NO.1 FOR GAME BOY ADVANCE

TOTAL ADVANCE

ISSUE 27

TOTAL GAMES .net

THE WORLD'S BIGGEST NINTE[N]DO GAME BOY ADVANCE MAGA[ZINE]

100% UNOFFICIAL

EXCLUSIVE REVIEW!

SUPER MARIO ADVANCE 2

It's the Italian job once again with your favourite plumber!

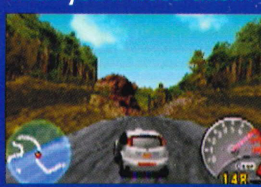
WOW! £5 OFF GBA GAMES OVER £29.99!

TEKKEN ADVANCE

REVIEWED! The GBA gets ready to rumble!

V-RALLY 3

Fancy a bit of four-play? Then you'll need this...

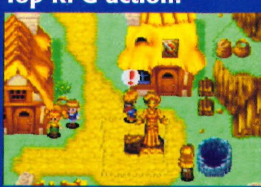


TOM CLANCY'S ROGUE SPEAR

EXCLUSIVE Take control of the special forces

GOLDEN SUN

Top RPG action!



EXCLUSIVE! SONIC ADVANCE COMPLETE GUIDE!

IN-DEPTH REVIEW

CRASH BANDICOOT

Madcap Marsupial adventures on the move!

PLUS! All these great games...

- JIMMY NEUTRON
- MIDNIGHT CLUB
- PUYO POP
- SCRABBLE
- RAYMAN 2

TONY HAWK'S PRO SKATER 3

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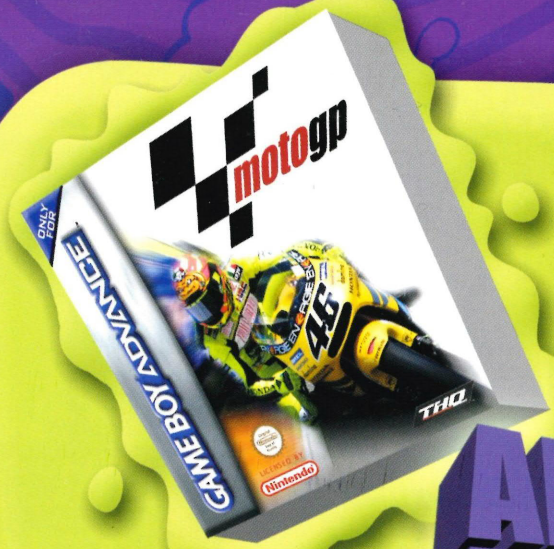

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THE ONLY GAME BOY ADVANCE MAGAZINE YOU CAN TRUST!

WELCOME

AND WELL DONE! You'd be surprised how many mistakes people make when they're out shopping for GBA magazines. Light-headed people can be dazzled by gaudy offers of free *Mario*-themed spatulas or the thickness of a quarterly publication (even though quarterly means 'mainly out of date'!) but you've ignored all the lesser rip-offs in favour of the longest running, most successful Game Boy mag in Europe!

This issue we've got first dibs on hum-dingers like *Golden Sun*, *Peter Pan: Return To Never Land* and *Broken Sword*! Not to mention a guide to *Sonic Advance*, and the low-down on hot titles like *Lord Of The Rings*! Unfortunately, this would all have got done a lot sooner if we hadn't been trying to get to the end of *Mario Advance 2* for the umpteenth time. Martin was the winner, from the first level to Bowser's demise in three hours. Special Stages can just get lost, though. The scars from completing the SNES version have not yet healed.

This is the last issue for a lot of the old favourites, and what with the old GBC not so much on it's last legs as hobbling around an a pair of bleeding stumps, it's a definite end of an era. From now it's all serious business! So for the last time, welcome to the mag, and ta!

Jem Roberts
Games Editor

TOTAL ADVANCE

ISSUE TWENTY-SEVEN

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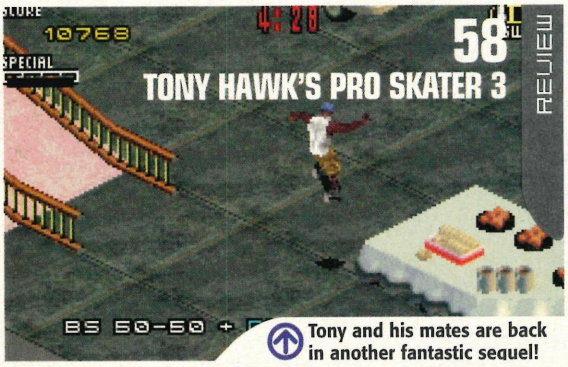
PACKED WITH ALL THE NEWS, PREVIEWS, REVIEWS AND FEATURES YOU'LL EVER NEED. AND THEN A FEW MORE JUST FOR A LAUGH!



58 TONY HAWK'S PRO SKATER 3 REVIEW

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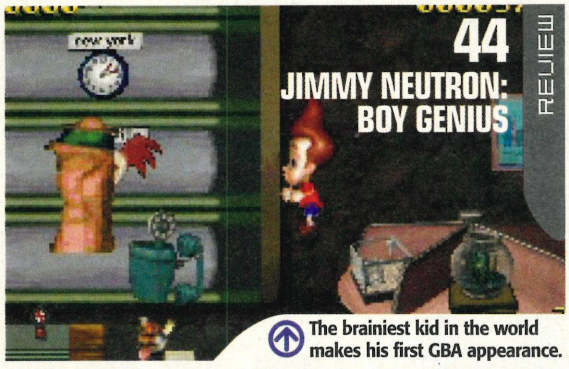

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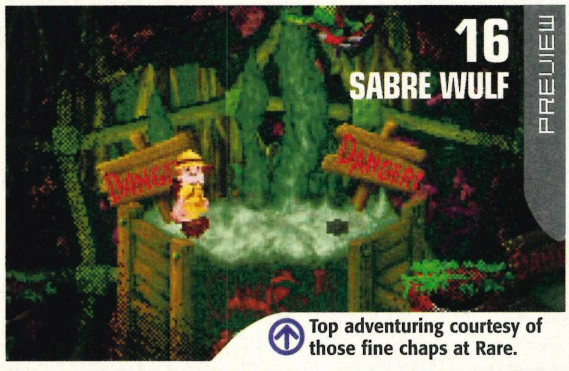

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LINK UP

There are many ways to have your say in the mag, the phone's been buzzing and the sack's burst its load. Here are this month's best rants.

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KNOW YOUR GAMES

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PLUS!

£5 OFF GBA GAMES OVER £29.99! SEE PAGE 10!

GRAND THEFT AUTO... BRITNEY SPEARS ... LILO AND STITCH... TREASURE PLANET...

GBA ADVANCE NEWS

CHARTS

WHAT'S HOT AND SIZZLING COURTESY OF CHART TRACK!

1	Monsters, Inc.	Disney Interactive
2	The Simpsons: Treehouse Of Horror	THQ
3	Pokémon Crystal	Nintendo
4	Harry Potter™: Philosopher's Stone	EA Games
5	Scooby Doo - Classic Creep Capers	THQ
6	Pokémon Gold	Nintendo
7	Pokémon Silver	Nintendo
8	Super Mario Bros	Nintendo
9	Legend Of Zelda: Oracle Of Seasons	Nintendo
10	Legend Of Zelda: Oracle Of Ages	Nintendo

TOP GAME THIS ISSUE!

MONSTERS, INC.

1	Monsters, Inc.	Disney Interactive
2	Golden Sun	Nintendo
3	Mario Kart: Super Circuit	Nintendo
4	Super Mario Advance	Nintendo
5	Warioland 4	Nintendo
6	Harry Potter™: Philosopher's Stone	EAGames
7	Advance Wars	Nintendo
8	Spyro: Season Of Ice	Universal Interactive
9	Jackie Chan Adventures	Activision
10	Robot Wars -Arenas Of Destruction	BBC Mult

Verdict: GBC Owners are absolutely mental.

Lets get this straight once and for all...

GTA OR NOT GTA?

ONE OF MANY, many texts, emails and letters received by the TA team in the last month or so: 'Hi TOTAL ADVANCE I think your mag is class! I just wanna know if *Grand Theft Auto* 3 is coming out on the GBA and if it is, when? Thanks very much, Tom.'

It was widely believed in the business that the game was canned, and Digital's hopes of releasing the mini-version of last year's massive smash hit in the first quarter of 2002 were dashed, but Tom and co, you can kind of rest easy. We can exclusively reveal that there will definitely be a *GTA* title for the GBA this year. Being such a massively anticipated title, there has been a lot of pressure put on the game's creators, and so the release has tentatively been put back to quarter four of this year to make sure the end result deserves its controversial yet illustrious name.

So don't hold your breath, but now you know where to mark your calendar.

PERIPHERAL ROUND UP

What's new and a nice translucent blue in the world of Game Boy add-ons this month?

IT WORKS! MY god in hell, it only actually works! Turn off the lights, turn up the music, switch on your GBA and play all night! Well, until the batteries run out anyway.

It's the 'Philosopher's Stone' of handheld peripherals: a GBA light that actually works. Everyone's had a go, and all failed miserably as far as we're concerned. The shiny rectangular (and probably already incredibly scarred) GBA screen generally has the visibility of a midget wearing Harry potter's cloak in a fog. Worms lights only add an annoying spotlight to the corner of the screen, and the existing GBA lights on the market haven't been much better, unfortunately. You'd do better to light a few candles.

But perhaps at last the days of sitting stock still under a lamp for hours on end are at an end, thanks to the smug boffins from Joytech. The Illuminator Pro may look like a plastic microscope but four of us retreated to the darkened kitchen the second we got our Illuminator Pro samples and were knocked out by the difference the new gizmo really made. It takes two batteries (though there is a power port), thankfully does away with all wires and leaves the link port clear for multiplayer battles. And you'd have the edge in any link-up game with this.

It's true that it may still take a little time for this new design to really be perfected. You don't really need a magnifier for the GBA screen at all, unless you really need to get your eyes checked. The magnifying lens is also a bit too shiny under the light, although you can slide it out. And sure, it looks a bit unwieldy and fragile – BUT! When the lights go out, it really works like a dream, and finally releases us from the tyrannous grip of the standard lamp! If you've ever complained about GBA visibility (and we know you have), get one now and shut up. This little sunbeam deserves a glowing recommendation. Shop! Now! £14.99!

TOTAL ADVANCE
INFORMATION

ILLUMINATOR PRO	
FROM:	JOYTECH
PRICE:	£14.99

LIGHTING UP TIME!

OOH, WHAT WERE we thinking? We've got FIVE gorgeous polythene-wrapped, nice-and-new-smelling Illuminator Pros to give away right this second! And if you're not lucky enough to be in the top five entrants, at least we have a spiffing five Advanced Protector Cases for the runners up. To be one of the first to get your hands on the Illuminator Pro, simply answer this one question and get your entry into us at the same old boring address before 29 April!

Q) WHICH MIDDLE-OF-THE-ROAD GOOD VIBE POP COMBO RELEASED THE NO 1 SINGLE 'OCEAN DRIVE'?

A) THE LIGHTHOUSE FAMILY
B) THE LIGHT AIRCRAFT FAMILY
C) THE LIGHTSABER FAMILY
D) RADIOHEAD

SNOOP

A SMALLER SNOOPY SCOOP OF HANDHELD NEWS, HOT OFF THE PRESS...

MUMMY ON THE LOOSE!

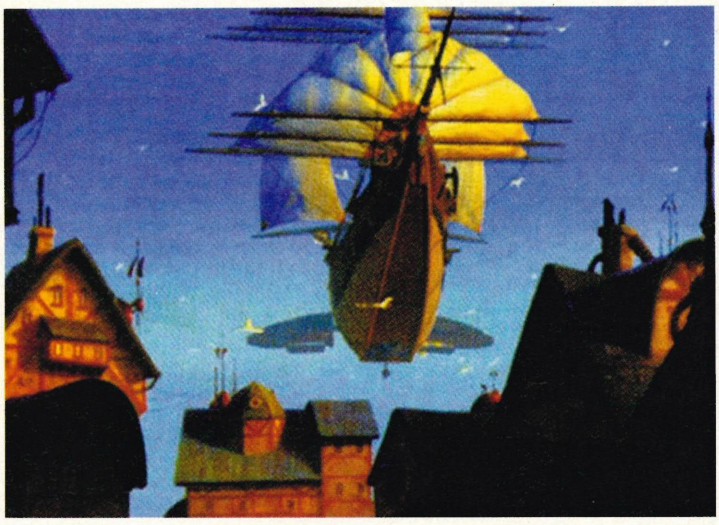
Ubi Soft has just acquired the rights to create the first GBA titles based on The Mummy *cartoon show, even though the GBC titles were released via Vivendi Universal. Why the big bods thought a change of company was needed no one can be sure, but we'll soon see if there's any difference, as the first title is due out this year.*

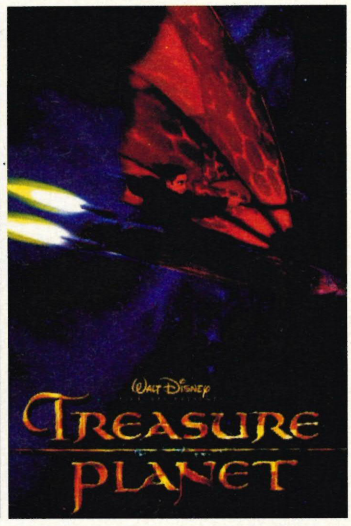
BRITNEY MOVES CLOSER...

...Yeah, you wish. But we're only a month away now from THQ's Britney's Dance Beat, *and here's the box art to prove it! Still no official shots to speak of, but judging from the P2 shots that have already been released, we're thinking it'll be more* Pop 'n' Music *than* Spice World: the Video Game. *Thank god.*

CUBE FUN SPORT MARIO

Camelot (not the lottery people) has announced that it is developing Mario Tennis *and* Mario Golf *for the Nintendo GameCube in Japan. The company previously worked on* Mario Tennis *and* Mario Golf *for the N64 and the Game Boy. No release details yet, and it's not even on the GBA, but it's still true.*





DISNEY DEAL DONE

Lilo & Stitch, Treasure Planet follow Peter Pan!

UBI SOFT IS frankly chuffed to announce that it will be releasing the two GBA versions of Disney's 2002 blockbusters-in-waiting *Lilo & Stitch* and *Treasure Planet*. The first movie tells the story of little Hawaiian girl Lilo and Stitch, her alien companion, in an allegedly 'heart-warming action-comedy' set to the music of Elvis Presley, although we're not too sure the GBA speakers will be able to cope with the King's crooning. And then there's something about 'Ohana, the meaning of family' or some such stuff. Not sure what inspires Disney producers these days.

Then November will see the release of the 42nd major animated Disney movie, *Treasure Planet*. This futuristic re-imagining of Robert Louis Stevenson's swashbuckling classic *Treasure Island* will allow you to take on the role of teenager Jim Hawkins, who stumbles upon a map to the greatest pirate trove in the universe and gets involved in 'an intergalactic tale of courage and self-discovery set in the greatest treasure hunt of all time'.

And even if this mix of yo-ho-ho and rock & roll doesn't grip you as a movie, the GBA versions should be pretty lush if *Peter Pan: Return To Never Land* is anything to go by!

Don't thank us, thank...

NAMCO

Infogrames and Namco bring you the offer of a cat's lifetime!

IT'S A STRANGE concept, but there may well be quite a few of you reading this who do not yet own a Game Boy Advance. We've heard all the excuses before: 'We never seem to save up enough' or 'we've just been made redundant' or 'we were waiting for it to come out on video', but enough is enough. The fine upstanding folk at Infogrames have taken pity on you and now offer a GBA plus every single Namco title released so far for the first three plucky winners out of the special Namco competition hat we just bought. This means that you will instantly have in your collection *Namco Museum*, *Pac-Man Collection* and the spectacular *Tekken Advance* all in one fell swoop!

If you think you deserve such special treatment, answer these questions and get your entries (marked 'Thank Namco') in to us at the usual address before 29 April and we'll consider your worth.

Q) What one event led to the creation of videogame legend Pac-Man?

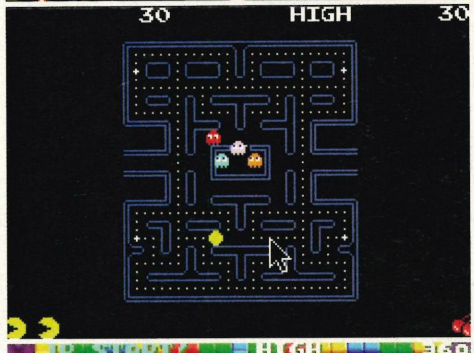
A) Pearl Harbour
B) Sinking of the Titanic
C) Demolition of the Berlin Wall
D) The creator ate a pizza

Q) Apart from Ms Pac-Man, which Namco Museum game inspired a cartoon series?

A) Galaga
B) Dig-Dug
C) Galaxians
D) Pole Position

Q) Which of the following is a character in Tekken?

A) Hwoarang
B) Woohoo
C) Phwoor
D) Jim



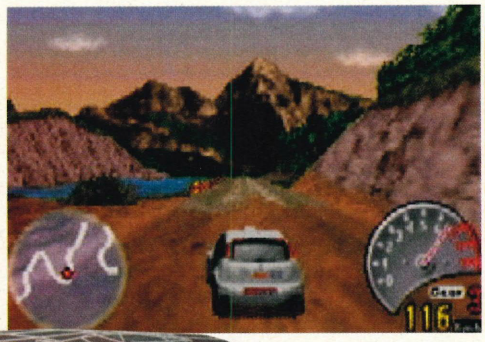
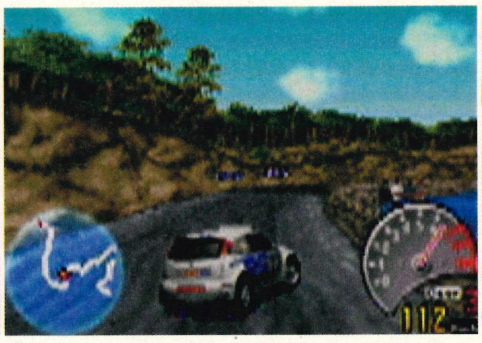
As it was, is and forever should be – gaming at its best.

FROM THE PEOPLE WHAT BROUGHT YOU...

There are many good things going on behind the gates of Infogrames UK. There's the twisted adventure that is *Blender Bros*, due out in a couple of weeks. It's a groovy-looking platform/puzzle/*Pokémon*-style collecting adventure starring Animal Man, and we'll give you the in-depth look next issue.

We'll finally be able to give you the low-down on *Mr Driller 2*, which was the first GBA title we ever played! The unbeatable puzzler hits the shelves on 10 May! Then there's *Atari Anniversary Advance* in the same month, *Speedball 2* and *V-Rally 3*.

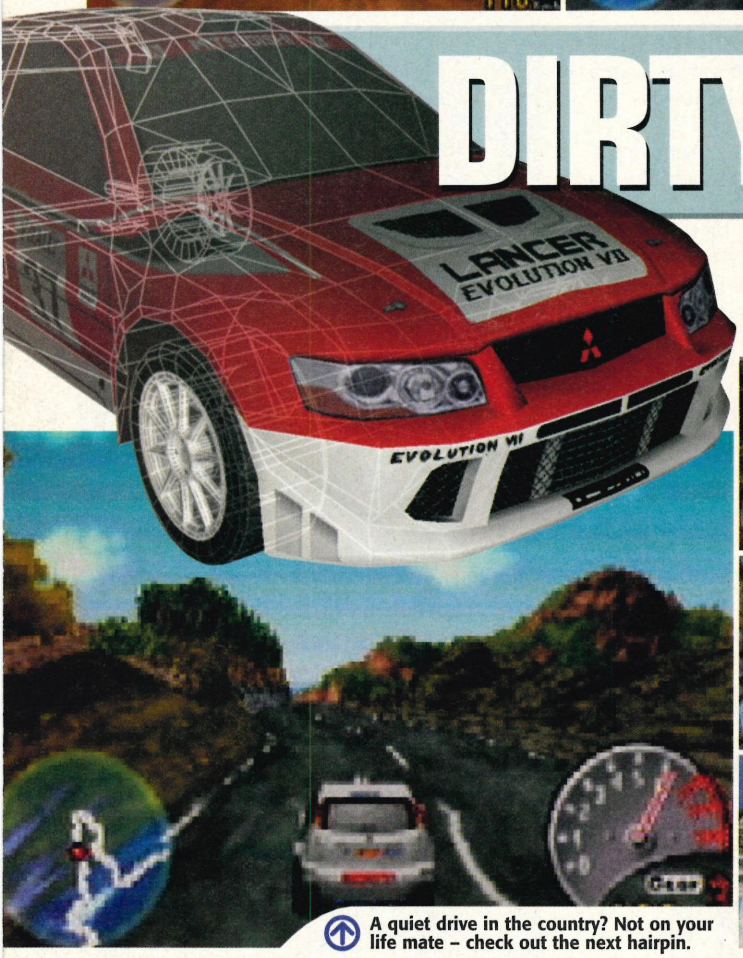
But none are likely to cause as much of a fuss as the final trump card – *Dragon Ball Z: Collectible Card Game*! A June release is set in stone for this collectable cart, starring all the spiky-haired chaps who are in that thing on the telly! Players will be able to create multiple custom decks from over 300 cards from the Trunks™, Saiyan™, Frieza® and Androids™ saga's. The ultimate goal of the game is to achieve victory by one of three ways: Survival Victory, Dragon Ball Victory or Most Powerful Personality Victory. So they say. What does sound good is the opportunity to play against your mates or the computer in loads of different scraps, unlock nine 'exclusive' Combat cards, use multiple martial arts styles or chose only one and declare Tokui-Waza. And no, we're not speaking in forked tongues.

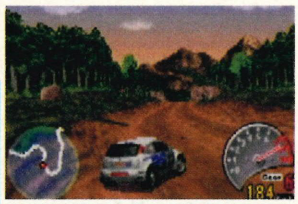
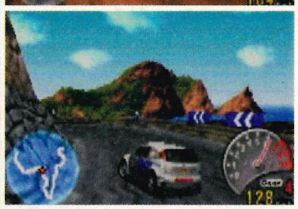
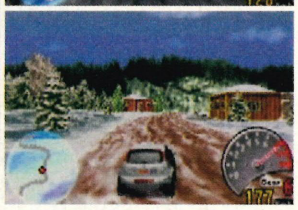
Racing in a winter wonderland should see plenty of great icy skidding moves.

DIRTY FOURPLAY!

Stunning new shots of Infogrames' stunning new racer!



A quiet drive in the country? Not on your life mate – check out the next hairpin.

THOSE FINE CHAPS at Infogrames have just sent us these awesome screenshots of *V-Rally 3* just in time to be crammed into the mag and it's certainly looking amazing. Loosely based on the PS2 game – well, there are limits to what you can cram onto a GBA cart – Infogrames has seen fit to bring its most famous rally game to your favourite handheld. Once again racers will find themselves behind the wheel of some of the most powerful rally cars from all the leading manufacturers such as Peugeot, Ford, Mitsubishi, Suzuki and Skoda (no, really, the Skoda's not a bad little rally car once you get used to the dodgy steering). Unlike other rally games, you are not just battling against the terrain (snow, sand, gravel and track) but also other cars as well. The *V-Rally* series has been about fun rather than true simulation and it should prove to be a massive hit when it is released later this year. Expect a massive In-Depth next issue but for now, drool over these shots because it really does look this good!

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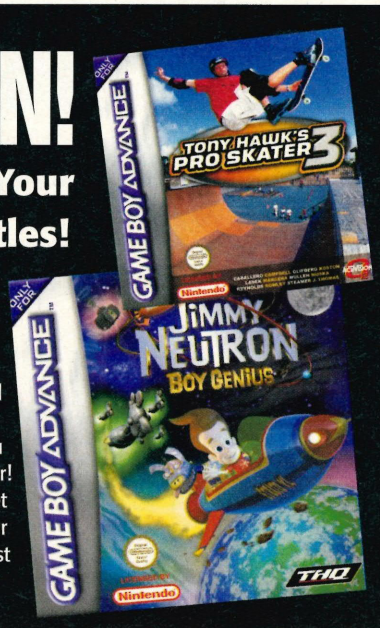
With so many games being released on the GBA it's hard to keep up. That's where Total Advance and those fine people at GAME come in. We've teamed up with them to offer you this lovely £5 off voucher to help you stretch your pennies even further! So, what are you waiting for? Get it cut out and race as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



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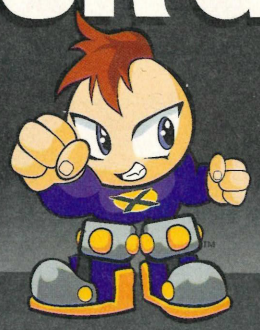

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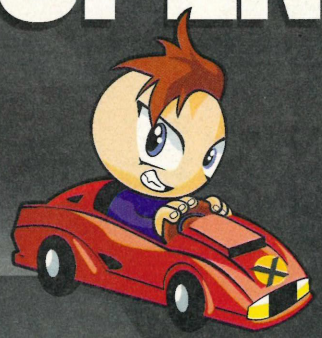
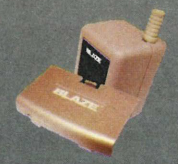


HIDDEN VEHICLES & TRACKS



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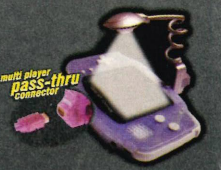

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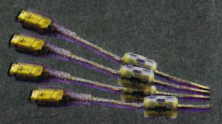

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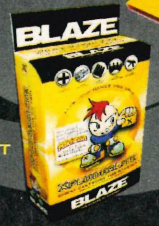

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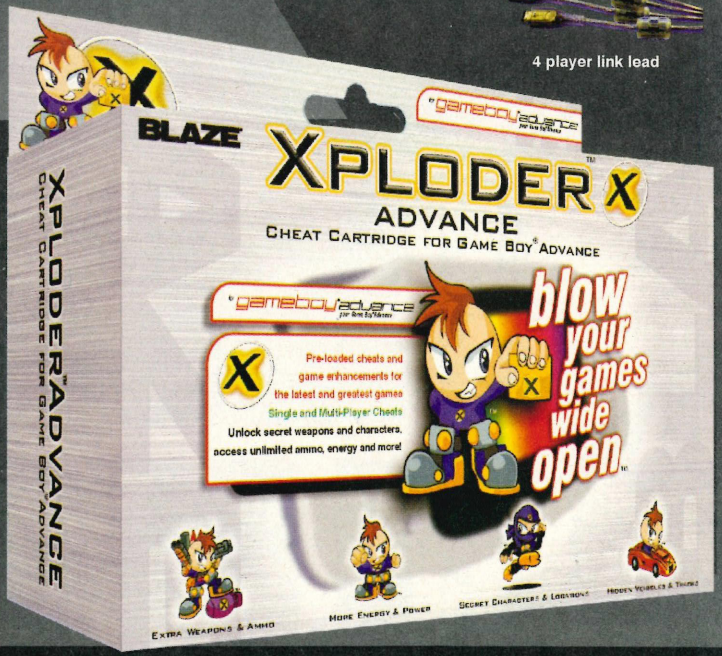

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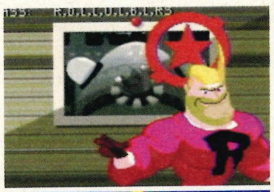
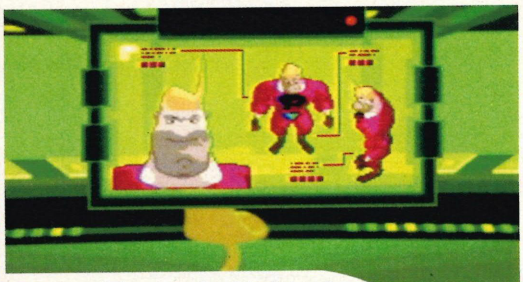
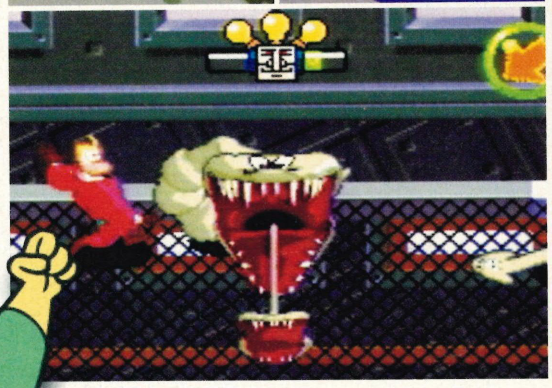
A ripping yarn from the Ren & Stimpy maniacs...





