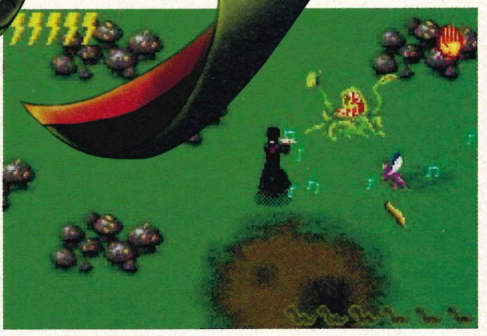
Here's complete list of all the spells Harry can do, and the ingredients needed to put them together. A handy little guide, but of course, you've first got to go out and find all the ingredients!

- **Antidote:** Collapsible Cauldron, Bezoar Stone, Aconite, Boomslang Skin.
- **GrandPepper Up:** Brass Cauldron, Octopus Powder, Bicorn Horn, Mandrake Root.
- **Grand Wiggenweld Potion:** Silver Cauldron, Octopus Powder, Silver Unicorn Horn, Wolfsbane.
- **Herbicide:** Copper Cauldron, Dried Nettles, Porcupine Quills, Snake Fangs.
- **Pepper Up:** Copper Cauldron, Bicorn Horn, Mandrake Root.
- **Vitamix:** Copper Cauldron, Wormwood, Asphodel Root, Monkshood.
- **Wiggenweld Potion:** Collapsible Cauldron, Silver Unicorn Horn, Wolfsbane.



There's only one way to get to the bottom of this.





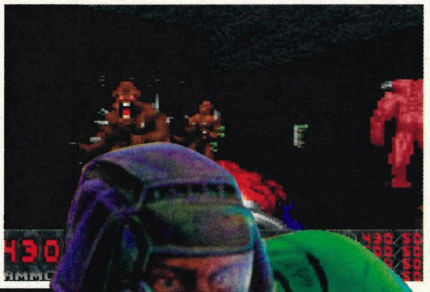
DOOM

Always great for superior cheats, Activision's GBA release of the classic shoot-'em-up is bristling with hidden secrets and cheat possibilities. All you have to do to get all of these cheats working is to pause the game and L and R together, while pressing A and B in the order shown.

- **Radiation Suit**
  B, B, A, A, A, A, A, A.
- **God Mode**
  A, A, B, A, A, A, A, A.
- **All Weapons and Items**
  A, B, B, A, A, A, A, A.
- **Invincibility**
  B, B, B, A, A, A, A, A
- **Computer Map**
  B, A, A, A, A, A, A, A.
- **Berserk Mode**
  B, A, B, A, A, A, A, A.



There's nothing like some good old first-person shoot-'em-up to relax you.

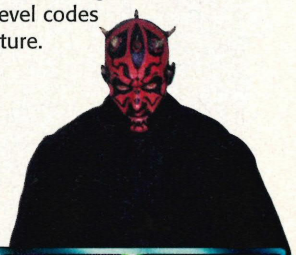




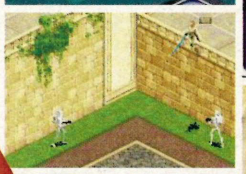
STAR WARS: JEDI POWER BATTLES

We know we've only reviewed it this issue, but here are just a few password codes to make the game a little more accommodating for y'all. The level codes are for the Mace Windu adventure.

LEVEL 2	WB1BCPF
LEVEL 3	VCJMBFF
LEVEL 4	VC1MBPF
LEVEL 5	VCJNBYF
LEVEL 6	VC1DBYF
Play as Darth Maul	VMT3BYJ















ADVANCE WARS

We help you plan your offensives...

KNOW YOUR COMMANDING OFFICER

IT COULD MEAN LIFE OR DEATH

There are ten Commanding Officers (or COs) to select from in the game, and knowing a bit more about them than just their facial hair or taste in combat pants could be quite useful!



"If it needs fixing, I'm your man!"

ANDY

Status: Selectable from the start.

One of the officers that you get to select from the beginning of the game, Andy is a good all-rounder with expertise in mechanics and a decent CO Power – Hyper Repair – that will help you out while you get used to the battle techniques. Using this power will restore two hit points to each of your units and gives them extra attack power.



"Now it's my turn!"

MAX

Status: Selectable from the start.

Muscle man Max is selectable from the off and is a brave and dependable CO to choose for your first missions. His CO Power is Max Force, using this will increase all the abilities of direct combat units like tanks, so if you're in an adjacent square to your enemy this is a good power to make use of. His distance units are quite weak though.



"Ready for duty!"

SAMI

Status: Selectable from the start.

She loves chocolate, hates cowards and is a graduate of the Special Forces training ground – you won't find a CO with a stronger sense of duty. With strong mech and infantry units Sami is a good CO to start out with, capturing cities and bases faster than anyone – her Double Time CO Power will increase movement range for infantry and mechs.



"I'll teach you about power!"

OLAF

Status: Selectable from the start.

The fourth CO you get to choose from the beginning, Olaf is very good in the snow environments – that's why his CO Power is Blizzard, making it snow and putting his enemies at a distinct disadvantage. His battle plans do tend to fall apart in the rain though, and unfortunately he's not the most intelligent CO you could choose.



"What's the ruckus?"

GRIT

Status: To unlock use Max on mission four.

This guy has a very laid back style of commanding his units. His distance weapons have an extra extended attacking range but his direct combat is weaker than most. He has Snipe Attack as his CO Power, this will further increase the range and firepower of the distance weapons making them almost invincible!



"Do you want to challenge me?"

EAGLE

Status: To unlock use Sami on Battle Mystery, Naval Clash, Wings of Victory and Captain Drake then win the Rivals battle.

As tough as they come, Eagle is the perfect CO for air attacks. His firepower in the sky is fierce, but he's weak when at sea. His CO Power is the Lightning Strike which allows non-infantry units to move again even when they've been told to wait, but with reduced ratings.



"Show me your warrior spirits!"

KANBEI

Status: To unlock win the Campaign.

This guy fashions himself after the modern samurai, and is very expensive to use as his deployment costs are 120% – much higher than most. He does have very strong defensive and offensive abilities though. His Morale Boost CO Power will increase defence and firepower for all units.



"Slow down, What's the rush?"

DRAKE

Status: To unlock use Andy to win Battle Mystery, Captain Drake, Naval Clash and Wings of Victory.

Being a swashbuckling type, Drake is very strong when at sea – he has some of the toughest sea firepower in the game, but this of course makes his air offensive moves weak. The Tsunami CO Power will strike all enemy units in a huge tidal wave that damages them all – even air units!



"Brains are the key, not brawn."

SONJA

Status: To unlock win Kanbei Arrives in under nine turns, Mighty Kanbei in under 11 and Kanbei's Error in under 13, then win Sonja bonus missions.

Intelligence gathering genius, and also Kanbei's daughter, she keeps her unit HP hidden from enemies, and they have great vision range. Enhanced Vision CO Power shows enemies in woodland and extends units' vision further.



"Mysterious!"

STURM

Status: To unlock this special mystery character you must first get Grit, Eagle, Drake, Kanbei and Sonja using the explanations on this page!

There's not a lot of intelligence on Sturm except that his Meteor Strike CO Power brings a giant meteor smashing down onto the battle field shattering all enemy units it lands on down to two HP. Quite a powerful move!



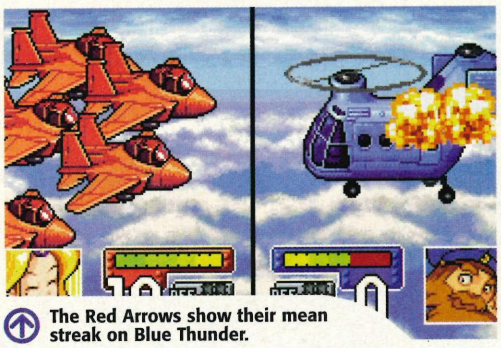












The Red Arrows show their mean streak on Blue Thunder.



UNIT ESSENTIALS

Here are all the essentials you'll need to know to deploy your units with confidence and precision...

KEY

Move: How many squares can they move at once?
Vision: How far can they see?
Gas: Fuel to keep them on the move.

INFANTRY
Move: 3 **Vision:** 2 **Gas:** 99
Weapon: Machine gun
Info: It won't cost you much to deploy an infantry unit, they are best used for capturing enemy or neutral cities, as their firepower is low.

MECH
Move: 2 **Vision:** 2 **Gas:** 70
Weapons: 3 bazooka, machine gun
Info: These are particularly useful when you need to pick off enemy units that have already been weakened, they have better firepower to infantry.

RECON
Move: 8 **Vision:** 5 **Gas:** 70
Weapon: Machine gun
Info: With a really good range of movement, these troops are best used to get ahead, utilising their long movement range.

TANK
Move: 6 **Vision:** 3 **Gas:** 70
Weapons: 9 cannons, machine gun
Info: These are really good at taking out infantry units as they have a long movement range and excellent weaponry.

APC
Move: 6 **Vision:** 1 **Gas:** 70
Weapon: –
Info: Never underestimate the APC units – they are here to supply all your troops with ammo, food and fuel and can move troops around too.

ARTILLERY
Move: 5 **Vision:** 1 **Gas:** 50
Weapon: 9 cannons
Info: Excellent as long-range ground units, the artillery are cheap to deploy and have a strong offensive attack capability.

MEDIUM TANK
Move: 5 **Vision:** 1 **Gas:** 50
Weapons: 8 cannons, machine gun
Info: As the highest rated offensive and defensive ground units you'll find these Medium Tanks are excellent at close range.

BATTLE COPTER
Move: 6 **Vision:** 3 **Gas:** 99
Weapons: 6 missiles, machine gun
Info: The first of the air units you'll encounter, the Battle Copter is an excellent attack force, but can only recover when back at the airport.

TRANSPORT COPTER
Move: 6 **Vision:** 2 **Gas:** 99
Weapons: –
Info: Use these monsters to get your ground troops to locations over the water, they have no way of protecting themselves though.

ANTI-AIR
Move: 6 **Vision:** 2 **Gas:** 60
Weapon: 9 vulcans
Info: These babies can destroy air units with one single attack! They are also great against infantry.

FIGHTER
Move: 9 **Vision:** 2 **Gas:** 99
Weapon: 9 missiles
Info: These beasts are just perfect at taking out air units, and have a very long range of movement. Watch out for anti-air units which are on the ground though!

BOMBERS
Move: 7 **Vision:** 2 **Gas:** 99
Weapon: Bombs
Info: Another good air unit against sea or ground, these have a long range of movement and can wipe out tank units in one attack!

ROCKET
Move: 5 **Vision:** 1 **Gas:** 50
Weapon: 6 rockets
Info: A very good unit for taking out air attacks as they have powerful rockets to use. Equally as good against ground targets.

MISSILE
Move: 4 **Vision:** 5 **Gas:** 50
Weapon: 6 missiles
Info: Having a very long movement range and good weaponry, these are essential to protect against air attacks.

LANDER
Move: 6 **Vision:** 1 **Gas:** 99
Weapons: –
Info: Good transporter unit that can take two ground units at the same time across the sea, if you lose them though, you'll also lose the units which are inside.

CRUISER
Move: 6 **Vision:** 3 **Gas:** 99
Weapons: 9 missiles, anti-air gun
Info: With the ability to carry two copter units on board these are very useful. Particularly strong against air and sub units.

SUB
Move: 5 **Vision:** 5 **Gas:** 60
Weapon: 6 torps
Info: If you run these units submerged they will use up more fuel, only other subs and cruisers are able fire on them though.

BATTLESHIP
Move: 5 **Vision:** 2 **Gas:** 99
Weapon: 9 cannons
Info: The big muthas in the game! You must watch out for submarines when moving them, but they can take out rockets without too much trouble.





MODES

OPEN UP NEW WAYS TO PLAY



UNLOCKING MODES
There are new modes to discover in *Advance Wars* and you unlock them by completing various missions and objectives, or knowing which secret buttons to press. Here's a run down of what you'll find hidden away...

HARD MODE
When selecting the Campaign mode, hold down the Select button to play the game in Advanced mode.

NEW PLAY MODES
You will unlock the Special Intel, Design Maps, War Room, Stats and Campaign sections of the game once you have completed all of the field training missions. If you can't be bothered to go all the way through the training though, just complete the final training mission instead – the computer will think you've done them all!

NEW COS
You can buy yourself some additional COs once you have defeated the Campaign mode in the game.

CAMPAIGN MODE ADVANCED
Once you've defeated the Campaign mode you can go to the battle maps screen and purchase the Advance Campaign for one coin. If you now hold Select while choosing the Campaign mode you will be able to play an even tougher campaign with a more challenging computer opponent.



TOTAL ADVANCE
INFORMATION

MECH PLATOON	
PUBLISHER:	KEMCO
DEVELOPER:	IN-HOUSE
GENRE:	STRATEGY
PLAYERS:	1-4
SCORE:	82%
ISSUE:	26

COMPLETE SOLUTION

MECH PLATOON

TOTAL ADVANCE CONTROL
HOW TO PLAY

ARROWS KEY
Moves the control cursor around and highlights units and buildings. Lets you highlight commands and the build factories and labs icons.

A BUTTON
Brings up command menus. Once highlighted, confirms your action. Holding A lets you drag a window over several units to form a group.

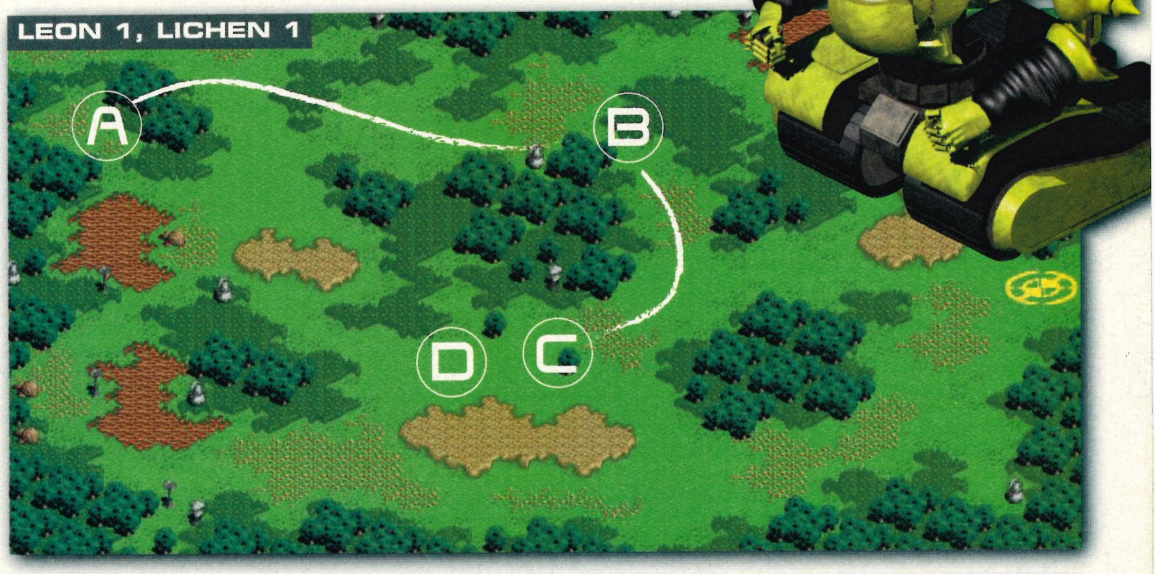
B BUTTON
The B button is simply used to revert back to the main battle screen. It also allows you to get out of command menus.

R BUTTON
The R Button allows you to cycle through the different units at your disposal during the game – crucial for the various tasks ahead.

L BUTTON
In the same way as the R Button, the L Button also allows you to cycle through different units, except in the oppsoite direction.

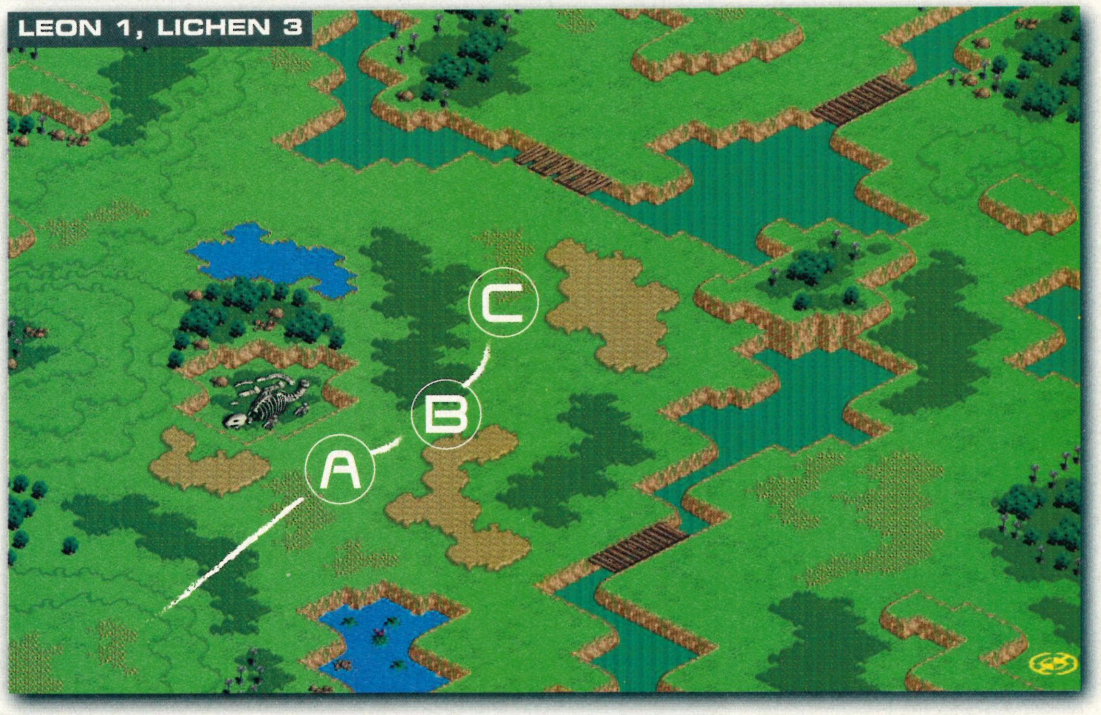
LEON 1 LICHEN 1

Take five fast units to point B and cut off the enemy's way to the goal. Fight against all of the units one at a time, starting with the upper one. Don't forget to have one worker to collect the wreckage. Don't bother to build or mine.



LEON 1 LICHEN 2

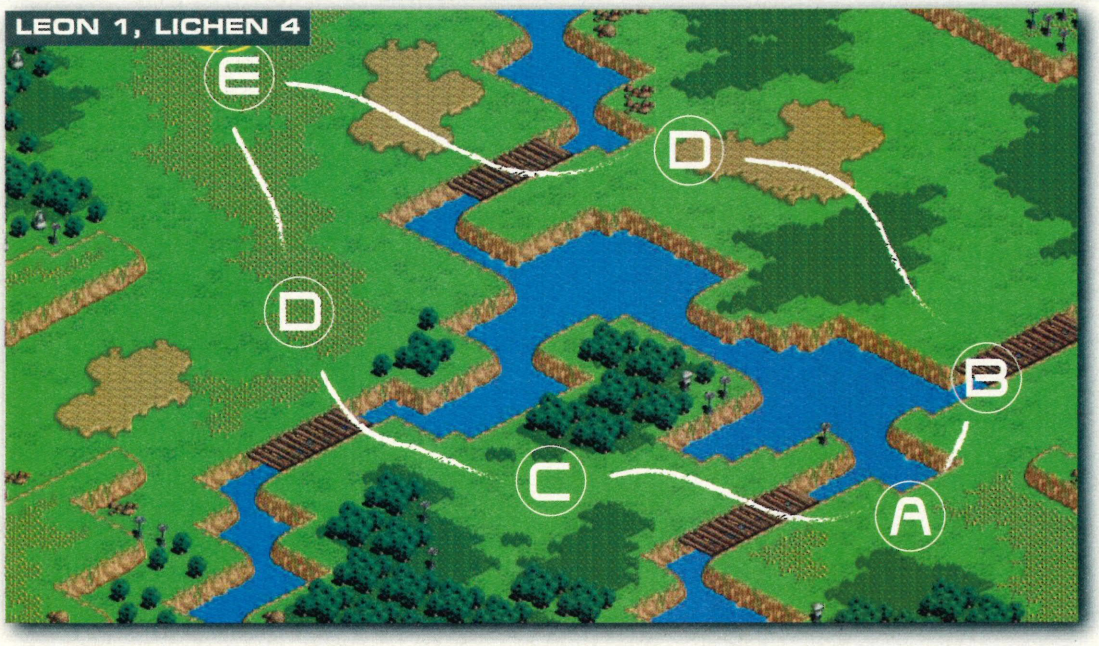
Take five fast units and go to the north to fight the first enemy. Take all of the workers with you, but keep them behind the fighters so they can collect the wreckage. Move the fighting units fast and always directed to one target. The easiest way is to go on the uppermost side of the map until you have to go down to reach the goal. If you are strong enough (or have enough experience), hunt down further enemies for spare parts.



LEON 1 LICHEN 3

The direct approach is the fastest. If you wait and build, the enemy will get reinforcements and may destroy you, or the targets may reach the goal first.

Take your fighters to the small fights at points A and B and catch the targets at C. Don't forget to have workers nearby to collect the spare parts of the targets. Build some more units and collect more parts. Remember, reinforcements will come soon.