He may be super, but he obviously hasn't learnt to shave yet.



TOTAL ADVANCE

INFORMATION

RIPPING FRIENDS	
PUBLISHER:	THQ
DEVELOPER:	FOX INT
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: 17 APRIL

RIPPING FRIENDS

WHATEVER HAPPENED TO the greatest, most disturbing cat and dog team in the business? We never thought we'd get tired of freakmasters Ren & Stimpy, but their days seem to be over, thanks to new Fox Kids creation *The Ripping Friends*.

The Ripping Friends are a team of the most manly men in the world. Their mission is to 'RIP' anything that stands in the way of freedom and goodness. Rip, Chunk, Slab and Crag (what were their parents thinking?) knew that something was up when they heard the evil Citrasett was heading their way, determined to put his most diabolical plot ever into effect. It had just been too quiet recently in Ripcot. Hellbent on destroying the Ripping Friends' way of life, Citrasett (another bit of underhand work at the font) and other arch rivals are teaming up to challenge The Ripping Friends in a climatic final battle to decide the fate of the earth!

We've heard that there are 12 levels in this new THQ title, so what there is had better be good. But with Ren & Stimpy humour, loads of super-cool weapons, great graphics and four-player link-up, this is one title that can't be ignored. Check out our review next issue!

FANCY A BIT OF FILA?

APART FROM BRAGGING about its terrific new releases, THQ has got together with FILA to offer you a superb load of free stuff! We have not only TEN copies of its recent track-and-field hit *FILA Decathlon* to give away, but also extremely stylish FILA hooded sweaters and T-shirts! All you gotta do is to make it yours, all yours, is to read the schpiel and answer three stupendously easy questions!

FILA has been in existence as a company for over 90 years, with the classic and internationally recognised FILA 'F' being launched as the brand icon in 1979. FILA has been on the sport scene now for almost 30 years, and is one of the world's most important brands in the category. It stands out particularly in the fields of running, tennis and fitness-cross training; it's especially focused on some disciplines linked to specific markets, such as football in the UK and basketball in the US. FILA is involved in many sports – manufacturing clothing and sponsoring athletes and events.

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Q) How long ago was the F logo branded?
Q) What does THQ stand for?

Get your answers to us at the address below, no later than 29 April!

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FILA

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One Game To Rule Them All!

Who wants to go on an adventure when you live at cosy Bag End?

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Based on the book, not the film, Frodo and Co will be out in time for Christmas!

TOTAL ADVANCE INFORMATION

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	POCKET STUDIOS
ORIGIN:	USA
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: DEC 2002

IT'S NOT EXACTLY the best timed game in the world, but to coincide with the cinema release of *The Two Towers* (part two of the *Lord Of The Rings* saga) will come this game based on the first book.

However, it's the same story as you take control of Frodo and his magic ring of power in a quest to the land of Mordor – where he must destroy the ring.

Fittingly, this version of *Lord Of The Rings* will be a role-playing game that sees you wandering through Middle Earth, meeting characters and battling various monsters. The battles will be turn-based but speeded up to be as fast as possible. You'll be able to control all nine characters from the company in battle.

You'll also be able to use the ring itself! Although details are scarce at the moment, if it follows the book you'll have to be careful in case the dark lord sees you.

"YOU CAN CONTROL ALL NINE CHARACTERS FROM THE COMPANY IN BATTLE"

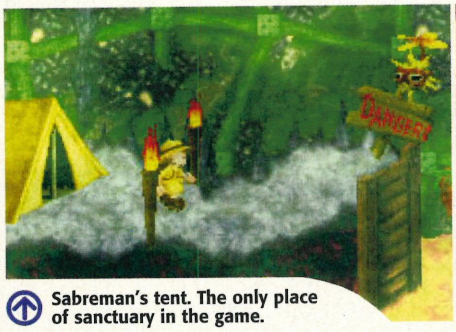
BOOK CLUB

Because the game is based on the book, not the Peter Jackson film, it is not able to use the proper licenced actors. Instead, Vivendi is going back to the original books and will be using the artwork created by Tolkien, as well as looking over hundreds of famous paintings inspired by Tolkien's work. Like this picture of Gandalf by John Howe.

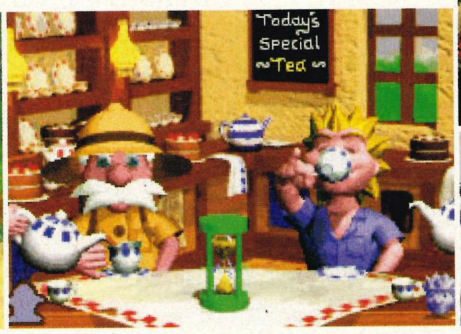
TWO OR THREE TO RULE THEM ALL

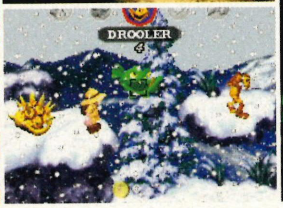
Any hairy-footed strategy-game-playing real-ale-swigging Tolkien fanatics out there who have been keeping an eye on the forthcoming videogame tie-ins will have plenty-much to be confused about. Do they save up for the official movie tie-in from EA, available for next-generation (although by now it really should be current-generation) consoles to coincide with the release of the second movie in Peter Jackson's trilogy, *The Two Towers*, at the end of the year? Or do they revel in Vivendi's releases for GBA, PC and Xbox, which follow the original books, rather than Jackson's version of them? Knowing the fanaticism of Middle-Earth freaks, we're betting that they'll get every single different version, plus the consoles to go with them. Gandalf and co won't be in the spotlight forever, you know!

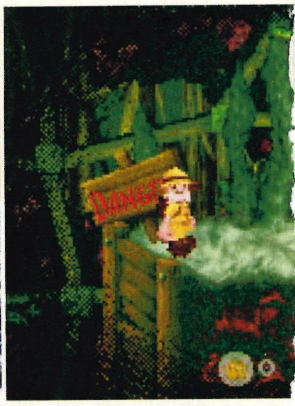
What big teeth you've got...



Sabreman's tent. The only place of sanctuary in the game.







SABRE WULF

TOTAL ADVANCE INFORMATION

SABRE WOLF	
PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ORIGIN:	UK
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: TBA

Rare brings a slice of gaming history bang up-to-date with the return of one very British adventurer!

SOME COMPANIES MAKE games that you know, even before you even set eyes on them, that you simply have to own them. Rare is certainly one such company, along with – quite handily – Nintendo who consistently create sure-fire hits by pushing the hardware envelope title by title. So when we learned that Rare was delving into it's back-catalogue for inspiration for its latest GBA title we all got a little excited. Back in 1984, in the days when Rare was known as Ultimate – Play The Game, it released a game that helped the company's meteoric rise to fame and endear it to hundreds of thousands of gamers. That game was *Sabre Wulf*, and for old-skool gamers and new gamers alike the chance to play an all-new, updated sequel is something really quite special.

This time our intrepid hero, now of advancing years, has to retrieve stolen valuables which have been strewn about the many gaming environments by the Wulf who has been brought back to life thanks to the shattering of the amulet from the original game. So, your tasks are manifold, retrieve the valuable items and find all eight pieces of the amulet to turn Wulf back into stone. Naturally, traps, obstacles and all manner of creepy-crawlies hamper your progress. Thankfully though, weapons, tradesman and potions are at the disposal of Sabreman to aid you in your quest.

It's all coming along nicely and thanks to the excellent pedigree of the original, anticipation is high for what could be one of the best adventure games to arrive on any platform this year. High praise indeed, but if any company is capable of pulling off such a feat it's Rare and we expect greatness, so get your hiking boots at the ready because it's certainly going to be one heck of an adventure!

THE ORIGINAL

AND STILL THE BEST?

■ Back in 1984 this was the very pinnacle of gaming. It might not look up to much but if you owned a Commodore 64 or a Spectrum then this was the game to own. Unlike many other games of its day it was bright, colourful and it was immense. The idea behind the game was to find pieces of an amulet scattered throughout the jungle and get back to the home of the Unfriendly Statue quick smart. This was made tricky by a wealth of beasties that had to be avoided or fought off with your sword and, of course, a rather vicious wolf. By today's standards it wouldn't stand a chance; the graphics are laughable and the gameplay would probably be considered too difficult for most people (games were harder in the Eighties!). However, *Sabre Wulf* is so fondly remembered that Rare has decided to welcome back Sabreman for another adventure and we can't wait!

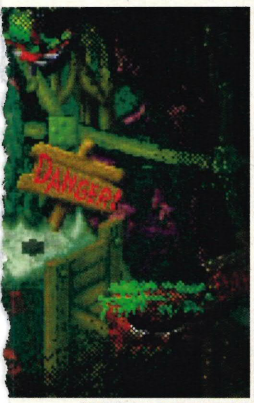
It might not look much but it was ace!

TOTAL ADVANCE THINKS...

FIRST IMPRESSION

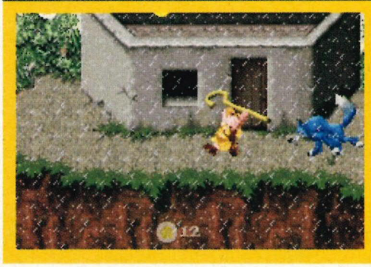
■ As ever, Rare is remaining tight-lipped about this one, drip-feeding shots and info as and when it deems necessary. However, this is definitely a game to watch out for. Pretty much everything that Rare touches turns to gold, and with such an important gaming character you can bet that the developers will be taking every measure possible to ensure that the sequel lives up to its heritage.

"FOR OLD-SKOOL GAMERS AND NEW GAMERS ALIKE THE CHANCE TO PLAY THIS SEQUEL IS VERY EXCITING"



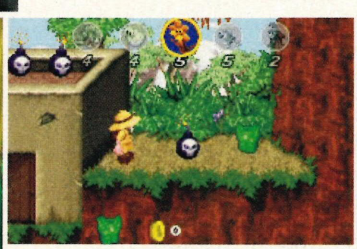
WET WEATHER FRIEND

I CAN'T STAND THE RAIN...

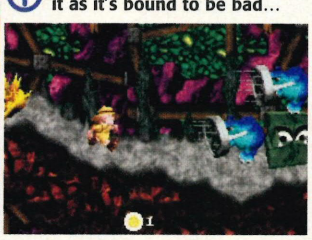


Attention to detail has always been Rare's forte and *Sabre Wulf* is no exception. Here you can see that it's raining. Quite how this effects the gameplay is unknown at this time but you can bet that it'll be pretty impressive.

As you would expect, the platforming action can get pretty tricky.



Avoid anything with a skull on it as it's bound to be bad...



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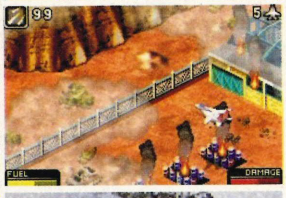
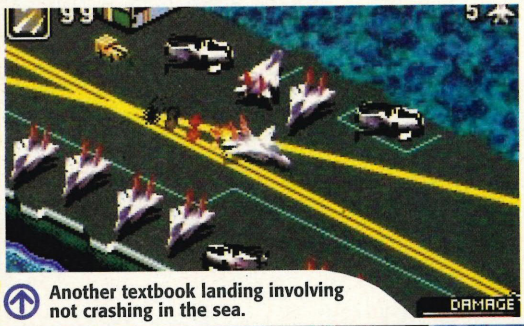




Another textbook landing involving not crashing in the sea.

TOTAL ADVANCE

INFORMATION

TOP GUN FIRESTORM	
PUBLISHER:	TITUS
DEVELOPER:	IN-HOUSE
ORIGIN:	EUROPE
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: JULY

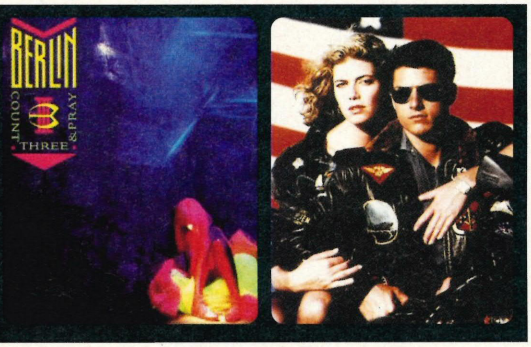
TOP GUN
FIRESTORM ADVANCE

NOT CONTENT WITH just bringing retro games to the GBA, the current vogue for reinvigorating old film licenses and converting them to top video games is also making an impact. Here it's the turn of *Top Gun* (you know, Ridley Scott's two hour long advert for the United States Navy starring Tom Cruise and Anthony Edwards) although it's not really based on the original movie, but rather associates itself with it. You see, it's 16 years since the highest grossing film of 1986 was released so it's the name of the film and the F-14s rather than its stars that that appear in the game. This is no bad thing, as arguably it was the aircraft and the dogfight sequences in the movie that stood out rather than Kelly McGillis and Val Kilmer. So, as you might expect it's you in a plane, flying 12 different missions over a variety of terrain – arctic, ocean, forest and desert as you engage with wave after wave of, er, bogies and the inevitable end-of-level bosses that is the mainstay of the traditional shoot-'em-up.

Though info on this potentially exciting shooter is scarce, from what we have seen, this isometric-scrolling shooter is shaping up rather nicely – it certainly looks mightily impressive and is undoubtedly a return to the pick-up-and-play games that are more ideally suited to gaming on the move.

BREATH-TAKING

Arguably, *Top Gun* launched the careers of Val Kilmer, Tom Cruise and Anthony Edwards into mega-stardom. On the back of this one movie, these guys went on to become Batman, Ethan Hunt and, um, Doctor Mark Greene. However, not everyone profited from appearing or being associated with the movie. Take for instance, Berlin who wrote and performed the movies title track. It was a massive hit thanks to its syrupy lyrics that ought to have ensured further success for the band. Unfortunately for fans of slow dancing everywhere, the group dwindled into obscurity almost as quickly as Kelly McGillis' career. So, we ask where are they now? Answers on a postcard to the usual address...



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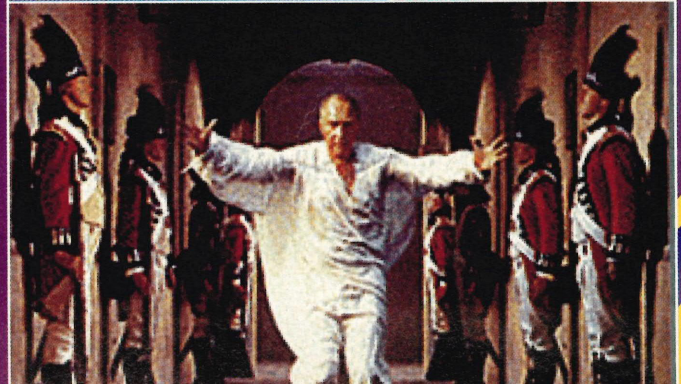
One year on, we take a look at what the GBA is offering, and what we really really want...

DREAM GAMES 2

Spells, urine, moles, transvestites, frogs and certain substances. We know what makes for a good game.

WE'VE HAD MORE than a few goes at publishers for rushing out classic SNES and MegaDrive games for the GBA and adding the word 'Advance' to the title. But if they would just release the right ones, we'd all have to agree with them! Well, *Super Mario World* was a nice treat, but there are so many other classics out there worth reviving. And what about games based on movies and TV programmes? Or (and this may sound a bit out of the blue, but..) what about TOTALLY NEW IDEAS? Oh, sorry. There don't seem to be any of them about. Oh well...



WELL IF WE'RE talking about genuine old games that should be revived, I can think of none better than *Young Merlin* on the SNES. It was a fantastically designed RPG, bursting with genuinely titillating puzzles and stuff. Although there was a mine-cart ride. And it was a hell of a lot like *Zelda*. Still, I'd love to try the whole thing again on a handheld.

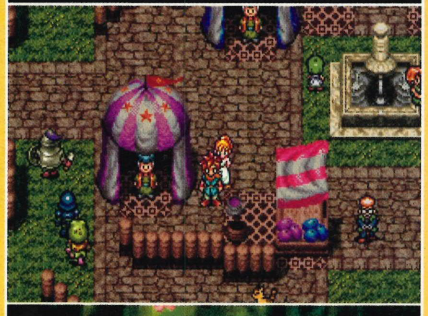
What would be far better, though is *Fear & Loathing In Las Vegas*! It's been pointed out to me that Terry Gilliam's movie version of the Hunter S Thompson book would be the greatest racer ever! Basically it's just you and your attorney racing to Vegas, and picking up many substances on the way that could seriously change your driving style, not to mention picking up grapefruit to put you on the right track. You could even have a *Doom*-style fighting game against your attorney in the hotel room, and a battle against the lizard people.

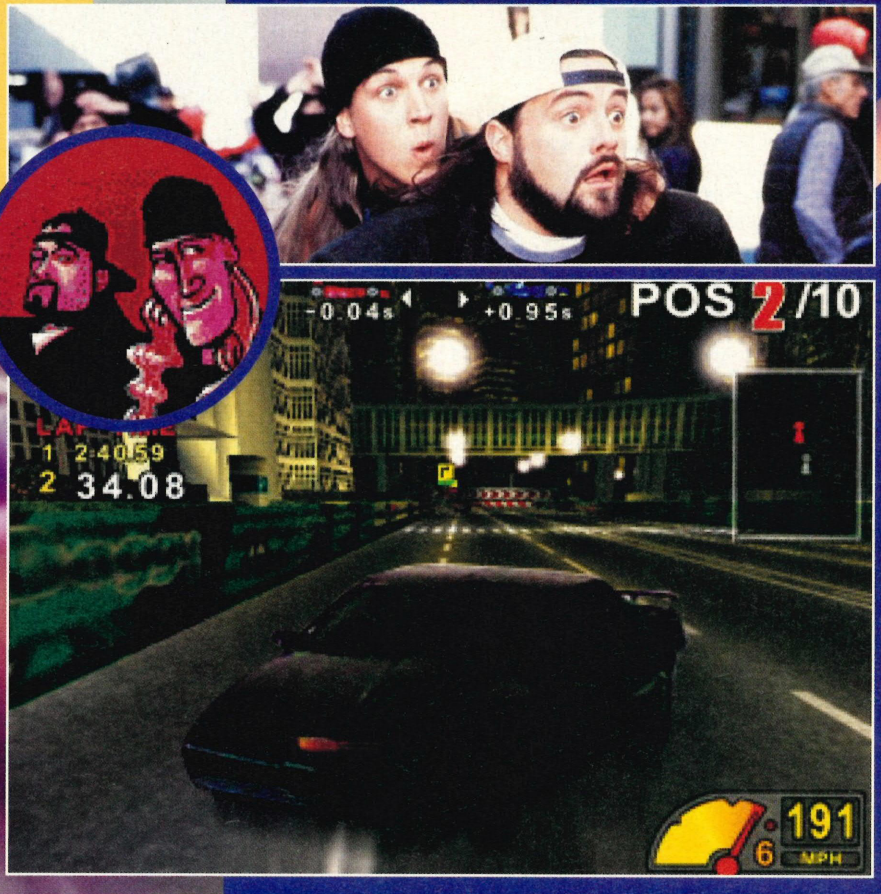
Finally – *The Madness of King George* would make a brilliant Japanese-style *Tamagotchi* game. You have to deliver George III back to sanity, checking up on his water and so on to ensure it isn't blue. If you save the Royal Family, you've won! Well I'd buy it anyway.

JEM

OI NINTENDO! WHERE the hell is *Yoshi's Island*? You used him in a trailer to sell us the console, then go 'ooooh no... it's not coming out. Sorry! We were just using that as a hardware demonstration.' Hardware demo my buttocks! We want the best game on the SNES, nay... the best game ever made and we want it NOW! Failing that, *League Of Gentlemen* Kart Racing. You can have Barbara in her cab, Papa Lazarou in his coach, Edward and Tubbs on a pig... or something? All competing for the Royston Vasey Cup! Not that is a precious thing I would pay 30 quid for.

MARK





CHRONO TRIGGER, SECRET *of Mana* and *Final Fantasy III* on the SNES. The GBA hardware would bring them up a treat (the GBA would make them look even nicer), and they would probably keep me occupied for about a year. But seriously, there's nothing like a great Japanese-style RPG (in English though) to burn away a plane or train journey. Those three SNES games are the cream in my opinion, and the latest news is that *Final Fantasy* is coming to the GBA, so my dream may be closer than I once thought! Ahhh, gaming as it once was. Actually, what am I saying!? I'll take *Shrek Cart* any day.

CHANDRA

OKAY, UM, HOW about.. a Jay and Silent Bob game (if that's not a bit x-rated) – Jay and Silent Bob, plus their alter egos Bluntman and Chronic, taken on the world. Pick-ups could include assorted 18-rated utensils, which I daren't describe on these pages.

Alternatively, a Cheese Rolling game – or a Cheese Eating game? Basically I don't think there's enough cheese on the GBA so far. And a *Knight Rider* game would be the very best. Apart from racing around in Kitt, you get to play as David Hasselhoff, so that has to be good.

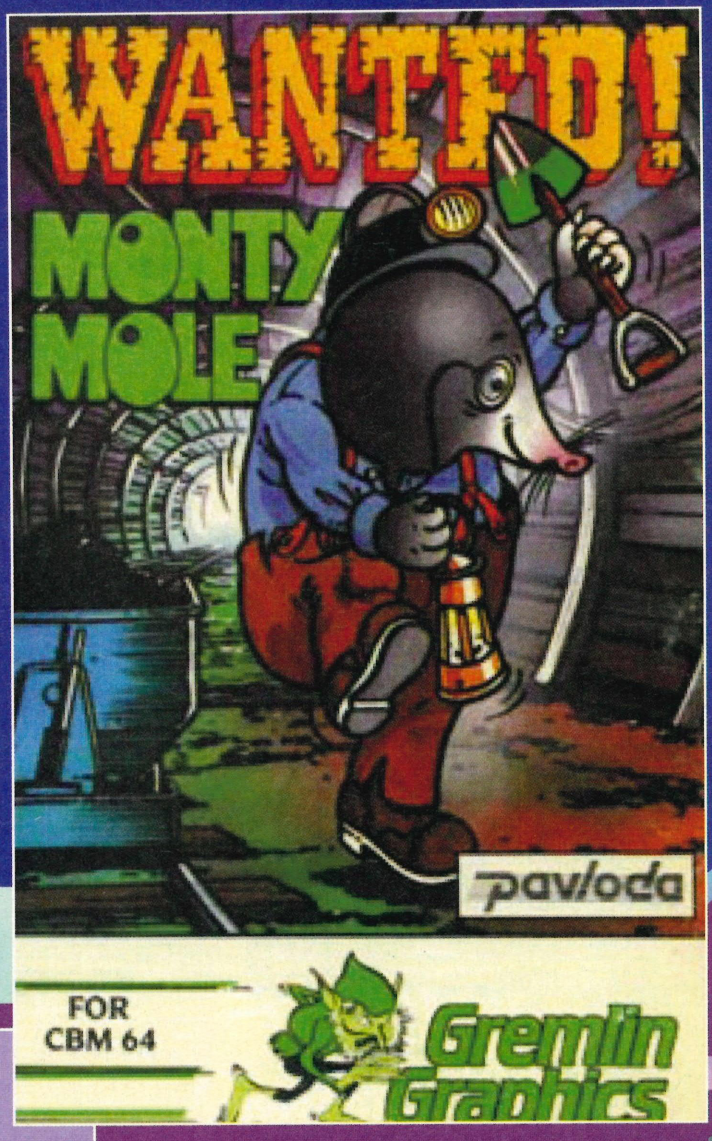
KAREN

LASER SQUAD – OLD Speccy/C64 (also appeared on the Atari ST and Amiga I think) turn-based strategy game where you had to take a team of marines into a hostile environment to battle a bunch of robots/alieans/rebels, depending on the scenario. Arguably the (very early) forerunner of games like *Command & Conquer* and *Starcraft*, only with much simplified graphics and gameplay. The most enjoyable way to play it was against a friend, so a four-player all-against-all battle mode would be ace! Other titles would include *Manic Miner*, *Jet Set Willy* and *Boulderdash*, but they're all on the way already! Ooh, ooh! *Renegade* and *Target Renegade* – top beat-'em-ups of their time. A decent version of *Double Dragon* wouldn't go amiss either. And while we're on the subject, how about the entire *Monty Mole* catalogue too?

ROY

WHAT ABOUT WANTED! *Monty Mole*, from Gremlin Graphics? Things were grim back in the Eighties, especially during the miners strike (ask your Grandad). However, coming to the rescue of the working classes was a small mole named Monty – who took on the system and won. This classic platformer saw you controlling the eponymous hero as he stole coal right from underneath the authorities' noses. We want Monty back for the new millennium and the GBA would be the ideal platform for his return.

NERYS



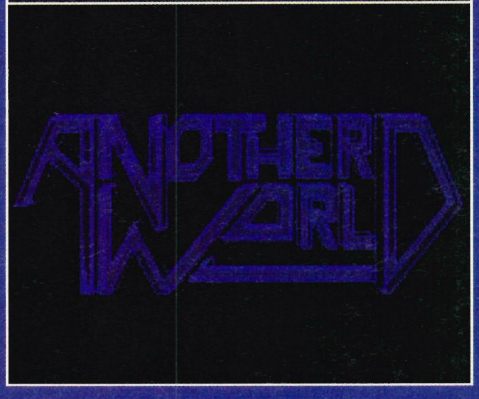
I'D GO WITH *Kung-Fu Master* 1984 from Irem Corporation. It may be 18-years-old, but this classic coin-op is still as playable today as it ever was. You controlled Thomas as he kicked and punched his way through five levels of the Devil's Temple, each floor of which was guarded by an expert in martial arts. Your goal was to rescue your imprisoned girlfriend Sylvia, who was being guarded by the mysterious Mr X on the fifth floor. It would work like a charm on the GBA. So come on lads, let's have it.

SIMON

ARKANOID ADVANCE: ARKANOID was one of the most addictive games around and could easily be translated to the GBA. Could steal years of my life though... *A Clockwork Orange*: Imagine the world's most savage beat-'em-up as Alex and his droogs run riot on the GBA, all to a stirring Beethoven soundtrack Pick-up weapons include big plaster sculptures and if you don't win through to the end you're put down for violent re-integration into society. Oh, and finally: *Tron*: One of the best arcade games ever – the Light Cycles section would make a brilliant GBA multiplayer game too.

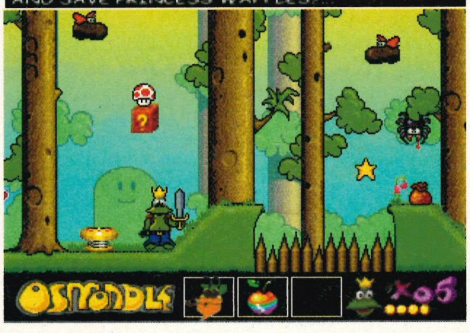
KENDALL

But what do you really want to see on your GBA this year?



ANON, VIA TEXT MESSAGE: "Will the classic games *Another World* or *Flashback* ever be released for the Advance?" Well there's certainly no news of it, and judging by the screenshots, this old Amiga adventure may not be up to scratch. But *Planet of the Apes* was a bit like it anyway.

GEOFFREY HALL, CUMBERNAULD: "I can think of only two games that really should appear on the GBA before the year is out: *Super Mario* RPG from the SNES, as it's one of the only Mario games I never really got to grips with, and best of all, *ToeJam & Earl* from the MegaDrive. Those two mental aliens were the best! We want the original and *Panic on Planet Funk-a-Tron* now, with all the daft sounds and everything! Please!?"



SOOZIE HARDCASTLE, WORCESTER: "I think that your Osmondle comic strips should be made into real games. I am 14 and me and my brother would give anything to be able to play Osmondle in his own platform adventure." Well, okay, this is a letter from the last edition of Dream Games, but at least it gives us an excuse to come up with an Osmondle Advance screenshot or two!

An apple a day keeps the blues away!

CRASH BANDICOOT XS

TOTAL ADVANCE

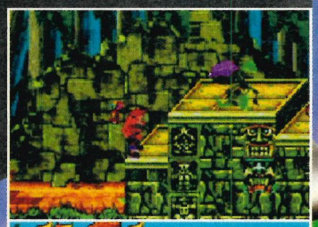
INFORMATION

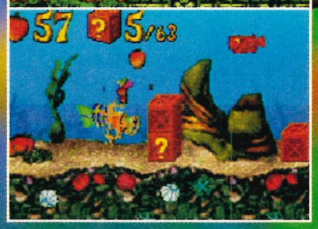
CRASH BANDICOOT XS	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	VICARIOUS VISIONS
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1

STATS

- 20 LEVELS
- MANY SECRET AREAS
- SUPERB VISUALS THROUGHOUT
- INSTANT SAVE OPTION
- TOP-SELLING LICENCE

RELEASE DATE: 29 MARCH





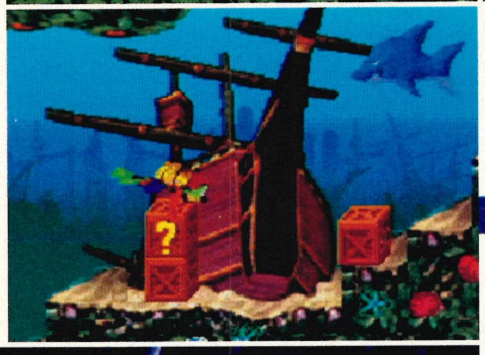
A BIT FISHY

SPIKEY PIKE

...Well, fish at least. As you swim about these are one species born to do Crash harm – in this case blowing him up like a balloon! Destroy them when they're small.

"THIS IS A VISUAL TREAT, AND WORTH THE ASKING PRICE JUST FOR THE SHEER QUALITY OF THE GRAPHICS THROUGHOUT"

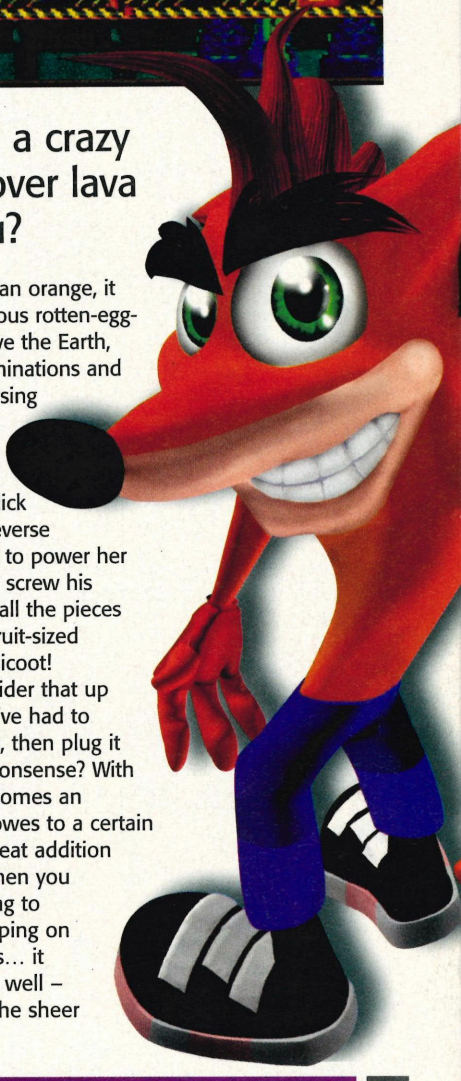
WHERE TO NOW?: This is the warp room – four different areas of Crash's adventure, each with five levels. At least you can choose where to start!



A side-scrolling platformer with a crazy animal that hits boxes, jumps over lava and... look, just play it, will you?

AS A WISE man once said, if the whole world was an orange, it would just be too small. And that villainous rotten-egg-head Cortex must have been listening. Orbiting high above the Earth, the git has decided to clear the boards of all his evil machinations and concentrate on one little thing: total world domination! Using his latest invention, a massive shrinking ray, Cortex takes aim and fires at Earth, shrinking the planet and its inhabitants to the size of a grapefruit. Which is close enough to an orange, isn't it? Luckily, the brilliant clever dick Bandicoot, Coco, is feverishly working on a machine to reverse the effects, but she needs crystals from around the world to power her invention. And there's only one marsupial daft enough to screw his courage to the sticking point and get out there to collect all the pieces of crystal and return the Earth to it's previous non-grapefruit-sized state: ladies and gentlemen, please welcome Crash Bandicoot!

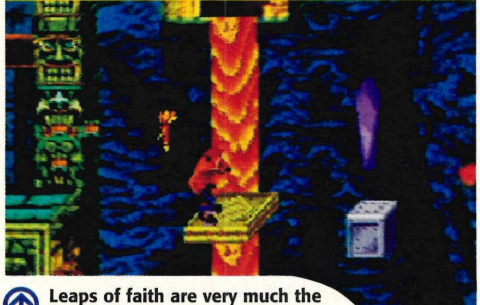
Crash who? It's a reasonable question when you consider that up to now if you've ever wanted to play a *Crash* game, you've had to insert a CD thingy into a huge block of metal and plastic, then plug it into your telly! And who's going to bother with all that nonsense? With fan's first chance to play *Crash* on a handheld, though, comes an understanding of just how much the mental marsupial owes to a certain Koopa-hating plumber. The three-quarter 3D look is a great addition to what is basically a side-on scrolling platformer, but when you see Crash in this new light, the punctuated block crushing to collect (in this case) apples, while bouncing around jumping on enemy's heads and even swimming through green pipes... it would all be a bit embarrassing if it wasn't presented so well – this is a visual treat, and worth the asking price just for the sheer quality of the graphics throughout.



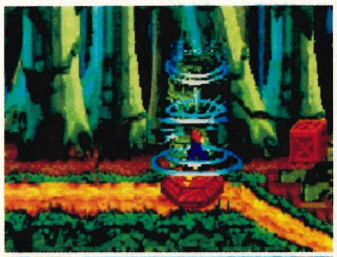
MEET THE MASK

POWER-UP

Sonic has his rings, Mario has his mushrooms, but Crash's way of keeping damage at bay is quite possibly the most stylish! If you happen upon a crate with a colourful African Mask design on it, you can breathe a sigh of relief. The friendly little mask will float around you, now protecting you from one hit. Collect another without losing the little chap and he'll turn silver, then gold with an extra one, and if you're skilled enough to get through to a fourth mask without losing any degrees of safety, your mask will start flashing and attach itself to your face – especially handy when the Polar Bear is after you. Now it's time to run and run to the end of the level as fast as you can, because nothing stands in your way! All enemies and all crates will disappear on touch when Crash is in this mode, but always be ready to walk with caution again, as that Mask's not going to be flashing forever!



Leaps of faith are very much the order of the day in this game.



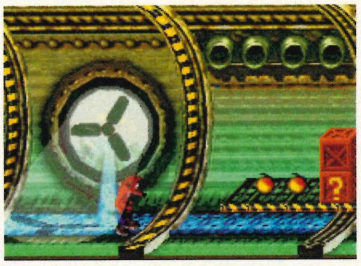
CRASHDASH

WELL-TIMED

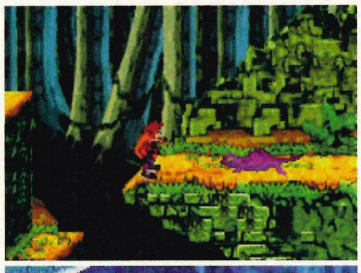
It's always a tricky one – what do you do when you've pushed your basic gameplay as far as it will go, and then realised that there really aren't as many levels as you thought there would be. Sonic Team got around the problem by not only having four different characters to play the game with, but also by allowing you to replay every level you've completed (as each character) but this time with a timer, forcing you to reach the far right hand side in as little time as possible. *Crash Bandicoot XS* may not boast a choice of characters, but at least they found space on the cart to offer us the second option. When you reappear in the level, you pick up a stopwatch and then tear off as quickly as possible, collecting the odd second on the way. Once you're done, the CPU will give you a new time to beat, and so on. Should come in handy for a rainy afternoon at least.

CRASH CRASH COURSE

Just think of all the crates that would still be intact if it weren't for USA West Coast freaks Naughty Dog. For it was this very group of videogame wizards that first started work on the technology behind the blockbusting *Crash* games back in 1994. When the very first 3D adventure was released two years later, it was a massive hit, spawning two further platform jaunts for the PlayStation. Sony always claimed that he wasn't the PlayStation's mascot, but it's hard to accept that when you consider the two other PSone releases, *Crash Team Racing*, and the party game *Crash Bash* – both genres practically reserved for the Marios of this world. Now with *Crash XS* and the P2 title *Wrath of Cortex*, not to mention action figures, duvet covers and god knows what else, it seems that there's a lot of life left in this bandicoot. If you're still interested, check out www.naughtydog.com for a lot more fun and information. They may even update the site one day.



Gonna get me some apples – no matter how dangerous it might be.



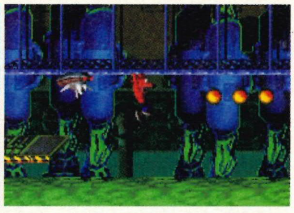
Winston, Chloe, Sid, Celia and Sid Two in happier times.

BRITISH BANDICOOTS

A THANKFULLY SHORT DIATRIBE BY PROF EROGENOUS BIPP...

They've let me out for five minutes to talk to you about Bandicoots. But I don't want to go back in, it's dark in there. And so cold... Oh yes, Bandicoots. No one in the history of the English speaking peoples has ever appreciated the value of a bandicoot in full rage like dear old Sir Winston Churchill. Everyone knows about his penchant for cigars and brandy, but the big-bald-baby-type leader of this nation and icon of the war years also kept a regular group of four bandicoots around him at all times – Chloe, Sid, Celia and Sid Two. He was quoted as slurring: "I have two bandicoots called Sid because one never seems enough, does it?" Even when bathing, the furry quartet were always closely at hand for the eloquent hero, and it's well known in knowing-about-this-sort-of-thing circles that he had a secret plan to get a battalion of 30,000 bandicoots drunk and drop them in Nazi Germany – so convinced was he of their destructive powers. His plans were quickly curtailed however when President Eisenhower persuaded him not to, before hushing the whole affair up, claiming that: "It won't help the Allied forces if they know that the Prime Minister of Great Britain is a god-damned loony". Sir Winston never saw another bandicoot again.

Professor Bipp knows absolutely nothing.

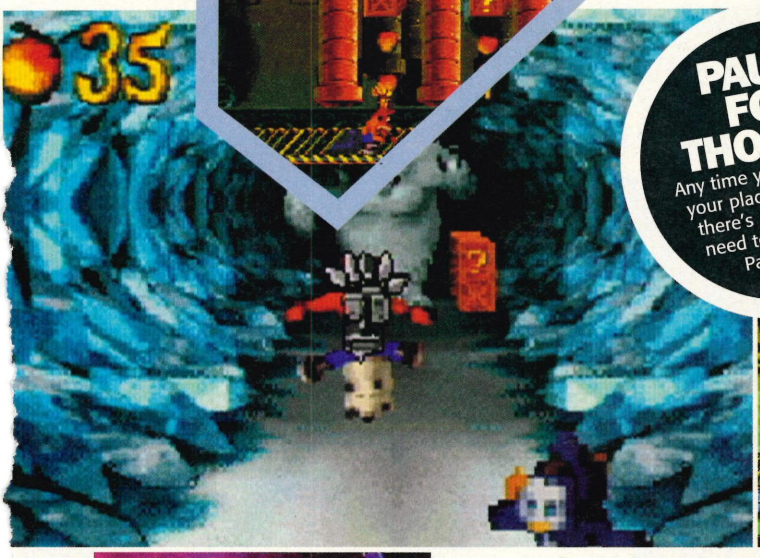


"MUSIC AND SFX ARE FINE, BUT WE REPEAT, IT'S IN THE VISUALS THAT THIS GAME REALLY ROCKS"

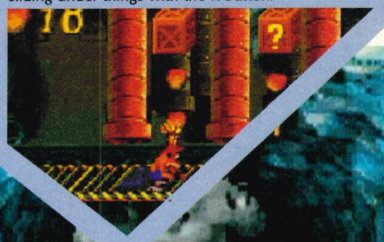
Often mistaken for Tarzan – without the vines, of course.

COMMENT The quality of the gameplay isn't equal to that of Crash's fellow flagship heroes Sonic and Mario. Anyone expecting a full-on PlayStation romp may be surprised to find *Crash* moving solely in 2D. Not that the platform action isn't both fun and addictive, but it's all very linear and not exactly wide-ranging in style, even if there are a couple of terrifying surprises in store as you wage your war against the despicable Cortex. Otherwise there are snowy, jungle, underwater and industrial levels in each stage of the game (an old-hat range that would even make Osmondle blush) inevitably backed up by a boss after five levels are through. In fact, although the grapefruit story line is both fitting for this mini-adventure and surprisingly original, the fact that it boils down to a mission of 'collecting crystals' doesn't exactly make you wet yourself with originality, does it? It's just one step from the boring old 'rescue so-and-so from the evil thingummybob' scenario.

With 20 stages in all, it's not a massive mission, but thankfully the small quantity of action is nothing compared to the quality of the execution. And there are always the added bonus levels and



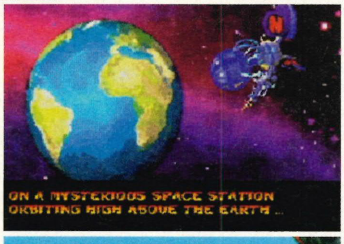
SLIDE AWAY: There's a lot of tiresome crawling to be done in later levels, but you can save a bit of time by sliding under things with the R button.



HOLD IT!

PAUSE FOR THOUGHT

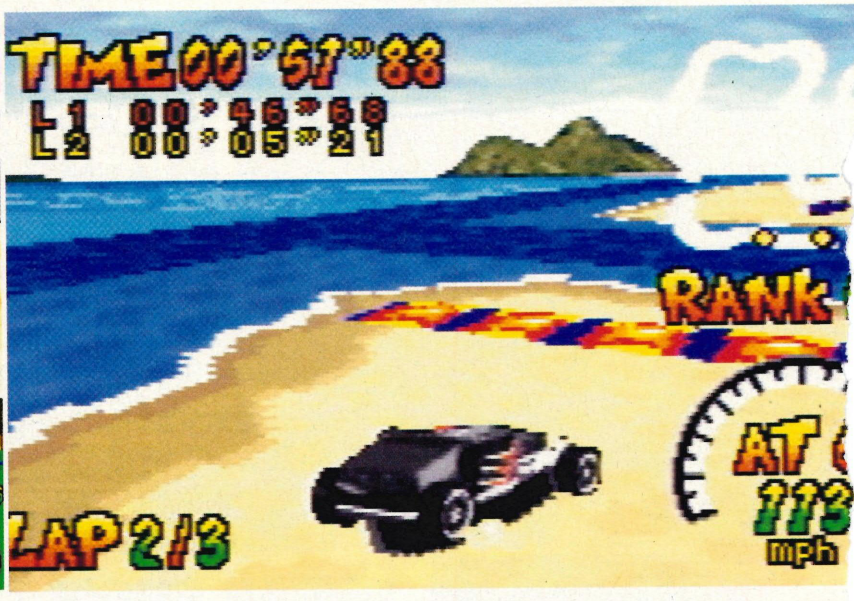
Any time you're unsure of your place in the game, there's everything you need to know on the Pause screen.



BREAK FROM THE NORM

Some may be a bit disappointed by the linear nature of the levels in *Crash*, but there are a couple of surprises in store. Without a doubt, the most scary break from the norm on this cart is the Polar Bear chase, which appears half-way through each Icy level. You pop down a hole, onto baby bear's back, and then it's a breakneck front-facing race to the exit, fleeing from the outraged mother. Walruses, electric fences and Nitro blocks are just some of the obstacles which appear out of the blue, even the many bonuses won't prevent your hair bleaching every time the chase is on. Then there's the nightmare of Crash's aerial missions, which are levels in their own right. In a similar vein to *Spyro* on the GBA, Crash has to navigate through a minefield of flying bombs, fighter planes and falling Nitro blocks on a four-stage journey to the defeat of Cortex's blimp.

Burn baby, burn!



HOT WHEELS: BURNIN' RUBBER

They're coming out of the bedroom and onto your GBA! But do the Hot Wheels cars cut it on our favourite handheld?

TOTAL ADVANCE INFORMATION

HOT WHEELS: BURNIN' RUBBER	
PUBLISHER:	THQ
DEVELOPER:	ALTRON CORPORATION
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	2

STATS

- 16 TRACKS TO RACE
- TWO-PLAYER LINK-UP
- THREE SINGLE-PLAYER MODES
- 26 AUTHENTIC CARS
- OPTION TO UPGRADE CARS

RELEASE DATE: OUT NOW

ANYONE unfamiliar with the fantastic world of Hot Wheels might be forgiven for thinking that this game is all about running about stealing other people's cars. However, tempting as that idea might be (*GTA3* on the GBA? Now that would be cool...) *Hot Wheels* is actually the handheld debut of those nifty little toy cars produced by toy god Mattel, and it boasts a selection of some 25 vehicles based on the genuine article!

Players can choose to play in one of three modes – Grand Prix, Free Race and Time Trial, with an option to get together with a chum for some adrenaline-charged link-up action too. The Grand Prix mode is the bread and butter of the game, presenting serious racers with the chance to work their way through several cups, unlocking more tracks and cars as they progress. Free Race, meanwhile, is the place to head for a spot of practice, allowing you to go hooning around any of the tracks unlocked so far, whilst the ubiquitous Time Trial does exactly what it says on the tin.

The tracks themselves are set in a selection of weird and wonderful environments. Dodge balls on a billiard table, hop over flowers in the garden or charge through lapping waves at the seaside... from the sublime to the ridiculous, you'll find plenty to keep up the entertainment value here. A maximum of six other racers will charge around the track with you, making the odd collision inevitable – and sometimes intentional! But it's the cars that are important here, and fans of Hot Wheels vehicles will be in their element with the selection on offer. The game also comes complete with its very own garage, where you can tinker about with your car's tuning to your heart's content – provided you have the cash, that is.

It's all fantastic fun and offers enough options to keep racing fans smiling too. The various courses present plenty of challenges (although a few more would have been nice, bearing in mind this is a GBA title), drivers can choose between manual or automatic and the standard of competition in the later stages is pretty high. Irritatingly tricky moments can arise on some courses when the dark GBA screen presents its usual problems, and the odd dubious situation occurs where competitors' vehicles pop up out of nowhere in front of you.

However, for a handheld game, it all looks pretty pleasing, with some fine scenery to look at should you dare to take your eyes off the road for a minute and, as racers go, it's definitely a hot one!

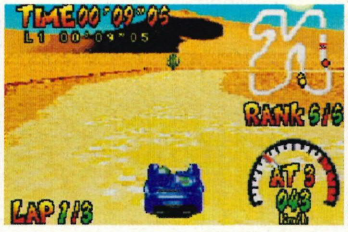
Karen

A number of racing modes are on offer – including two-player!

THE CAR'S THE STAR: The vehicles available are virtual versions of real-life Hot Wheels cars but better – you can change the specs to get your dream motor!

ON COURSE

The various tracks on offer in *Hot Wheels* take you from the desert all the way to the jungle, stopping off at the garden, beach and somewhere very snowy along the way. However, it gets much more bizarre than that, because in amongst the sixteen tracks are some seriously odd locations much more suited to your miniature vehicle. You'll find yourself skidding up the keys of a piano, racing around a dining table, dodging soap suds in the bathroom, swerving about on a backgammon board and even heading up into the sky to charge around the clouds!



"IT'S ALL FANTASTIC FUN AND OFFERS ENOUGH OPTIONS TO KEEP RACING FANS SMILING TOO"

NAME THAT TUNE

Just like in those serious racing titles on the 'grown up' consoles, you will unlock more vehicles as you progress through the game and earn cash to spend on them. Initially, you'll have a choice of five to race with, coming under the categories of Street Rods, Super Sport, Super Screamers, Muscle Cars and Sports Gallery, but more will soon be unlocked, like the mean-looking Evil Twin and the futuristic angles of the Maelstrom.

Every time you place first or second, a certain amount of money is awarded, which you can then take to your local mechanic to have your assorted vehicles tuned up. At the garage, you can tinker about with the engine, suspension, computer, brakes, wheels or rear end in exchange for your hard-earned cash. The mechanics in this particular garage are pretty honest too, and you'll soon end up with a set of vehicles guaranteed to leave your competitors blinking in the dust!

TOTAL ADVANCE VERDICT

BURN BABY, BURN – IT'S A HOT ONE!

HOT WHEELS: BURNIN' RUBBER

VISUALS
Good for the most part, though it can be darned tricky to make out where you're heading on certain tracks.

AUDIO
Unfortunately, it's nothing spectacular, but at least it's not offensive – those quirky little tunes just keep racing on.

GAMEPLAY
This certainly is lots of fun and there are enough 'serious' options to keep the sensible racers entertained too.

LIFESPAN
A range of modes and the elusive first place mean you'll keep coming back! More tracks would have been nice though.

ORIGINALITY
Well, there's nothing new here and it is quite similar to *Micro Machines* in some ways, but it does its job well nonetheless!

ALTERNATIVE

GT CHALLENGE
A top-notch Game Boy Advance racer from Kemco. It's certainly one for those of you who are pretty serious about their handheld driving!

OPINION

VROOM! "This is exactly what we expect from a GBA racing game. It's fast, fun and most importantly, it's easy to get into. If you are looking for a racer to add to your collection then you could certainly do an awful lot worsxe than this."

SIMON

FINAL SCORE

87

THIS IS A NICE RACER WITH AN APPETITE FOR FUN. GO OUT AND GET IT WHILE IT'S HOT!

Here comes the sun!

TOTAL ADVANCE

INFORMATION

GOLDEN SUN	
PUBLISHER:	NINTENDO
DEVELOPER:	CAMELOT
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-2

STATS

- A MASSIVE RPG ADVENTURE
- GORGEOUS, DETAILED GRAPHICS...
- ... AND REALLY BEAUTIFUL MUSIC
- SUMMON MAGICAL MONSTERS
- BATTLE AGAINST YOUR FRIENDS!

RELEASE DATE: OUT NOW

Adventure fans rejoice – one of the greatest RPGs for ages has landed!

GOLD

"IF YOU'RE EVEN THE SLIGHTEST BIT INTERESTED IN RPGS, THIS WILL HAVE YOU CRYING WITH PLEASURE"

HEROES

IN THE BEGINNING

The game begins with evil-doers Saturos and Menardi trying to destroy the world; not surprisingly, only you and your friends can stop them!

Make sure that you visit every location and look for goodies.

As you can see, the map's huge... and this is only half of the whole world!

IT'S NOT A SMALL WORLD AFTER ALL

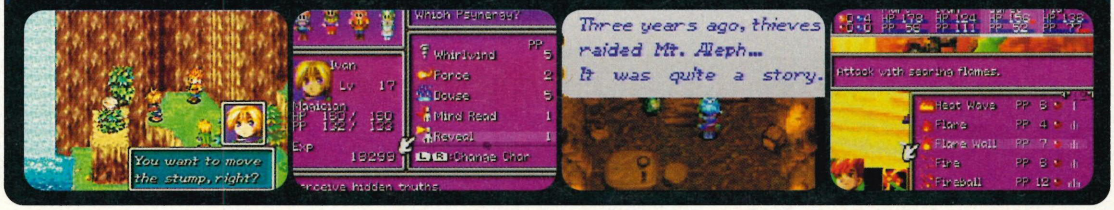
MASSIVE!