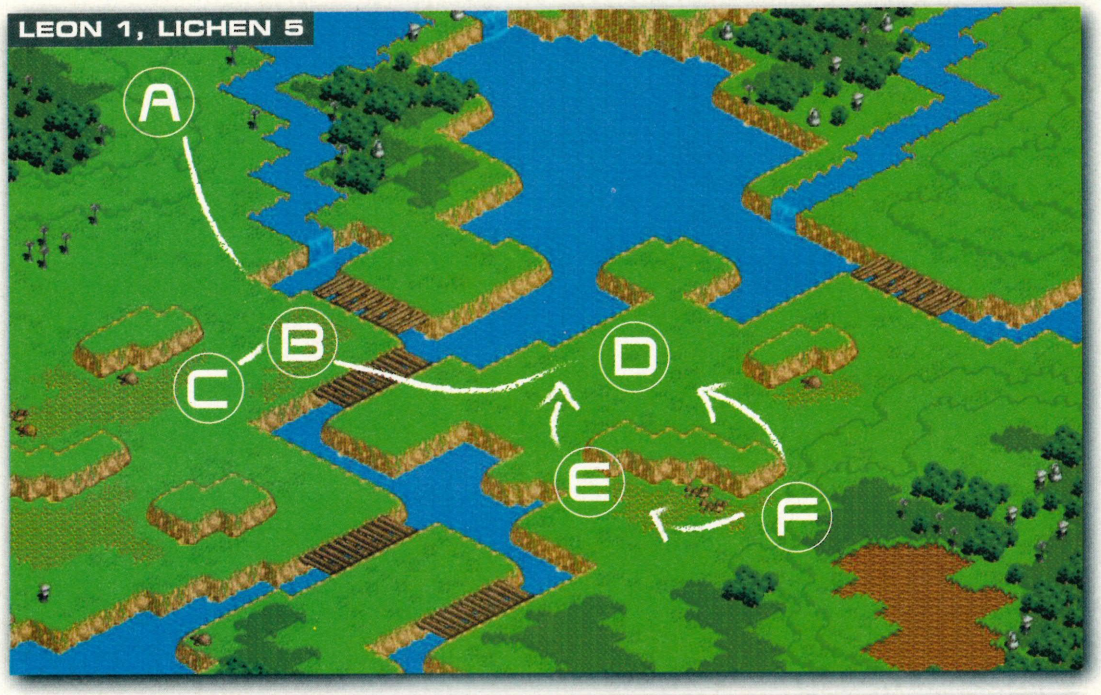


LEON 1 LICHEN 4

Build warehouses at A, B, and C, and build between 10 to 15 workers. Place the soldiers at A or B for the beginning, but don't start fighting, as the enemy will not move. After collecting enough resources, you can hunt down the enemy. We suggest you start with the upper D and build a new warehouse there too. After collecting all the wreckage you can lead your workers to the goal (E).

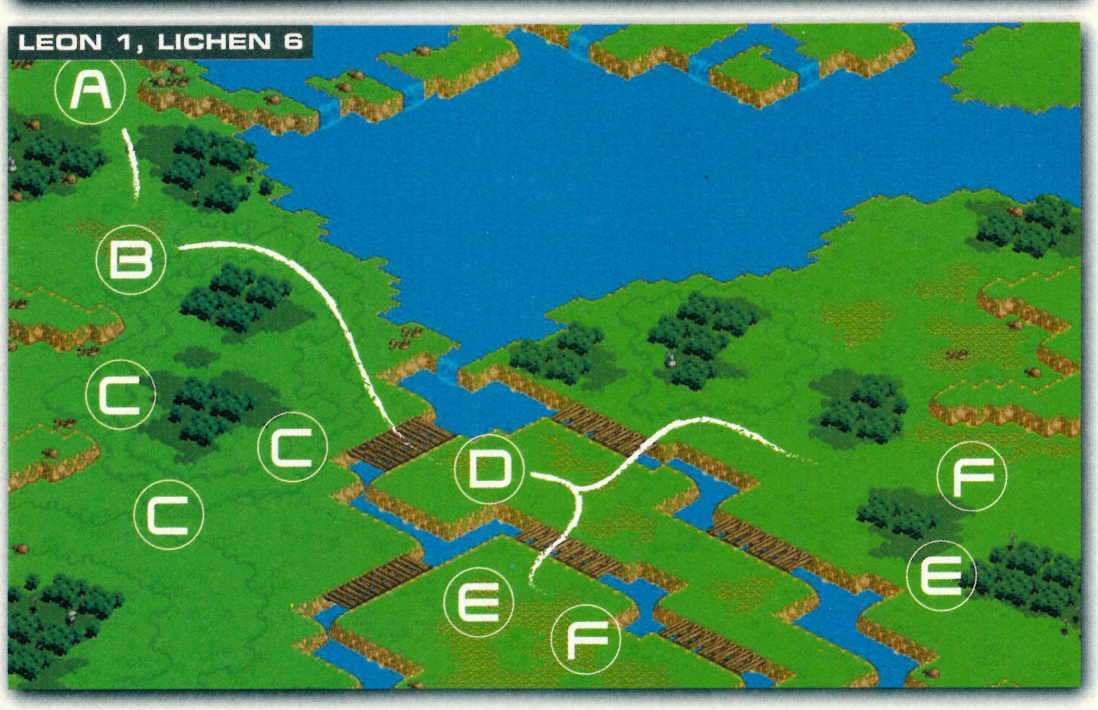
LEON 1 LICHEN 5

Don't worry about the monsters so they will not mind you. Build a warehouse at A to mine the resources and send all your soldiers to B. When you feel strong enough, start mining at C too. Now send a group of workers to D to build a warehouse and get the Energy Stone. It may be a good idea to have a fighters factory near your base (see F). Don't forget to build more soldiers, as you'll need them soon. The enemy from E will start at D – catch them. After some more time the fighters from F will come for you – are you strong enough? If not, produce some more fighters and destroy all enemies.



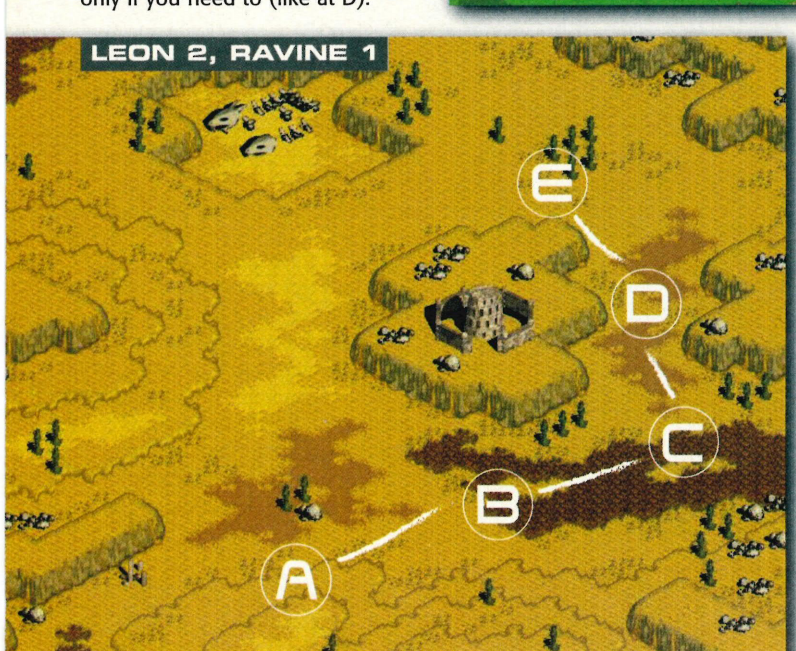
LEON 1 LICHEN 6

Don't worry about the monsters (C), but let them stay as a wall against your enemies. Build warehouses at A and B and mine what you can. Move your soldiers to D. After some time, enemy reinforcements will arrive at E. You can catch them by going with all soldiers against one target at a time. Hunt them down (E and F).



LEON 2 RAVINE 1

Build a base at B and follow the warehouses to the last fight at E. Take care that your soldiers fight one enemy at a time. Engage monsters only if you need to (like at D).



LEON 2 RAVINE 2

It is not necessary to fight against all monsters. Just follow the pictures, touch the neutral units and take them back to the base.

LEON 2 RAVINE 3

Take your group of soldiers and fight against the three robots at A. Take whatever is left from your first attack, and proceed to B. From there, it is very easy to stop the train. Now you have the choice: build new units to attack all the enemies at D, or finish the train. Do you have enough body parts?

LEON 2 RAVINE 4

A very fast mission, if you do it right: take five fast machines (like Baal) and go to a place where you have to fight only two enemies to break through their rows (it will be to the left).

Now hunt down all workers without engaging into further

combat with the fighters. Start with the worker on the left side, so they can't escape.

LEON 2 RAVINE 5

This is the first mission where you really need to do research. Use the major force of workers to mine and build new workers. Get a set of two Abyss and two Kiriel to fight the approaching enemies. They follow the routes indicated on the map (B, C). Start research as soon as you can on Military and Scientific skills. You'll be able to build laser bases near the mines (above D) and the main camp. Two at the two entrances will be sufficient. Keep one worker nearby to repair them.

If you are lucky, your strike force will be able to catch all bandits before they arrive. If not, the laser bases will give them a hard time. Build more fighters. If you are fighting from B, the enemy from C will try to sneak in. If they reach the Mineral Rock, all is lost! The annoying thing about this level is that they keep coming.

LEON 2 RAVINE 6

Try to have two laser stations installed near the base as soon as possible. The reinforcements from the north will come for you, and all the other troops will follow. Are you ready to protect your base?

As long as you don't cross the 'line' in front of A and B, they will leave you alone.

LEON 3 RUIN 1

The base camp is installed at C. Take three workers to build a warehouse on the way and lead the other two to C. At C, you need to produce new workers and let them mine. The enemy will come from B: catch him with the troops from A (by using five Baal). Remember: all on one! Your force should still be strong enough to take out all troops at D, even coming into the canon to E. But don't get in the crossfire from the enemy laser base (yet).

Keep building until the reinforcement troops come from D. Now it is time to use your new soldiers to ruin the enemy camp. Take all of them up to point E and get the best of the three soldiers out (use only one aggressor with little energy, that should be enough). Now take all troops to fight the first laser base. If you don't have enough soldiers for attack, use more, but use long distance fighters. You should not engage with both laser bases. After the first one is down, hunt the remaining enemy soldiers. This mission will take two or three tries, but you are able to collect a lot of enemy parts.

LEON 3 RUIN 2

Take four Kiriel, hunt down all the monsters (one at a time) and build more soldiers for backup.

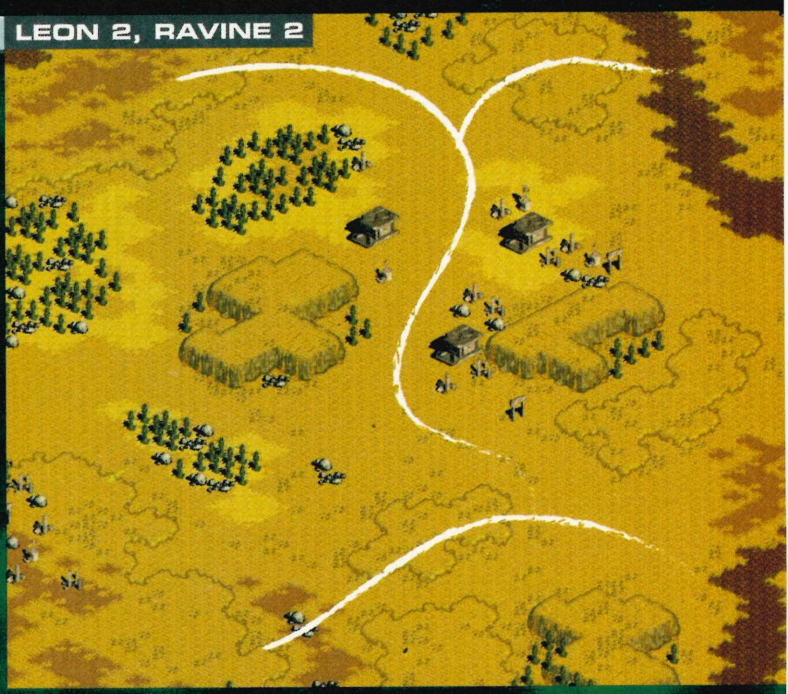
LEON 3 RUIN 3

Take two or three workers and collect four boxes. The more boxes, the better: inside you may find new parts.

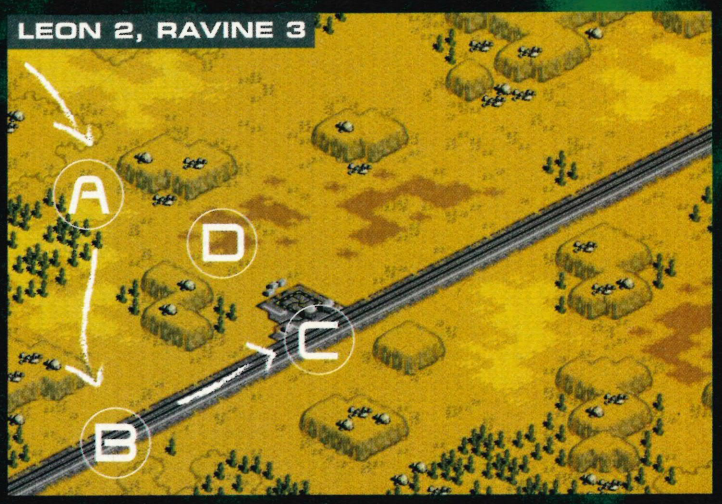
Build new warehouses near the area where you found the crates. The remainder of your working force builds at the home base. Your task force can start to hunt down enemy workers, but don't start a fight with soldiers, that will trigger them to move too soon.

At about 2.30, the enemy will start moving. You've got plenty of time to prepare: build two or three laser bases to welcome him along his route. The force (B) is big, but he will throw all his soldiers at you at the same time. All you have to do is to keep your laser bases working, and have some soldiers to do the rest. The mission ends when you've survived ten minutes. Keep focused!

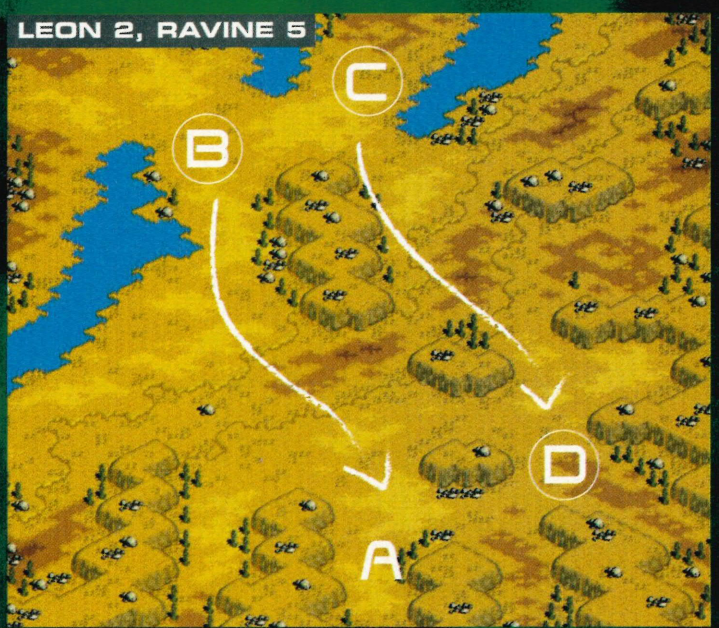
LEON 2, RAVINE 2



LEON 2, RAVINE 3



LEON 2, RAVINE 5



LEON 3 RUIN 4

Take strong, fast distance fighters and hunt down the monsters (one at a time).

LEON 3 RUIN 5

Keep building workers and fast soldiers: They have to run to different places in order to catch all approaching enemies. After some time you should take a group of four or five workers and sneak them to the target minerals. They can now mine undisturbed. You just have to survive until they have 500 units.

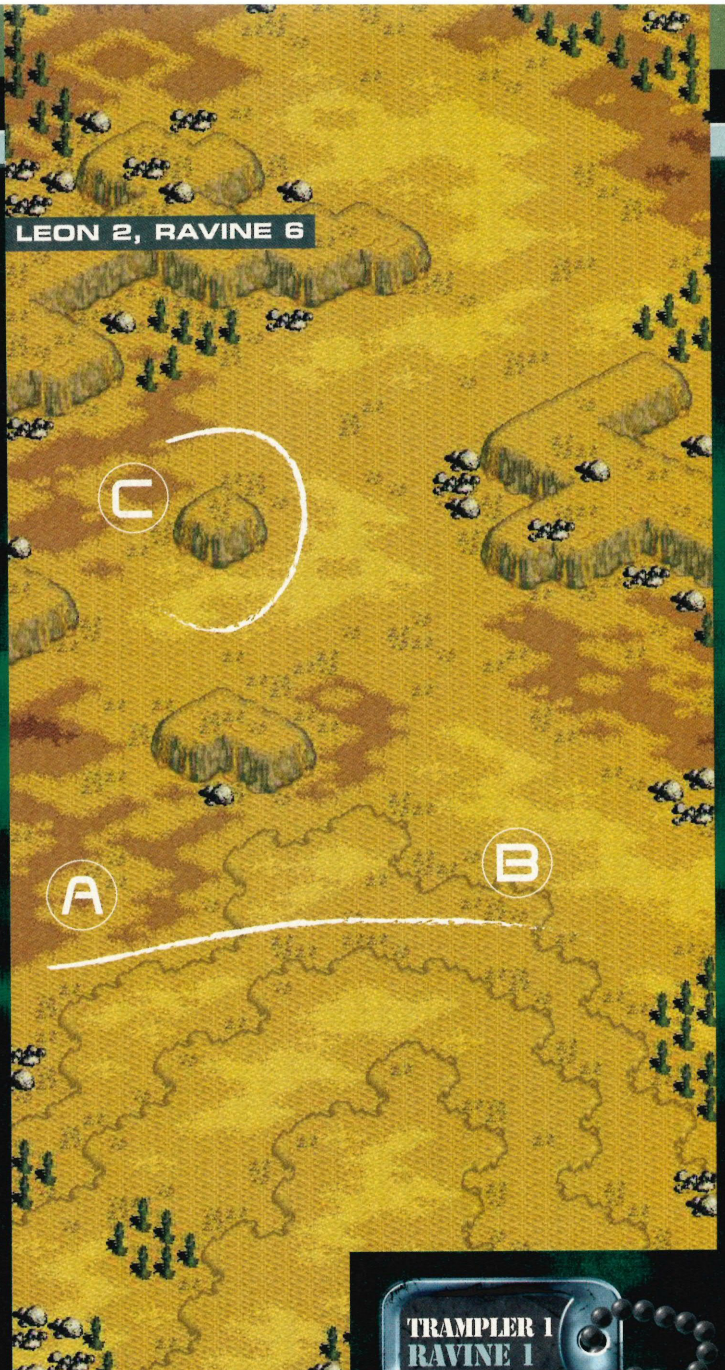
LEON 3 RUIN 6

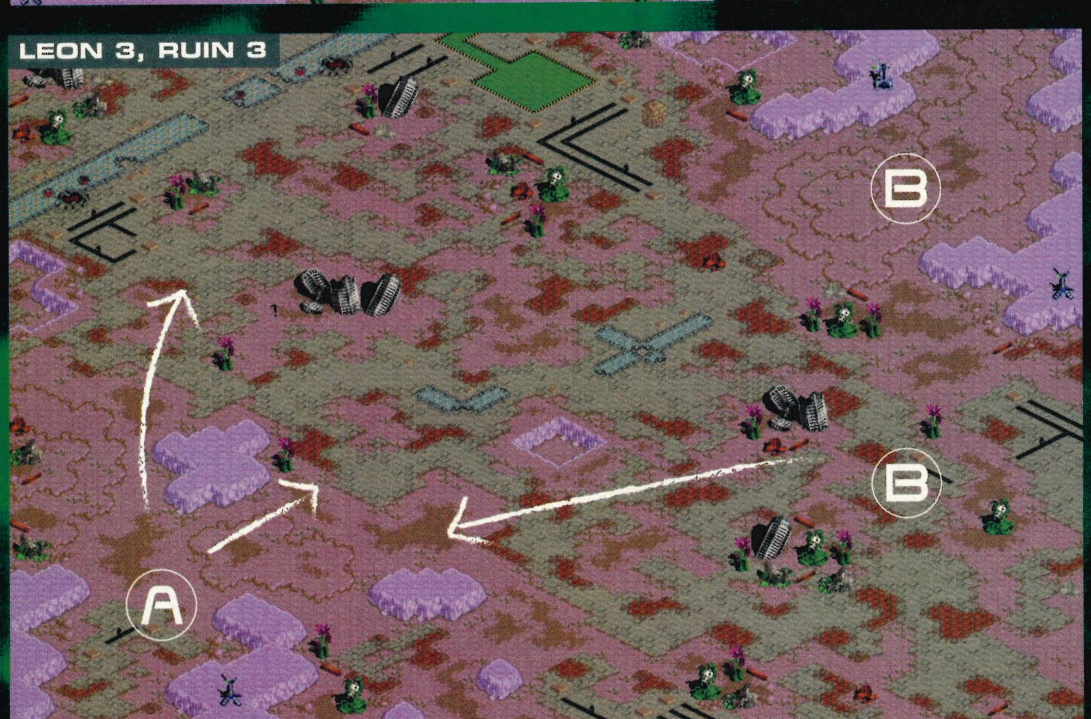
Set up a warehouse between the three resources and start mining. Catch the enemy forces with your task force before they are able to make real trouble. After some time, you should send a fast soldier to reach the lost medical team on the shortest way (at D). Lead them to the north and then to the east (to A). After the two troops in the west (C) have gone hunting, the way should be free. When the medical team approaches your base, the enemy from B will attempt a raid. Build two or three laser bases to stop him cold.

LEON 3 RUIN 7

A very difficult adventure, the transports tend to escape in the last minute. We fought with Agares and used Caim to hunt. Keep mining at A and build soldiers to fight the never-ending assaults. But beware: when there are only about six enemy units left, you should go hunting for the transports at E, or they will reach the goal. By that time, you should have two or three laser bases installed, which will take care of your home base while you concentrate on the transports. Keep in mind that you need Lasercrystal and Materialrock to build laser bases.







TRAMPLER 1 RAVINE 1

No building activity necessary: just fight against the soldiers at A, B, C, D, and E, collect their parts, and destroy their warehouses nearby.

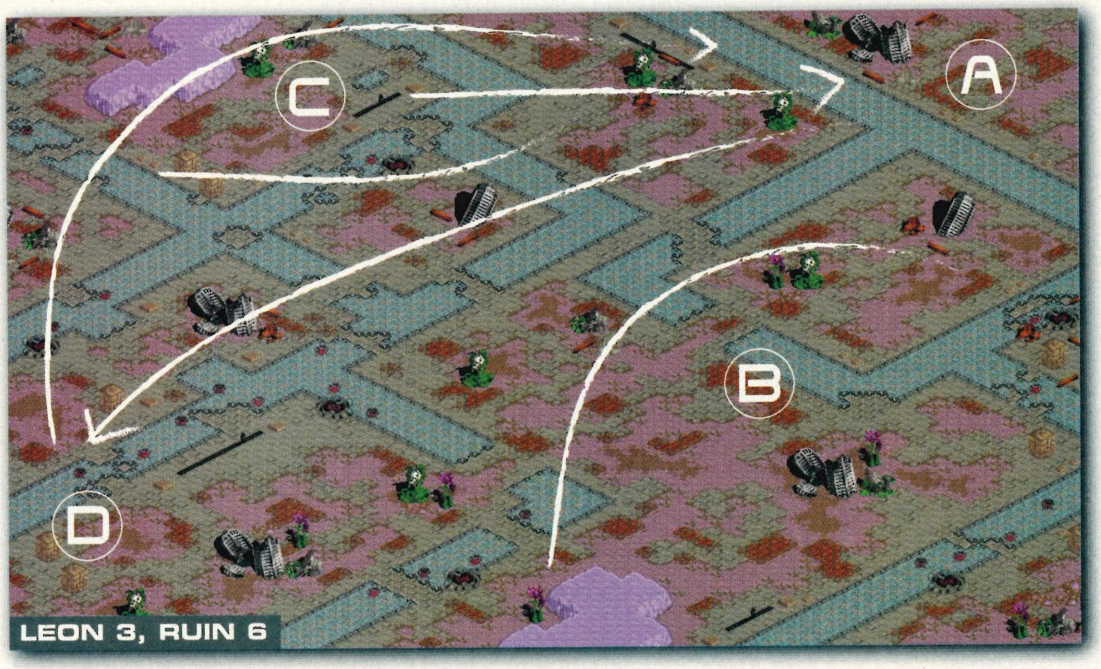
TRAMPLER 1 RAVINE 2

Go with all the soldiers from one monster to the next and create the most direct pathway to the goal for your workers. It's an easy and fast mission.

TRAMPLER 1 RAVINE 3

Take slow, but strong fighters (like Orias, one Abyss) for this mission. Mine the resources at A. Then you catch the enemy at B. If you are still strong, go on to C, if not, catch

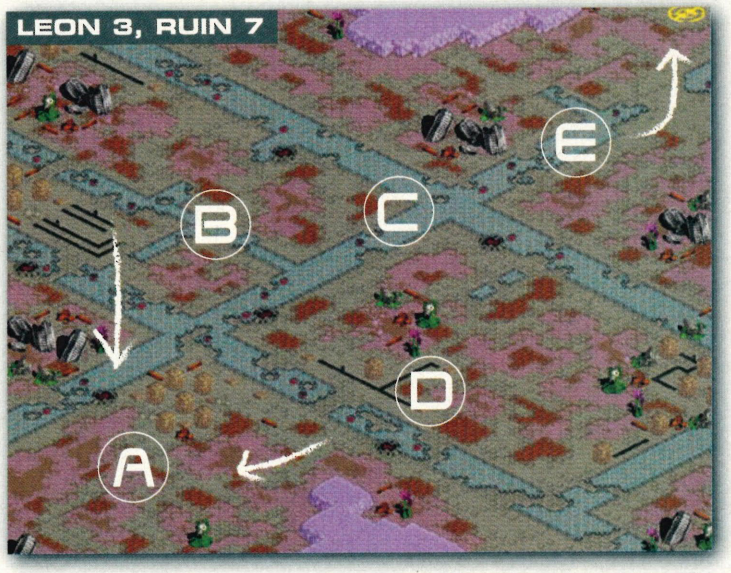
the train at D. It is important that you stop the railcar. If this is done, you've got all time in the world to harvest new parts and make your army stronger.



LEON 3, RUIN 6

TRAMPLER 1 RAVINE 4

Take Caims. Build a group with the transporters and place them near the minerals. Now take all Caims and follow the route to the transport area. Don't allow your soldiers to fight. In the meantime, the workers build and mine. When the Caims have reached A, you hunt down the monsters at B and lead the whole group to C. This is a good parking slot: Build up more soldiers and open their pathway to the goal. (Don't forget to collect parts!)



LEON 3, RUIN 7

TRAMPLER 1 RAVINE 5

Act fast using strong fighters at the beginning. (For example, one Abyss, four Orias, and one Vepar.)

Send three workers to build a warehouse at A. The enemy is at B, but reinforcements will come soon at C. They follow the routes we've indicated on the map: send the majority of your fighters to catch the first set of soldiers from B, for they will be faster. But don't forget to cover route C, too. Mine as fast as you can and use as many workers as possible. Build a factory soon, before the B fighters reach your soldiers.

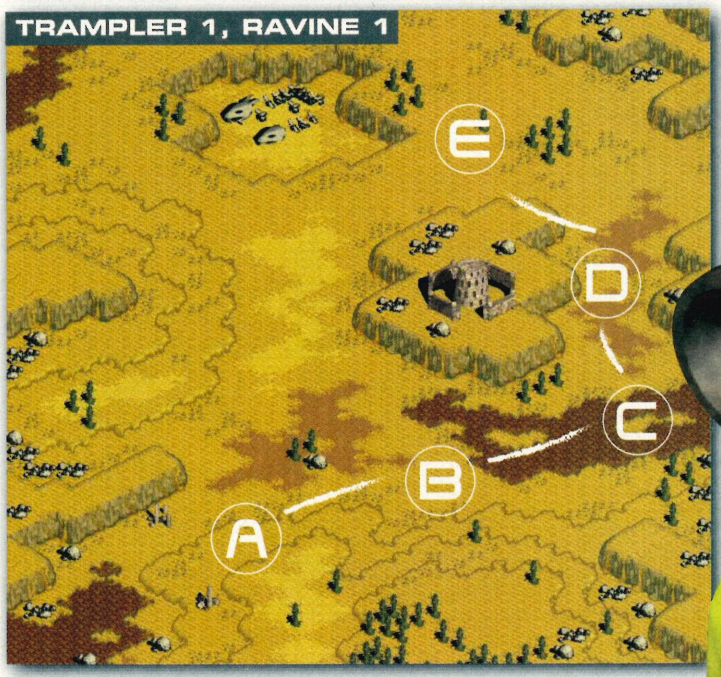
If you are fighting the second set of soldiers from B, the enemy from C will try to sneak in. If they reach the Mineral Rock, all is lost. The most dangerous soldiers are the ones from C!

TRAMPLER 1 RAVINE 6

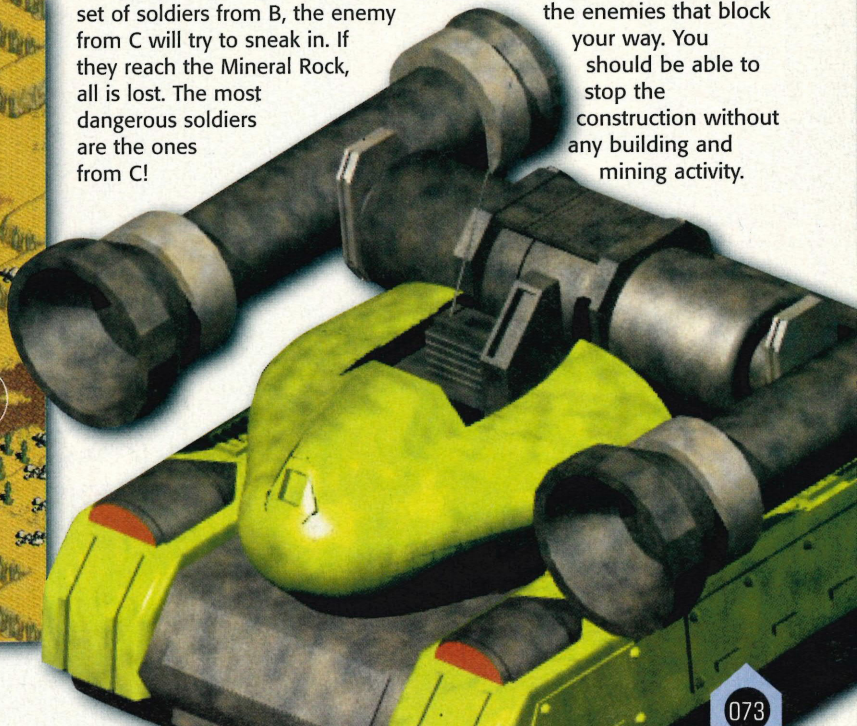
You actually have some time before the enemy will attack, but if you take too long, you will have big problems with fleeing soldiers from C. If they escape into the security of the laser stations you are doomed. Hunt down the patrols at A and B first.

TRAMPLER 2 SCORCH 1

Take your task force to the north and proceed directly to the upper construction area. Handle only the enemies that block your way. You should be able to stop the construction without any building and mining activity.



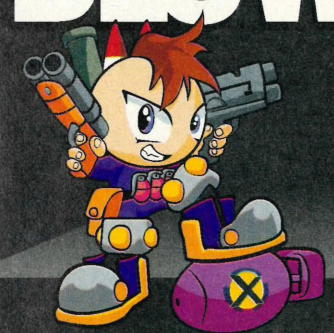
TRAMPLER 1, RAVINE 1



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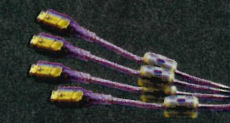
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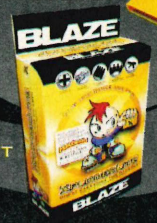
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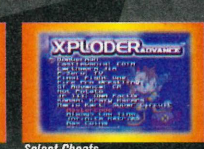


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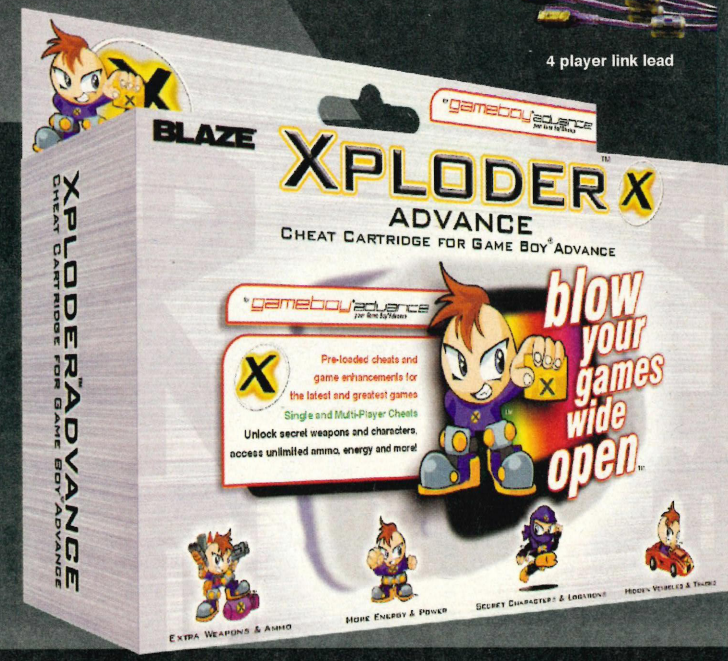
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TRAMPLER 2 SCORCH 2

Take slow but strong troops and hunt down the workers. They come to you if you lead your soldiers from A to B. If your soldiers are too weak, take another set.

TRAMPLER 2 SCORCH 3

Before the reinforcements come from the northeast, the enemy at A will not move. Don't bother to research for laser bases: If your base camp is overprotected, the enemy will directly go to the dam and you can't stop them. Go for mobile units instead. When you've got enough workers and the mining operation has enough storage, send some workers to build a warehouse by the laser crystals near A. You should be able to do so before the enemy moves.

At the same time, you can start the research for laser bases. Protect the dam and build two or three bases in front of it. Then start to hunt down all remaining enemy troops.

TRAMPLER 2 SCORCH 4

Take one unit that is able to walk on lava (like Kiriel) and slow but strong fighters (Orias and Vepar are good). The lava walker will go for workers and evade all fighters (by running on lava). The fighters will go to the west and start the battle there.

Don't forget that you have to touch workers to enroll them. It is also a nice idea to use enrolled workers to enroll new workers...

TRAMPLER 2 SCORCH 5

The enemy will come, and come, and come. Mine and build as fast as you can until you have enough soldiers. After some time, there will only be reinforcement troops. Proceed to the Lasercrystals and start mining them as soon as possible.

TRAMPLER 2 SCORCH 6

The secret of this level is called 'laser base'. Get your troops to secure the entrance. Fast mining is the key. Build one laser base near the base camp and move the Energysand to the entrance. If you are able to set up two laser bases here and have them repaired, the enemy will come for you and you have nothing to do but to wait. After some time, all the reinforcements are gone and you are the winner.

TRAMPLER 3 RUIN 1

Take five very fast fighters (like Baal). Move the workers on the shortest way possible to the goal and keep the soldiers in their vicinity. Two reinforcement soldiers will come out of the blue: take them down. Now you have time to handle the mission number two: Go to the warehouse in the upper left corner and destroy it from behind, so you have to handle only one guardian.

TRAMPLER 3 RUIN 2

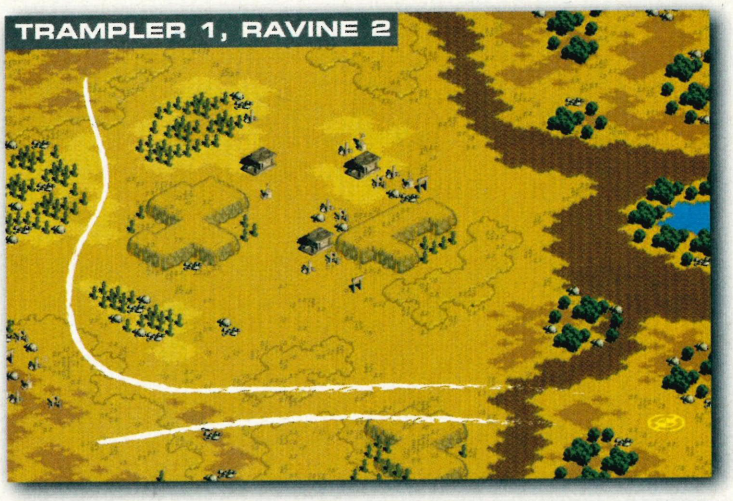
Take fast fighters in a big group and hunt down all monsters. Keep building more workers and soldiers, and don't bother about doing research.

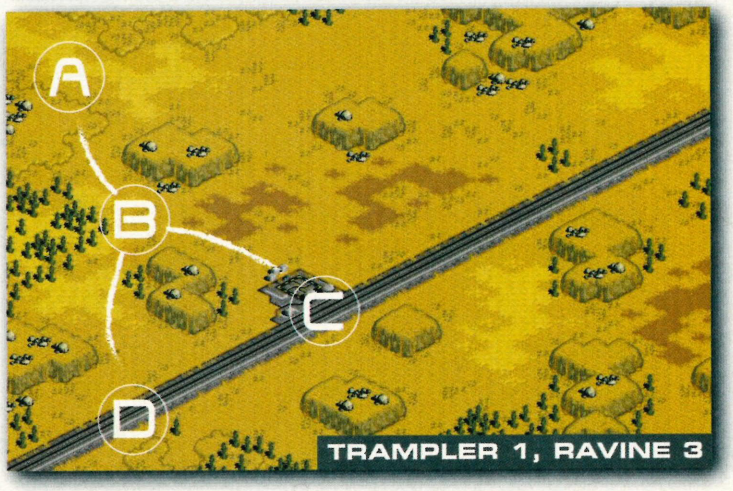
TRAMPLER 3 RUIN 3

Take two or three workers and collect four boxes. The more boxes, the better: inside you may find new parts. Build new warehouses near the area where you found the crates. The remainder of your working force builds at the home base. Your task force can start to hunt down enemy workers, but don't start a fight with soldiers, that will trigger them to move too soon.

At about 2.30, the enemy will start moving. You've got plenty of time to prepare: Build between

TRAMPLER 1, RAVINE 2





TRAMPLER 1, RAVINE 3

TRAMPLER 1, RAVINE 4



two or three laser bases to welcome him along his route. The force (B) is big, but he will throw all soldiers at you at the same time. All you have to do is keep your laser bases working and have some soldiers to do the rest. The mission ends when you've survived ten minutes.

TRAMPLER 3 RUIN 4

Take two workers to go for one bomb, and hunt down the monsters in groups. Try to keep your fighters alive long enough to free the tracks for the workers. They can sneak past the monsters in a lot of cases. Can you do it in less than five minutes?

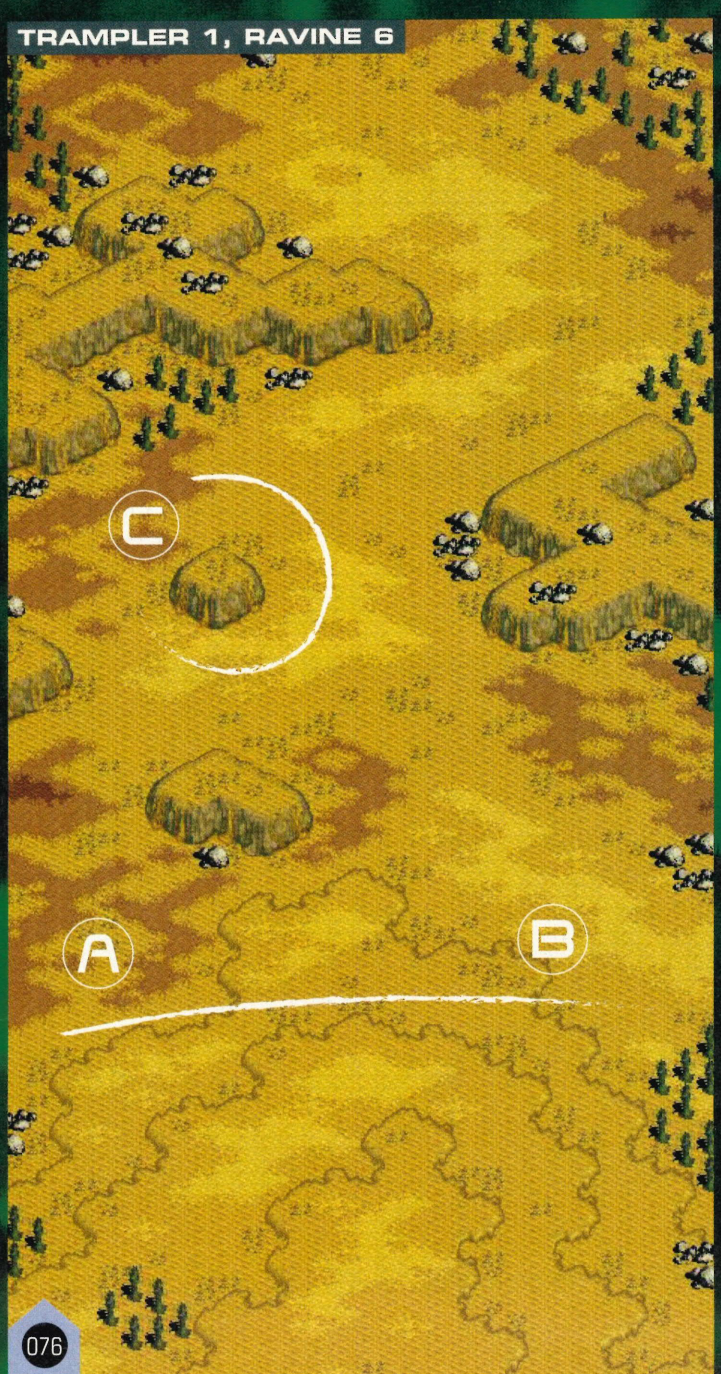
TRAMPLER 3 RUIN 5

Keep building workers and fast soldiers: they have to run to different places in order to catch all approaching enemies. After some time you should take a group of four or five workers and sneak them to the target minerals. They can mine undisturbed. You just have to survive until they have 500 units.