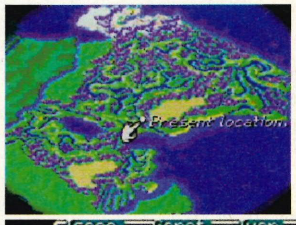
Being an RPG of epic proportions, it's no shock to discover that the continents of Angara and Gondowan (across which the game is set) are absolutely huge. There's a map printed inside the instruction manual of the game – which is a bit of a swizz, seeing as it came on a massive piece of paper in the US version... damn you, Nintendo! – which will give you an idea of how much there is to explore. Of course, you won't get a true idea until you actually play the game – so don't be too surprised when you realise that it'll take you ages to see everything. The in-game map lets you keep track of where you are and where you've been, but it won't show you where you're going... that's for you to discover when you actually get there!

EN SUN

THE POWERS OF THE MIND

■ Do you believe in psychic powers? No? Well, maybe *Golden Sun* will change your mind... or then again, maybe not. In any case, one of the focal points in *Golden Sun* is the subject of Psynergy – a mystical power that all of the main characters in the game possess. Having the ability to control Psynergy opens up a great deal of options for you in the game, as often you'll have to check exactly what powers each character possesses when you run into a dead end; you can use these powers to open up new paths or solve all manner of puzzles. Something blocking your way? The Move power might be able to shift it. Think someone might not be telling you everything they know? Then use the Mind Read power to probe their deepest thoughts. There are all kinds of Psynergy, from the helpful to the harmful; you can heal characters up, make plants grow to help you reach high ledges, power up your weapons or cause your enemies to burst into flames. The more powerful your characters become, the more abilities they'll learn... discovering them all is one of the reasons why *Golden Sun* has so much life packed away inside it!





AS A RULE, epic RPGs are generally reserved for the home markets – not only do you need to spend a great deal of time and effort playing them before it's possible to truly appreciate them, but the visual and audio effects required to create a ground-breaking adventure game these days far surpasses the capability of a handheld console. At least, this used to be the case... but now that we've got the GBA, would you be the tiniest bit surprised if we told you that things have changed? Maybe...

Putting it simply, *Golden Sun* is something rather special – some of you might not be old enough to remember, but it harks back to the days of the SNES and a game called *Secret Of Mana*. Created by Square (the developer behind the legendary *Final Fantasy* franchise), it was tough to pinpoint just what made *Secret Of Mana* so amazing... was it the totally deep and involving storyline? The gorgeous graphics? The melodic music? The stunning amount of gameplay? In actual fact, it was all of these and much more – the very same reasons that help to make *Golden Sun* so great. Oh, and (of course) there's the fact that rather than having to stay indoors and play it, you can take it everywhere thanks to the portability of the Game Boy Advance. Did we forget to mention that one?

It's just like one of those Mr Frosty machines... only massive and deadly.

COME ON!

FIGHT! FIGHT! FIGHT!

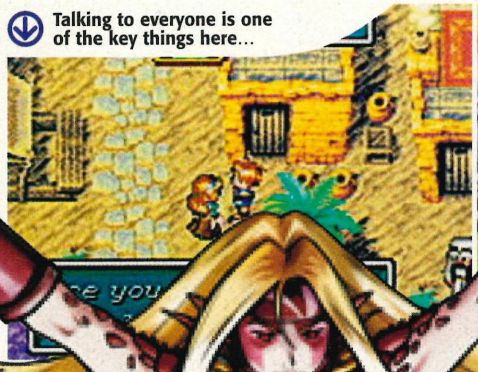
If you've ever played RPGs like *Final Fantasy* on the PlayStation and *Skies Of Arcadia* on the Dreamcast, you'll know what to expect from *Golden Sun*. Rather than being completely in real-time like any of the *Zelda* games on the Game Boy (where you can see any enemies around you and fight or ignore them as you please), *Golden Sun* features random battles that occur as you explore the various dungeons, caves and temples of the game. These take place on a turn-based system – you enter all of your commands for each character (whether it be to attack by hand, cast a Psynergy ability or use an item) and then watch them do their thing, as well as see how badly the enemy damages you. If you haven't played an RPG featuring this tried-and-trusted system, it might take a bit of getting used to; not because it's difficult, but mainly due to the fact that being forced into a fight when you might not want to can be a bit annoying for some people.

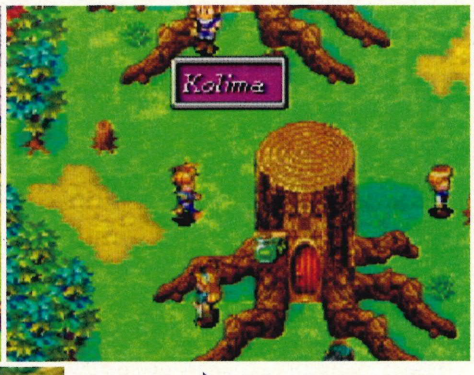
BY THE POWER OF DJINN!

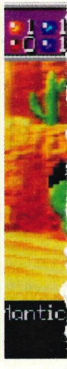
I HAVE THE POWER!

■ Every RPG has its own scheme for magic and other hocus pocus, so it's no surprise that *Golden Sun* has one too. As well as the Psynergy that each character possesses, you can find elemental creatures known as Djinn around the land – these will join your party and assign themselves to a character when found, although you may have to fight them on occasion. Each Djinn that you acquire will grant you a new ability in battle such as increasing your defence, healing characters or striking a massive blow on an opponent. Using your Djinn during a fight places them in Standby mode that means they can't be used again for several turns – however, this allows you to summon up giant monsters against your enemies instead! The more Djinn of the same element you've got on Standby, the bigger the monster... call them up and crush your foes!

Talking to everyone is one of the key things here...







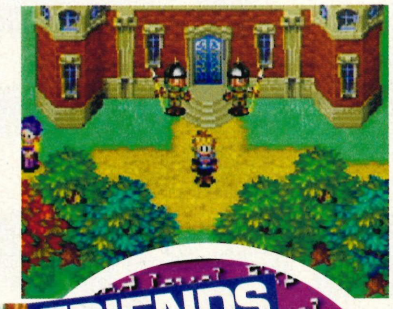
COMMENT If you wanted to sum up *Golden Sun* in one single word, it'd be rather difficult to do – there are just so many that fit the bill perfectly. 'Outstanding' would be one of them, as would 'brilliant', 'fantastic' and 'a breathtaking work of genius'... though that's probably four words rather than one. Still, that doesn't really matter – all you need to know is that *Golden Sun* is one of those few Game Boy Advance titles that falls quite solidly into the must-have category of games. If you're even the slightest bit interesting in RPGs, this will have you crying into your GBA with pleasure... but even if you're not, it might very well be the one to convert you.

There's no doubting, though, that it's a game for the long haul – if you're the kind of person who likes to pick up your GBA and play for about twenty minutes before finding

I CHALLENGE THEE!

If you fancy taking a break from exploring the lands of *Golden Sun*, you might want to think about trying your hand at Arena mode – here, you'll be able to hone your skills by fighting against all the monsters that you've met so far in the game (including the bosses). The arena is set up so you can dive right into any number of monster battles without having to wander around, looking for a fight; it'll also keep a track of your wins and losses, as well as allowing you to heal up your party if something nasty happens to them. What makes things even more interesting in Arena mode is that by linking up two copies of *Golden Sun* with the GBA Link Cable and loading in your characters, you can face off against your friends in a battle to the death! Naturally, these fights can prove to be much more demanding and strategic than the usual monster battles so make sure you're on your toes when taking on another player's party...

"ALL YOU NEED TO KNOW IS THAT GOLDEN SUN MANAGES TO FALL QUITE SOLIDLY INTO THE MUST-HAVE CATEGORY OF GAMES"



FRIENDS

JOIN THE PARTY

Although you'll start off with just two people in your adventuring party (Isaac and Garet), you'll soon meet other travellers willing to join you on your epic quest...

something else to do, then you really shouldn't go for *Golden Sun*. Why? Not because you won't like it, but mainly due to the fact that you'll never get the amount of pleasure out of it that you could. Much like any top-of-the-line adventure game (such as any of the *Zelda* games or *Final Fantasy*, all available on the GBC), much of the enjoyment is gleaned from long playing sessions that allow you to be absorbed into the game... until you look up to see what time it is and realise that there's only two hours before you've got to get up for work again.

This small point aside – and it is a point and not a flaw, because these problems are the nature of the beast with an RPG of such epic proportions – there's no doubting that *Golden Sun* has all the qualities of a great adventure game. Not surprisingly, considering that the GBA has the same amount of power as the PSone, the visuals are an absolute treat; every location in the game is displayed in minute detail whether it's Isaac's home town of Vale, the snowy mountain ranges of Imil or the wastes of the Lamarkan desert. The audio also cleverly fits into each setting and changes depending on where you are and what might be going on (exploring, fighting and so on), as well as being beautifully symphonic and great to listen to.

Ultimately though, it's the amazingly deep story that makes *Golden Sun* such a draw – you'll be dying to know what happens next just because there are so many plot twists and surprising events. Of course, we're not going to spoil it for you... that's why you'll have to go out and buy it for yourself. Trust us – it's a decision you won't ever regret.

MARTIN

TOTAL ADVANCE VERDICT

BEAUTIFUL, DEEP AND TOTALLY ABSORBING!

GOLDEN SUN

VISUALS
Considering it's on a handheld, we can hardly believe how detailed and downright gorgeous it all looks.

AUDIO
Typically outstanding RPG fare; beautiful symphony music that fits every mood in the game. We love it.

GAMEPLAY
Absorbing to the extreme – the storyline has plenty of twists and turns, while the puzzles and fighting add flavour.

LIFESPAN
Well, we've been playing it for weeks now and we're still nowhere near the end... that's longevity for you.

ORIGINALITY
Okay, so it smacks of other classic RPGs like *Secret Of Mana* but that can only be a good thing in the long run.

ALTERNATIVE

BREATH OF FIRE ADVANCE

Another really great adventure title, although it's an old SNES port rather than a totally new game. Still, we liked it...

OPINION

IT'S HOT! "It takes the power of the Game Boy Advance to make a game as great as *Golden Sun*. The developer really has made an effort – if you're anything like us, you'll be playing for a very long time to come indeed..."

CHANDRA

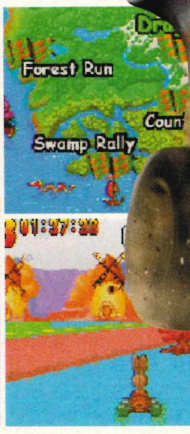
FINAL SCORE

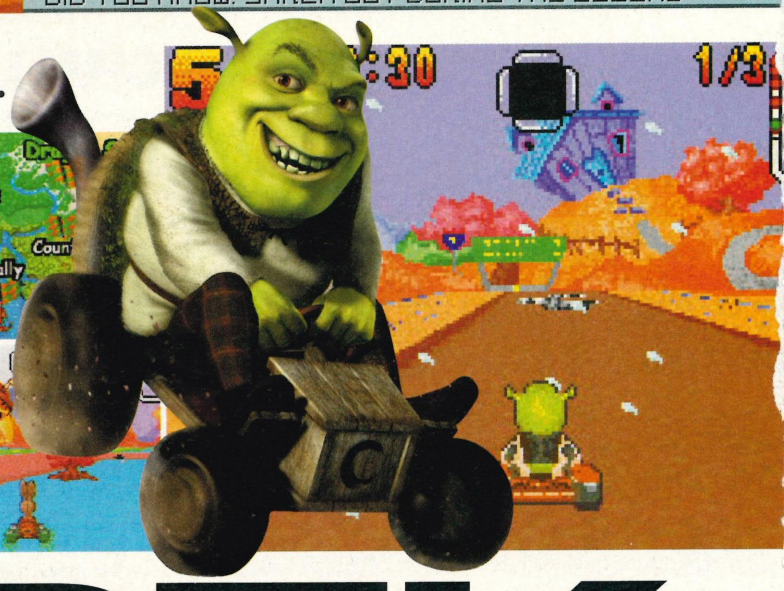
95

EXACTLY WHAT THE GBA NEEDS – A LONG LASTING, GORGEOUS TO LOOK AT AND TOTALLY ABSORBING GAME.

This one's a real donkey..

Wow. Look at the detail in every single jutting pixel!





SHREK SWAMP KART

TOTAL ADVANCE

INFORMATION

SHREK – SWAMP KART SPEEDWAY	
PUBLISHER:	TDK
DEVELOPER:	PROLIFIC
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	4

STATS

- SIXTEEN SIMILAR TRACKS
- TWELVE SIMILAR RACERS
- MULTIPLAYER WITH MULTIPAK
- ANOTHER MARIO KART CLONE
- BASED ON THE HIT MOVIE

RELEASE DATE: 29 MARCH

What do you do if you've got a licence past its sell-by date and a deadline to create a GBA game? Well, not this if you have any integrity…

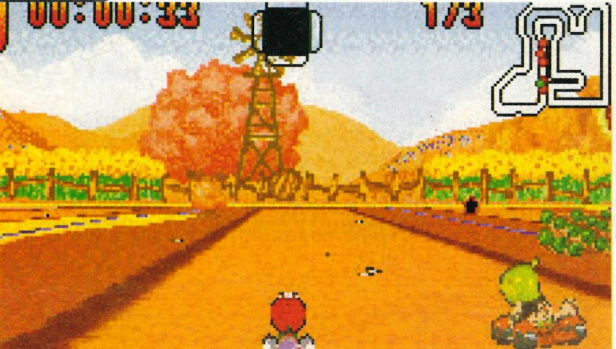
THIS IS AN extraordinary game. Almost inexplicable. With almost no exception, it is the worst game ever to be reviewed in these pages. It's simply the most cynically created, idly designed and unbelievably unenjoyable title yet made for the Game Boy Advance. There are many four letter words that suit *Shrek Karting* down to a T, but we'll settle with three of them: very, very poor.

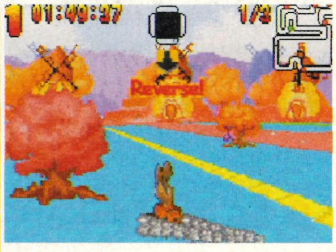
Where do you start with the drabness of this game? Is it the fact that it's cynically created from a tired licence, presuming that we won't care because it's vaguely based on a big movie that's already old hat? Is it the way the designers lazily cribbed every ingredient in the mess from *Mario Kart Super Circuit* – and still created a total pig of a racer? Is it the unbelievably poor sound, mixing clunky soft-porn music with horrendously recreated samples, one per character and all indistinctively rasping and tinny? Is it the despicable design, jagged graphics, poor contrast and fuzzy visual quality generally? Or the truly pathetic handling of every cart, trapped in invisible walls and slipping on objects clearly two inches away from your kart? Is it the threadbare amount of options and tiny number of tracks, almost all of which are practically identical? What is it exactly that makes this the most infuriating, piddling mess of a game ever to enter the TOTAL ADVANCE office?

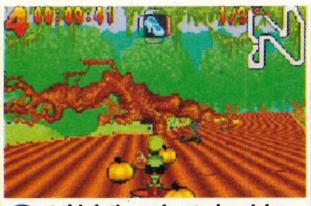
Although most people now have next to no interest in the Shrek licence anyway, there could have been a nice game somewhere in a fairytale-based kart racer. All kart games are a poor shadow of Mario's opus, but as a mini-genre there have been quite a few enjoyable themes explored, and the chance to race as famous characters from Robin Hood to the three Blind Mice, with all the special skills such characters could use, sounded tempting. But as much effort to explore the quirky side of each character is shown here as was inherent in the *Shrek* movie: a few weak gags at best.

It's a real shame that this title, this game which has made us all seriously question whether there really is such a thing as 'evil' in this world, should come from TDK. The company (hitherto praised for the originality or sheer playability of titles such as *Wendy Every Which Way* and *Lady Sia*) and, most of all, the designers must know full well just what an insult to the GBA *Shrek Kart* is, and yet they're still going to subject the public to it, safe in their anonymity. Whereas if this were a musical or movie release, no-one involved would ever work again. After half an hour, when you've completed this game, check the names in the credits. And remember never to touch any game with which those perpetrators are connected ever again. Having played it for more than an hour, we hope they all live miserably ever after.

Jem

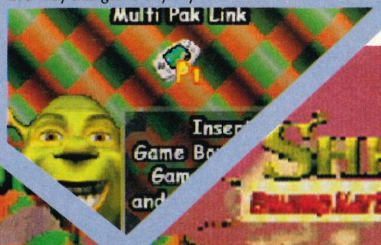






I think I'm going to be sick. No, really, I am.

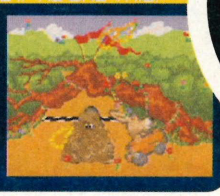
MULTIPAK RIP OFF!: And presumably all you get is a simple four-player game. But no two people should ever buy this game anyway!



CELEBRATION TIME? COME ON!

CLIFF WOULDN'T BE CELEBRATING IF HE SAW THIS!

■ See this? This is your reward every time you complete a section of the game. The Donkey comes along and covers you with mud! Then you blink with your three-pixel eyes, and that's it. Every character has the same ending exactly. And when you complete the whole game, guess what you get then? Yes, THE BLOODY CREDITS. Makes you feel all warm inside, doesn't it?



WHO'S WHO

PICK YOUR PANSY!
Look at all the characters you can play as! Secret ones? Donkey, Robin Hood, Farquaad and the Wolf, no doubt.

SPEEDWAY

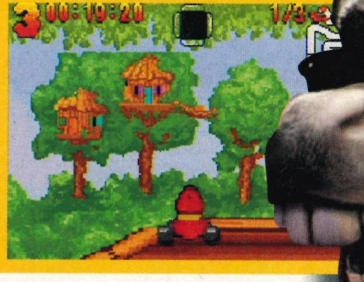
asdf
asdfasdf

TEARS OF MY TRACKS

With a piffling sixteen tracks, each playing exactly the same, you either move round three laps with mind-numbing ease, lapping all the other mediocre racers or, at best, you fail miserably due to bad design rather than a tough challenge. Even the CPU doesn't really understand each dull race and often the Reverse warning shows up when you're merely drifting along exactly the right way! And drifting is the word, too, as you'd get more of a feeling of being in a race by sitting on the toilet shouting 'brum brum' than you do pushing your kart-shaped cursor forward through the messily designed tracks. There are a lot of log bridges but we'd like to see how they stay up, being constructed of one big block of brown stripes – half of the way round you really do look as if you're completely still, when you're supposedly doing 100mph! And it's really fun to fall through thin air accompanied by an unintentionally surreal water splash!

BONUS MY ASS! (AS IN DONKEY...)

There are six collectable 'bonuses' available as you make your way around the tracks – the shiny ones are good, the black ones bad. The four supposedly good ones include having pumpkins spinning around you instead of Koopa shells, (although they don't protect you at all, simply firing missiles, just like the Star icon which also appears here) a frog-type thing that gives you a blast of speed, a 'thumbs-up' icon which must do something, and the chance to turn into Little Red Riding Hood. None of us has yet found a single reason for the last one – Little Red looks like a pile of dung (we actually thought that's what it was) and plays exactly the same as any other racer. If you get a bad bonus, you either briefly become a pumpkin, which reverses controls slightly, or you fall asleep, grinding down to a halt. And lose. Boo-bleeding-hoo. We haven't yet found a bonus that stops you getting caught up in the scenery or makes the game good in any way.



"THE MOST INFURIATING, PIDDLING MESS OF A GAME EVER TO ENTER THE OFFICE"

TOTAL ADVANCE VERDICT

RID US OF THIS TURBULENT GAME!

SHREK – SWAMP KART SPEEDWAY

VISUALS
Mirror, mirror on the wall, which is the ugliest game of all? Which one gave us headaches and nosebleeds? This one!

AUDIO
Wow! The worst sound yet heard on the GBA as well! No options, awful samples and four or five unbelievably poor tunes.

GAMEPLAY
We turned on the GBA when the batteries were just about to go and still had time to complete the entire game.

LIFESPAN
Even the multiplayer option is only available with Multipak – where are you going to find TWO people stupid enough to own this?

ORIGINALITY
You're joking! They've tried to copy *Mario Kart* and totally failed. Whether through neglect or incompetence, we don't know.

ALTERNATIVE

HALLOWEEN RACERS
This Game Boy Color game is infinitely more enjoyable than *Shrek* – and, what is more, you can probably get it for a fiver too!

OPINION

SHOCKING! "Yes, 9% seems a bit harsh. Still, considering the whole thing feels totally unfinished... well, it's more than it deserves. You can't fob us off with a poor version of *Mario Kart* just because the film was a big hit!"

MARTIN

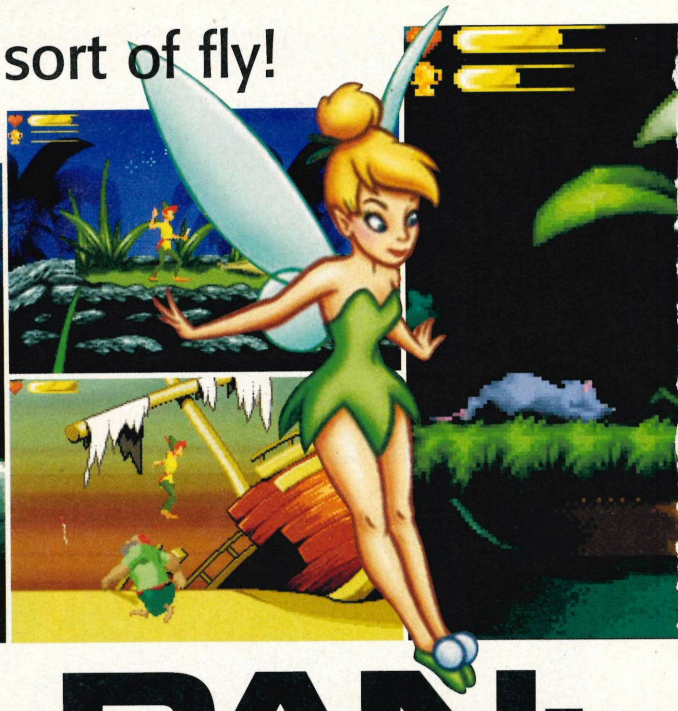
FINAL SCORE

09

A BADLY MADE WASTE OF TIME AND EFFORT. LIKE A FAIRYTALE, ONLY MUCH, MUCH GRIMMER.

He can fly, he can fly, he can sort of fly!

You must face Captain Hook – it is your destiny!



PETER PAN: RETURN TO NEVER LAND

TOTAL ADVANCE

INFORMATION

PETER PAN: RETURN TO NEVER LAND	
PUBLISHER:	UBI SOFT
DEVELOPER:	DISNEY INTERACTIVE
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1

STATS

- WELL-KNOWN LICENCE
- INCLUDES FOUR HIDDEN MOVIES
- TWO BONUS SECTIONS
- PASSWORDS, SADLY
- YOU CAN FLY AND THAT

RELEASE DATE: 28 MARCH

So many Disney titles have been dull, unimaginative plastic capers. Will Peter's magic make a difference?

J M BARRIE was always proud of his creation of a children's literary classic, but always felt that his stories of Peter, the Darlings and the villainous pirate Captain Hook had never been presented as his imagination saw them. "In my mind," he could almost have said, "I saw Peter as a very small man on a kind of sideways-moving, colourful adventure – playable on a small lump of metal and plastic." He then probably began raving about fairies again. But, at last and long overdue, his original vision has been lovingly cobbled together by Disney Interactive and Ubi Soft. In this possibly shameless sequel, Peter arrives in the capital to look up Wendy and finds that, in his absence, she's grown up and had two kids of her own! (Chicks). So he duly whisks them off for a spin to Never Land, with all the dangers that place contains. Disney and Ubi Soft are a coupling that we don't see that often, but when such a game appears it's usually a teensy bit more enjoyable and well crafted than most Disney handheld rip-offs. And visually, at least, *Return To Never Land* is a slice of luxury from the beginning. The graphics are lusciously impressive in the early levels, especially during the flight through London. But the sad thing is it doesn't play quite as well as you'd expect. Peter's supposed to flit through the air like a show-off hummingbird, but controlling his flight feels incredibly arthritic and the very first level's incredibly tricky for that level only.

It's also a shame that the game descends into an almost laughable cliché somewhere in the middle section of Peter's adventure, with tiresome key searching and predictable enemies. Thank god a certain amount of variety has been included to break up the pedestrian platform sections, with both a *Spyro*-style 3D flying section and a cannonball shoot-'em-up sequence, both of which flash by without a second chance unless you're geared up for them. There's also a rather scrummy bonus movie section, which opens up ten-second snippets from the Disney movie when you find the hidden reels of film! Aside from this, there's really not much else to do once you've conquered the Captain. Perhaps you're supposed to just sit back and enjoy the ride, but Game Boy Advance games are all a bit pricey for only one play, aren't they? Is your birthday coming up soon?

Jem

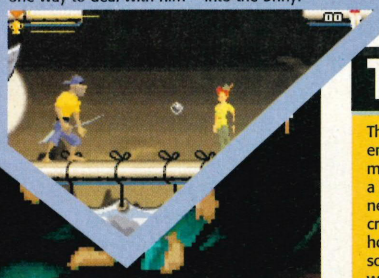
BIG SMOKE

LONDON SKIES

Strangely, the very first level is one of the trickiest. You have to carefully fly with Wendy's sprogs through the streets of London, collecting dust pots and keeping them close.

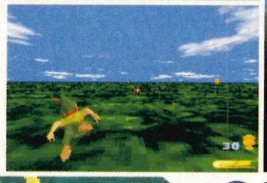
"VISUALLY, AT LEAST, RETURN TO NEVER LAND IS A SLICE OF LUXURY FROM THE BEGINNING"

TERRIBLE MAN: Just before the end, an extremely rude pirate will try and finish you off. There's only one way to deal with him – into the briny!



TIC TOC GIT

This is possibly the most enraging point of Peter's mission. You materialise in a battle with Hook's nemesis, Tic Toc the crocodile, and with no clue how to get the big scaly sod! Stalactites throw you way off the trail, and seriously nothing you have learnt so far is going to get you anywhere. Having just picked up the game, you could be dissuaded from wanted to continue, but don't panic! What you need to do is leap high over him thrice, avoiding his lunge, and then bum bounce him when he's dizzy. It sounds disgusting, but though at times a perfectly timed move can knock you out for no reason, it does eventually do the trick after what feels like ten times.



You'll meet all manner of creatures on your travels.

FIGHT AND FLIGHT

These little shifts of gear are crucial additions to GBA platformers these days, but they can be a total waste of time unless you're pretty swift! *Peter Pan* boasts two special sections, which pop up out of the blue. In one you control Peter as he soars through the air avoiding parrots and cannonballs, but before you can get accustomed to the novelty you'll be shot out of the air like a crap partridge, unless you're damn good. The same can be said of the other cool addition, in which Pan has foolishly been given control of a cannon, and a load of pirates to shoot at. Another one that's hard to get the hang of, and it's silly to not give you the option to replay them. Still, at least the effort has been made, and they should require occasional replays.

MOVIE MADNESS

There may not be many to collect, but the Collect A Movie bonus will certainly get you back into Never Land at least once.