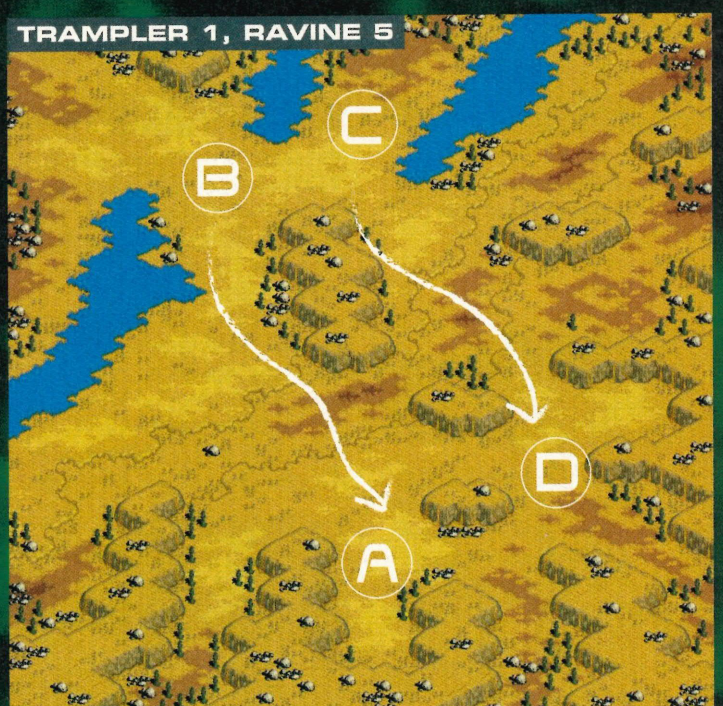
TRAMPLER 3 RUIN 6

Set up a warehouse between the three resources and start mining. Catch the enemy forces with your task force before they are able to make real trouble. After some time you should send a fast soldier to reach the lost medical team by the shortest way (at D). Lead them to the north and then to the east (to A). After the two troops in the west (C) have gone hunting, the way should be free. When the medical team approaches your base, the enemy from B will attempt a raid. Build two or three laser bases in order to stop him in his tracks.

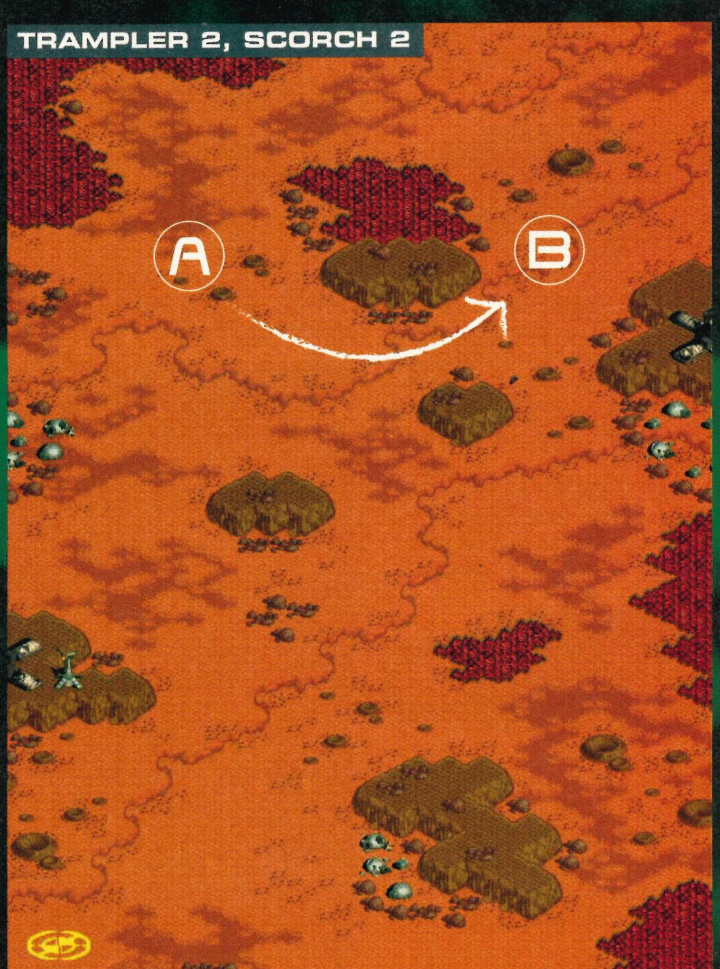
TRAMPLER 1, RAVINE 6



TRAMPLER 1, RAVINE 5



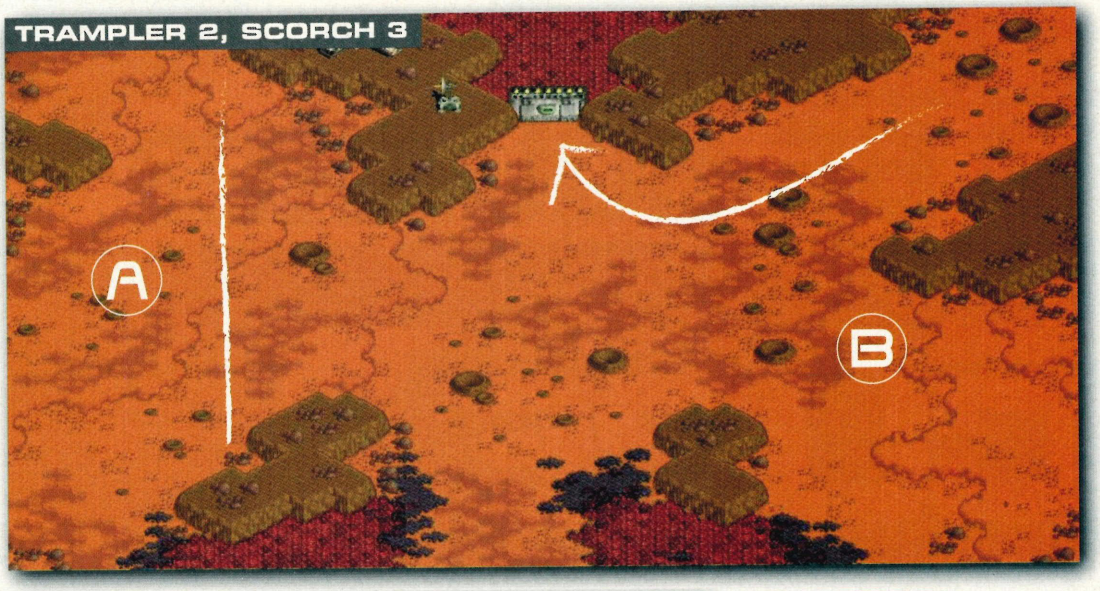
TRAMPLER 2, SCORCH 2

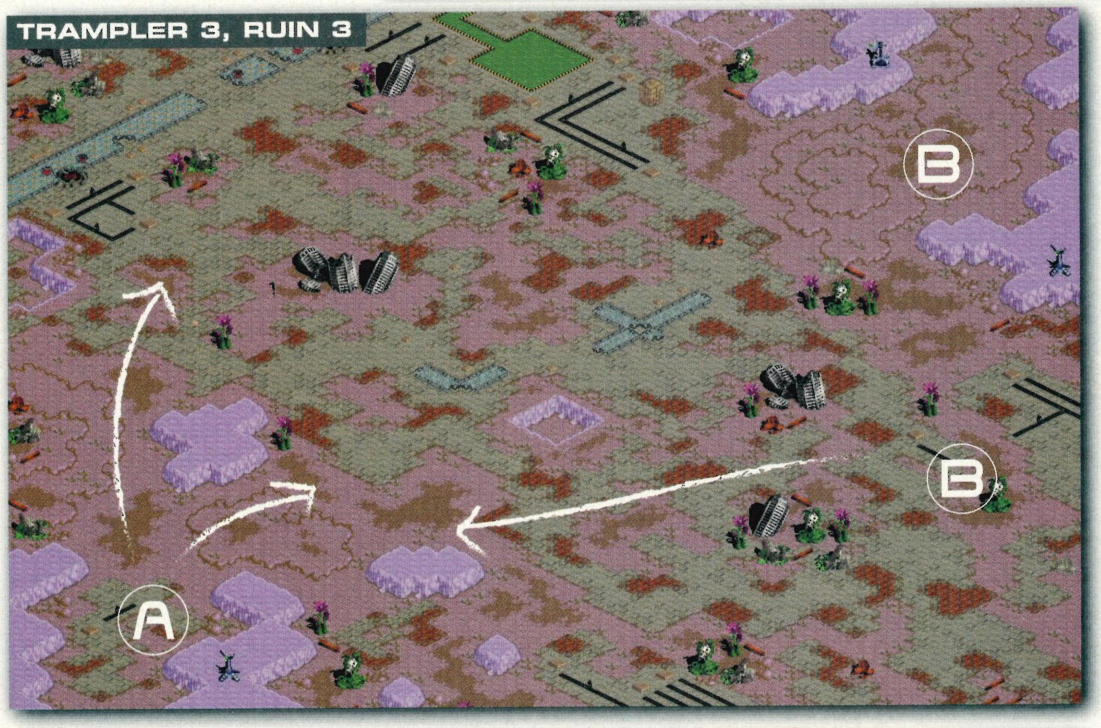


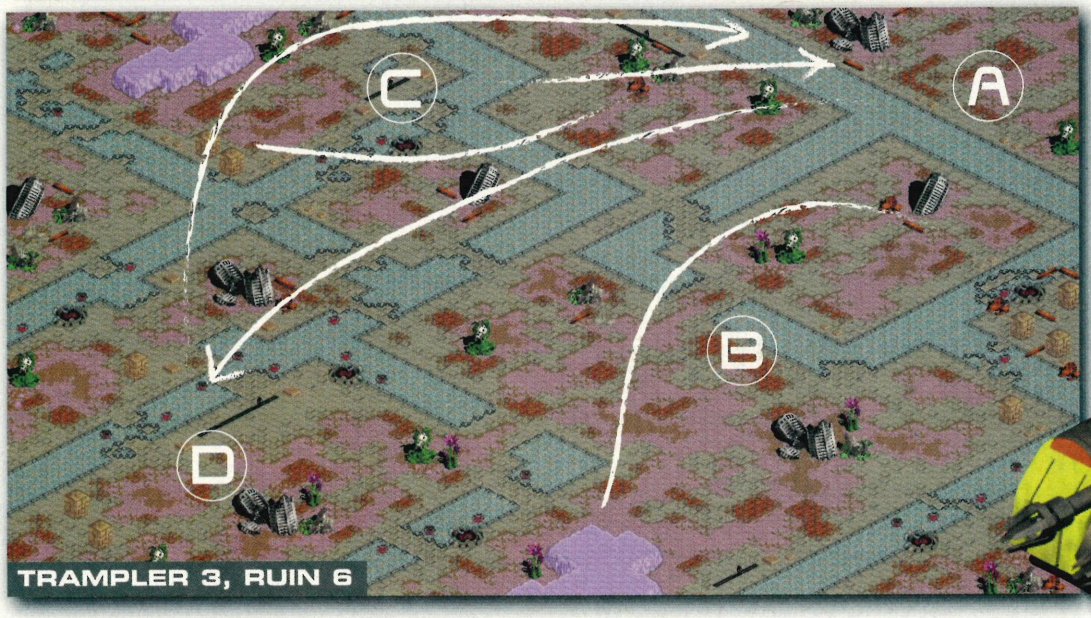
TRAMPLER 3 RUIN 7

A very difficult adventure, the transports tend to escape in the last minute.

Keep mining at A and build soldiers to fight the never-ending assaults. But beware: when there are only about six enemy units left, you should go hunting for the transports at E, or they will reach the goal. By that time, you should have two or three laser bases installed to take care of your home base, while you concentrate on the transports. Keep in mind that you need Lasercrystal and Materialrock to build laser bases.







MINOS 1 SCORCH 1

Build a base camp and lead the soldiers to the lower end of the construction ground (B).

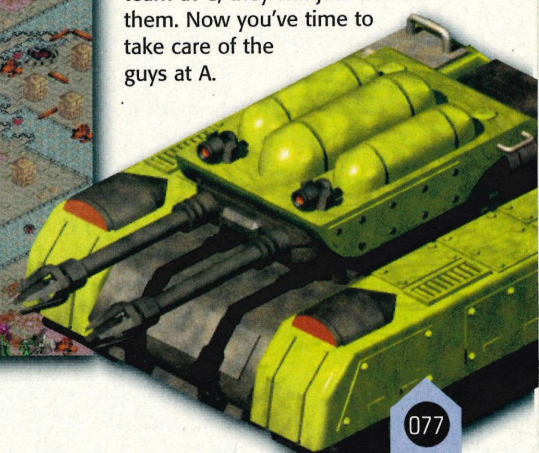
When they have stopped, move on to D. Now you've got time to fight all the other enemies (C). Keep in mind what parts you need.

MINOS 1 SCORCH 2

Slow, but secure: take hard units and lead your group to the left and then straight down. Keep workers near to collect the wreckage.

MINOS 1 SCORCH 3

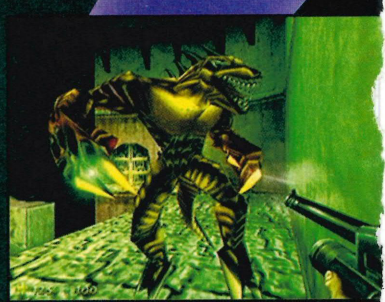
The enemy waits at A, you start to build as soon as possible at B. Put your soldiers on hold at C till you are able to produce more of them. After some time, reinforcements will appear at D. Now fight – it should be no problem for the team at C, they will just wait for them. Now you've time to take care of the guys at A.



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THE UK'S ONLY DEDICATED GAMECUBE MAGAZINE

MINOS 1 SCORCH 4

You need some fast fighters. You've got the chance to build a base in the middle of three resources. Keep the enemy workers in view. Fight the soldiers blocking your way and try to close the workers' road to the goal.

The enemy will regroup just below the goal. If they are there, it's your last chance to catch them. Concentrate on the workers, not on their guardians.

MINOS 1 SCORCH 5

The enemy will hit you hard, first from A, then from B. When they are out of your way, you can start to mine the crystals (C). Go and catch the enemy at D. After some time reinforcements will come from E (they will keep coming until you solve the quest).

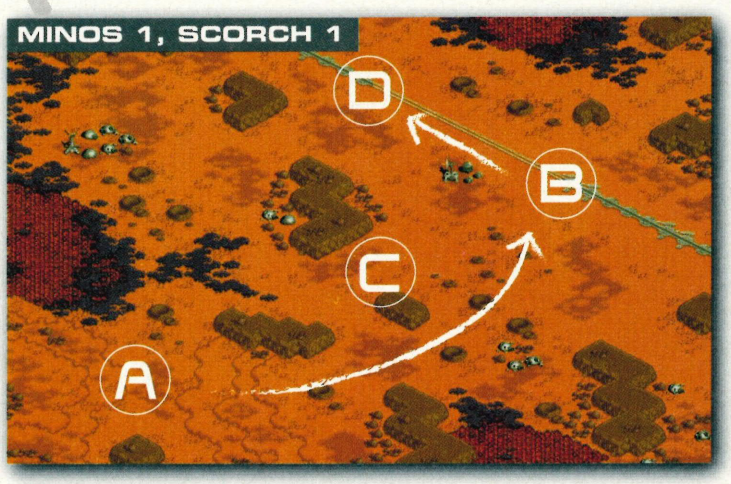
MINOS 1 SCORCH 6

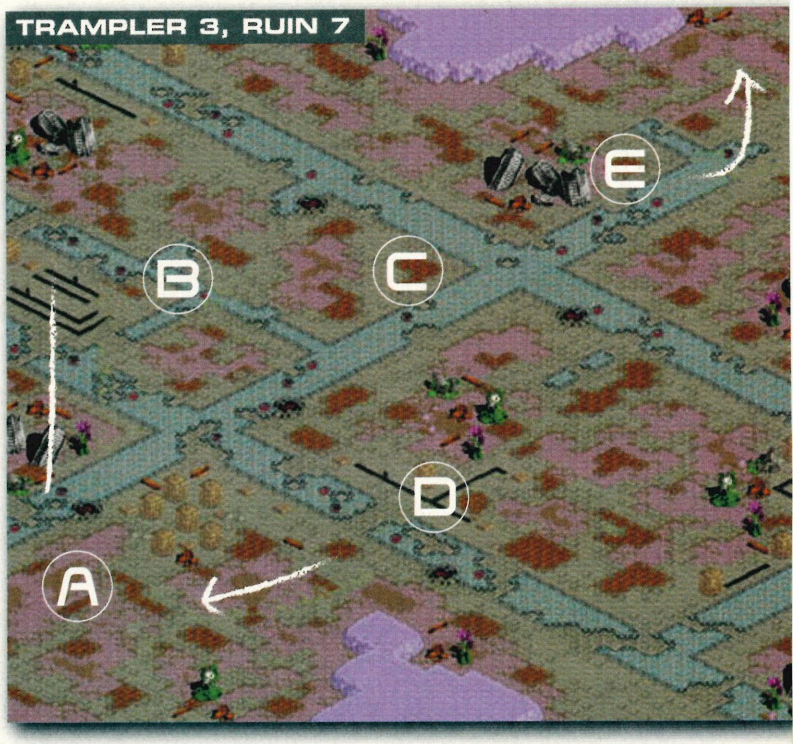
Take your time and hunt the down the enemies.

MINOS 2 LICHEN 1

Take fast units to point B and cut off the enemies' way to the goal. Fight with all units, against one enemy each time, starting with the upper one. Don't forget to have some workers to collect the wreckage. Don't bother to build or mine: You should be lucky enough to survive.

(Four Nergal units should be able to hunt down all enemies in less than two minutes.)





MINOS 2 LICHEN 2

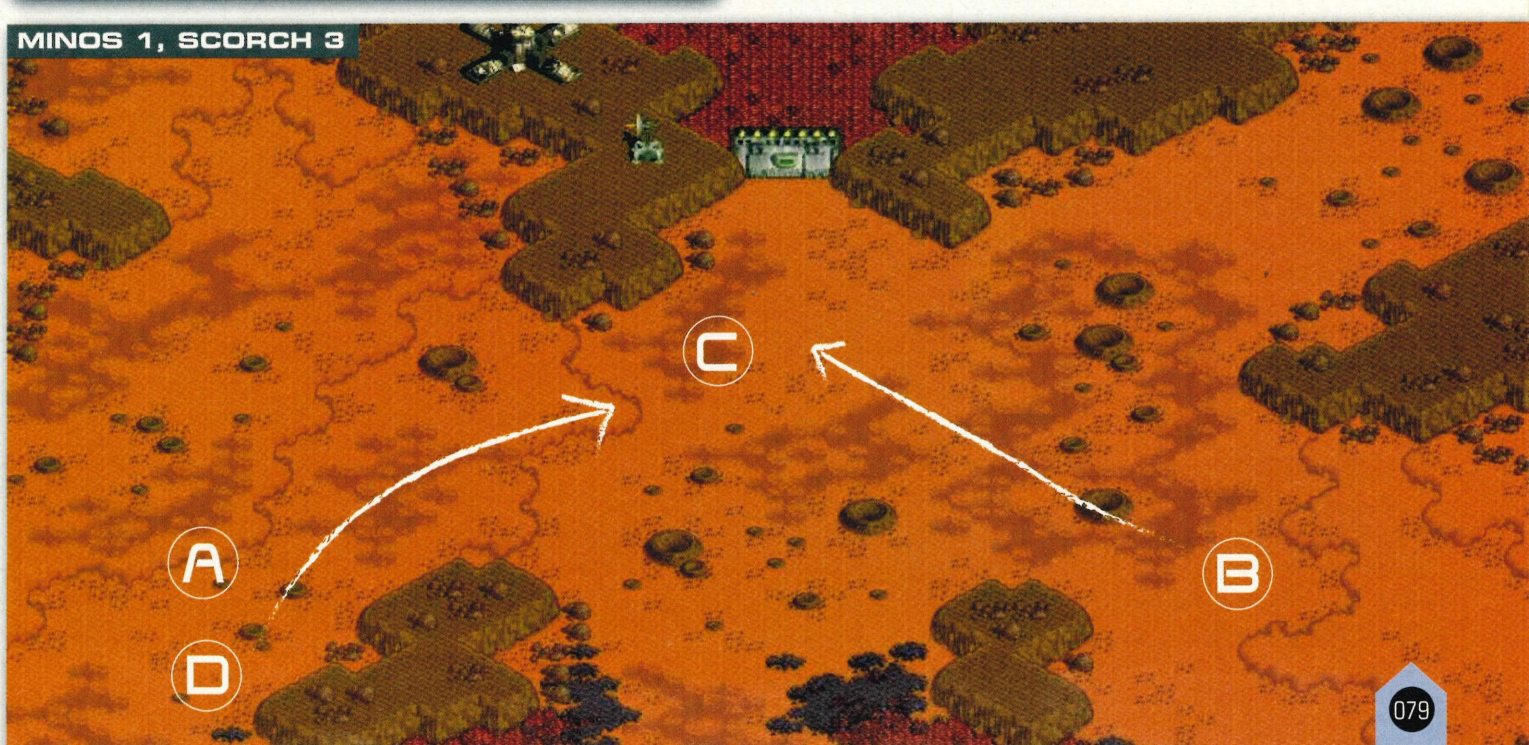
The enemy is not kidding: don't play the hero. Take four Nergal units. Go up to fight the first enemy. Take all workers with you, but keep them behind the fighters. They collect the wreckage. Move the fighting units fast and always all to one target. The easiest way is to go on the uppermost side of the map until you have to go down to reach the goal. If you are strong enough (or have enough experience), hunt down further enemies for spare parts.

MINOS 2 LICHEN 3

Hunt down the enemies at B and C first of all, but continue building at A.

Solution 1: You can sneak to E using your small task force, however, keep more than one worker nearby – you need the parts, and the other fighters will try to keep you away. As soon as you fight the target, reinforcements will come.

Solution 2: Build fighters at A and use a big team to catch the target at E.



MINOS 2 LICHEN 4

Take your soldiers to A – the first enemy will approach here.

In the beginning, the enemy will give you no break. Have the soldiers fight all task forces at A and B. Try to have laser bases at these positions as soon as possible, or build as many soldiers as possible. When there are no minerals left, you can approach C.

After some time there will be no further reinforcements. Now you can hunt down the soldiers at D and send the ten workers directly to the goal.

MINOS 2 LICHEN 5

The thing here is to know when to stop hunting your enemy: The goal is to mine, not to fight. So, do some research to build laser bases to protect your miners.

After some task forces at the beginning you are quite undisturbed to follow your mission.

MINOS 2 LICHEN 6

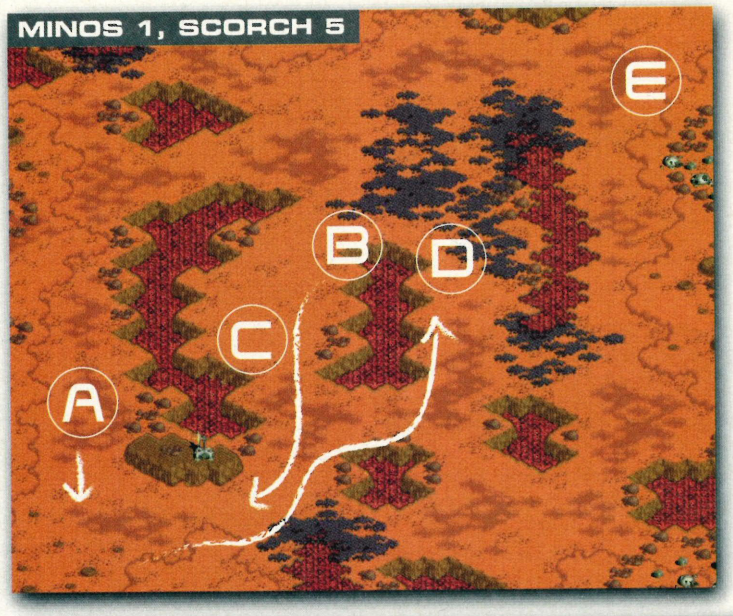
The bugs may 'protect' you out of all you own – get rid of them and hunt down the first group of enemies. The secret here is to produce soldiers as soon as possible and to hunt down all reinforcements. Don't let two groups gather together in one place; the less soldiers you've got to fight, the easier the battle.

MINOS 3 RUIN 1

Take no chances and use your fast soldiers. Fight the enemy at B by evading the two patrols. Let your workers proceed directly to the goal. Surviving units can battle the reinforcements from D, but your workers should be fast enough.

MINOS 3 RUIN 2

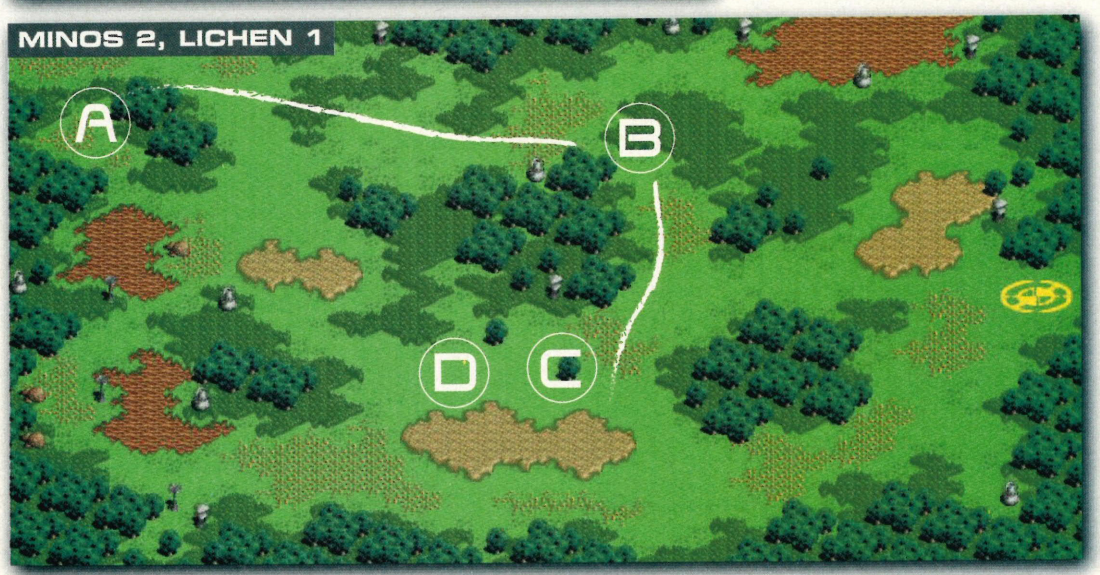
Hunt down all monsters and mine as fast as possible.

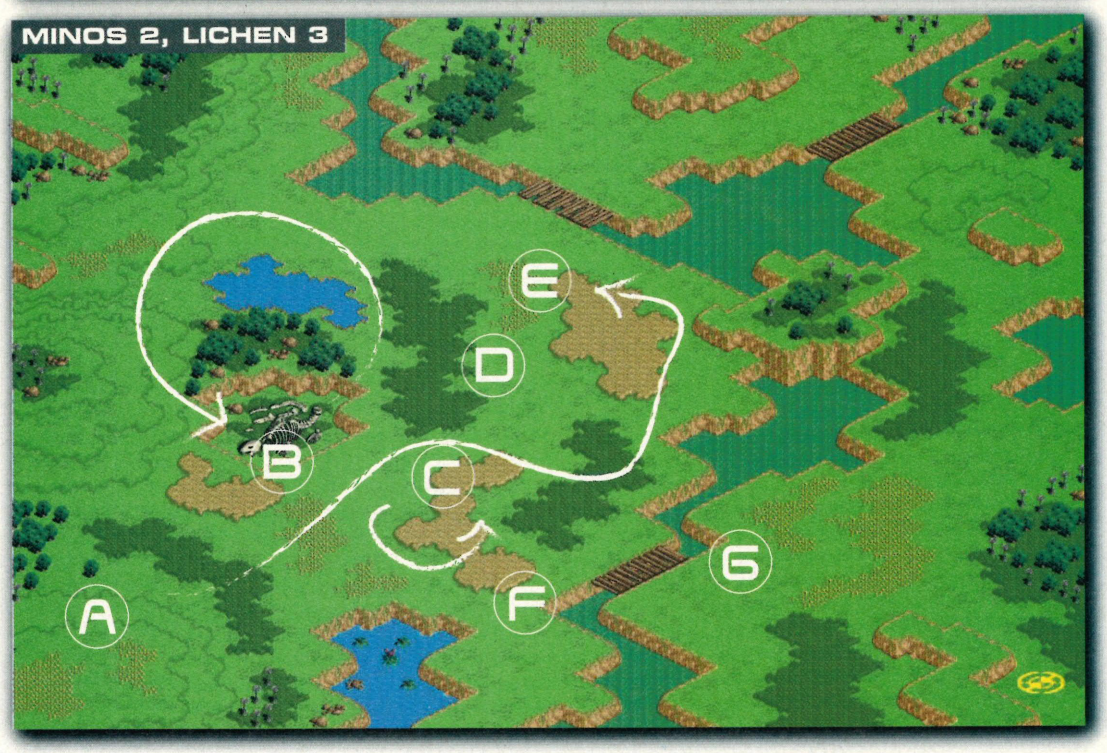


MINOS 3 RUIN 3

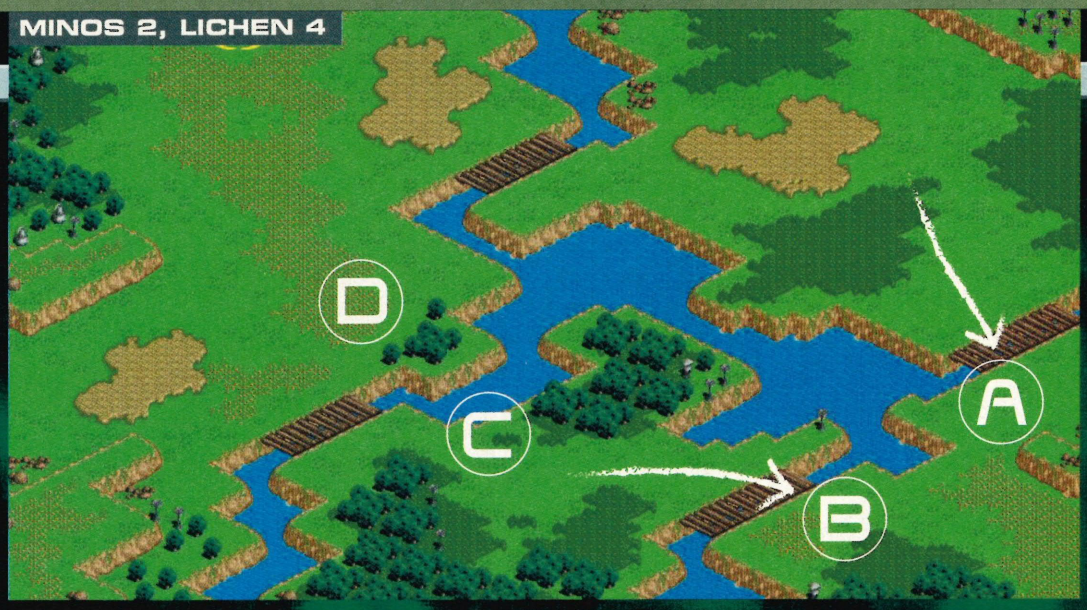
Take two or three workers and collect four boxes. The more boxes, the better: inside you may find new parts. Build new warehouses near the area where you found the crates. The remainder of your working force builds at the home base. Your task force can start to hunt down enemy workers, but don't start a fight with soldiers, that will trigger them to move too soon.

At about 2.30, the enemy will start moving himself. You've got plenty of time to get prepared. Build two or three laser bases to welcome him along his route. The





force (B) is big, but he will throw all soldiers at you at the same time. All you have to do is to keep your laser bases working, and have some soldiers do the rest. The mission ends when you've survived ten minutes.



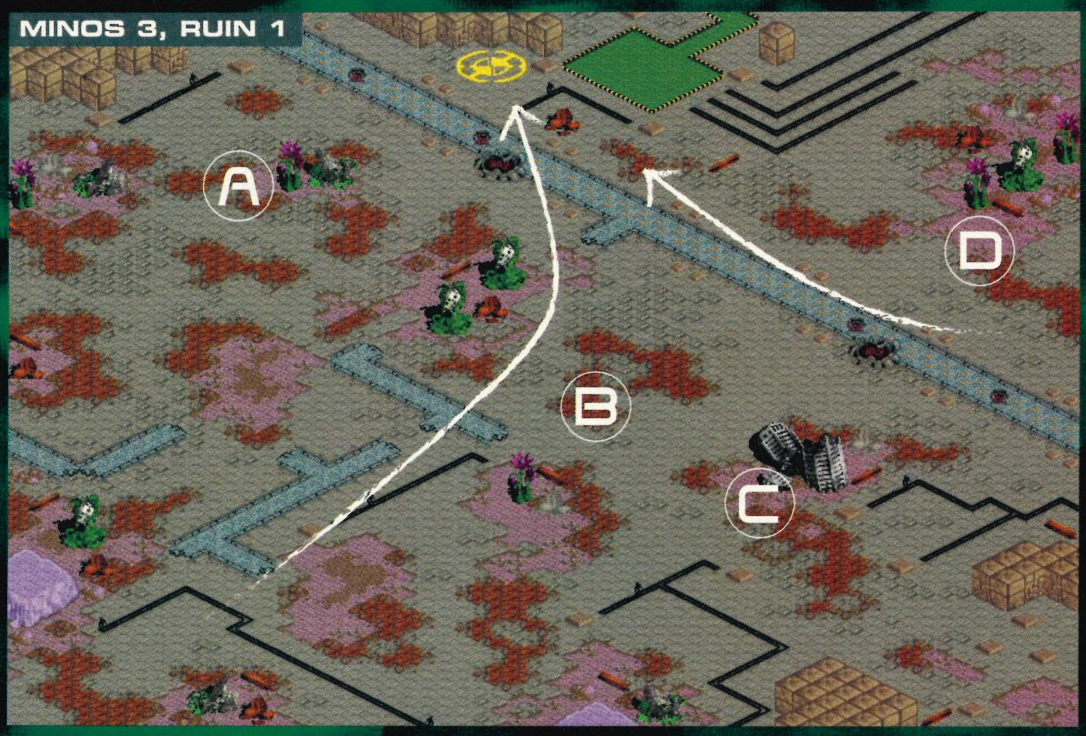
MINOS 3 RUIN 4

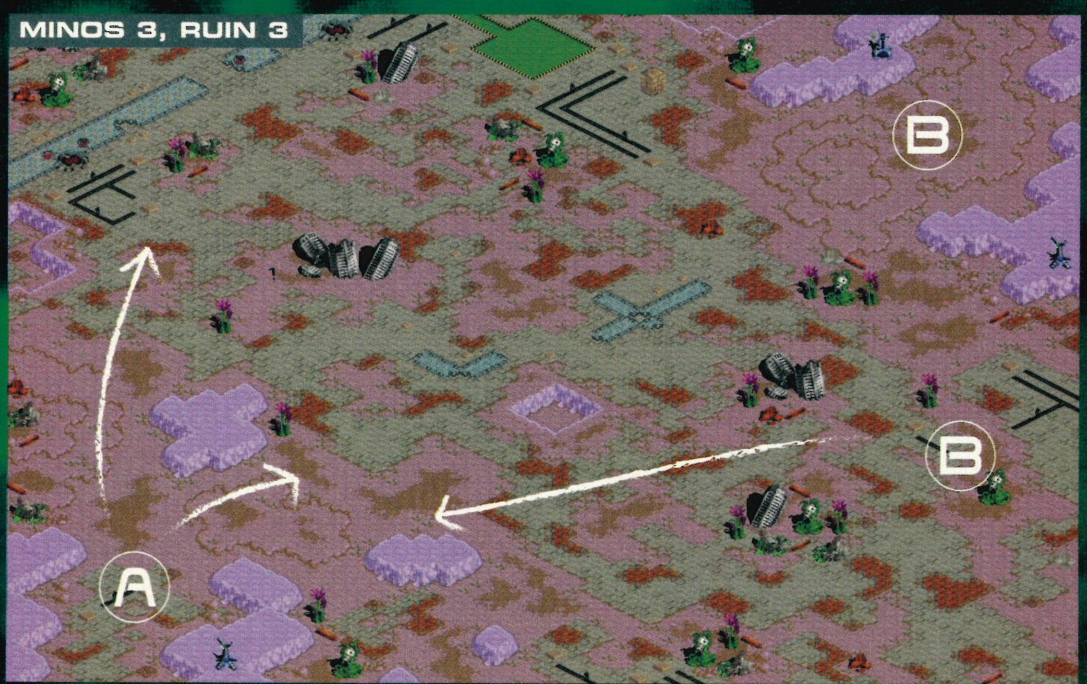
Take fast fighters (like only Caims) and hunt down the monsters one at a time. Try to sneak your workers through the lines to find the bombs.

MINOS 3 RUIN 5

The solution here is to know when to start a fight and when to build a warehouse. Build the base in the middle of the three resources (a little bit to the north of your start position) and start mining. Keep fighting the approaching enemies, but don't hunt them.

After some time only one enemy will stand directly below the Material Stone. Get about three workers to sneak in his direction while you still have 80 Material Stones for a warehouse. Fight this lonely enemy with fast soldiers and build the warehouse near the Stones. Have a look for these guys; they are in danger because of reinforcements. Keep building and send more workers to the Stone mine; they are useless near the base. Don't destroy all enemies, for reinforcements are more difficult to fight than standing enemies.





It will take two or three tries until you get it right.

MINOS 3 RUIN 6

(We went in with five Zinimar and one Abyss.) Use them to catch the first enemy from C and take down the guys coming from B in the first wave. Build a warehouse exactly in the middle of the three resources near A, and mine Mineralrock to build a factory too.

After only two more soldiers are left at C, you should send one fast soldier to the medic team at D. Sneak in-between the lines, if someone gets interested in your

task force, you can be sure that the mission will fail.

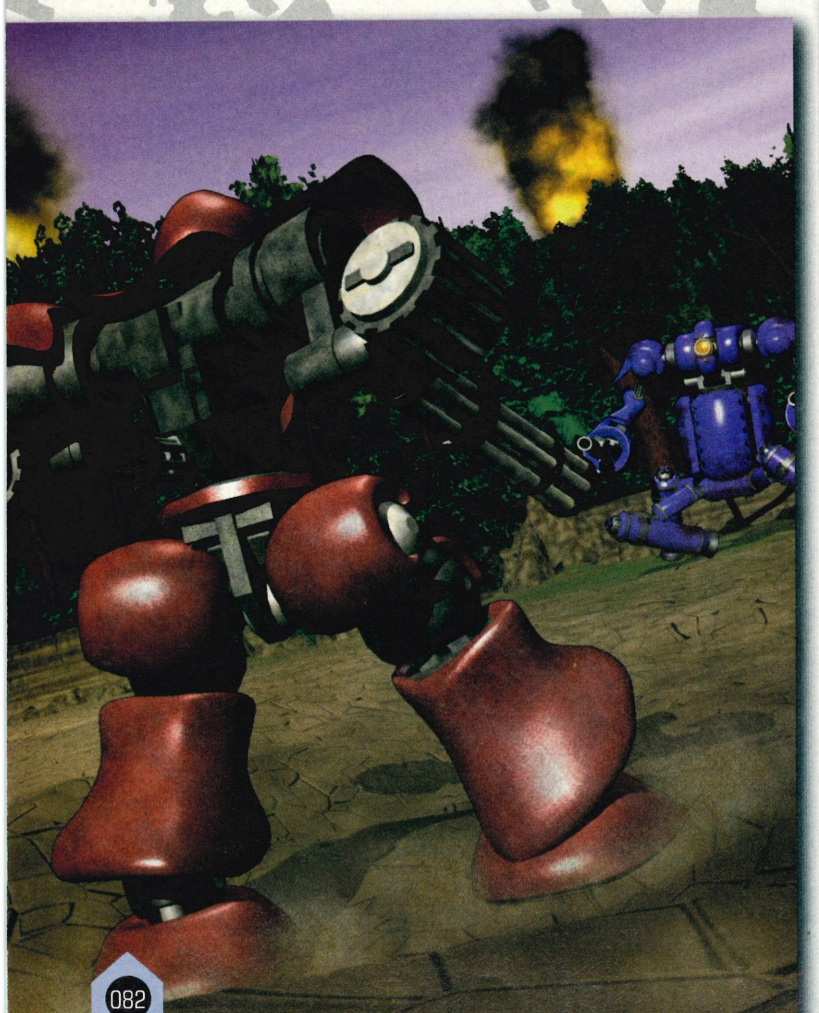
You should have some time to take down the two guys at C now. Lead the medic team in a straight line to the north, and then to the base camp. Don't engage with any soldier at B by yourself: let them come to you.

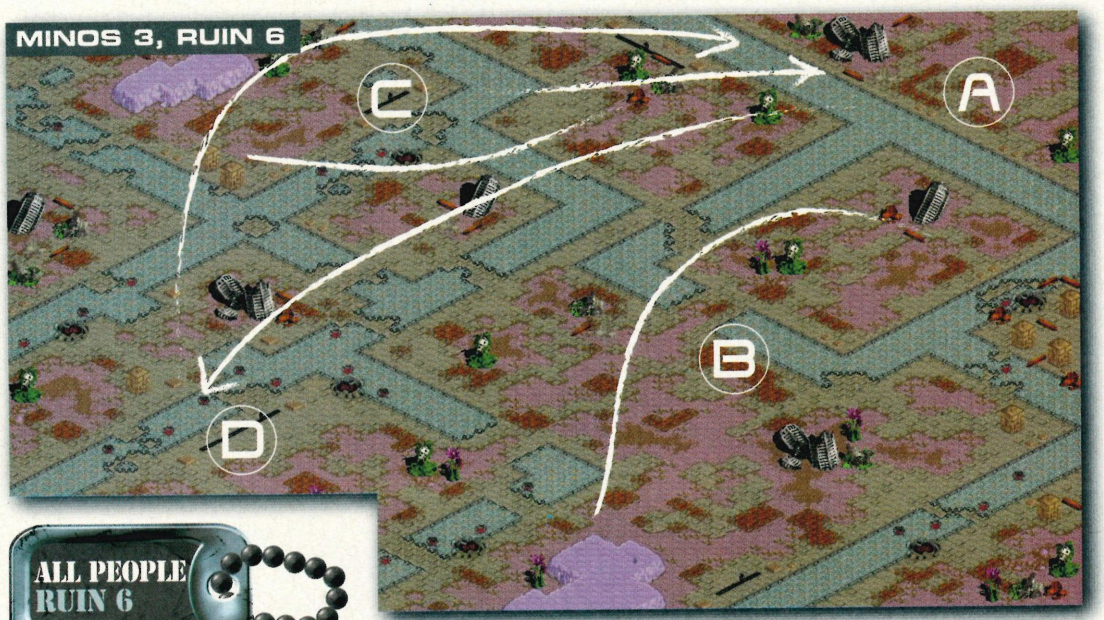
This is a very difficult stage. You should have more than just 60 percent of enemy hardware.

MINOS 3 RUIN 7

A very difficult adventure, the transports tend to escape in the last minute. Fight with Agares and use Caim to hunt.

Keep mining at A and build soldiers to fight the never-ending assaults. But beware: when there are only about six enemy units left, you should go hunting the transports at E, or they will reach the goal. By that time, you should have two or three laser bases installed that take care of your home base while you concentrate on the transports. Keep in mind that you need Lasercrystal and Materialrock to build laser bases.