- This is the first available movie, running for a humble thirty seconds...
- A brace of small boats appear from out of the fog...
- Carrying the evil, villainous Hook and his nasty cohorts...
- They land on Peter's island, set on more evil mischief...
- But, of course, little Smee has to ruin it for everyone.

TOTAL ADVANCE VERDICT

VISUALLY MAGIC, BUT NOT INNOVATIVE.

PETER PAN – RETURN TO NEVER LAND

VISUALS
Quite breathtaking for a little 'un. Peter's beautifully rendered flight through London is spot on, even if detail is at a minimum.

AUDIO
They've been quite generous with the samples, but Peter's bleating 'No!'s get most annoying. Still, all Disney tunes are in place.

GAMEPLAY
At least they had the sense to inject a few moments of variety here and there, but still a lot of awful clichés on show.

LIFESPAN
The movie bonuses are a great idea, though they're unbelievably short. Passwords and old ideas make this a one-time play.

ORIGINALITY
See above. Floating coloured keys did not play a big part in the original *Peter Pan* story. Disney, eh?

ALTERNATIVE

MONSTERS, INC.
The other recent and encouraging Disney title. This game certainly boasts lovely graphics and an original (if, unfortunately, short) adventure. A sound purchase.

OPINION

AHH, TO BE YOUNG FOREVER! "This is a mouth-watering adventure for a Disney title. It sure is gloriously designed and fun to play, even if it is a bit corny at times. A sound offering for real Game Boy Advance connoisseurs."

NERYS

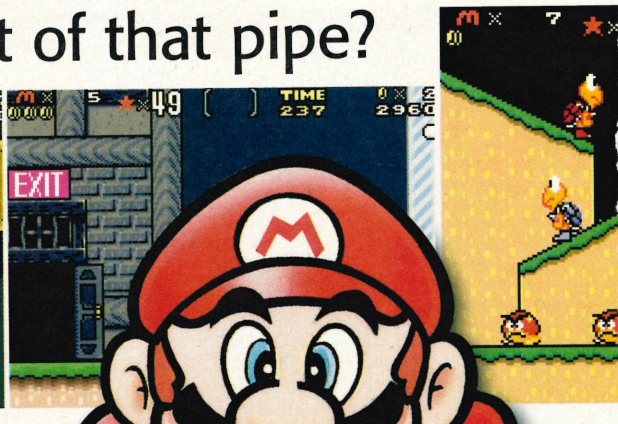
FINAL SCORE

77

TWO LUCKY SEVENS FOR AN ADMIRABLE PLATFORMER, EVEN IF IT'S NOT OUTSTANDING.

Who's this gut lord popping out of that pipe?

Let's be honest. He'd break that lizard's back in ten seconds.



SUPER MARIO ADVANCE 2

It's-a-him again! The most famous plumber in the world, bar none, back on the GBA in one of the best games ever. Worth buying? Er, possibly.

TOTAL ADVANCE

INFORMATION

SUPER MARIO ADVANCE 2	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	JAP
PLAYERS:	4

STATS

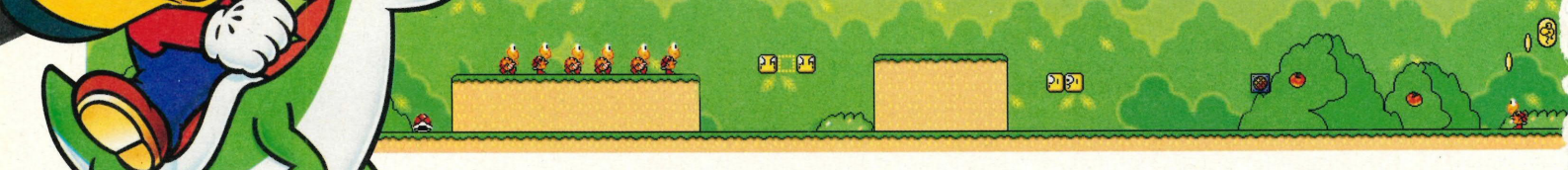
- FOUR-PLAYER LINK-UP
- CLASSIC GAME REVITALISED
- TWO ONE-PLAYER GAMES
- CHOICE OF LUIGI OR MARIO
- LOADS OF LEVELS

RELEASE DATE: 1 APRIL

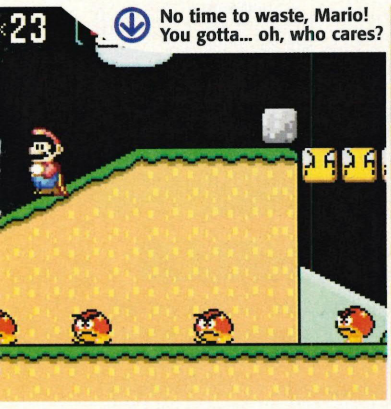
1991, EH?

New Kids On The Block were breathing their last, nobody was letting it lie, and a certain Super Famicon, AKA SNES, hit the shelves. And anyone who had one of them also had a headache from exploring the most impressive platform adventure of its day. In fact, most people would probably go further, insisting that *Super Mario World* is the single most influential game of the last decade, which should make this handheld adaptation a huge hit and a welcome return to the limelight.

Which it most assuredly is, but please allow us hardened old hands to voice a few grumbles before we head straight onto the gushing praise. The problem with this game for most adult gamers is that we remember it only too well! And though a surprising amount of changes have been made for this version, it's still not quite what GBA freaks deserve. For many people, *Super Mario World* has never been away, either by re-playing the SNES on extremely boring days or playing via the PC, this game has never been out of the public domain. In fact, it's quite scary how you can play through and complete whole levels and once-tricky manoeuvres without even thinking about it! The ease of movement isn't at all diminished by the GBA screen and it all looks and sounds as good as ever, but *Mario* veterans can get the entire huge adventure licked in one day's hard play. It's almost impossible to keep down the odd yelp of nostalgic glee (even in bitter old cynics like us) but when you consider the pointlessness of the two-player option, and the fact that we're still waiting for an original handheld *Mario* adventure, it could seem like slim entertainment for a thirty-quid price tag. For the uninitiated, we'll rate this game on its own merits, which instantly gets *Mario Advance 2* a whopping score. But still, more experienced players can be forgiven for totally ignoring the new release.



TRANSLATES AS 'STUPID APE'.



BIG BONUS BITS: Hidden rooms like this offer you free continues – if you bump the boxes in the right order!

UMM... FISHY

KEY QUEST
If you haven't found one of these, then you must be a bit dim! All of the red spots on the map have alternative exits, so most of them will have keys to find.

"MARIO ADVANCE 2 NEVER LETS UP ON QUALITY OF DETAIL, HIDDEN SECRETS AND ADDICTIVE FUN"

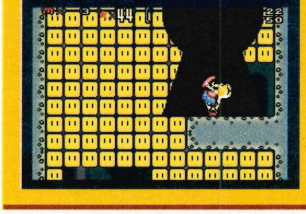
STAR ROAD UNCOVERED!

ALL ROADS LEAD TO NOWHERE!

There are many ways to find this infamous hidden area – and once you get there, there are many opportunities to rue the day you ever found it! Usually the penultimate area of *Super Mario World* to be conquered, Star Road is accessible from every star icon you uncover on your way around the map, and it's bursting with especially annoying little levels. Each has an easy exit, but you need to find the secret way out to move round!

STAR WORLD ONE

A nice easy one to start with – simply spin away on all the blocks, picking up nice things until you find the key on the right-hand side of the second area.



STAR WORLD TWO

Another untaxing one – make sure to pick up the blue Yoshi – he flies with any Koopa shell! Then swim to the far right, under the exit pipe to the real exit.

STAR WORLD THREE

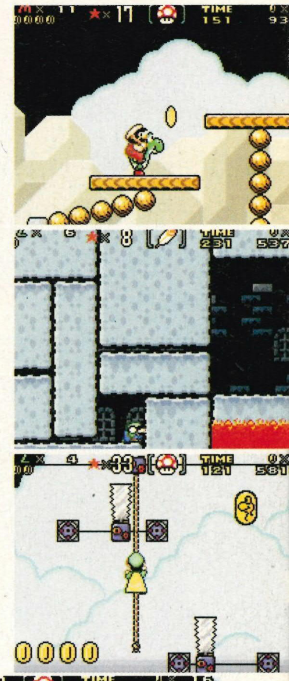
The idea is to knock out the Lakitu and use his cloud to fly up through the hole to the key area – take yellow Yoshi, his ground shakers are handy!

STAR WORLD FOUR

There's a red Yoshi here who can burn up opponents when swallowing a shell. Have all the Switch Palaces open – wait till you see the coloured blocks below – and go get the key!

STAR WORLD FIVE

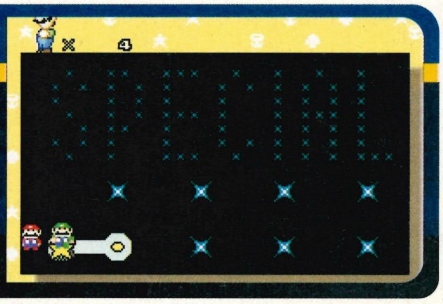
The normal exit will move you on, but check out the P switch area! Hit the ? block and guide the coins up and to the right gradually to form a bridge once the P block has been hit.

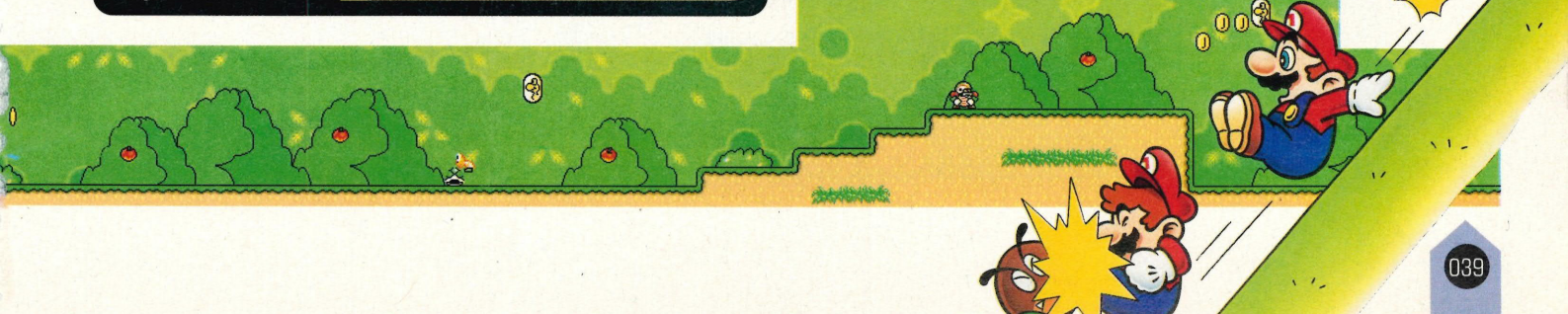


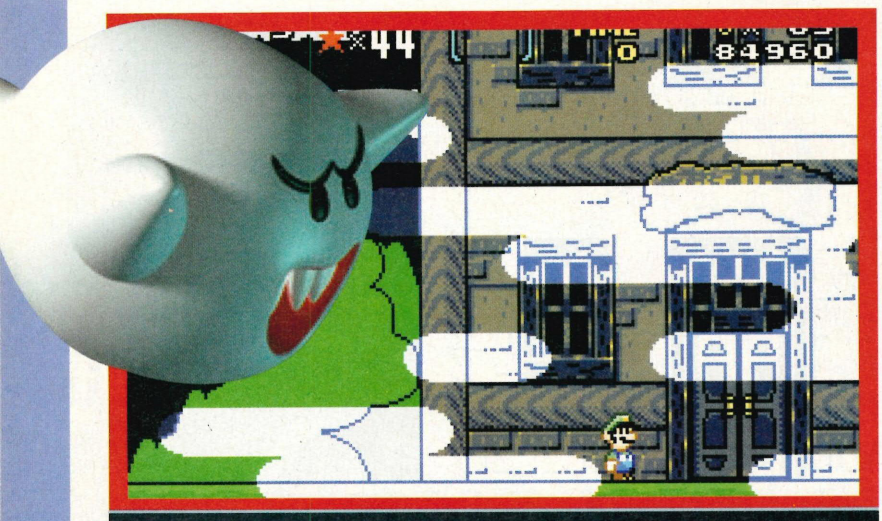
ARE YOU A SUPER PLAYER?

I'M SPECIAL

■ Once you've completed Star Road, the ultimate test awaits you – Special Stages! Tubular, Way Cool, Awesome, Mondo, Outrageous, Funky – they're all ultimate platforming nightmares and we have no intention of going through them all ever again! Oh, go on then.





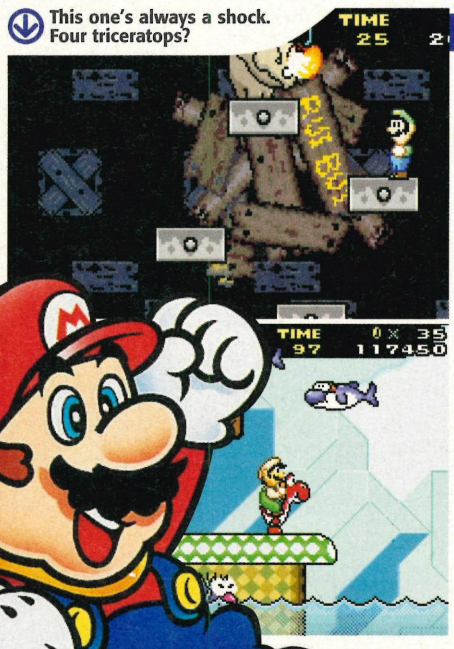


GHOSTY GHOSTY, GO AWAY!

This was the first time that the paranormal side of Mario's world was explored. What would the Mario legacy be now without all those annoying little boos? It's in the Ghost Houses that you'll find the most mind-bending puzzles, with all sorts of series of moves required to find your way out of the eerie mazes, all packed with vicious ghosts – that you can't ever destroy! That is unless you count the giant boo in the second Ghost House on the Donut Plains. Use the P block to give you a platform for the floating door, then head up the vine here, and through the door! You'll be faced with two tiny boos and the big fellah, who buckles after three hits with the purple blocks – you're on your way to Star Road!

LIKE THE MITCHELLS

The biggest drawback with this new release is the tired old multiplayer option. Here you've got the same single-screen arcade romp as you had with *Mario Advance*, only with a few design changes as you go along. Okay, so it's always fun for a few quick levels, but repeating the same option on two games is more than a little cheeky, isn't it? With multiplayer you can take on up to three pals as little Mario brothers, determined to bounce the stuffing out of each other, just to get more Koopas and score more points. The problem is, the four-player mode is almost unplayable, with lots of the little beggars on the same screen. No more of this on the next game, Nintendo!

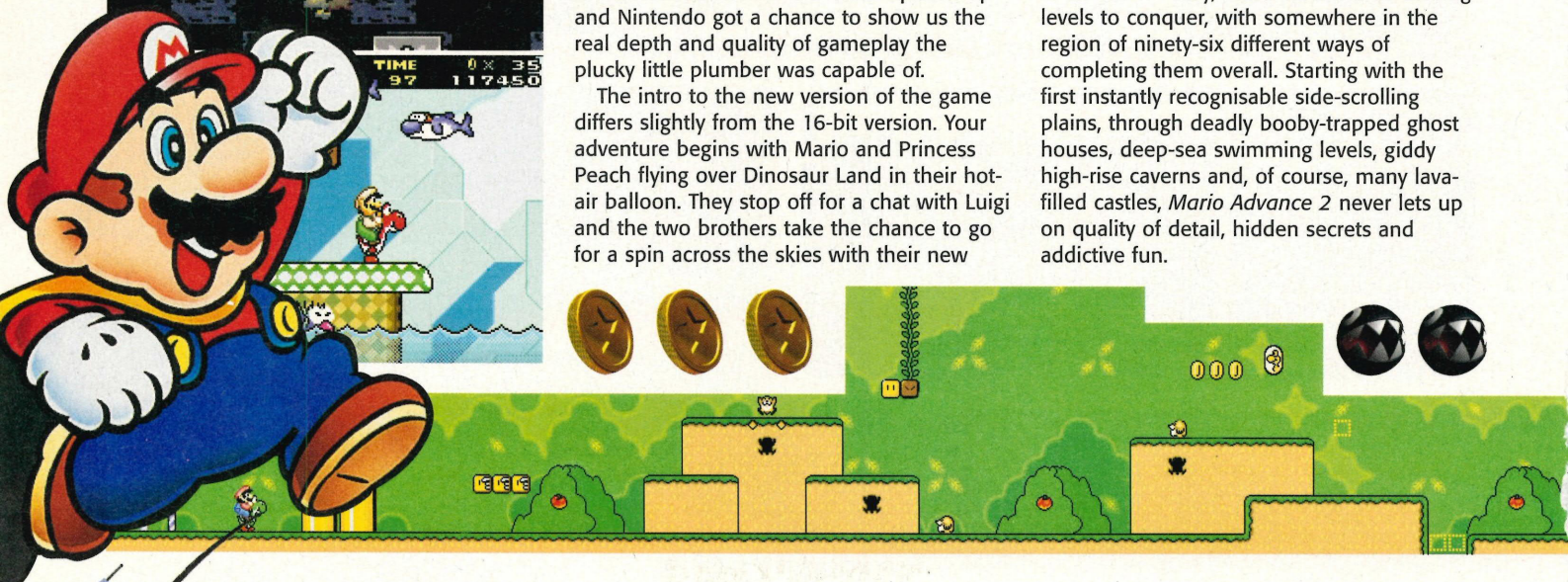


This one's always a shock. Four triceratops?

COMMENT All that aside (get ready for it), this is a videogame classic of titanic proportions! Mario had shown that he had more to give the world than gobbling down mushrooms and jumping down pipes in the last two NES *Mario* adventures (no doubt *Super Mario 3* will pop up as the next '*Mario* Advance' before we get any new adventures), but it was only in this game that the sheer scale of Mario's world opened up and Nintendo got a chance to show us the real depth and quality of gameplay the plucky little plumber was capable of.

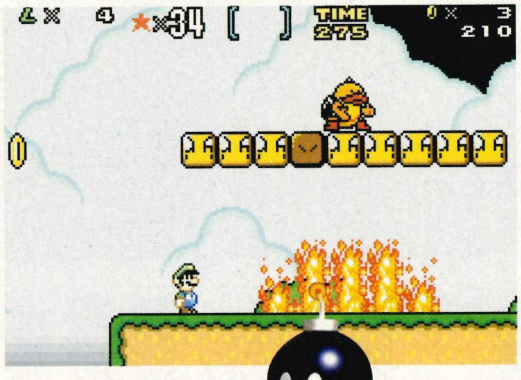
The intro to the new version of the game differs slightly from the 16-bit version. Your adventure begins with Mario and Princess Peach flying over Dinosaur Land in their hot-air balloon. They stop off for a chat with Luigi and the two brothers take the chance to go for a spin across the skies with their new super-hero capes. Yet when they get back, all they can find of poor Peach is her handbag (no, they certainly haven't got politically correct in their old age...), but then it's not until the Marios find the deserted cottage of Yoshi the dinosaur that they know the full extent of bad old Bowser's latest evil coup.

From Yoshi's Island to the final showdown in Bowser's Valley, there are loads of exciting levels to conquer, with somewhere in the region of ninety-six different ways of completing them overall. Starting with the first instantly recognisable side-scrolling plains, through deadly booby-trapped ghost houses, deep-sea swimming levels, giddy high-rise caverns and, of course, many lava-filled castles, *Mario Advance 2* never lets up on quality of detail, hidden secrets and addictive fun.



THE DARK SIDE: There are a few niggles to be found on your way round the World – like black bullets against a black sky on a GBA screen!

"OLDER PLAYERS CAN BE FORGIVEN FOR IGNORING THIS RELEASE"



SECRETS

BACK-DOOR MAN

What's he doing behind the tape? Well, he's been clever enough to fly across the whole level and swoop beneath the exit! Just ahead now are a load of extra lives!

After a night on the town, Luigi makes a dash for the nearest public convenience.

Some people have commented on the slight lack of detail in this miniaturisation, but it's hard to see where the visual quality has been compromised – it looks exactly like the SNES version and even the quality of the sound isn't diminished by the tiny GBA speakers. In fact, despite the great added SFX and voice samples, you can keep the game turned down if you like. The music to *Super Mario World* is so classic you can hear every tune in your head the second that Mario lands in an icy cavern or a red-hot dungeon – and you can always annoy your friends with your own version of each ditty!

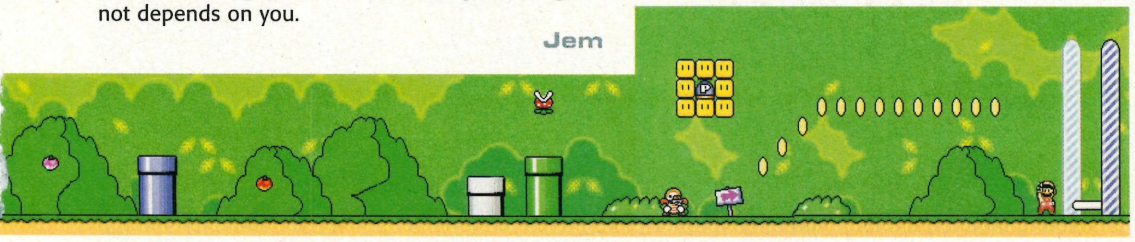
So it's as good as ever it was, but the innovations Nintendo has made should not be taken for granted. The option to play as Luigi (with his massive leaps and ability to knock all the coins out of a block with one bump) really gives the game a new feel. Okay, so *Mario Advance 2* is a bit of a disappointment when compared to the shiny new offering from *Sonic*, but if videogame nostalgia is your bag, you'll never get better than this – it's like 1991 all over again. Whether that's a good thing or not depends on you.

Jem

MOVIE STARS

MARIO DA MOVIE!

It would be journalistic suicide to claim that the 1993 live-action *Super Mario Bros* was 'good' exactly, but it certainly makes for interesting viewing. Starring cockney thesp Bob Hoskins and *Moulin Rouge*'s John Leguizamo as the valiant plunger bearers and Dennis Hopper as the villainous King Koopa, this movie was celebrated as an absolute turkey on release, mainly due to the fact that it was too childish for sci-fi freaks and too different to the games for Mario fans. But what genuine Mario references there are in the movie are taken almost wholly from this one title. Following Luigi and Mario's descent into a parallel universe where dinosaurs have survived and evolved (and their subsequent mission to save Princess Daisy from Koopa), many familiar characters and items pop up... though Toad is a seven-foot tall busker, Yoshi is an ugly lizard and Koopa (not Bowser) looks like Dennis Hopper really. But at least the day is saved by a tiny little Bob-Omb retrieved from the fungus, just like in *Mario Advance 2*!



TOTAL ADVANCE VERDICT

A VIDEOGAME GEM, BUT BEST PLAYED BY SMW VIRGINS.

SUPER MARIO ADVANCE 2

VISUALS
The graphics are apparently simplified, but it doesn't show – it's pure SNES quality visuals throughout.

AUDIO
Every tune in place, endlessly hummable as you'd expect. And the SFX sounds great – even on the GBA!

GAMEPLAY
What can you say? 96 levels of tooth-grinding, brain-bursting platform genius, guaranteed to keep you playing for weeks.

LIFESPAN
Most people have already completed it, so if you're coming back for more now, you'll be playing this forever!

ORIGINALITY
Well, there was plenty of originality here eleven years ago, but it's another SNES port, so zero points here.

ALTERNATIVE

SUPER MARIO ADVANCE

It's *Super Mario 2*! With the same link-up game and everything! Let's hope there's a new game somewhere in the works...

OPINION

MINTY! "One of the best platform games ever comes to the Game Boy Advance? Great visuals, cool tunes and loads of levels. We'll be having a bit of that then... and loving every minute of it! But we'd like something original soon, please!"

MARTIN

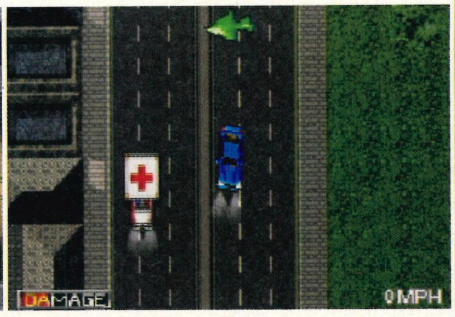
FINAL SCORE

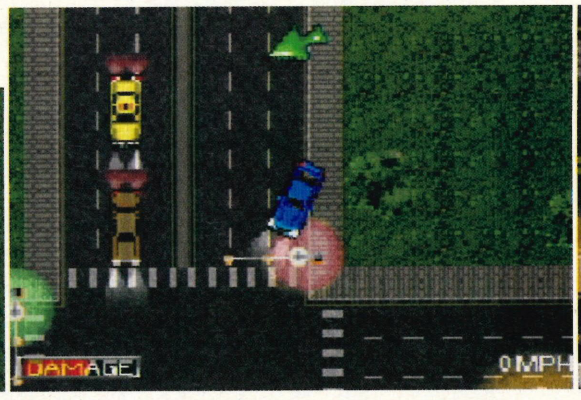
90

IT'S GREAT, BUT THE LINK-UP IS DISAPPOINTING AND WE'RE GETTING RESTLESS. NEW MARIO NOW, PLEASE!

The fast and the infuriating!

Up against the 'boys' for a Waypoint race.





MIDNIGHT CLUB STREET RACING

Those boys your mother told you to 'just ignore' are laying down a challenge you just can't refuse!

TOTAL ADVANCE

INFORMATION

MIDNIGHT CLUB STREET RACING

PUBLISHER:	DIGITAL
DEVELOPER:	DESTINATION
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1

STATS

- TWO CITIES TO RACE IN
- PASSWORD SAVES
- ARCADE AND CAREER GAMES
- NO MULTIPLAYER!
- MORE THAN 40 CARS TO UNLOCK

RELEASE DATE: OUT NOW

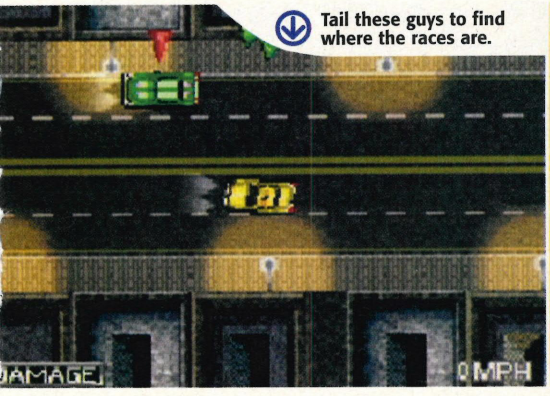
WHEN THE sun goes down the boy racers come out to play. It happens all over the world and occasionally gets some attention in the media. It is, of course, to be condemned as reckless; but there are those who look up to them with a certain sense of awe and a hankering to become part of it – without a thought that it could endanger lives, send your insurance premium skyrocketing and land you in the clink for a while. In this title you play as a cabbie keen to prove his worth to the gang members that zip around and be taken to the special areas where their races take place. A tragic case of wanting to fit in. You race against groups of cars from checkpoint to checkpoint and victory means access to better cars, more contacts of racers via cell phones and the chance to pit yourself against the cream of this after-dark fraternity of misspent youth. Sounds like it must be great, doesn't it?