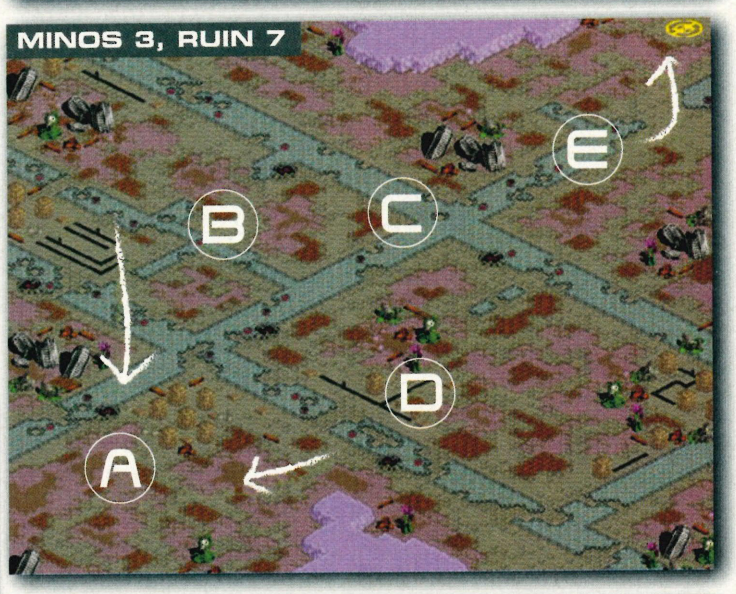




ALL PEOPLE RUIN 6

This is the best solution if you haven't got over 90 percent of all available robots.

Instead of fighting the hard way, you take all your distance fighters and sneak them behind the enemy lines. If you choose the way at B, it is a little bit more difficult. However, you can choose the C route without fighting any enemies. Just come from behind to the base camp and destroy it.





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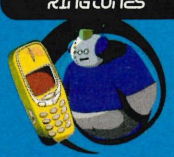
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Hosanna - Jesus Christ Superstar	6245
Phantom Of The Opera	6246
Down Town - Dusty Springfield	6252
Fun Fun Fun - The Beach Boys	6253
One Fine Day - The Chiffons	6257
Sweets For My Sweet - The Drifters	6260
Wouldn't Be Nice - The Beach Boys	6262
You're 16 you're Beautiful	6263
Wherever I Lay My Hat	6261
Star Trek Deep Space 9	6239
Winne The Pooh - TV Theme	6179
Enter The Dragon - Film	6172
Tarzan - Film Theme	6176
The Can Can - Traditional	6200
Bertha - TV Theme	6163
Rupert The Bear - TV Theme	6165
Some Mothers Do 'Av Em - TV	6166
Casualty - TV Theme	6201
Wonder Woman - TV Theme	6202
The Snow Man - Film Theme	6167

Top 20 Chart

Gotta get thru this - Daniel B	6390
Sophie Ellis Bexter - Murder...	6290
Somethin stupid - R.Williams	6391
Drowning - Backstreet Boys	6244
Handbags & Glad - Stereoph...	6403
Lately - Samantha Mumba	6344
I - Ian Van Dahl	6313
What if - Kate Winslet	6427
Have u ever - S Club7	6302
Country Roads - Herms H Band	6443
Resurrection - PPk	6449
How Wonderful... - G Haskell	6566
There's a star - Ash	6516
I don't wanna lose my way - D	6623
In Too Deep - Sum 41	6287
Words are not enough - Steps	6450
Just a day - Feeder	6289
Hey baby - DJ Otzi	5767
Who do you love - D Minogue	6234
El Capitan - OPM	6412
Murder on the dance floor - S.E.B.	6290

New Releases

All you want - Dido	6377
Lift me up - Reel	6381
Tarantula - Faithless	6382
Lately - Sam Mumba	6344
Messin - Ladies First	6345
We're not gonna sleep tonight	6355
AM to PM Christina Millian	6386
Calling - Geri Haliwell	6387
Cry - Michael Jackson	6388
60mph - New Order	6393
Wish you were here - Wyclef	6400
Son of a gun - JX	6398
Just a day - Feeder	6289
Murder on the Dance Floor	6290
Who we be - DMX	6295
Are you looking at me - Ricky T	6267
Livin' it up - Ja Rule	6270
Just 1 Kiss - Basement Jax	5544
Chop Suey - System of a down	6164
If you come back - Blue	6186
Make it last - Embrace	6303

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answer back

TOP10

Blackadder	1003	Leave me a message so cunning you could stick a tail on it and call it a weasel
Hannibal	3002	Clairice - nice of you to call - leave a message - tick tock - don't want you to eat into my day...
Vinnie Jones	3012	Come on then - leave a message you nonce
Victor Meldrew	1010	I don't believe - it's the answer machine - and I hate answer machines...
Robbie Williams	4003	Hi this is Robbie - be an angel and leave a message
Graham Norton	1004	Who's that calling the pussy phone - isn't it exciting
Chris Tarrant	6002	well you could phone a friend - although you have already done that and they are not in...
Michael Caine	3007	Not a lot of people know this - but - you're only supposed to leave a bloody message
David Beckham	5004	Not Here - Sir Alex wants us to go training - don't like the train myself - prefer to drive
Jennifer Saunders	1024	Hello sweetie! I've been waiting for you to call darling, and leave me a gorgeous little message

Movies

Anthony Hopkins	3001	Big Day - Big World - Leave a big message - big it up
Hannibal	3002	Clairice - nice of you to call - leave a message - tick tock - don't want you to eat into my day - or do I?
Bogart	3003	Of all the voice mails in all the world you had to speak into mine
Hugh Grant	3004	Hugh Here - bumbling
Hugh Grant	3005	Hugh here cant come to the phone - to busy hesitating, blinking, and flicking my hair
Michael Caine	3011	Messages - thousands of em - leave another
Vinnie Jones	3012	Come on then - leave a message you nonce
Wallis	3013	Crikey Gromit I hope this new fangled voice mail works better than those new trousers
Withnail	3015	I am not taking calls right now - but give us a tenner and I'll give you a bell
Cary Grant	3017	This is Cary Grant, so child leave a message on here will you, and don't
Cary Grant	3018	Hello. I'm sorry I can't talk to you, but I've just been chased across a
Pierce Brosnan	3019	Hi, this is Bond, and yes my phone is on Her Majestys secret answer
Liz Hurley	3020	Hello, Elizabeth Hurley, International English clotheshorse here, some people say I can't act...
Marilyn Monroe	3021	Hi it'd me sugar, but I don't think it was me you wanted, was it
Celia Johnson	3022	Sorry, the person you are calling is not available, but don't replace the receiver just yet

Instructions

Great news – our celebrity voicemails can be downloaded onto any phone on any network. All you need to do is select the voicemail you want and follow the next few steps.

1. Divert your phone to voicemail (We would advise you to take note of any voicemails in your mailbox and delete any new and saved messages before calling the order line)
2. Make sure you know your voice mail pin number. If you have never changed your mobile pin number it will be set to a default pin, these are: - Cellnet 8705 - Orange 1111 - Vodafone 3333 - One2one 1210 - Virgin 7890. (Orange and Vodafone users – if you have never changed your default pin you will need to change it before ordering your 'celebrity' voicemail – you can easily do this by dialing your voicemail and selecting the appropriate options)
3. Make sure your voice mail is activated and already has a greeting recorded.
4. If you are an Orange user and you still use your default voicemail greeting you will need to record a personal greeting before ordering your celebrity voicemail.
5. Finally switch off your mobile phone. During your call to the order line we will be making a call to your voicemail – so please don't hang up until you are told to do so and leave your phone switched off for five minutes after hanging up.

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ALIENATORS: EVOLUTION CONTINUES — 42%



Genre	Platform
Publisher	Activision
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AN AMERICAN TAIL: FIEVEL'S GOLD RUSH — 83%



Genre	Platform
Publisher	Big Ben
Issue	25

ARMY MEN ADVANCE — 79%



Genre	Shoot-'em-up
Publisher	3DO
Issue	19

ARMY MEN: OPERATION GREEN — 86%



Genre	Adventure
Publisher	3DO
Issue	25

ATLANTIS: THE LOST EMPIRE — 54%



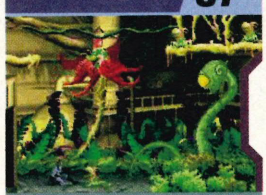
Genre	Platform
Publisher	THQ
Issue	22

BACK TRACK — 93%



Genre	First-person shooter
Publisher	Telegames
Issue	21

BATMAN: VENGEANCE — 87%



Genre	Platform
Publisher	Ubi Soft
Issue	23

BOMBERMAN TOURNAMENT — 93%



Genre	Arcade/RPG
Publisher	Activision
Issue	20

BREATH OF FIRE ADVANCE — 88%



Genre	RPG
Publisher	Ubi Soft
Issue	24

CASPER — 84%



Genre	Adventure
Publisher	Microids
Issue	22

CASTLEVANIA: CIRCLE OF THE MOON — 90%



Genre	Platform
Publisher	Konami
Issue	19

CHU CHU ROCKET — 82%



Genre	Puzzle
Publisher	SEGA
Issue	19

COLUMNS CROWN — 92%



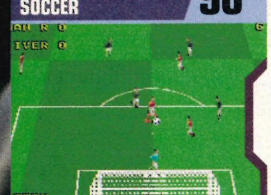
Genre	Puzzle
Publisher	SEGA
Issue	24

CREATURES — 86%



Genre	Puzzle
Publisher	Swing!
Issue	23

DAVID BECKHAM SOCCER — 90%



Genre	Sports
Publisher	Rage
Issue	24

DENKI BLOCKS — 91%



Genre	Puzzle
Publisher	Rage
Issue	22

DEXTER'S LABORATORY: DEESASTER STRIKES! — 78%



Genre	Adventure
Publisher	bam!
Issue	23

DONALD DUCK ADVANCE — 70%



Genre	Platform
Publisher	Ubi Soft
Issue	24

DOOM — 91%



Genre	Shoot-'em-up
Publisher	Activision
Issue	23

DRIVEN — 91%



Genre	Racing
Publisher	bam!
Issue	23



EARTHWORM JIM 79%

Genre	Action
Publisher	Majesco Sales Inc.
Issue	21

ECKS VS SEVER 92%

Genre	Shoot-'em-up
Publisher	bam!
Issue	23

EGGO MANIA 86%

Genre	Puzzle
Publisher	Kemco
Issue	25

FINAL FIGHT ONE 85%

Genre	Beat-'em-up
Publisher	Ubi Soft
Issue	22

FIRE PRO WRESTLING A 83%

Genre	Beat-'em-up
Publisher	3DO
Issue	19

THE FLINTSTONES: BIG TROUBLE IN BEDROCK 77%

Genre	Platform
Publisher	Swing!
Issue	25

FROGGER'S ADVENTURES 76%

Genre	Adventure
Publisher	Konami
Issue	25

F-ZERO ADVANCE 88%

Genre	Racing
Publisher	Nintendo
Issue	19

GT ADVANCE CHAMPIONSHIP RACING 55%

Genre	Racing
Publisher	THQ
Issue	19

GT CHALLENGE 89%



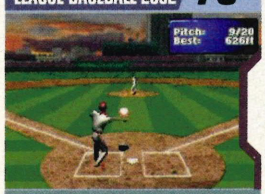
Genre	Racing
Publisher	Kemco
Issue	19

HARRY POTTER & THE PHILOSOPHER'S STONE 77%



Genre	Adventure
Publisher	EA
Issue	24

HIGH HEAT MAJOR LEAGUE BASEBALL 2002 76%



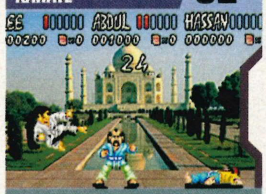
Genre	Sports
Publisher	3DO
Issue	21

HOT POTATO! 68%



Genre	Puzzle
Publisher	Pukka Games
Issue	20

INTERNATIONAL KARATE 62%



Genre	Beat-'em-up
Publisher	Studio 3
Issue	24

IRIDION 3D 91%



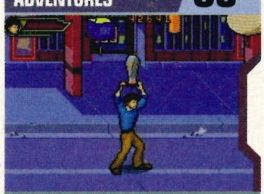
Genre	Shoot-'em-up
Publisher	THQ
Issue	21

ISS 97%



Genre	Sports
Publisher	Konami
Issue	23

JACKIE CHAN ADVENTURES 83%



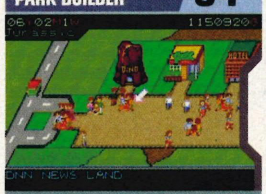
Genre	Beat-'em-up
Publisher	Activision
Issue	24

JURASSIC PARK 3: DNA FACTOR 65%



Genre	Platform
Publisher	Konami
Issue	21

JURASSIC PARK 3: PARK BUILDER 84%



Genre	Party/Puzzle
Publisher	Konami
Issue	22

KAO THE KANGAROO 55%



Genre	Platform
Publisher	Titus
Issue	24

KONAMI KRAZY RACERS 90%



Genre	Racing
Publisher	Konami
Issue	19

KURU KURU KURURIN 89%



Genre	Puzzle
Publisher	Nintendo
Issue	19

The complete listings of
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GAME BOY SUPER DIRECTORY

GAME BOY ADVANCE



LADY SIA — 85%



Genre	Platform
Publisher	TDK
Issue	22

LAND BEFORE TIME — 40%



Genre	Adventure
Publisher	Swing!
Issue	25

LEGO BIONICLE — 49%



Genre	Adventure
Publisher	Lego Media
Issue	21

LEGO ISLAND 2: BRICKSTER'S REVENGE — 94%



Genre	Adventure
Publisher	Lego Interactive
Issue	21

LEGO RACERS 2 — 52%



Genre	Racing
Publisher	Lego Interactive
Issue	21

LUCKY LUKE: WANTED! — 80%



Genre	Platform
Publisher	Infogrames
Issue	24

MARIO KART: SUPER CIRCUIT — 94%



Genre	Nintendo Racing
Publisher	
Issue	21

MAT HOFFMAN'S PRO BMX 2 — 75%



Genre	Sports
Publisher	Activision
Issue	23

MEGAMAN BATTLE NETWORK — 90%



Genre	RPG
Publisher	Ubi Soft
Issue	24

MIDWAY GREATEST HITS — 70%



Genre	Arcade
Publisher	Midway
Issue	24



MONSTERS, INC. — 89%



Genre	Adventure
Publisher	THQ
Issue	25

MOTO GP — 90%



Genre	Racing
Publisher	THQ
Issue	22

NAMCO MUSEUM — 51%



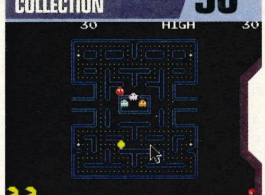
Genre	Retro
Publisher	Namco
Issue	25

NO RULES: GET PHAT — 73%



Genre	Platform
Publisher	TDK
Issue	24

PAC-MAN COLLECTION — 90%



Genre	Puzzle
Publisher	Infogrames
Issue	25

PHALANX — 69%



Genre	Shoot-'em-up
Publisher	Big Ben Int
Issue	24

PINOBEE: WINGS OF ADVENTURE — 71%



Genre	Platform
Publisher	Activision
Issue	19

PITFALL: THE MAYAN ADVENTURE — 70%



Genre	Platform Adventure
Publisher	Activision
Issue	21

PLANET MONSTERS — 90%



Genre	Puzzle
Publisher	Titus
Issue	22

POCKET MUSIC 88%



Genre	Simulation
Publisher	Rage
Issue	25

POWERPUFF GIRLS: MOJO JOJO-A-GO-GO 80%



Genre	Shoot-'em-up
Publisher	bam!
Issue	23

POWER RANGERS: TIME FORCE 55%



Genre	Action
Publisher	THQ
Issue	25

RAMPAGE PUZZLE ATTACK 79%



Genre	Puzzle
Publisher	Midway
Issue	24

RAYMAN ADVANCE 88%



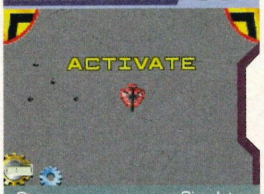
Genre	Platform
Publisher	Ubi Soft
Issue	19

READY 2 RUMBLE ROUND 2 82%



Genre	Beat-'em-up
Publisher	Midway
Issue	19

ROBOT WARS ADVANCED WARS 90%



Genre	Simulator
Publisher	BBC
Issue	23

ROCKET POWER: HE DREAM SCHEME 59%



Genre	Platform
Publisher	THQ
Issue	23

RUGRATS: CASTLE CAPERS 71%



Genre	Platform
Publisher	THQ
Issue	23

SCOOBY DOO & THE CYBER CHASE 55%



Genre	Platform
Publisher	THQ
Issue	23

SHAUN PALMER SNOWBOARDING 90%



Genre	Sports
Publisher	Activision
Issue	23

SNOOD 83%



Genre	Puzzle
Publisher	Digital
Issue	23

SPIDER-MAN: MYSTERIOS MENACE 68%



Genre	Platform/Beat-'em-up
Publisher	Activision
Issue	21

SPONGEBOB SQUAREPANTS: SUPERSPONGE 82%



Genre	Platform
Publisher	THQ
Issue	23

SPYRO: SEASON OF ICE 96%



Genre	Adventure
Publisher	Vivendi
Issue	23

STEVEN GERRARD'S TOTAL SOCCER 85%



Genre	Sports
Publisher	Ubi Soft
Issue	22

SUPER BUST-A-MOVE 90%



Genre	Puzzle
Publisher	Ubi Soft
Issue	23

SUPER MARIO ADVANCE 91%



Genre	Platform
Publisher	Nintendo
Issue	19

SUPER STREETFIGHTER II TURBO REVIVAL 94%



Genre	Beat-'em-up
Publisher	Ubi Soft
Issue	23

TETRIS WORLDS 90%



Genre	Puzzle
Publisher	THQ
Issue	23

THUNDERBIRDS: INTERNATIONAL RESCUE 88%



Genre	Adventure
Publisher	Sci
Issue	23

TINY TOON ADVENTURES: WACKY STACKERS 82%



Genre	Puzzle
Publisher	Warthog PLC/Swing!
Issue	25

TOM & JERRY: THE MAGIC RING 86%



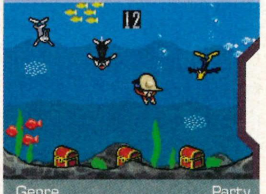
Genre	Action
Publisher	Ubi Soft
Issue	25

TONY HAWK'S PRO SKATER 2 94%



Genre	Sports
Publisher	Activision
Issue	19

TWEETY & THE MAGIC GEMS 89%



Genre	Party
Publisher	Planet
Issue	19

WARIO LAND 4 82%



Genre	Platform
Publisher	Nintendo
Issue	23

WWF: ROAD TO WRESTLEMANIA 88%



Genre	Beat-'em-up
Publisher	THQ
Issue	23

X-MEN REIGN OF APOCALYPSE 76%



Genre	Beat-'em-up
Publisher	Activision
Issue	22

The complete listings of

TOTAL ADVANCE

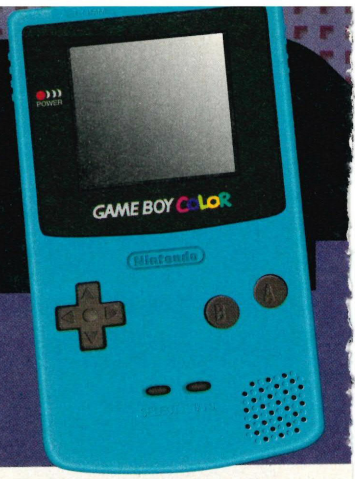
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LEGEND OF ZELDA: ORACLE OF AGES/SEASONS 95%



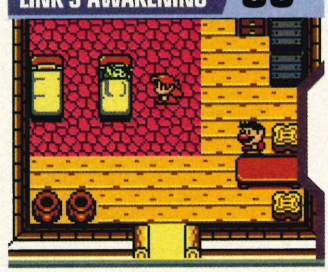
POKÉMON GOLD/ SILVER/CRYSTAL 95%



POKÉMON YELLOW 95%



LEGEND OF ZELDA: LINK'S AWAKENING 95%



MAT HOFFMAN'S PRO BMX 95%



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
102 Dalmatians	Platform	Activision	15	72%
3D Pocket Pool	Sports	Virgin	17	85%
720 Degrees	Arcade	Nintendo	03	43%
A Bug's Life	Platform	THQ	02	58%
Action Man	Platform	THQ	16	78%
Adventures of the Smurfs, The	Adventure	Infogrames	14	55%
Airforce Delta	Flight Sim	Konami	14	70%
Aladdin	Platform	Disney	13	75%
Alfred's Adventure	Platform	SCi	11	80%
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	Sports	Acclaim	04	86%
All Star Tennis '99	Sports	Ubi Soft	05	86%
Alone In The Dark	Adventure	Infogrames	18	85%
Animorphs	RPG	Ubi Soft	14	60%
Antz Racing	Racing	EA	16	70%
Antz	Platform	Infogrames	05	75%
Antz World Sportz	Sports	Big Ben Int	24	8%
Asterix: Search For Dogmatix	Platform	Infogrames	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
Baby Felix Halloween	Platform	BBI	23	69%
Backgammon	Puzzle	JVC	12	64%
Barbie: Ocean Discovery	Adventure	Mattel	07	50%
Batman Of The Future	Beat-'em-Up	Ubi Soft	14	83%
Batman: Chaos In Gotham	Platform	Ubi Soft	14	83%
Battleships	Strategy	Take 2	05	78%
Beauty And The Beast	Puzzle	Disney	06	68%
Black Bass Lure Fishing	Sports	Majesco	14	78%
Blade	Shoot-'em-up	Activision	15	67%
Bob The Builder	Puzzle	BBC Int.	14	68%
BSX Road Champs	Sports	Activision	16	85%
Bubble Bobble Classic	Puzzle	Taito	08	86%
Buffy The Vampire Slayer	Platform	THQ	12	55%
Bugs Bunny Crazy Castle 4	Platform	Kemco	09	47%
Bust-A-Move 4	Puzzle	Acclaim	04	75%
Buzz Lightyear Star Command	Shoot-'em-up	Activision	15	66%
Cannon Fodder	Strategy	Codemasters	15	90%
Carmageddon	Racing	SCi	03	36%
Castlevania Legends	Platform	Konami	01	84%
Caterpillar Construction Zone	Simulation	Mattel	12	85%
Catwoman	Platform	Kemco	10	68%
Catz/Dogz	Virtual Pet	Mattel	09	58%
Centipede	Shoot-'em-up	Take 2	02	64%
Chase HQ: Secret Police	Adventure	Metro 3d	05	75%
Chessmaster	Puzzle	Mindscape	04	79%
Chicken Run	Adventure	THQ	14	83%
Conker's Pocket Tales	Adventure	Nintendo	03	90%
Cool Bricks	Puzzle	SCi	11	86%
Cool Hand	Puzzle	Take 2	02	85%
Croc	Platform	THQ	10	90%
Croc 2	Adventure	THQ	12	91%
Cyber Tiger	Sports	EA Sports	13	91%
Daffy Duck: Fowl Play	Platform	Sunsoft	09	88%
Daikatana	RPG	Activision	15	92%
Déjà Vu 1 & 2	Adventure	Kemco	08	90%
Dinosaur	Adventure	Ubi Soft	12	83%
Dinosaur'us	Platform	EA	15	73%
Disney's Atlantis	Platform	THQ	22	79%
Disney's Magical Racing Tour	Racing	Activision	15	79%
Donald Duck: Quack Attack	Platform	Ubi Soft	14	84%
Donkey Kong Country	Platform	Nintendo	14	90%
Donkey Kong Land	Platform	Nintendo	01	86%
Doug's Big Game	RPG	Ubi Soft	16	90%
Dragon Tales: Dragon Wings	Puzzle	Ubi Soft	16	69%
Dragon Warrior Monsters	RPG	Eidos	07	92%
Driver	Racing	Infogrames	10	92%
Dropzone	Shoot-'em-up	Acclaim	03	82%
Duke Nukem	Platform	GT Int.	03	90%
Dukes of Hazzard 2	Racing	Ubi Soft	16	82%
Earthworm Jim: Menace...	Platform	Crave	06	80%
Elevator Action	Platform	TDK	18	80%
Elmo 123	Puzzle	Ubi Soft	15	70%
Elmo ABC	Puzzle	Ubi Soft	15	45%
Elmo In Grouchland	Platform	Ubi Soft	15	69%
Emperor's New Groove	Platform	Ubi Soft	16	82%
Evil Knievel	Sports	Take 2	06	75%
Extreme Ghostbusters	Platform	Koch Media	23	48%
Extreme Sports Berenstain Bears	Sports	TDK	17	80%
F1 Championship 2000	Racing	EA Sports	13	74%
F1 World Grand Prix	Racing	V System	04	74%
F18 Thunderstrike	Simulator	Take 2	11	28%
FA Premier League Stars	Sports	EA Sports	19	60%
FIFA 2000	Sports	EA Sports	07	73%

Adventure | Arcade | Kill-'em-up | Platform | Puzzle



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Final Fantasy Adventure	RPG	Sunsoft	01	85%
Final Fantasy Legend	RPG	Sunsoft	01	78%
Final Fantasy Legend II	RPG	Sunsoft	01	86%
Final Fantasy Legend III	RPG	Sunsoft	01	90%
Fish Files, The	Adventure	Microids	22	89%
Flintstones: Burgertime In Bedrock	Arcade	Virgin	12	43%
Flipper & Lopaka	Platform	Ubi Soft	16	80%
Fort Boyard	Adventure	Microids	22	52%
Freestyle Scooter	Sports	Ubi Soft	19	68%
Frogger	Arcade	Take 2	02	80%
Frogger 2	Arcade	Hasbro	13	80%
Game & Watch 2	Arcade	Nintendo	02	92%
Game Boy Gallery 3	Party	Nintendo	09	85%
Gex 3: Deep Pocket Gecko	Platform	Eidos	08	87%
Gex Enter The Gecko	Platform	Interplay	02	90%
Ghosts 'N' Goblins	Platform	Capcom	19	78%
Gift	Adventure	Cryo	15	63%
Godzilla: Monster Wars	Shoot-'em-up	Ubi Soft	16	66%
Golden Goal	Sports	Tarantula	05	76%
Grand Theft Auto	Adventure	Rockstar	06	62%
Grand Theft Auto 2	Adventure	Rockstar	14	90%
Gremlins: Unleashed	Platform	Koch Media	23	82%
Grinch, The	Arcade	Konami	14	90%
Hands of Time	Adventure	Virgin Int.	19	77%
Harry Potter & The Philosopher's Stone	RPG	EA	24	79%
Harvest Moon	RPG	Nintendo	02	93%
Harvest Moon 2	RPG	Ubi Soft	16	89%
Hello Kitty's Cube Frenzy	Puzzle	Ubi Soft	15	58%
Hercules	Adventure	Virgin Int.	19	74%
Hexite	Puzzle	Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Hot Wheels: Stunt Track Driver	Racing	Mattel	11	85%
Indiana Jones: Infernal Machine	Adventure	THQ	18	89%
Inspector Gadget	Platform	Ubi Soft	14	72%
International Karate	Beat-'em-up	Studio 3	07	92%
International Superstar Soccer	Sports	Konami	01	79%
ISS Pro '99	Sports	Konami	05	78%
Jeremy McGrath: 2000	Racing	Acclaim	12	55%
Jeremy McGrath Supercross	Racing	Acclaim	09	71%
Jim Henson's Muppets	Platform	Take 2	09	75%
Joust/Defender	Arcade	Midway	04	75%
Jungle Book: Mowgli's Wild...	Platform	Ubi Soft	14	90%
Keep The Balance!	Puzzle	JoWood	24	69%
Kirikou	Platform	Wanadoo	25	80%
Klax	Puzzle	Midway	04	52%
Kluster	Puzzle	Infogrames	03	58%
Konami Collection 4	Party	Konami	12	55%
Legend of the River King 2	RPG	Ubi Soft	17	82%
Lego Alpha Team	Strategy	Lego Int.	15	80%
Lego Racers	Racing	Lego Int.	15	79%
Lego Stunt Rally	Racing	Lego Int.	15	83%
Lion King: Simba's Adventure	Platform	Activision	15	79%
Little Mermaid 2: Pinball Frenzy	Puzzle	Nintendo	15	80%
Little Nicky	Platform	Ubi Soft	22	66%
Logical	Puzzle	THQ	02	78%
Looney Tunes	Platform	Sunsoft	02	80%
Looney Tunes Martian Alert	RPG	Infogrames	10	90%
Looney Tunes Martian Revenge	RPG	Infogrames	13	80%
Looney Tunes Racing	Racing	Infogrames	19	75%
Lucky Luke	Platform	Infogrames	04	81%
Magical Tetris Challenge	Puzzle	Disney	09	81%
Mario Golf	Sports	Nintendo	05	95%
MarioTennis	Sports	Nintendo	15	95%
Mat Hoffman's Pro BMX	Sports	Activision	18	95%
Matchbox: Emergence Patrol	Simulation	THQ	19	79%
Maya The Bee	Platform	Acclaim	04	82%
Maya The Bee: Garden...	RPG	Bonsai	15	50%
Megaman Xtreme	Platform	Capcom	19	89%
Men In Black	Shoot-'em-up	Interplay	02	80%
Men In Black 2	Platform	Crave	11	42%
Merlin	Platform	EA	15	54%
Metal Gear Solid	Adventure	Konami	09	94%
Mickey's Racing Adventure	Racing	Nintendo	07	95%
Mickey's Speedway USA	Racing	Nintendo	17	90%
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin...	Racing	THQ	08	93%
Micro Maniacs	Racing	THQ	22	59%
Mission Bravo	Strategy	THQ	19	65%
Mission Impossible	Racing	Infogrames	07	90%
Monkey Puncher	Platform	Ubi Soft	15	80%
Monopoly	Board Game	Konami	01	90%
Monsters, Inc.	Adventure	THQ	25	70%
Montezuma's Return	Platform	Take 2	01	79%
Moomin's Tale	Adventure	Sunsoft	09	82%

MICKEY'S RACING ADVENTURE 95%



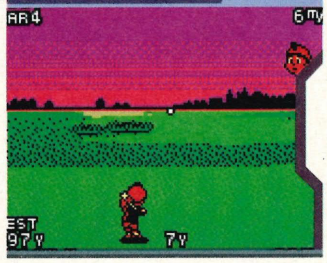
TOMB RAIDER 95%



MARIO TENNIS 95%



MARIO GOLF 95%



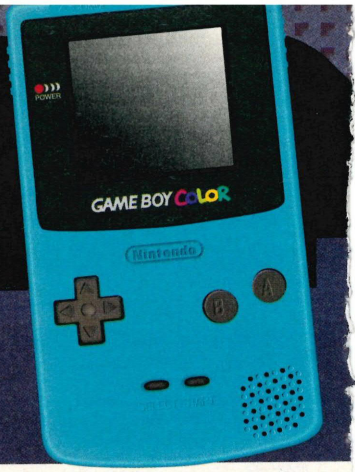
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RPG | Simulation | Sports/Racing | Strategy | Hum Dinger

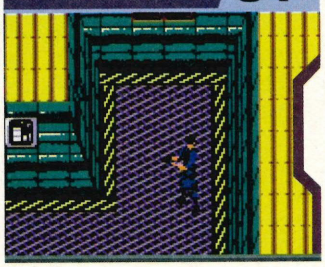
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The complete listings of Total Game Boy Reviews



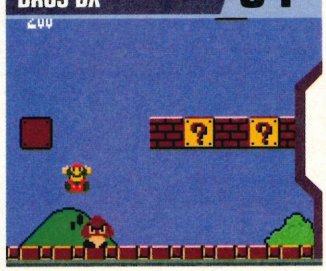
PERFECT DARK 94%



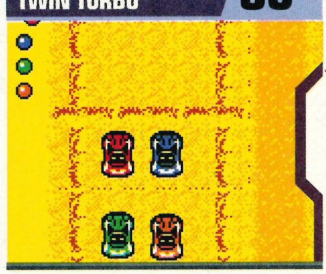
METAL GEAR SOLID 94%



SUPER MARIO BROS DX 94%



MICRO MACHINES: TWIN TURBO 93%



HARVEST MOON 93%



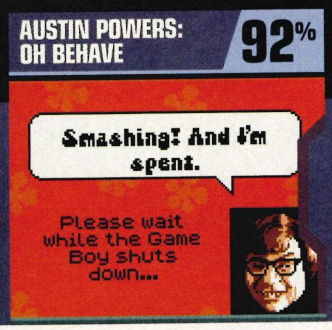
GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	02	51%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports Skateboading	Sports	THQ	13	46%
Mummy, The	Platform	Konami	14	90%
Mummy Returns, The	Platform	Vivendi	18	78%
Mystical Ninja	RPG	Konami	01	60%
NBA In The Zone 2000	Sports	Konami	10	85%
NBA In The Zone	Sports	Konami	04	48%
New Addams Family, The	Adventure	Microids	22	63%
NFL Blitz	Sports	Midway	04	83%
NHL 2000	Sports	EA Sports	08	67%
NHL Blades Of Steel	Sports	Konami	04	51%
No Fear: Downhill Biking	Racing	THQ	22	49%
No Fear: Downhill Biking	Racing	THQ	22	49%
Noddy And The Birthday Party	Adventure	BBC	08	72%
NY Race	Racing	Koch Media	23	80%
O'Leary Manager 2000	Sports	Ubi Soft	11	85%
Oblex	Platform	Infogrames	04	89%
Odd World Adventures	Platform	GT Interactive	02	85%
Odd World Adventures II	Platform	GT Interactive	05	87%
Pac-Man: Speed Colour Edition	Arcade	Namco	05	82%
Paperboy	Arcade	Midway	04	62%
Perfect Dark	Shoot-'em-up	Nintendo	11	94%
Pitfall: Beyond The Jungle	Platform	Virgin	03	81%
Player Manager 2001	Sports	THQ	17	85%
Pocket Bowling	Sports	Jaleco	05	52%
Pocket Racing	Racing	Virgin	13	54%
Pocket Soccer	Sports	Nintendo	18	80%
Pokémon Gold/Silver/Crystal	RPG	Nintendo	16/20	95%
Pokémon Pinball	Puzzle	Nintendo	13	85%
Pokémon Red/Blue	RPG	Nintendo	04	85%
Pokémon Trading Card Game	RPG	Nintendo	14	87%
Pokémon Yellow	RPG	Nintendo	10	95%
Pong	Arcade	Take 2	11	75%
Pop 'N' Pop	Arcade	JVC	12	77%
Powerpuff Girls: Bad Mojo Jojo	Platform	Ubi Soft	18	78%
Powerpuff Girls: Battle Him	Platform	Ubi Soft	19	80%
Powerpuff Girls: Paint The Town...	Platform	Ubi Soft	19	80%
Power Quest	Beat-'em-up	Sunsoft	01	85%
Power Rangers: LSR	Platform	THQ	15	72%
Prince Of Persia	Platform	Red Orb	04	90%
Pro Pool	Sports	Codemasters	10	70%
Project S-11	Shoot-'em-up	Sunsoft	13	75%
Puchi Carat	Puzzle	Taito	10	65%
Quest For Camelot	RPG	Titus	02	84%
Rainbow 6	Strategy	Red Storm	08	82%
Rainbow Islands	Platform	TDK	19	87%
Rampage World Tour	Arcade	Midway	02	58%
Rayman	Platform	Ubi Soft	07	90%
RC Pro-Am	Racing	Nintendo	01	83%
Ready 2 Rumble Boxing	Sports	Midway	07	73%
Reservoir Rat	Platform	Take 2	02	84%
Resident Evil Gaiden	Adventure	Virgin	24	83%
Return Of The Ninja	Platform	Ubi Soft	17	83%
Revelations: The Demon Slayer	RPG	Atlus	05	89%
Road To El Dorado	Platform	Ubi Soft	11	77%
Robin Hood	Adventure	EA	16	83%
Robot Wars	Bash-'em-up	BBC Int.	14	75%
Rocket Power	Sports	THQ	18	52%
Roland Garros French Open	Sports	Cyro	12	60%
Ronaldo V-Football	Sports	Infogrames	07	65%
Roswell Conspiracies	Adventure	Ubi Soft	18	80%
R-Type DX	Shooter	Infogrames	04	60%
Rugrats In Paris	Puzzle	THQ	15	71%
Rugrats The Movie	Platform	THQ	02	87%
Rugrats: Time Travellers	Platform	THQ	06	72%
Rugrats: Totally Angelica	Puzzle	THQ	13	71%
Sabrina: Spooked	Platform	Vivendi Universal	24	69%
Sabrina The Teenage Witch...	Platform	Havas Int.	15	60%
Santa Claus Junior	Platform	JoWood	24	83%
Scooby Doo: Classic Creep...	Adventure	THQ	17	77%
Scrabble	Puzzle	Ubi Soft	24	92%
Shadowgate Classic	RPG	Kemco	03	48%
Shanghai Pocket	Puzzle	Sunsoft	01	79%
Shaun Palmer Pro Snowboarder	Sports	Activision	25	85%
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
Simpsons: Treehouse of Horror	Platform	THQ	17	70%
Smurf's Nightmare, The	Platform	Infogrames	03	78%
Snoopy Tennis	Sports	Infogrames	19	85%
Snow Cross	Sports	Vicarious	23	30%

Adventure | Arcade | Beat-'em-up | Platform | Puzzle



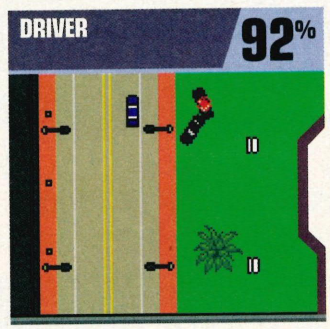


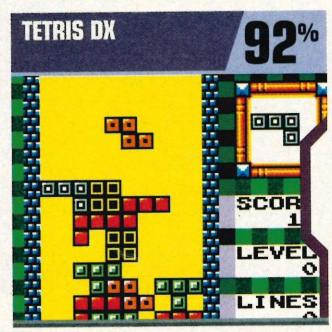




GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Snow White & The Seven Dwarves	Adventure	Ubi Soft	24	60%
Soccer Manager	Sports	Acclaim	11	69%
Space Invaders	Shoot-'em-up	Activision	06	69%
Space Station Silicon Valley	Platform	Take 2	05	90%
Speedy Gonzales: Aztec...	Platform	Infogrames	09	75%
Spider-Man	Platform	Activision	13	89%
Spider-Man 2: Sinister Six	Platform	Activision	19	88%
Spirou: The Robot Invasion	Platform	Ubi Soft	10	86%
Spongebob Squarepants	Platform	THQ	18	80%
Spy Vs Spy	Arcade	Kemco	04	77%
Star Wars: Episode 1 Racer	Racing	LucasArts	07	93%
Star Wars: Obi Wan's...	Adventure	THQ	15	85%
Star Wars: Yoda Stories	RPG	LucasArts	08	84%
Stranded Kids	RPG	Konami	08	79%
Streetfighter Alpha	Beat-'em-up	Capcom	08	85%
Stuart Little: The Journey Home	Adventure	Activision	21	77%
Super Breakout	Puzzle	Take 2	02	70%
Super Mario Bros DX	Platform	Nintendo	03	94%
Super Marioland 2	Platform	Nintendo	01	90%
Super Return of the Jedi	Platform	LucasArts	01	72%
Supercross	Racing	Infogrames	14	88%
Supreme Snowboarding	Sports	Infogrames	06	53%
Suzuki Allstar Extreme	Racing	Ubi Soft	06	72%
Swiv	Shoot-'em-up	SCi	16	85%
Tarzan	Platform	Activision	05	90%
Tazmanian Devil: Munching Mad	Adventure	Infogrames	07	85%
Test Drive 6	Racing	Infogrames	08	78%
Tetris DX	Puzzle	Nintendo	01	92%
The Nations – Land of Legends	RPG	JoWood	24	70%
The World Is Not Enough	Adventure	EA	23	83%
Three Lions	Sports	Take 2	05	82%
Thunderbirds	Adventure	SCi	13	93%
Tiger Woods PGA Tour 2000	Sports	EA Sports	08	43%
Tintin: Le Temple Du Soleil	Platform	Infogrames	15	71%
Tiny Toons: Buster Saves...	Arcade	Virgin Int.	19	56%
Titus The Fox	Platform	Titus	13	53%
TOCA	Racing	THQ	11	92%
Tom & Jerry	Platform	Warner Bros	06	48%
Tom & Jerry: Mouse Attacks	Platform	Ubi Soft	13	85%
Tomb Raider	Platform	Core Design	08	95%
Tonic Trouble	Platform	Ubi Soft	09	88%
Tonka Raceway	Racing	Hasbro	11	31%
Tony Hawk's Pro Skater 3	Sports	Activision	23	90%
Tony Hawk's Skateboarding	Sports	Activision	09	64%
Toonsylvania	Platform	THQ	11	71%
Top Gear Rally	Racing	Nintendo	03	55%
Toy Story 2	Platform	THQ	07	80%
Toy Story Racers	Racing	Activision	17	88%
Trick Boarder	Sports	Natsume	18	55%
Turok 2	Platform	Acclaim	02	40%
Turok 3	Shoot-'em-up	Acclaim	11	50%
Turok Rage Wars	Adventure	Acclaim	06	70%
Tweenies: Doodle's Bones	Platform	BBC Int.	22	78%
Tweety's High Flying Adventure	Platform	Kemco	12	79%
UEFA 2000	Sports	Infogrames	11	82%
Ultimate Fighting Championship	Beat-'em-up	Ubi Soft	16	33%
Ultimate Paintball	Shoot-'em-up	Take 2	11	50%
Universal Monsters: Dracula	Adventure	Cryo	22	81%
UNO	Party	Mattel	14	75%
VIP	Shoot-'em-up	Ubi Soft	19	60%
V-Rally Championship Edition	Racing	Infogrames	03	90%
Wacky Races	Racing	Infogrames	10	90%
Wario Land	Platform	Nintendo	01	85%
Wario Land II	Platform	Nintendo	01	90%
Wario Land III	Platform	Nintendo	09	93%
Wave Races	Racing	Nintendo	01	66%
Wendy: Every Witch Way	Platform	TDK	22	84%
Wetrix GB	Puzzle	Infogrames	11	48%
Wings of Fury	Shoot-'em-up	Red Orb	09	79%
Winnie The Pooh: 100 Acre...	Adventure	Disney	10	60%
Winnie The Pooh And Tigger	Platform	Ubi Soft	25	75%
Woody Woodpecker Racing	Racing	Konami	16	60%
World Cup '98	Sports	EA Sports	01	80%
Worms Armageddon	Strategy	Infogrames	06	48%
WWF Attitude	Beat-'em-up	Acclaim	04	80%
WWF : Betrayal	Beat-'em-up	THQ	21	75%
WWF Wrestlemania	Beat-'em-up	THQ	07	48%
Xena: Warrior Princess	Adventure	Virgin	15	74%
X-Men Mutant Academy	Beat-'em-up	Activision	11	70%
X-Men Wolverine's Rage	Platform	Activision	19	66%
Zelda: Link's Awakening	RPG	Nintendo	01	95%
Zelda: Oracle of Ages/Seasons	RPG	Nintendo	21	95%