Unfortunately, *Midnight Club* falls closer to mediocrity than it does greatness. The basic gameplay is sound enough – the screen scrolls very quickly and the controls are responsive, but after a few plays you'll notice that the cars all follow the same pattern and this is one of many flaws in the overall AI. Racing can often be frustrating – as long as you are following someone it's clear where you are going. Once you take the lead, however, you tend to struggle because you'll often find yourself driving 'blind'. You have a green direction arrow to get you to the next checkpoint but it really isn't very helpful.

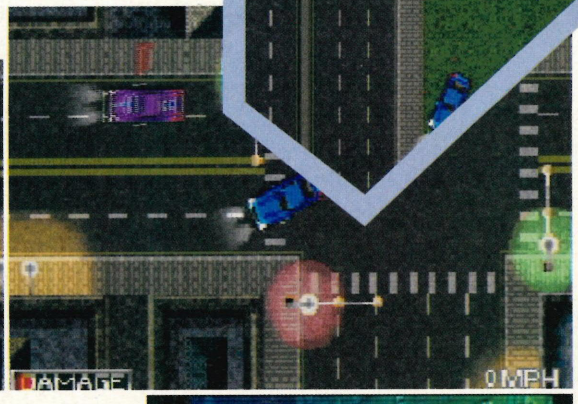
On the plus side for this game are the graphics. The backgrounds are finely laid out and shown off with some really nice lighting effects, and the attention to detail on the sprites has been realised pretty well. The top-down view means that a tremendous amount of detail is not necessary but what is on offer looks the part. It's a shame that the same can't be said about the music and SFX. The music is instantly turnoffable and the cars sound like those wind-up toys that you pull backwards and then let go.

It takes a while to work out exactly what you are supposed to be doing in *Midnight Racing* – the manual offers precious little information as you switch between Career mode and Arcade mode finding different things locked. Altogether this is very much a disappointing effort, while the idea is there the way that it has been implemented lets it down and it is unlikely to have very much long-lasting appeal. Some appeal that would have been helped had a multiplayer option been included, but it's strictly a one-player affair and not a particularly brilliant one at that.

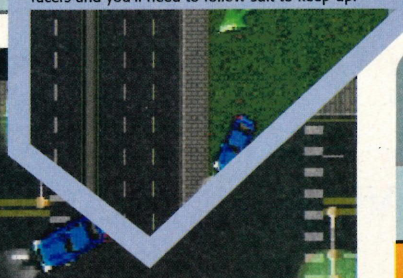
DAN



Tail these guys to find where the races are.

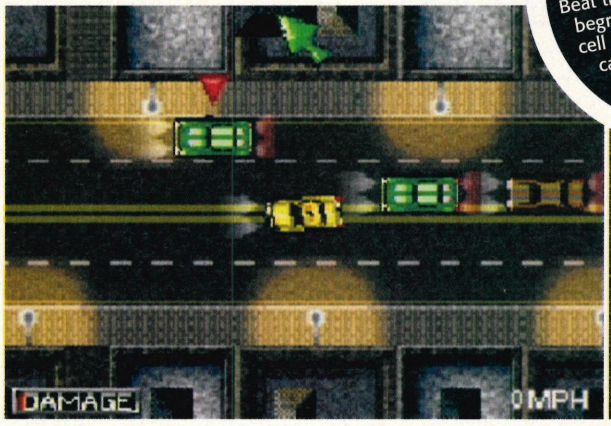


OFF-ROAD: It's not necessary to stick to the streets, why not burn across the parks? It is done by the other racers and you'll need to follow suit to keep up.



TOTALLY HOOKED!

Keep your eyes open for 'Hook Men'. These are members of the gang cruising the streets looking for racers. The green direction arrow at the top of the screen will help you. You'll often find they are doing loops around certain areas, so rather than trying to catch them you can just stop and wait before picking up their tail. Hook Men have a red arrow above their car and as you give pursuit the arrow will change colour (to yellow then green). Once the arrow is green it means that they are really trying to shake you off; so be ready for some sharp turns as they try to put some distance between you both. Keep up with them and they'll take you a Waypoint race where you get to go up against several members of the gang at once.



DOG AND BONE

Beat the Hook Men and they'll begrudgingly give you their cell phone numbers so you can call them for future challenges.

"AS LONG AS YOU ARE FOLLOWING SOMEONE IT'S CLEAR WHERE YOU ARE GOING"

TO SERVE AND PROTECT

THE LONG ARM OF THE LAW

Like in real life you never see the police when you are driving sensibly and within the limits of the law; but as soon as you misbehave there is good a chance that the old Fuzz will show up, and that's very much the case in *Midnight Club*. The police are dotted around the city and will block your car and hold up your progress, causing all manner of expletives to be hurled at your tiny screen. This can be extremely frustrating, even more so when you are competing in the Waypoint races as part of a group, because the cops only target your car. You'll soon find yourself surrounded by the boys in blue and the race will be well and truly lost. Life isn't fair and this exemplifies it. Even in New York the old excuse that we drive on the other side and you got confused won't wash. You might get off if they like your accent.

TOTAL ADVANCE VERDICT

NICE IDEA, SHAME ABOUT THE RESULT.

MIDNIGHT CLUB STREET RACING

VISUALS
It looks good – the backgrounds and sprites are well animated. Set at night but the lighting makes it easy to see what's happening.

AUDIO
You'll be frantically heading for the sound off option pretty soon after switching this on. The SFX don't fare much better either.

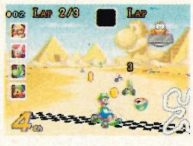
GAMEPLAY
Runs at a fair old pace and the controls are responsive, but AI flaws lead to some infuriating moments throughout the game.

LIFESPAN
Not likely to be one that will keep you going for a long time. It's okay for a bit of pick-up-and-play but may run out of gas soon after.

ORIGINALITY
It's a nice idea, but sadly it just hasn't been particularly well implemented in terms of the overall gameplay. Shame!

ALTERNATIVE

MARIO CART: SUPER CIRCUIT



Not exactly of the same ilk as Midnight Club, but this little beauty gives close to racing perfection on the GBA.

OPINION

THROTTLE IT!

"Unfortunately there are too many GBA racers that command your attention more than *Midnight Club*. Sure, it does the job but it"s too confusing and fiddly to offer any serious long-term enjoyment."

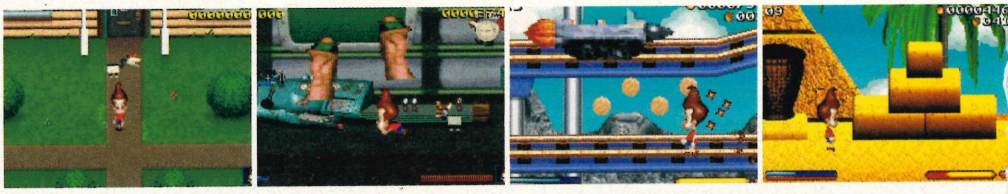
SIMON

FINAL SCORE

71

UNFORTUNATELY THE IDEA IS NOT DONE JUSTICE BY THE MOST IMPORTANT ELEMENT – THE GAMEPLAY.

He's not big but he's certainly clever!



JIMMY NEUTRON: BOY GENIUS

TOTAL ADVANCE
INFORMATION

JIMMY NEUTRON: BOY GENIUS	
PUBLISHER:	THQ
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	4

STATS

- PLAY AS JIMMY OR GODDARD
- SEVEN DIFFERENT LOCATIONS
- MULTIPLAYER MODE
- THREE DIFFICULTY LEVELS
- GREAT MINI-GAMES

RELEASE DATE: MARCH

Ooh – a rocket. Best hop on-board then, eh Jimmy?

The brainiest ten-year-old in town takes on the high-tech wizardry of the GBA!

NOT CONTENT with taking over your local multiplex, Jimmy Neutron – the world-saving boy genius – has now turned his quiffed head towards the GBA. Released in conjunction with the CGI flick currently doing the rounds – and following the same story line – *Boy Genius* sees the techno-nerd ten-year-old skipping about the place in the company of his robotic dog Goddard, on a mission to repair his spaceship and save the parents of Retroville, all of whom have apparently been abducted by aliens.

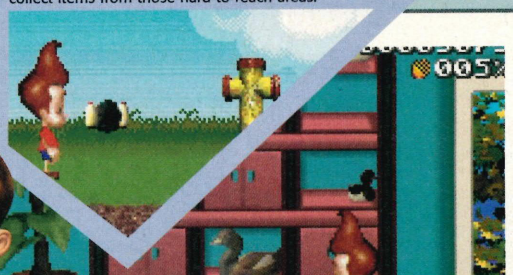
But saving the grown-ups and defeating the evil Yokian Empire is no easy task and little Jimmy must collect many items in order to save the day. It's a concept that has, of course, been done before, but what's important here is that it's been done really rather well – and the whole thing looks just fantastic. The colourful graphics are brilliant – and a bright, shiny example of just what the GBA is capable of. The characters look excellent, and the locations all look superb.

A total of seven worlds are available to explore, taking Jimmy from Retroville right up to the Yokian moon, and each has a range of mini-games within. Jimmy and little Goddard – who is also a playable character – must explore each world and complete every section in order to move on to the next. These sections, for the most part, consist of the usual dodge bad guys/leap around platforms scenario, but other types of game are hidden within, including some high-adrenaline racing games. The developer has been careful to inject plenty of fun into the title and, quite aside from the comical cartoon feel, several nice quirks make *Boy Genius* more appealing, not least Jimmy's ability to strap on a rocket pack and fly around the levels. There are also plenty of techno gadgets to pick up along the way, including a Laser Gun, Shrink Ray and Grappling Hook!

Definitely one for the kids, this is seriously lacking in originality, but that doesn't mean it has nothing to offer. Quite the contrary, in fact, as it's been done with enough thought to ensure the game is thoroughly playable – and the multiplayer mode only adds to the fun. Little people will rejoice at the chance to steer their favourite swot around Retroville; bigger people will be impressed by the gorgeous graphics – and Jimmy Neutron will save the world yet again.

KAREN

ROCKET MAN: Jimmy can strap on a rocket pack when he comes across one and take to the skies to collect items from those hard-to-reach areas.



MODES

FOUR'S COMPANY

Jimmy Neutron boasts a cool multiplayer mode, which makes full use of the GBA's four-player link-up facility. Once you've found a fellow Jimmy fan – or three – you will be treated to a choice of two different game types. Players can choose to indulge in either a head-to-head platform-style game or a racing game. The options don't end there, either, because once you've selected your game type, you can also specify which world you'd like to play in and how big it is, so if you fancy a short, sharp dose of racing action, that's exactly what you'll get!

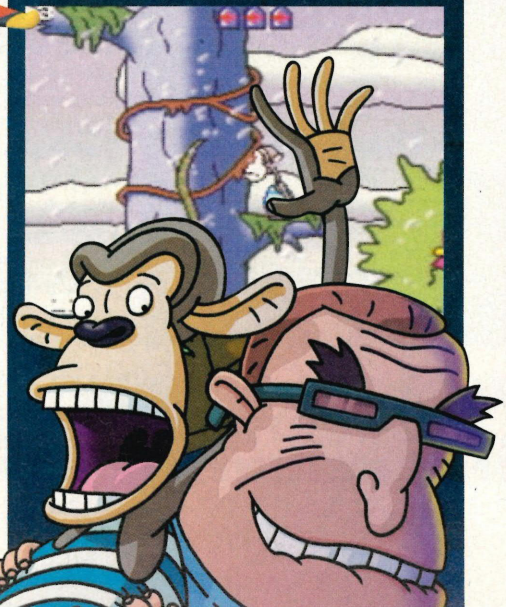
"A BRIGHT, SHINY EXAMPLE OF JUST WHAT THE GBA IS CAPABLE OF"

Nobody appeared disturbed by the mysterious floating fruit...

THE REALLY WILD SHOW

ANIMAL MAGIC

■ Jimmy Neutron isn't the only Nickleodeon character to get the GBA treatment this month – The Wild Thornberrys are making their merry way to a Game Boy near you too. Also from THQ, this fun-filled title gives players the chance to ride along with the various oddbods of the Thornberry family as they travel the continents of the globe. The family are on a mission to rescue chimp Darwin, who has been kidnapped, and put a stop to the evil doings of nasty poachers Kip and Biederman. Along the way, players will get to ride with a kangaroo in the Ozzie outback, explore the jungles of South America, out-sprint an angry rhino – and collect an awful lot of Cheese Munchies. This thoroughly strange, but oddly likeable ,title is out now priced at £29.99 and fans of the show will no doubt go wild for it!



TOTAL ADVANCE VERDICT

THE APPLIANCE OF SCIENCE ON THE GBA!

JIMMY NEUTRON: BOY GENIUS

VISUALS
The game has excellent graphics – the cartoon feel works perfectly, and the bright, bold visuals are fantastic.

AUDIO
Unfortunately, the music soon gets repetitive – but, as always, there's an option to turn it off!

GAMEPLAY
Kids will certainly find plenty to enjoy here, with a nice mix of platform and racing games to complete.

LIFESPAN
A total of seven worlds and three difficulty levels mean there's plenty to keep you occupied in this game.

ORIGINALITY
Typically, the game has followed the tradition of movie spin-offs, but it does at least try hard!

ALTERNATIVE

MONSTERS, INC.

Fun and frolics with the residents of Monstropolis in this top-notch movie spin-off from THQ. Go get it now!

OPINION

SEE YOU! "As with most licensed games, *Jimmy Neutron* is pretty standard fare. Sure it's fun for the little ones – who this game is aimed squarely at – but older gamers should eschew this in favour a more demanding gaming experience."

SIMON

FINAL SCORE

83

THE BOY GENIUS APPLIES HIS TALENT FOR INVENTION TO THE GBA WITH ENTERTAINING RESULTS.

And now for something a bit more cerebral...

It might not look exciting but it's certainly well executed.

TOTAL ADVANCE

INFORMATION

SCRABBLE	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	4

STATS

- MULTIPLAYER – WITHOUT LINK-UP!
- THREE DIFFERENT GAMES
- MANY DIFFICULTIES AND OPTIONS
- EVERYTHING BUT THE BOARD!
- FULL DICTIONARY

RELEASE DATE: 29 MARCH

SCRA

Does your idea of a challenging game contain a load of aliens with big guns? Go away then...

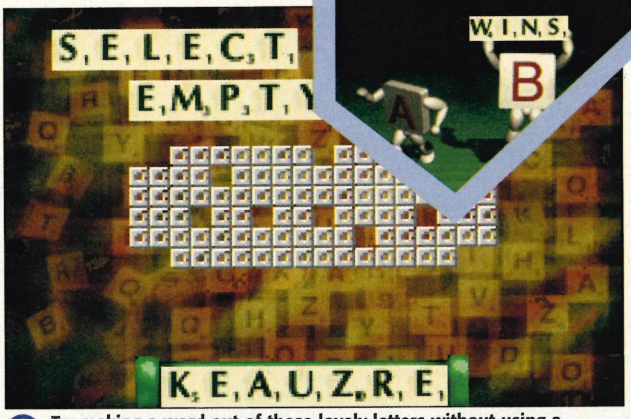
IT'S SO accommodating to be occasionally rewarded with the opportunity to free oneself of the verbal confines of videogame reviews and be truly obfuscatory and sesquipedalian in one's polysyllabic verbiage, especially when the reason for this newfound journalistic release is such an illustrious electronic presentation. *Scrabble*'s the mutt's nuts!

We didn't give the recent Game Boy Color version of the game enough coverage, to be honest. And for that we apologise, as it was a great little title. We were chuffed to bits to have a complete Scrabble kit on a cartridge the size of an After Eight, but didn't feel that there was much else to say about it. And here comes the advanced version. However, it's on a cartridge half the size, and

"THERE'S VERY LITTLE SENSE IN MAKING SCRABBLE SEXY, SO INSTEAD WE GET THE TRADITIONAL DESIGN BACKED UP WITH CLASSICAL MUSIC"

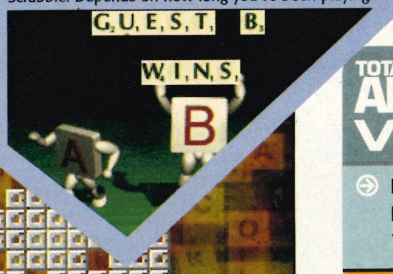
A SMALLER SCRABBLE

The Game Boy Color version of *Scrabble*, which Ubi Soft released late last year, was probably a better game than the new version. They're both great, but as they both contain all you need for Scrabble and this version's half the price, it doesn't take a genius to decide which version to buy. This apparently primitive version has great tunes, silly opponents and is a lot easier to get to grips with than the Advance version, even if the graphics and visual options aren't as hot. In fact, the main thing that *Scrabble* Advance has over this version is the easy zoom, via the L and R buttons. And you can make the board look all flowery. If that's your bag, why not stump up the extra 15 quid or so? You muppet.



Try making a word out of these lovely letters without using a Dictionary. You'll certainly have to put your thinking cap on!

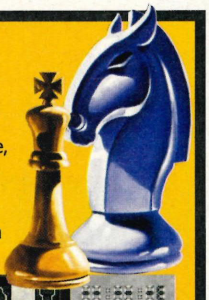
YOU WON!: Only very rarely do the letter tiles get up and start dancing at the end of a real game of Scrabble. Depends on how long you've been playing.



BBLE

THE GAME OF KINGS

Scrabble isn't the only highbrow pastime that Ubi Soft is championing at the moment, however. 2002 has already seen one chess game for the GBA in *Virtual Kasparov*, from Virgin, and this month sees the release of Ubi Soft's *Chessmaster*. *Chessmaster* is a classic videogame chess title, bursting with options and little extras, all defined by a mystical, serious design and tone. *Virtual Kasparov*, on the other hand, sells itself on the input from the real chessmaster, Garry himself. Along with a frankly silly cartoonish design and all of Kasparov's finest moves programmed into some games, Virgin's title is possibly the best buy for real chess experts. But then most of us can never remember how to play the damn game anyway, so either title's good.



somehow seems half as fun to play as the apparently less sophisticated version.

Ubi Soft's electronic adaptations have both been carefully crafted for a more classy appearance and audience. There's very little sense in making Scrabble sexy, so instead we get the traditional Scrabble design backed up with classical music. The strangest thing is that while the Game Boy Color version gave you a choice of music, there's no such option on the 'Advanced' version! And while the GBC game was blocky and slow occasionally, the GBA version seems fuzzy and less instantly controllable, which defies logic really.

The one single thing that the new game seems to have over the GBC version is the addition of a new Anagram section, which should need no description. Otherwise you have the same Scrabble options and Conundrum game, and not much else. The CPU characters you play against are less disturbing than in the other version, and have been given a slight 3D effect, but although their intelligence levels are more varied and challenging than before, the only real way to play this game is with your friends. No need for meddlesome link cables here, you just have to pass the GBA around! And considering the fact that there's an in-built dictionary (although it's by no means infallible) it makes this miniaturised board game an improvement on the real thing! No more arguments about plurals and nouns, no more losing vowels down the back of the sofa, no more keeping score on scraps of paper – despite all the faults, this tiny cartridge really is all you need.

Simon

TOTAL ADVANCE VERDICT

A HANDY GAME, BUT NO BETTER THAN THE COLOR VERSION.

SCRABBLE

VISUALS
Nothing to report really. The zoom seems to make things less clear, unlike on the GBC version. Unimpressive.

AUDIO
Hang on, the Game Boy Color version had a choice of ten songs! This only has one! Ridiculously scroogey sounds.

GAMEPLAY
It's quite possibly the greatest single parlour game ever. So add two extra games and you've got unbeatable gameplay.

LIFESPAN
This game will last as long as your interest in the Game Boy Advance lasts, and longer – we guarantee.

ORIGINALITY
Not sure why the game's being released when you can get the superior GBC version for ten quid less.

ALTERNATIVE

SCRABBLE
Here we are – this is the Game Boy Color version. You can probably get this for 15 quid or less now, and it's all you need!

OPINION

WOW! "Hi-tech Scrabble, what a concept; smart, concise and no bits to lose. This is an intelligent title for gamers seeking to use their brains. There's loads of gameplay packed onto the tiny cart, but unfortunately it's lacking in Advance features.

NERYS

FINAL SCORE

79

IF YOU DON'T WANT THE GBC VERSION, BUY THIS RIGHT NOW. BUT THIS GAME IS NOT ADVANCED.

Is there a puzzler in the house?

TOTAL ADVANCE

INFORMATION

PUYO POP	
PUBLISHER:	INFOGRAMES
DEVELOPER:	SEGA
PRICE:	£34.99
ORIGIN:	JAPAN
PLAYERS:	4

STATS

- 25 LEVELS
- LOTS OF COLOURS
- FOUR-PLAYER LINK-UP
- THERE ARE THINGS TO POP
- THERE IS NOTHING TO PUYO

RELEASE DATE: APRIL

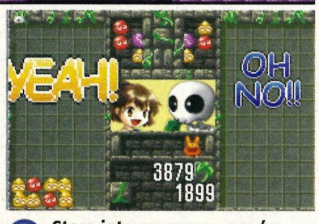
CHUMS!

BALLS OUT

This is the girl you play through the game as. She's got this little mate with her – who seems to be half rabbit, half glove puppet. Pretty weird stuff, huh!

"YOU CAN GET REALLY LOST IN THE GAME – AND LOOSE HOURS OR EVEN DAYS"

PUYO



Stare into my eyes... you're getting sleepier and sleepier...

Super Puyo Bubble Bobble Pop 'N' Pop...they all blend into one after a while...

PUZZLE TIME again, and it's up to *Puyo Pop* to addle our brains and scramble our eyes! Those coloured balls fall, you have to match them up, they burst...if you've played a puzzler before, you pretty much know the score.

Balls fall faster and faster and you match quicker and quicker! *Puyo Pop* adds a new dimension to the play too, with more colours being added as you move up through the levels, but there are a few things you need to know about before you leap straight into this puzzler.

Firstly, the Story mode, in which you play against CPU characters, is ridiculously difficult from the very start. The aim is to send clear bubbles over to your opponent's area by joining up four of the same colour – and setting off chain reactions, where it causes other bubbles to meet, join up and vanish, giving you more and more clear bubbles to send. The problem is that even the first couple of characters you meet are experts in this!

When you play alone it's much easier, and more fun too; although getting chains means you get more points, you can just match up the colours and keep playing for ages! This is where you can really get lost in the game – with that crazy music plinking around your head, the balls falling and in dire need of matching, you can loose hours – or even days – on this game! In the true spirit of the puzzler, this is where *Puyo Pop* comes alive! It's a shame, then, that the game makers didn't bother to put the screen in the centre for the one-player game. It would have made it much easier to see!

This game has a great link-up option, so you can play against four of your friends too. This is much more fun that the CPU games and if you have beaten any of them, you've got a fairly good chance of taking out your mates!

Unlike the updates of *Bust-A-Move* on the Dreamcast and PlayStation, the makers of *Puyo Pop* have left this really simple. Aside from the link-up and Story mode, there aren't any newfangled games to play. Although the theme of the game is getting chains when you play competitively and when you play alone it's just about scoring points, these are basically the only two ways to play. There are no new devices to be found in this update, which leaves the original pretty much untouched.

NERYS

THE ANIME STARS

The Story mode features one of those bizarre Japanese stories that involve small girls in aprons, creatures that have no place on this earth and a course of events that makes no sense. To prove a point, this game begins with the girl in the apron, who has a big head and big eyes, and her pet/friend, which appears to be a surgical glove with eyes. The glove is called Carbuncle, which is either a mis-translation from the Japanese or a gross insult, and the girl becomes very angry with him because he ate something he found on the floor. Although this seems to be a perfectly logical course of action for an animated piece of rubber, this glove runs away and the girl meets an alien.

The meeting with the alien sparks off a series of *Puyo Pop* battles and there is a strange, but friendly, meeting with the girl and another kid, who 'wants to get to know her better'. It's all very odd.

SWING LOW: In case you haven't noticed, the first character you play in the two-player game is an alien, but we don't want to spoil the rest of the story for you.

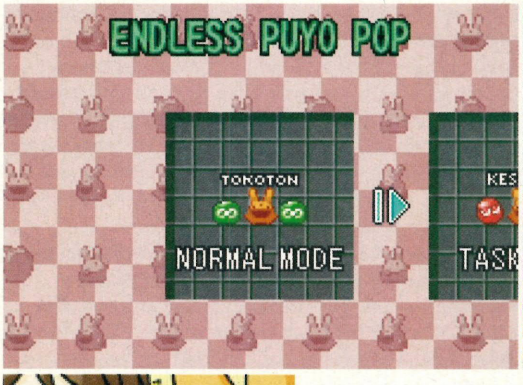
FOREVER AND EVER

Puyo Puyo has been around in one form or another for over ten years now, featuring in nearly fifteen games. *Puyo* has appeared on the PlayStation, Dreamcast and the N64, as well as a whole bunch of consoles that have been consigned to the garbage bags of history!

Puyo Puyo has been likened to the game that started it all, *Tetris* –but instead of moving about falling blocks, which come in several different shapes, *Puyo Puyo* gives you the chance to direct pairs of blobby balls that come in a whole range of colours. If you manage to match the colours in blocks, lines or connecting units of over four, all those blobs disappear, making way for the next ones.

And THAT is how it has been ever since it began. We love it, the Americans love it and the Japanese, who invented the damn thing, are mad about it.

POP



THE POPPING PUYO

Puyo, is not a word. However, the word 'pop' has many uses, not least as an onomatopoeic action word. 'Pop' is the description of a noise. The word 'pop' can also be used to describe the popular music of the time, and is currently attached to the utter drivel which is spouted by S Club 7 and the like.

No wait, there's more! People in Birmingham, and to the north of there, tend to refer to 'bottles of pop' when they're talking about fizzy drinks, presumably this has something to do with the bubble content of said beverages. And let's not forget that Americans tend to refer to their dads as 'Pop', presumably due to the noise their fathers' asses make after eating 14 hamburgers and lying on a couch watching baseball all day.

TOTAL ADVANCE VERDICT

A GREAT PUZZLER, WHICH HAS A FEW UPS AND DOWNS.

PUYO POP

VISUALS
It looks pretty good for a puzzler! Shame the single-player mode can't go in the centre!

AUDIO
That music keeps going on in your head long after you've turned off the GBA!

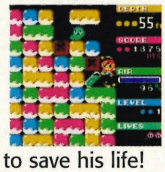
GAMEPLAY
The troublesome Story mode is cancelled out by the link-up option and single-player mode.