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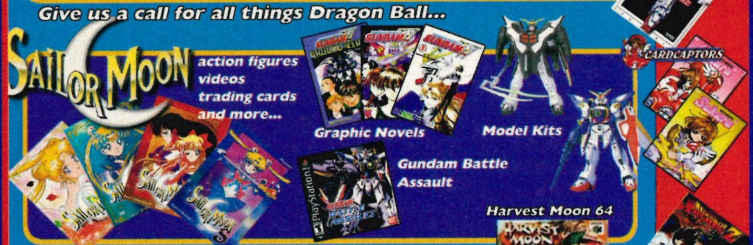
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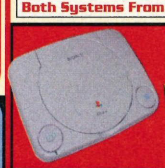
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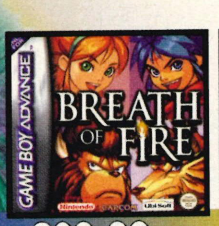
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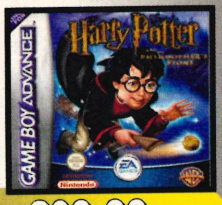


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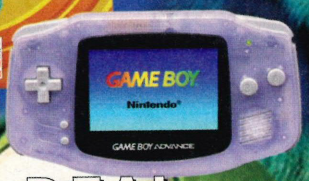


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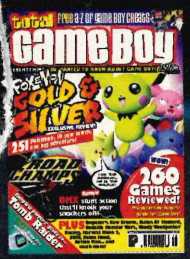


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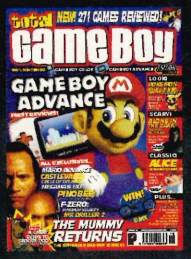
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Reviews: Pokémon Gold & Silver, Swiv, Robin Hood, Dragon Wings, Mr Driller, Ultimate Fighting Championship



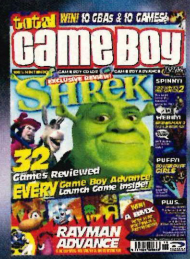
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Reviews: Toy Story Racer. Mickey's Speedway USA, Return Of The Ninja, Player Manager 2001, 3D Pocket Pool



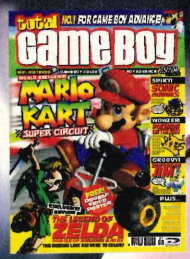
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Reviews: Alone In The Dark, Mat Hoffman's Pro BMX, The Mummy Returns, Indiana Jones And The Infernal Machine



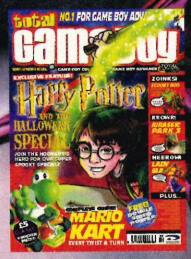
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Reviews: Rayman Advance, GT Challenge, Ready 2 Rumble Boxing: Round 2, Ghosts N' Goblins, VIP



ISSUE 21

Reviews: Mario Kart: Super Circuit, Earthworm Jim, Pitfall: The Mayan Adventure, WWF Betrayal, Spider-Man



ISSUE 22

Reviews: The Addams Family, Lady Sia, Advance Wars, Moto GP, Jurassic Park 3: Park Builder, Final Fight One



ISSUE 23

Reviews: ISS, The World Is Not Enough, StreetFighter 2 Revival, Tony Hawk's Pro Skater, Doom, Driven, Warioland 4



ISSUE 24

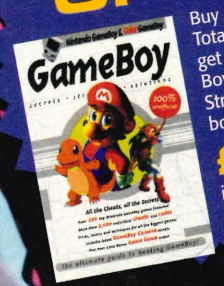
Reviews: Resident Evil Gaiden, Planet Of The Apes, Jackie Chan Adventures, Columns Crown, Scrabble, Super-Bust-A-Move



ISSUE 25

Reviews: Monsters, Inc., Frogger's Adventures, Namco Museum, Shaun Palmer's Pro Snowboarding

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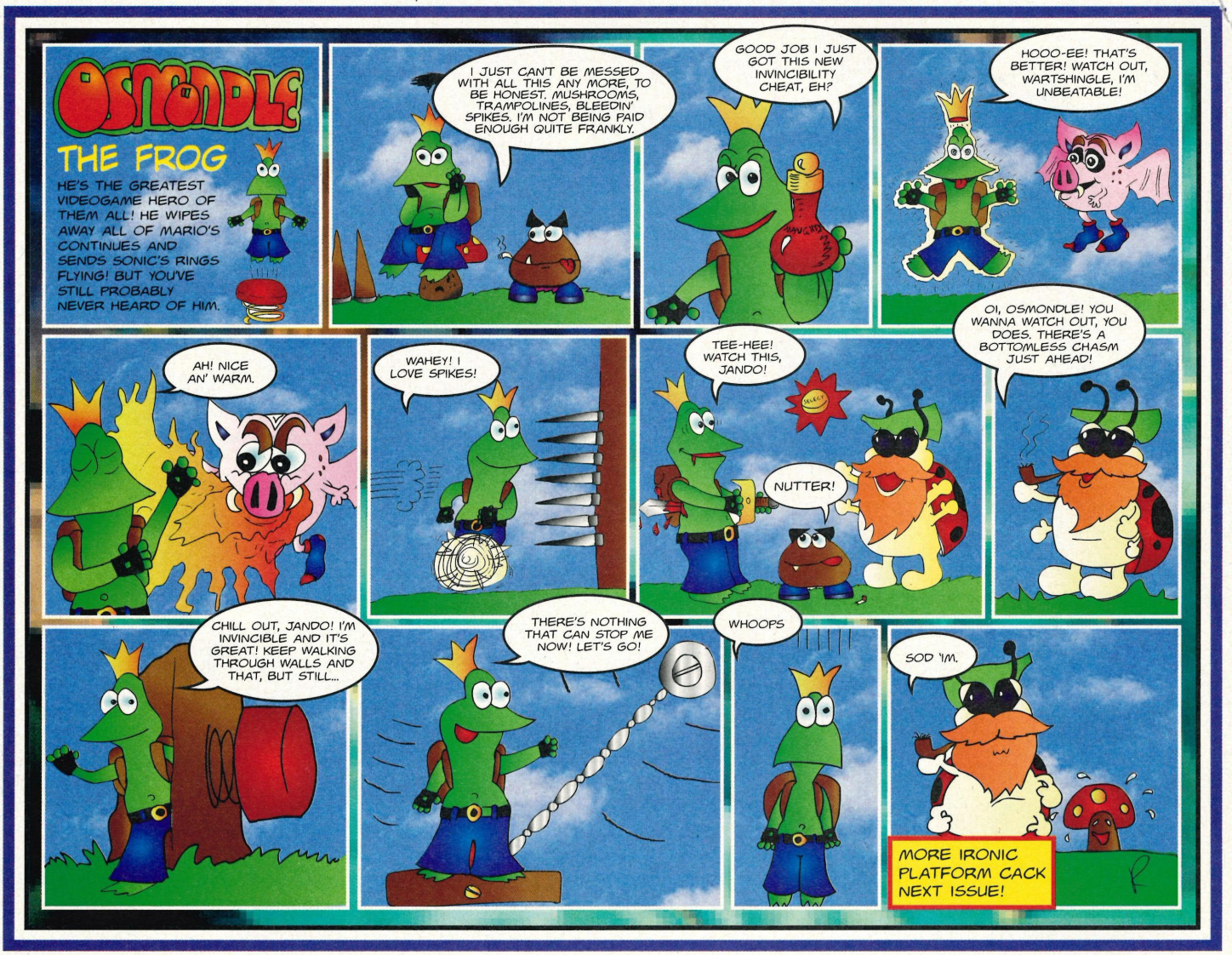
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GHETTO



THE GALLERY

Mona's been downsized, but never downhearted. Not with your doodles to cheer her up anyway.

DAVID GOLDFINCH

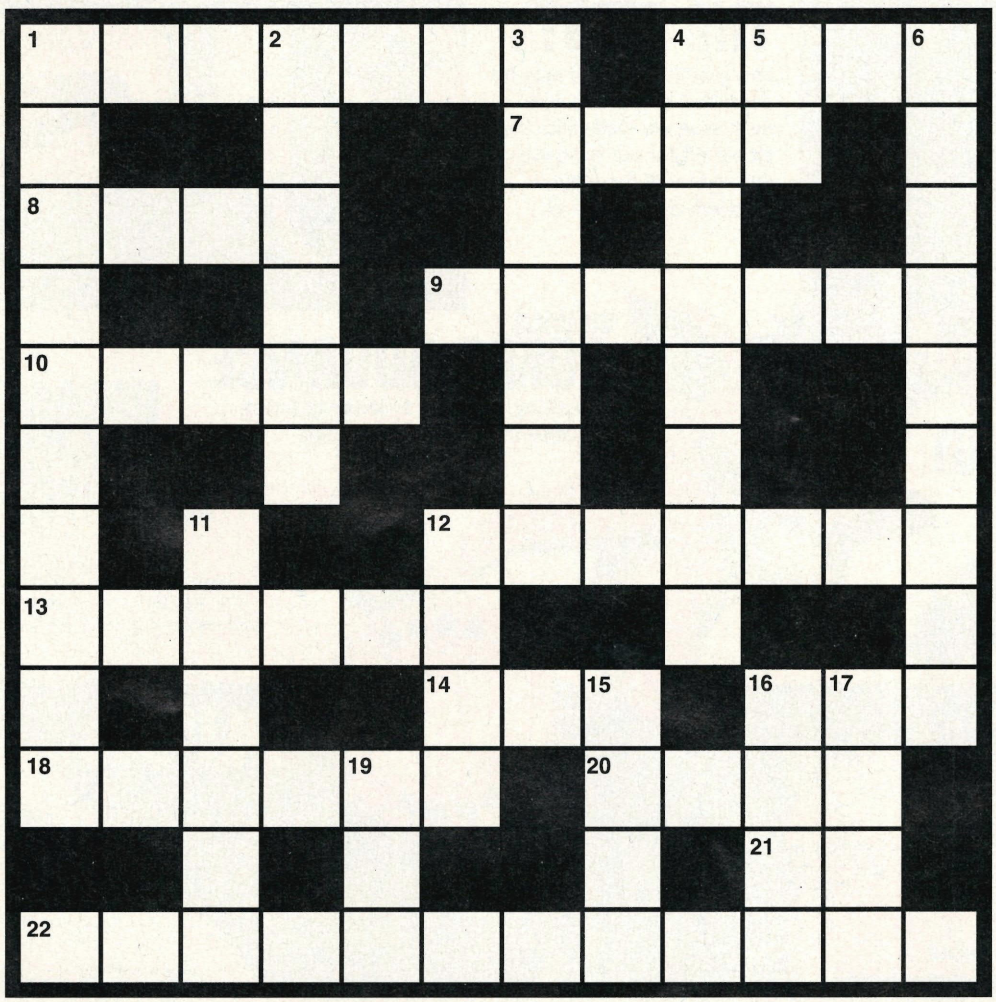


EDDIE CASTLE



CROSSWORD

A bit of extra value for money. Grab a pen and a cup of tea, and pretend to look all intelligent for a while as you fill in this depressingly easy crossword!

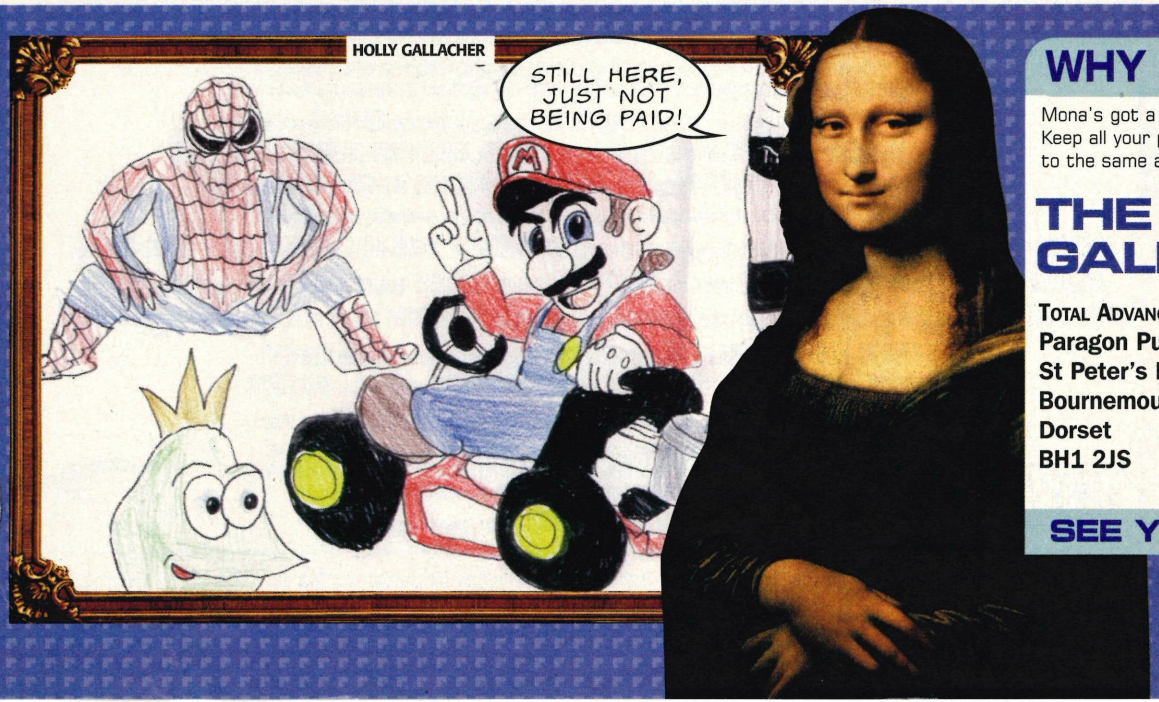


ACROSS

1. Mario creator Miyamoto's first name (7)
4. Sonic wants it, Frodo wants to lose it! (4)
7. An ancient beverage (4)
8. A boardwalk or jetty (4)
9. Followed, hunted (7)
10. F-Zero is what kind of game? (5)
12. Dennis the Menace's dog (7)
13. Darth Vader's real first name (6)
14. The most famous Pokémon trainer! (3)
16. Dwarf, sci-fi sitcom soon to be a movie (3)
18. Person who avoids all society (6)
20. Adam & Eve's garden, allegedly (4)
21. Spielberg & Kubrick's initial movie (1, 1)
22. The latest title from a classic Nintendo puzzler (6, 6)

DOWN

1. What brothers can you find on the GameCube? (5, 5)
2. Granny used to have one (6)
3. Pokémon number 197 (7)
4. Pokémon number 78 (8)
5. Proof of age etc (1, 1)
6. Precious sounding Pokémon City (9)
11. Extreme Ghostbuster not playable in GBA game (6)
12. Tiny biting bug (4)
15. What word describes Osmondle, Superman and Han Solo? (4)
16. GBs, not Original or Extreme? (4)
17 Childrens author, Blyton (4)
19. French for 'here' (3)



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Mona's got a hankering for even more pictures! Keep all your pieces of artistic genius coming in to the same address...

THE GALLERY



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THOUGHT LIFE COULDN'T GET ANY BETTER? THINK AGAIN! 28 MARCH!

BIG GAMES

Next Month...Next Month...Next Month...Next Month...

COMING SOON



TEKKEN: THE PITS?

This month's preview may be described as gushing, but next issue we really take the gloves off for our exclusive first review of the biggest beat-'em-up of them all.



CRASH BOOM BANG!

And other vaguely onomatopoeic words herald the arrival of the world's favourite Bandicoot on the GBA. After months of careful preparation, it's time to give you the real deal on Crash's debut.



SOLUTION

SONIC ADVANCE

Everything you need to know to thrash Robotnik in our exhaustive guide.

FEATURE

DREAM GAMES REVISITED

We take a look at the GBA titles you REALLY want to get your hands on. Get your ideas to us today – who knows who'll be reading?

Look at these shots and drool...



ISSUE 27 ON SALE 28 MARCH!

PLUS

- Midnight Club
- Jimmy Neutron
- Puyo Pop
- Black Belt Challenge
- Golden Sun
- Animaniacs
- Shrek Karting

BE QUICK!
Email, text or post your thoughts on our new look to us today!





PUZZLE ANSWERS

FEELING CONFIDENT?

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U		A			M	E	A	D		O				
P	I	E	R			B		P		L				
E			D		T	R	A	I	L	E	D			
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S			N			O		A			N			
M		G			G	N	A	S	H	E	R			
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		E		C			R		A	I				
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Warning: The reading of small print can lead to extreme boredom as we're buggered if we can think of anything even remotely amusing to write here this time.

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Army Men Advance
Army Men S's Heroes
Asterix: Search for Dog.
Avenging Spirit

B = 02

B. Bunny Crazy Castle 4
Bart Simpson: E. Camp D.
Bart Simpson: T'house H.
Batman Beyond
Batman Chaos in Gotham
Battle Tanx
Battletoads
Betrayal (WWF)
Blade
Blaster Master
Blue Pokemon
Bomberman
Buffy The Vampire Slayer
Bugs Bunny Crazy Castle
Bugs Bunny Op. Carrot P.
Burai Fighter
Burger Time in Bedrock
Buzz Lightyear

C = 03

Camelot (Quest for)
Cannon Fodder
Carmageddon
Casper
Chicken Run
Choplifter 2
Conkers Pocket Tales
Contra
Crazy Carrot
Crazy Castle 4
Croc
Croc 2
Crystal Pokemon

D = 04

Daedialin Opus
Daffy Duck: Fowl Play
Dave Mirra BMX
Dexter's Lab: R. Rampage
Disney's 102 Dalmatians
Dogz
Donald Duck: Quack Att.
Donkey Kong
Donkey Kong Country
Donkey Kong Land
Donkey Kong Land 2
Donkey Kong Land 3
Dragon Ball Z
Dragon Warrior 3
Dragon Warrior Monsters
Duke Nukem

E = 05

Earthworm Jim 2
ECW Hardcore Rev.
Elevator Action
Episode 1: Obi Wan

F = 06

F Zero
F1 Race
F15 Strike Eagle
Fairy Tale (Shrek)
Final Fantasy 3
Final Fantasy Adv
Final Fantasy Legend
Flintstones
Flipper & Lokapa
Frogger

G = 07

Game & Watch Gallery 2
Game & Watch Gallery 3
Game and Watch Gallery
Game Boy Camera
Game Genie
Garfield: Caught in Act
Gex 3: Deep Cov. Gecko
Gex Enter the Gecko
Godzilla
Goin' Quackers
Gold Pokemon
Grand Theft Auto
Gremlins 2

H = 08

Hardcore Revolution
Harry Potter
Harvest Moon
Harvest Moon 2
Hercules
Hot Wheels Stunt Driver

I = 09

I. Jones: Infernal Machine
In Your Face
Inspector Gadget
Iron Man in Heavy Metal

J = 10

J McGrath Supercross '00
James Bond 007
Jungle Book
Jurassic Park 2: C. Cont.

K = 11

Killer Instinct
Kingdom Crusade
Kirby's Pinball Land
Kirby's Star Stacker
Kirby's Tilt 'N' Tumble
Krusty's Fun House

L = 12

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Legend of Zelda: Seasons
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Links Awakening (Zelda)
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Looney Tunes Twouble
Lucky Luke

M = 13

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Maximum Velocity F-Zero
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Men in Black 2
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Metal Mayhem: R. Wars
Metroid 2
Mickey's Racing Adv.
Mickey's Speedway USA
Monopoly
Mortal Kombat 2
Mortal Kombat 3
Mr Nutz
Mulan
Myths & Legends"

N = 14

Nascar Racers
Navy Blue
Nemesis
NFL Blitz
Ninja Boy
Ninja Gaiden Shadow
Nintendo World Cup

O = 15

Obi Wan (Star Wars)
Oh Behave! (A. Powers)
Olympic Hockey Nagano

P = 16

Pac In Time
Parodius
Penguin Boy
Personal Organiser
Pitfall: Beyond The Jungle
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Pocohontas
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Pokemon Yellow
Popeye 2
Power Modeller
Power Puff Girls
Power Rangers
Powerpuff Girls: Bat. Him
Prince of Persia
Project S-11

Q = 17

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Q Billion
Qix
Quest for Camelot

R = 18

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Ratz
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Ready 2 Rumble Boxing
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Return of the Ninja
Road Champ Stunt Biking
Robin Hood
Robot Wars: M. Mayhem
Rugrats
Rugrats in Paris

S = 19

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Snoopy Tennis
Speedy Gonzales
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Spiderman 2: Sinister 6
Spy vs Spy
Spy vs Spy: Op. B. Trap
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Star Wars: Obi Wan
Star Wars: Yoda Stories
Street Fighter: Alpha
Sumo Fighter
Super Mario Advance
Super Mario Bros DX
Super Mario Land
Super Mario Land 2

T = 20

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Tazmanian Devil: M.Mad.
Teenage Ninja Turtles
Tennis
Tetris
Tetris Attack
The Addams Family 2
The Grinch
The H. of Notre Dame
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The Lion King
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True Lies
Turok
Turok 2: Seeds of Evil
Turok Shadow of Oblivion
Turok: Rage Wars

U = 21

Ultimate Paintball
Ultra Golf

V = 22

V-Rally

W = 23

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Wario Land
Wario Land 2
Wario Land 3
WDL Thundertanks
Wolverine's Rage
Worms Armageddon
WWF Attitude
WWF Betrayal
WWF Superstars 2
WWF Warzone
WWF Wrestlemania 2000

X = 24

X Men Mutant Academy
X Men Mutants Wars

Y = 25

Yoda Stories
Yoshi's Cookie

Z = 26

Zelda
Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zen: Intergalactic Ninja

0-9 = 27

007 James Bond

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Army Men Advance
Atlantis: The Lost Empire

B = 02

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Batman Vengeance
Bomberman Tournament
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Breath of Fire

C = 03

Castlevania: C of Moon
Chu Chu Rocket

D = 04

Donald Duck Advance
Doom

E = 05

Earthworm Jim
Ecks vs Sever
ESPN Final Round 2002

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F-14 Tomcat
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Super Dodgeball Advance
Super Mario Advance

T = 20

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Thunderbirds
Tony Hawks Pro Skater 2

W = 23

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