LIFESPAN
You can keep matching up those colours until the sky falls in. And we just love it!

ORIGINALITY
Puyo Pop is an update of a game that has barely changed since the original. But that's not a bad thing.

ALTERNATIVE

MR DRILLER



This is a real cool Game Boy Color game that puts the people into puzzles. In *Mr Driller* you must match colours in order to save his life! It's loads of fun!

OPINION

POPPIN'! "It's about time this showed up on the GBA! After months of waiting, the fact that the CPU is so tough makes it a bit of a disappointment. But the link-up is great! However, why can't they put the column in the centre of the screen when it's one player?"

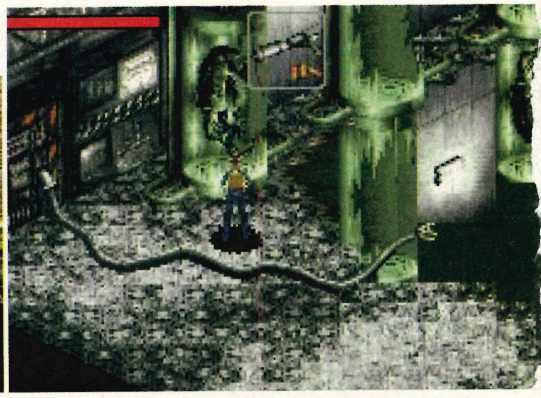
KENDALL

FINAL SCORE

80

NOT THE BEST PUZZLER EVER – THERE ARE A FEW PROBLEMS WITH STORY MODE.

Those pesky dinosaurs bite back!



As always, there's a main computer room that needs accessing!

JURASSIC PARK: DINO ATTACK

TOTAL ADVANCE

INFORMATION

JURASSIC PARK: DINO ATTACK	
PUBLISHER:	KONAMI
DEVELOPER:	MOBILE 21
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1

STATS

- BASED ON THE MOVIE
- EIGHT HUGE LEVELS
- EIGHT DIFFERENT DINOS
- 3D ISOMETRIC LEVELS
- MOTORCYCLE LEVELS

RELEASE DATE: OUT NOW

Are you ready to return to the park once again – where the only rules are to survive?

WITH THE *Jurassic Park* trilogy being such a massive cinema hit, it's no wonder that there have already been games in pretty much any genre you wish to mention – this is the third *JP* game on the Game Boy Advance alone! Now *Jurassic Park: Dino Attack* brings your favourite movie dinos to life in a 3D game, which begins looking a lot like a mutant cross between *Resident Evil* and *Dino Crisis* before opening up to reveal an addictive and interesting adventure. It will keep you on the edge of your seat (or the bus seat, or wherever you're playing it!) until the end credits roll!

The story of *Jurassic Park: Dino Attack* finds you alone in a dinosaur-invested area, with nothing but a wireless transmitter and your will to survive to aid you. Of course, like all of the best titles of this kind, the massive environments are strewn with a number of different pick-ups to help you keep one step ahead of the Jurassic pests.

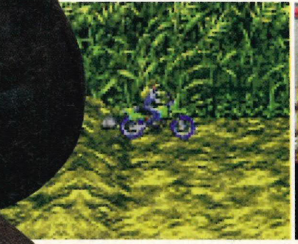
The game uses an Active Charge system to allow you to discover hidden areas or bonuses. This works by allowing you to focus in on the objects that you wish to move and then requires you to button bash in order to smash the boxes or open the door – or whatever. This adds a certain urgency to the scene, especially when a huge T-Rex is trying to take a bite out of you and you know there is a useful weapon a few button hits away!

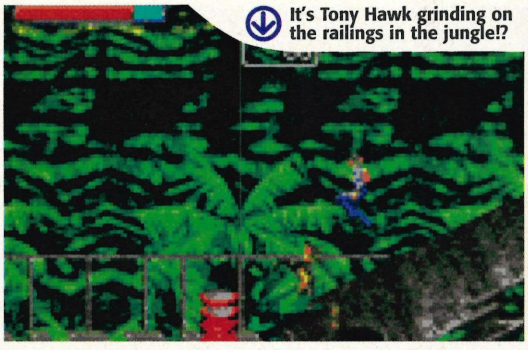
The action takes place in places from plush, but deadly, jungles to a precarious Pteranodon breeding ground and each brings with it new enemies to defeat and new puzzles to solve. There are also breaks from the adventuring action when our hero gets to speed away on a motorcycle, even pulling off wheelies as he attempts to mow down the enemies.

The graphics are great throughout. Instead of simple bland-looking foes, each enemy is recognisable instantly and programmers have also ensured that each acts as it would have done in the real world – or at least what the movie makers told us they did.

Until Capcom's two huge franchises are unleashed onto the Game Boy Advance, this is one of the most impressive GBA adventures around – a great story, tough opponents and excellent visuals add up to an adventure of Jurassic proportions.

Kendall





It's Tony Hawk grinding on the railings in the jungle!?

WE HATE T-REX: Nobody who has seen *Jurassic Park* can forget those hulking T-Rex. So it will come as no surprise to learn that you will meet them again here...

SNEAKY!

HELP ME, PLEASE!

Luckily there are a huge number of different objects that can be acquired along the way to make your quest slightly easier. The most basic one is the wireless transmitter, which keeps you in constant contact with the rescue team's headquarters. You also come across the Flare Gun, which can be used to push the enemies back or to flick switches. The Tranquiliser Gun allows you to temporarily paralyse your enemies. Get the Wire and you'll be able to dangle from it. Finally, there is Medicine and First Aid Kits dotted around – which you will certainly find useful after a visit from a nasty T-Rex!

IN A FIX

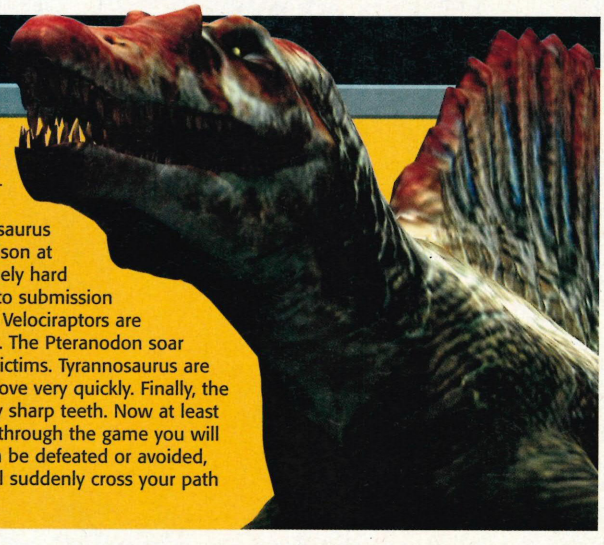
YOU'RE THE MAN

You play Alan Grant, a palaeontologist whose aircraft crashes due to a group of nasty flying dinos. Later you'll have more of these prehistoric horrors to deal with.

"AN ADDICTIVE AND INTERESTING ADVENTURE, WHICH WILL KEEP YOU ON THE EDGE OF YOUR SEAT"

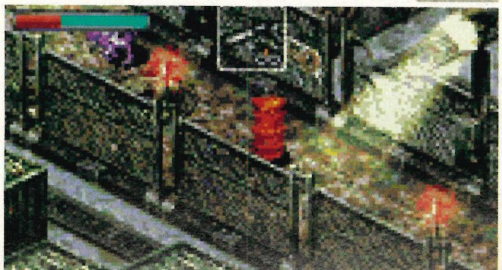
KNOW YOUR ENEMY

YOU DON'T SCARE ME!



The game features eight types of horrid dinosaurs to escape from. Compsognathus are small-framed dinosaurs with very sharp teeth who like to cling – nasty. The Gallimimus are very speedy fellas with long legs who are usually found in packs. Dilophosaurus are those nasty ones from the movies that spit poison at threatening foes. Pachycephalosaurus have extremely hard heads and beat their prey by headbutting them into submission – they can even use their noggins to smash rocks. Velociraptors are incredibly intelligent and are also great at jumping. The Pteranodon soar through the sky and attack by simply diving onto victims. Tyrannosaurus are the scariest as, despite their huge size, they can move very quickly. Finally, the Spinosaurus has a spinal crest on its back and very sharp teeth. Now at least you know who you are fighting – as you progress through the game you will have to learn exactly which way each dinosaur can be defeated or avoided, watch out especially for those Gallimimus who will suddenly cross your path and flatten you without a second thought!

You must use the oilcans dotted around to kill the dinos.



OBJECTS OF DESIRE

Now, as well as the items that you acquire along the way, there are also various traps and gimmicks dotted around. You will need to use these in order to reach previously unavailable areas and also in order to defeat the toughest opponent, for whom a flare in the face is never enough. The most common of these are the oilcans and boxes of gunpowder that are handily placed around the island. Now, you'll have to have perfect timing in order to make the best use of these. Here's what you've got to do: Wait until the dinosaur threat walks over to where the drum is and then activate the Flare Gun in order to ignite the drum. This will either kill the dinosaur instantly or will stun him and take enough energy off of him in order to allow you to plan your next attack.

TOTAL ADVANCE VERDICT

JURASSIC LARKS OF EPIC PROPORTIONS.

JURASSIC PARK: DINO ATTACK

VISUALS
This looks an absolute treat – the dinosaurs are brilliantly animated and there is always plenty of things going on.

AUDIO
Sonically superb. There is always a sense of danger as the soundtrack wells up to a massive crescendo. Run! Quick!

GAMEPLAY
There is plenty to discover and the game has a decent learning curve, allowing you to get to grips with it before bringing out the big guns.

LIFESPAN
With eight massive levels to play through, even the best Jurassically-minded players are going to be here for a while.

ORIGINALITY
Well, that would really depend on whether you have ever encountered *Resident Evil* or the *Dino Crisis* games before...

ALTERNATIVE

JURASSIC PARK: PARK BUILDER

A slightly more sedate affair than *Dino Attack*, *Park Builder* is influenced by a rather famous, cough, theme-park game. It's a blast.

OPINION

DINOTASTIC! "Wow! I just absolutely love *Jurassic Park* and that is why it is so good to see someone using a bit of imagination with a licence. There's loads of top action here and the graphics are really great too. Go get it!"

NERYS

FINAL SCORE

86

A VERY COMPLEX THRILLER, WHICH CAPTURES THE SPIRIT OF THE MOVIES BRILLIANTLY.

TEKKEN

Namco's classic beat-'em-up hits the GBA!

HUM DINGER!

HOLD ON!

GRAPPLE ACTION

It's possible to get in close and perform energy-sapping throws and holds. These are risky to perform but inflict tons of damage if successful.

CONTROL

HOW TO PLAY

- **A BUTTON** PUNCH
- **B BUTTON** KICK
- **R BUTTON** THROWS & GRAPPLES
- **L BUTTON** TAG (IN TAG MODE)

If you've played any of the *Tekken* games on the PlayStation then you're probably aware that the games use a four-button system with a separate button for left punch, right punch, left kick and right kick. In addition, other buttons are used to perform throws. So how does the GBA cope with this? Well, now there is just one button each for kick and punch, whilst grapples are performed by tapping the R shoulder button. During Tag modes the L shoulder button is used to change fighters. It may all feel a bit strange at first but the system works surprisingly well.

"IF YOU'VE LONGED TO PLAY TEKKEN ON THE MOVE THIS IS A DREAM COME TRUE"

TOTAL ADVANCE

INFORMATION

TEKKEN ADVANCE	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£34.99
ORIGIN:	JAPAN
PLAYERS:	1-2

STATS

- TEN DIFFERENT CHARACTERS
- HUNDREDS OF DIFFERENT COMBOS
- TWO-PLAYER LINK MODE
- THREE-ON-THREE MATCH OPTION
- SECRET TEAM BATTLE MODE

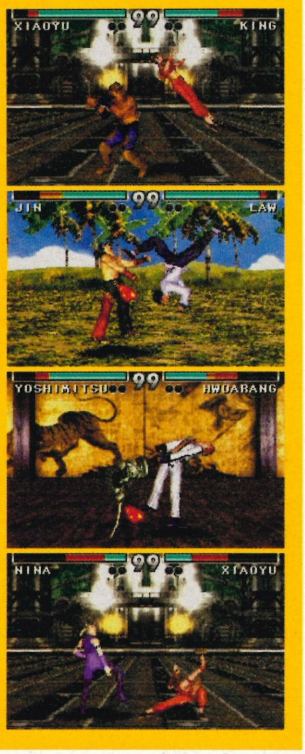
RELEASE DATE: OUT NOW

THE BOSS MAN: Before you claim victory, you must defeat the bizarre-looking boss character, Heihachi. He may look a bit daft, but he's as hard as nails.

WHAT'S THE COMBO?

MIX AND MATCH

A good old-fashioned punch in the mouth is one thing, but if you're going to get anywhere in *Tekken Advance* you'll need to master the art of the combo. So, what exactly are these mysterious combos? It's quite simple really; a combination involves launching a string of linked attacks on an enemy fighter. If timed correctly it's possible to keep an enemy in the air with a series of kicks and punches (this is known as juggling). As you might expect this isn't particularly good for an opponent's health. By experimenting with different strikes you'll discover all sorts of different chains.



Can this handheld translation of the PlayStation favourite deliver a knockout punch to the competition? Read on...

NAMCO Namco has been responsible for some of the finest videogames to grace the planet. It's given us classics such as *Pac-Man*, *Dig Dug* and *Pole Position* and more recently favourites such as *Ridge Racer* and *Mr Driller*. In recent years though it has become most famous for one particular series of games. We are, of course, talking about the all-conquering *Tekken* franchise. The original *Tekken* came out shortly after SEGA's *Virtua Fighter* and the two games have been upping the ante ever since. So, when Namco announced last year that it was intending to bring a version of *Tekken* to the GBA, many felt that the firm had gone mad. How on earth would it be possible to cram such a complex title onto a tiny little GBA cartridge? After all, *Tekken* is famed for featuring huge 3D polygon fighters that move and fight just like real people. Indeed, since its first appearance the series has become ever more complex, with new fighters, new moves and increasingly complex fight mechanics. Surely recreating all this on a handheld system would be a recipe for disaster? Don't get us wrong we're massive fans of the GBA, but there has to be a limit to what it's capable of doing. Well, we don't know how, but Namco has managed to develop an incredible version of the game for Nintendo's wonder console. Naturally, not everything that featured in the arcade titles has made it into this version (come on what do you want – miracles?) However, with *Tekken Advance* Namco has proved that when a good developer gets to grips with the GBA technology almost anything is possible. So what exactly is it that makes this miniature beat-'em-up so special? Read on and find out dear chums.

The quality of fighters and locations they fight on is exceptionally high.

MODE TO LAST

One thing *Tekken Advance* certainly isn't short of is game modes. It's packed full of them. You've got Arcade, Time Attack, Survival and Training Modes to choose from. It doesn't end there though, you've also got a superb Three-on-Three Tag mode and best of all, a two-player link-up game that allows you to beat the living daylights out of a friend. Sadly, Namco couldn't quite squeeze in a bonus game such as 'Tekken Ball', but to be honest this doesn't really spoil the fun a single bit.

ADVANCE

THE HISTORY OF TEKKEN

Tekken first appeared in arcades in the mid Nineties, fast becoming a firm favourite with beat-'em-up fans. We take a look at how the series has progressed over the years.

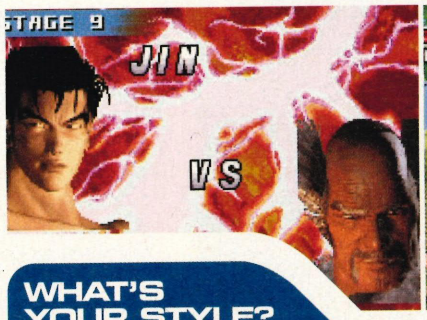
TEKKEN
The game that started the whole thing rolling. It may look dated by today's standards, but at the time the fancy polygon fighters were the state-of-the-art. It's still playable after all these years.

TEKKEN 2
Took the blueprint laid down by the first game and improved it in almost every way. Visually the game looked better and it contained more fighters. It went down a storm.

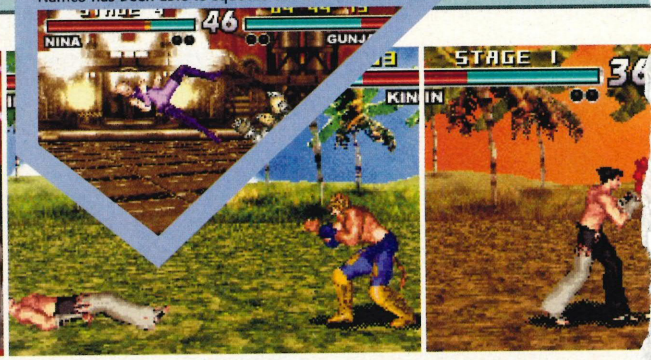
TEKKEN 3
Basically the game *Tekken Advance* is based on. By the third instalment the series had hit its stride, the list of characters was larger and new touches brought a new edge to the gameplay.

TEKKEN TAG TOURNAMENT
After *Tekken 3* this was a disappointment. The main innovation was the introduction of tag battles allowing players to select two characters, which could be swapped in mid-bout.

TEKKEN 4
The latest and greatest in the series. It features the slickest gameplay and visuals of all. You can only play it in arcades but Namco has revealed that it will convert it to home systems.



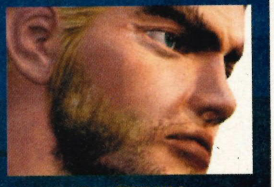
YOU'RE UNBELIEVABLE!: We've played *Tekken Advance* all month and still can't get over how much Namco has been able to squeeze out of the GBA.



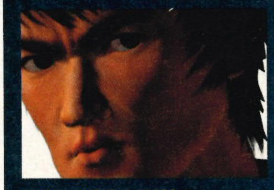
WHAT'S YOUR STYLE?

HOW DO YOU DO IT?

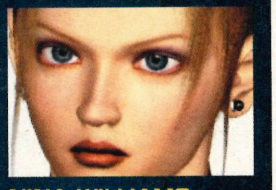
JIN KAZAMA (KARATE)
Jin is a good all-rounder with a versatile range of kicks, punches, throws and combos. A bit like the Ryu of the *Tekken* world really.



PAUL PHOENIX (STREET FIGHTING)
Paul has some powerful moves including devastating punch attacks. Don't get on the wrong end of these if you're fighting him.



FOREST LAW (KUNG-FU)
Law has some great kick-based combos that are easy to pull off. This makes him a good choice for newcomers to the game.



NINA WILLIAMS (ASSASSINATION)
She may look pretty, but she has some of the best combo attacks in the game. Tricky to master, but it's worth putting the effort in.

HWOARANG (TAE KWON DO)
He may lack decent punches, but he makes up for this with his range of kicks. These can be strung together for killer combos.

KING (WRESTLING)
This masked brawler has great kicks and punches, but his real strength comes from his powerful throws and grappling techniques.

LING XIAOYU (CHINESE MARTIAL ARTS)
One of the most agile fighters. She has lots of strange attacks that involve changing stances to confuse and defeat the enemy.

GUNJACK (COMBAT KARATE)
This cyborg may be slow, but can he ever pack a punch. Mastering this fighter is tricky, so he's best left for expert players and veterans.

YOSHIMITSU (NINJITSU)
This combatant has great diving strikes and crazy spinning attacks to gain repeated strikes on his foe. He's also got a sword.

HEIHACHI (MISHIMA-STYLE KARATE)
Final boss Heihachi is one of the toughest characters. His style is similar to Jin's, but he has the edge thanks to some extra attacks.

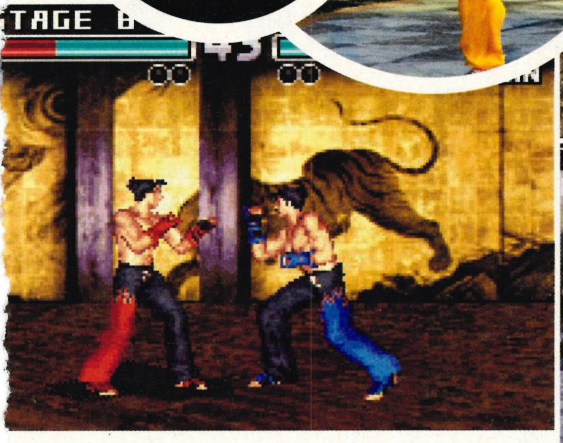
"DESPITE A SLIGHTLY REVISED CONTROL SYSTEM THE GAME PLAYS ALMOST IDENTICALLY TO TEKKEN 3"

COMMENT Basically, what you get with *Tekken Advance* is a conversion of *Tekken 3*, which appeared both in the arcades and on the PlayStation. Without beating around the bush, the game does a sterling job of emulating the looks and gameplay of it's big brother. Indeed, when you first see the game in motion you really can't help but wonder how the boffins at Namco have crammed all this onto one humble cartridge – it really is an impressive sight. So where shall we start, with the good news or bad news? Well, let's get the bad news out of the way first because there isn't much of it and then we can get on with the praise. Firstly, if you're expecting the full line-up of *Tekken* fighters then you're going to be in for a little bit of a disappointment. In total, *Tekken Advance* contains just ten combatants, one of whom is initially unlocked. So if you're a fan of fighters such as Kuma, Eddy and Bryan Fury you'll just have to get over it. What's more, the move to handheld has meant that the fighters are now sprites as opposed to the giant polygon-based brawlers in the arcade version. Likewise, the backdrops have also been given the 2D treatment. Finally, the stunning FMV sequences that appeared at the beginning and end of the PSone version have not made it in. That's the bad news out of the

MORE PLEASE

If you've been in an arcade lately you may have seen *Tekken 4*. Fingers crossed Namco may decide to bring a conversion of the new game to the GBA.

ANOTHER!



PRACTICE

TRAIN TO WIN

If you've never played a beat-'em-up (or a *Tekken* game) before and the whole thing sounds a bit daunting then don't panic. You see the thoughtful folks at Namco have included a user-friendly Training mode, which allows you to hone each fighter's attacks and moves to perfection. It's also a great way of mastering those tricky multi-hit combos. So there's no excuse for not joining in the fun.

Who'd have believed this could work on the GBA?

way, now here's the good news. The ten characters on offer are all a varied bunch, with each of them having a huge and varied range of kicks, punches and throws. So unlike, say, *Mortal Kombat Advance* (where many of the fighters are near identical) you getting a nice varied bunch of brawlers, for example playing as King requires a totally different approach to playing as Ling Xiaoyu. As mentioned the combatants are now 2D sprites, but with that said they look remarkably similar to their 3D counterparts, with the animation of each fighter being especially smooth and fluid. Sound is also of a high standard with some great tunes and wince-inducing special effects. The most important thing, however, is the gameplay and it's in this area that *Tekken Advance* really delivers the goods. Despite featuring a slightly revised control system (see Control boxout) the game plays almost identically to *Tekken 3*. Fights are always frantic and as you improve at the game, the sheer depth of combat starts to become apparent. The real clincher is the two-player link-up option, which will keep you battling away for months. Ultimately, this is a fine beat-'em-up that just (and we do mean *just*) loses out to the slightly tighter *Street Fighter II Turbo Revival*. With that said, if you've always longed to play *Tekken* on the move then this is a dream come true. Absolutely essential stuff.

SIMON

TOTAL ADVANCE VERDICT

AS BEAT-'EM-UPS GO TEKKEN ADVANCE IS A KNOCKOUT!

TEKKEN ADVANCE

VISUALS
Aside from a few missing animations and simpler backdrops, this does an incredible job of mimicking the PlayStation game.

AUDIO
Excellent, the effects sound suitably bone-crunching and the music is just as good as that of its big brother.

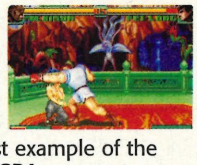
GAMEPLAY
Fantastic fighting action that will keep you glued to the screen. The Two-Player Link-Up mode is a beauty as well.

LIFESPAN
There are plenty of different game modes to keep you busy. You'll be playing this one for months and months.

ORIGINALITY
Look it's a beat-'em-up so don't expect any major innovation. With that said, it's the first *Tekken* game on a non-Sony system.

ALTERNATIVE

SUPER STREETFIGHTER II TURBO REVIVAL



Capcom's conversion of this classic fighting game is without a doubt the best example of the genre on the GBA.

OPINION

BEAT-'EM-UP BLISS!

"This proves with a bit of care the GBA can do almost anything. *Tekken Advance* is a remarkable slice of portable gaming. It looks goods, sounds sweet and plays like a dream. Let's hope Tekken 4 is headed to the system."

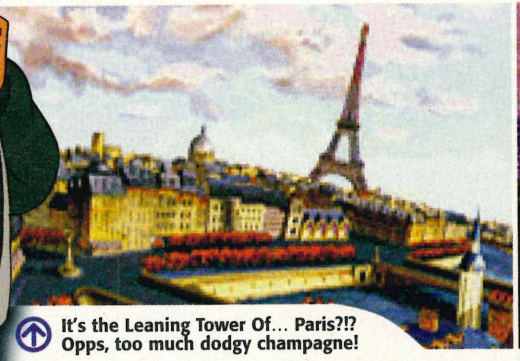
JEM

FINAL SCORE

92

A BRILLIANT SHOWCASE FOR HOW GREAT A MACHINE THE GBA IS. IT'S ALSO A FINE BEAT-'EM-UP TO BOOT.

I Love Paris In The Springtime



It's the Leaning Tower Of... Paris?!? Opps, too much dodgy champagne!

GAME OVER

DOUBLE TROUBLE!

Two gangsters wait outside to grab your manuscript and it's Game Over! What to do? Why not head upstairs and look out of the window? Might save you a few days' struggle!

BROKEN SWORD: SHADOW OF THE TEMPLARS

TOTAL ADVANCE INFORMATION

BROKEN SWORD: SHADOW OF THE TEMPLARS	
PUBLISHER:	BAM! ENTERTAINMENT
DEVELOPER:	REVOLUTION
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1

STATS

- BASED ON THE PC HIT
- TRAVEL TO IRELAND AND SPAIN
- MASSIVE ADVENTURE
- SEMI-ADULT CONTENT
- REALISTIC SFX

RELEASE DATE: OUT NOW

International terrorism isn't the hilarious pastime it once was, but an explosion in Paris is just the beginning of this adventure...

TRYING TO sex-up or adulterate a Nintendo console is a bit pointless, really. For all the *Conker's Bad Fur Days* and *Silent Hills*, people will always equate Nintendo with Mario, Pokémon and colourfully cute action generally. But anyone out there with a GBA and a memory that extends beyond the last decade should be on the lookout for titles like this, the first PC adventure to find its way onto the Advance.

Not that *Broken Sword* is exactly risqué, but there's an intelligent dimension to the story (not to mention a smattering of dodgy references and gags) that will go way over the head of your average Nintendo sprog. Plus the need for a decent attention span will mean that most kids will just dismiss bam!'s new graphic adventure as boring.

Perhaps they're not that far from the truth, though. *Broken Sword* is definitely a one-play game. As you make your way through the streets of Paris, to exotic locations in Spain, Ireland and the Middle East, there are many fascinating twists and turns to be explored, characters to meet and puzzles to solve, but the idea of going through the whole thing more than once is painful. Having got halfway through and being faced with the task of starting again from scratch is not nice.

Despite the excellent design, which has alleviated any fears of this being a point-and-click adventure, another problem with such a huge game being downsized to handheld is that there is hardly any freedom of choice or movement. Everyone you speak to has a handful of cod phrases and every object is clearly highlighted and has its function, but there's no feeling that you're uncovering your own mystery. You can get through the whole thing by scrolling around the icons and pressing B a lot. You'd better be crafty with those saves as well, because when Game Over arrives, it's with no warning and with no mention of where you went wrong, which means that you can get stuck in the most mind-meltingly dull situations unless you have a guide. But if you've got the guide, there really is no pleasure in solving any puzzles, so you'll have paid thirty quid for an extremely simple miniature cartoon.

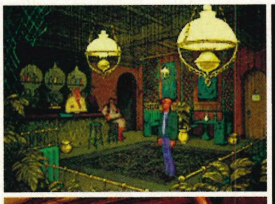
This all sounds very negative, but please take the above complaints as mere warnings – this is, in fact, a clever, funny and peremptorily exciting adventure, even if playing it is more similar to reading a novel than interacting with a game, if you get what we mean. This is a very brave release for bam! and deserves to be as successful on the Advance as it was in previous incarnations. And it's a crucial addition to any intelligent gamer's library.

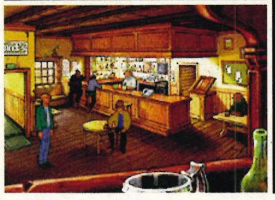
Jem

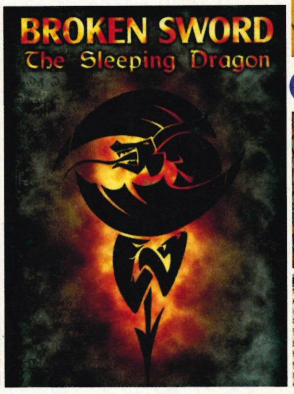
"AS YOU MAKE YOUR WAY THROUGH THE STREETS OF PARIS, THERE ARE MANY FASCINATING TWISTS AND TURNS TO BE EXPLORED"

WHAT GEORGE DID NEXT...

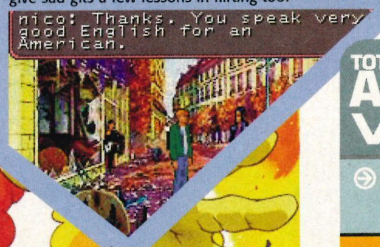
Both George Stobbard and Nico Collard don't let the Broken Sword rest when the *Shadow Of The Templars* has been vanquished – their PC capers continued with an adventure involving a murderous Mayan cult and another massive crime syndicate in *The Smoking Mirror* for PC and PlayStation. There's no news on a GBA conversion for the title yet, but we'll be waiting even longer for news on the latest title: *The Sleeping Dragon*, which will be out for PC, PS2 and Xbox later in the year. I bet it's based in China.

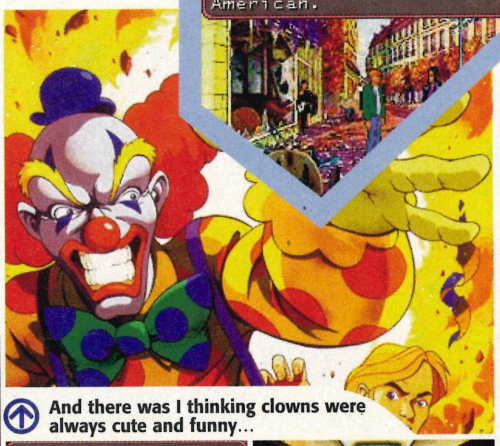




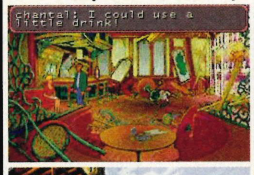


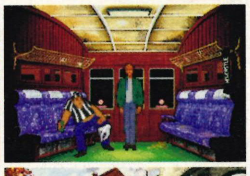
NICO'S DOWN: Here's your only true ally – or is she? Ace reporter Nico will help you along the way and give sad gits a few lessons in flirting too!

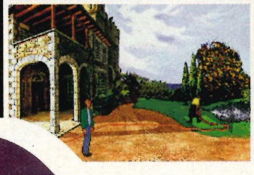




And there was I thinking clowns were always cute and funny...



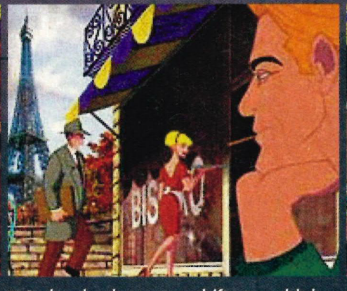




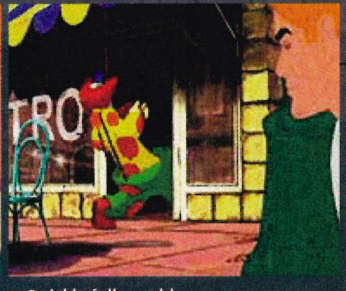
FROM TOURIST TO DETECTIVE

YEARS OF WATCHING COLUMBO ON DAY-TIME TV HAS DONE US NO HARM AT ALL!

■ American tourist George Stobbard relaxes in the spring sunshine...

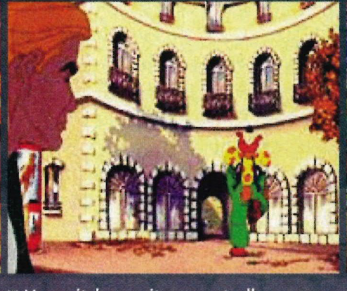


■ As he daydreams, a shifty-type bloke enters the café with a suitcase...

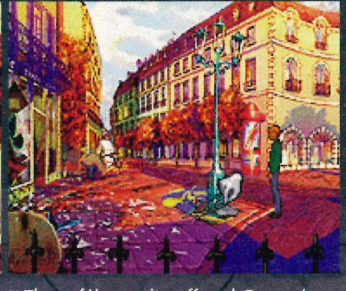


■ Quickly followed by a very scary-looking clown...

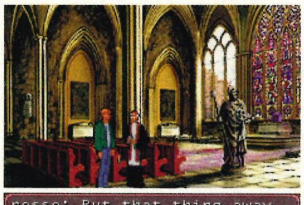
■ With more on his mind than throwing pies...

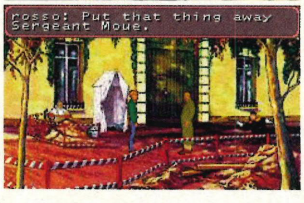


■ He switches suitcases, strolls away, and... BAM!



■ The café's a write-off and George's vacation is over. The game's afoot.





THE STORY SO FAR...

This is the exact point at which the game was taken off us and we had to stop enjoying ourselves and start writing the mag! Hours and hours of exploring the continent and for what? We watched George creep into a top-secret underground chamber and find out the truth about the Knight Templars. We picked up a crucial clue in Spain and found the right spot to use it in Paris. Then we gave it to this bleeding vicar and he stood around all day polishing it, so we don't know what happens next! And this is only a third of the way through the adventure!

So does the nicely buffed Chalice fit into the Statue's grip? What secrets will the Statue open up? Do George and Nico get it on at any point? We don't know... and we're not sure we've the energy to play all the way through from the start again to find out. We'll wait for the movie version, I think.

TOTAL ADVANCE VERDICT

A NICE ATTEMPT AT ADULT GAMEPLAY.

BROKEN SWORD: SHADOW OF THE TEMPLARS

VISUALS
The graphics aren't terribly detailed, but the surroundings are luscious and it all looks very convincing.

AUDIO
The droning tunes get a little annoying, but the SFX are great and there's an in-game sound option too.

GAMEPLAY
Where *Broken Sword* really snaps – there's the occasional brain-teaser, but generally you just keep pressing B.

LIFESPAN
It's a huge adventure, but determined P.I.'s will have the case cracked in a week or so, then that's your lot.

ORIGINALITY
It's a worthy adaptation, which should lead to a higher calibre of Advance adventure. But still a bit pricey, we're afraid.

ALTERNATIVE

THE FISH FILES
This naughty Game Boy Color adventure plays in much the same way as *Broken Sword*, but has a lot more poo in it. Good thing? Who cares.

OPINION

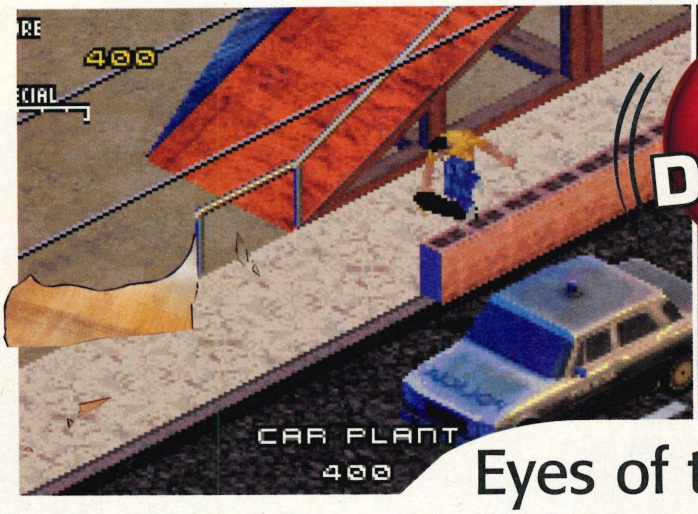
SMOKIN'! "A damn fine adventure game on the Game Boy Advance, if you ask me – it certainly won't convert you to the cause if you're against it but, for everyone else out there, you really can't get much better than this."

MARTIN

FINAL SCORE

81

AN IMPRESSIVE ATTEMPT AT GROWN-UP GAMEPLAY, BUT THERE'S LITTLE FOR YOU TO DO IN THIS ADVENTURE.



HUM DINGER!

Eyes of the hawk, speed of the ...

TONY HAWK'S PRO SKATER 3

TOTAL ADVANCE

INFORMATION

TONY HAWK'S PRO SKATER 3	
PUBLISHER:	ACTIVISION
DEVELOPER:	VICARIOUS VISIONS
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1-4

STATS

- GORGEOUS GRAPHICS
- CREATE-A-PLAYER MODE
- SIX HUGE LEVELS
- NUMEROUS MULTIPLAYER MODES
- 13 SKATERS TO USE

RELEASE DATE: OUT NOW

"EASILY THE BEST HANDHELD TRICKSTER ON THE MARKET"

It's hard to see how Activision's skater can be improved upon, but developer Vicarious Visions seems to have done it!

IF YOU THINK skating, you think Tony Hawk. Yeah, okay, so a few others might come to mind, but if you ask Joe Average what he knows about pro skating that's the name that he'll come up with. Isn't it lucky then that Activision managed to secure his name all those years ago? We've already had the pleasure of one *Tony Hawk's* title on the GBA, but with all the other next-gen consoles receiving their upgrades, it seems only right that we should get ours.

To be honest we weren't expecting much of an improvement. The graphics on *THPS2* were sharp and detailed, and there really wasn't any leeway (save modelling everything using polygons) for improvement. Suffice to say, we were pleasantly surprised when the review cart turned up. Six, huge, brand-new levels based on the PS2 and GameCube versions head up the improvements – what are we talking about this for anyway, we've dedicated an entire section to the levels, just over there (points to somewhere on the page). The whole set-up is a more detailed than the previous version as well. The banners, the cars, the skaters' faces – they're all clearly visible, and nowhere is this shown up more than in the Create-A-Skater mode. Being able to change clothing, logos and faces wouldn't be much cop if you couldn't really see the differences, but the level of detail available means that you will notice. You don't have to create your own character though, and if you want to get stuck in straight away, there are now 13 named players to get to grips with. Most are pro skaters, but it's nice to see the addition of *Jackass*'s Bam Mergera. There are going to be tons of people who will go with him over Tony Hawk.

The actual trick system has been expanded upon by way of one little addition; the 'Revert.' After performing air tricks, you can now use Revert to spin yourself round and pull off even more tricks as soon as you land.

So you've got your player, you've been through Career mode (which is suitably upgraded), but how about the other options? The multiplayer modes have been expanded and the obligatory Four-Player Link-Up using one cart thang has been implemented. Free Skate, Trick Attack, King of the Hill and Tag are available, and newbie 'HORSE' is the most interesting.

Tony Hawk's Pro Skater 3 has miraculously improved on its older brother in every way. If you loved *THPS2*, you'll lap this up. If you've never played a game of this sort, then it's immediately accessible and easily the best handheld trickster on the market.

Chandra

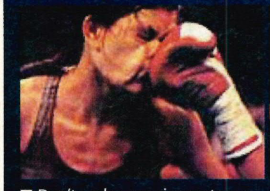
THREE-ON-ONE!: The four-player link-up combines with the numerous multiplayer modes to provide a great multiplayer match-up.

Don't try this one at home unless you want a thick ear.

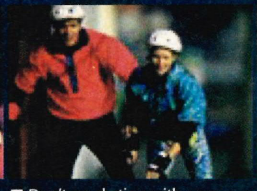
YOU SO CRAZY!

TOTAL ADVANCE PRESENTS ITS HINTS AND TIPS FOR AVOIDING INJURIES WHILE SKATING:

Before you even think about strapping on those skates, take note of all of these areas. Investigate each area carefully, and pad it as best you can. You may end up looking like a sumo wrestler but that extra padding really can save your life.

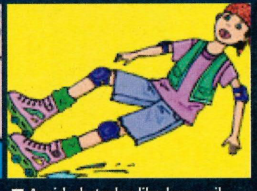


■ Don't,under any circumstance skate into a professional boxer's fists. If you collide into their fist, they cant be held accountable for any injury sustained.



■ Don't go skating with your parents. If there's a sure-fire way of getting hurt, it's by being seen with them. It's an offence punishable by fist and foot.

■ Even with padding it's still possible to hurt yourself, so always carry bandages. If you get through a session without hurting yourself, slap a few on anyway.



■ Avoid obstacles like lava , oil slicks, trap holes and dog poo. You think that these dangers only appear in videogames... a popular misconception. Take heed.

UGLY MUVVER

A new addition to the *Tony Hawk's* series is the Create-A-Skater mode. After choosing to customise your player you can go into the Skateshop and kit him/her out with all the latest gear. As well as trousers, shirts and shoes, you can also select your complexion, and the size of your arms, legs and chest. Admittedly, none of these things really make that much of a difference on the GBA screen, but it's certainly nice to have the option.

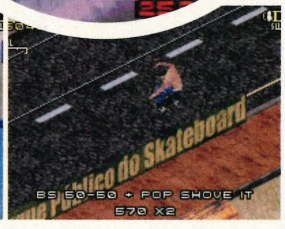
If you're a sucker for the real thing, there are 13 other skaters to choose from including some of the usual suspects. Thankfully, you can also change their clothing if you feel like it.

MENSA?

SWITCHED ON

Hitting this switch is one of many tasks you'll need to complete. The tasks get harder as you progress, and towards the end you'll be racking your brains.

You'll need to watch the family jewels while doing this one.



ON THE LEVEL

Six brand-new levels will greet you (once you open them up in Career mode) in *THPS3*. They seem to keep going and when you think you've found everything, you'll find another section. Vehicles, pedestrians and policemen line the streets. Traffic stops and honks if you get in the way. It's more like *Jet Set Radio*. Actually, why hasn't SEGA done a version of JSR on the GBA yet? It would be perfect.

We said it in the last *Tony Hawk's* review, and we'll say it again: There's simply no way that graphics on the GBA can get better than this. Feel free to prove us wrong though.

TOTAL ADVANCE VERDICT

BY FAR THE BEST TRICKSTER ON THE GBA

TONY HAWK'S PRO SKATER 3

VISUALS

THPS3 somehow manages to improve on the previous version with sharper, more detailed graphics and larger arenas.

AUDIO

It's all a bit tinny really – guitars don't work very well on the GBA, hence the reason why none of the tunes are that impressive.

GAMEPLAY

The camera angle seems a bit weird at first but you soon get used to it. Other than that it plays like a dream.

LIFESPAN

It won't last forever, but the multiplayer modes, along with the Career mode will last you for a good while.

ORIGINALITY

The new levels and the 'Revert' ability make this release different enough from previous skaters for our liking.

ALTERNATIVE

TONY HAWK'S PRO SKATER 2

Just as playable, but with less skaters, less tricks, no Revert and no Create-A-Player. Surely there's no contest?

OPINION

WOWZERS! "They just seem to keep getting better and better, don't they? We think you'll soon agree that *THPS3* for the GBA is an absolute must-buy, even if you have never played the last one... Get out there and get it. Now!"

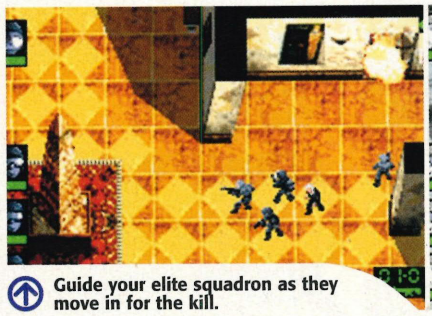
MARTIN

FINAL SCORE

94

WITH ADDITIONS TO THE RECIPE, THPS3 IS THE ULTIMATE SKATING EXPERIENCE FOR THE GBA

Anti-terrorist operations have a new home – on your GBA!



Guide your elite squadron as they move in for the kill.

TOTAL ADVANCE

INFORMATION

RAINBOW SIX: ROGUE SPEAR	
PUBLISHER:	UBI SOFT
DEVELOPER:	RED STORM
PRICE:	£34.99
ORIGIN:	UK
PLAYERS:	1-4

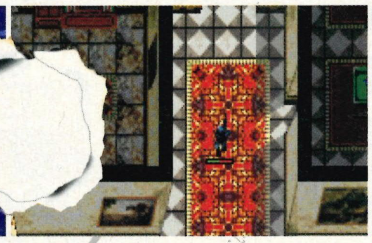
STATS

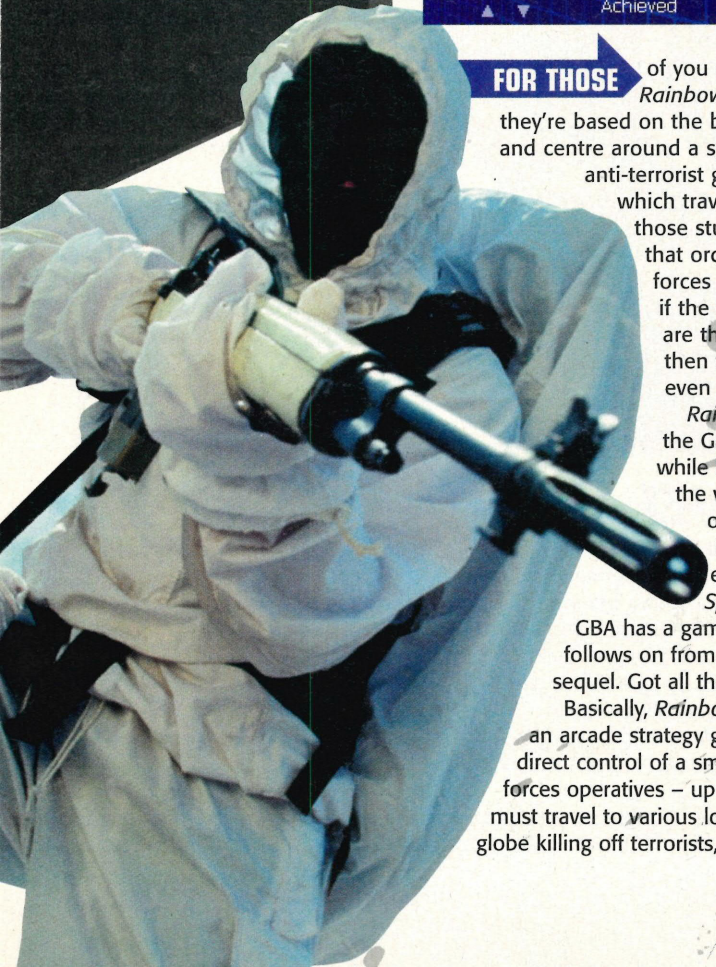
- CONTROL UP TO FOUR OPERATIVES
- LOTS OF IN-GAME SPEECH
- 15 DIFFERENT MISSIONS
- EASY CONTROL SYSTEM
- FOUR-PLAYER TEAM GAME

RELEASE DATE: OUT NOW

TOM CLANCY'S RAINBOW SIX: ROGUE

Somewhere... over the Rainbow... terrorists die. They can't... stand up to... a burst from an MP5...





FOR THOSE of you not familiar with the *Rainbow Six* series of games, they're based on the books of Tom Clancy, and centre around a special multi-national anti-terrorist group – RAINBOW – which travels the world removing those stubborn terrorist stains that ordinary anti-terrorist forces leave behind. Basically if the SAS and Delta Force are the best of the best, then these guys are... um, even better.

Rainbow Six appeared on the Game Boy Color a little while back, a conversion of the very successful PC title of the same name. The PC title also got an expansion pack – *Rogue Spear* – and now the GBA has a game of its own which follows on from events in the PC sequel. Got all that?

Basically, *Rainbow Six: Rogue Spear* is an arcade strategy game where you take direct control of a small unit of special forces operatives – up to four in total – and must travel to various locations around the globe killing off terrorists, rescuing hostages and generally foiling the forces of evil. The gameplay comprises two different phases – a set-up phase and an action phase. In the PC version the set-up phase included a team orders section where you would plan movements for each team member, but as this was such a nightmare to use on the GBC version, thankfully this time it's been left out. Instead you simply choose your team members based on the mission parameters and then get into the game.

The main gameplay in *Rogue Spear* appears very reminiscent at first glance to that of the comedy war title *Cannon Fodder*, in that you move a little group of soldiers around the map. The minute you start to play however, you realise that it's actually way different. You really need to think about what you're doing, and if you just run off half-cocked, your squad is gonna die. Instead you must use the push-button commands to organise your team, and develop tactics to handle each map. Sounds a little laborious? Well it's not. Once you get used to the commands the whole thing becomes second nature, and you're soon bursting into rooms, fragging terrorists, defusing bombs and keeping the world safe for decent people like it was second nature. And that's just the single-player; link up with three friends and you'll all become a highly disciplined special ops team before you can say 'Tango Down!' Not a GBA title which anyone should miss out on, although it does require a modicum of brain power, so thickies should probably steer well clear!

Roy

FOLLOW THE LEADER

When tackling a mission requiring more than one operative you have different options for controlling your team. Simply elect to move one man around and have the others follow him – useful if you're expecting heavy resistance as it increases the amount of firepower at your disposal. You can also divide your group up into smaller teams and thus tackle maps from various different directions – useful if you're not sure where the bad guys are going to be. Considering that the GBA only has a few buttons to play with, the team control interface has been very cleverly designed.

WHEN YOU GOTTA GO...: The team is overcome by that post-pub urge to pee and can't wait until home. One stands guard while the others relieve themselves.

SPEAR

ORANGE IS THE NEW URBAN CAMO...

When choosing your team, you can choose what outfit they wear. This isn't a fashion exercise as you need to think about where they'll be fighting and what the environment will look like. It's no good dressing them in sand-coloured desert camouflage if you're going to be tackling terrorists on a snowy landscape – you might as well just draw cross-hairs on everyone's back and be done with it! Regardless of where you happen to be fighting, there's something to be said for the good old 'all black' ensemble – very cool, and slimming too!

GO WEST!

COMPASS CORNER

In *Rogue Spear* the map is a vital part of the gameplay. Mission objectives are marked on it and you need to study it carefully to find your way around the huge areas.

THE BOYS!

The Team Select screen is one of the most important elements of the game. It's where you choose your team members, and the choices you make heavily influence how your troops will fare in the field. There are four different classes of operative – assault, demolition, recon and sniper, and they have different weapons, strengths and weaknesses which affect how they perform. If the mission requires brute force then you're best with a collection of assault and demolition operatives. If stealth is required though then recon ops, with their higher stealth and speed skills, will be more suitable.

"NOT A GBA TITLE ANYONE SHOULD MISS, ALTHOUGH IT DOES REQUIRE A MODICUM OF BRAIN POWER"

TOTAL ADVANCE VERDICT

A BRILLIANT ADDITION TO THE GBA!

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

VISUALS
The little characters might be small, but they're detailed, as are all the environments and the set-up screens – first rate!

AUDIO
Some really atmospheric music, loads of gunfire and a whole pile of in-game speech too – not too bad at all!

GAMEPLAY
The GBC *Rainbow Six* didn't quite work – the set-up screens were too complex and gameplay not that hot – this one rocks though!

LIFESPAN
With 15 different missions to plough through and the four-player link-up option, this holds plenty of replay value.

ORIGINALITY
It's a conversion of a PC title, but as far as handheld arcade-strategy titles go, this is definitely something new.

ALTERNATIVE

RAINBOW SIX

A spirited enough attempt at bringing the *Rainbow Six* experience to a handheld, but, unfortunately, the technology wasn't really up to the job.

OPINION

BULLET TIME! "Once again the GBA delivers! Who would have thought that this splendid handheld would be able to manage this. A staggering achievement and a remarkable game to boot. If you're feeling stealthy then get this!"

SIMON

FINAL SCORE

93

RED STORM HAS DONE A GREAT JOB TRANSFERRING A HIGHLY COMPLEX PC TITLE TO THE GBA

Floppy-eared with visions of platforms and blocks!

TOTAL ADVANCE

INFORMATION

KLONOA: EMPIRE OF DREAMS	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£34.99
ORIGIN:	JAPAN
PLAYERS:	1

STATS

- THREE SAVE SLOTS
- FIVE DIFFERENT WORLDS
- OVER 40 LEVELS
- MINI-GAMES
- HIDDEN SECRETS TO DISCOVER

RELEASE DATE: OUT NOW

Every so often Klonoa gets stars in its eyes.

USEFUL!

AROUND THE WORLD

Every world in *Klonoa* has a map. Levels open as you clear visions, and you often have a choice of levels to choose from. Handy as you can get stuck on the puzzles.

KLONOA: EMPIRE OF DREAMS

It's a puzzling platformer that knocks spots off Mario!

EVERY MONTH we say: "They can't possibly make another Game Boy platform game! Can they?" And every month they reply: "Why yes! Of course we can, here have another one."

We've controlled plumbers, aliens, kids, grannies, and virtually every known cartoon character on Earth. We've hopped from one level to another and believe us we have collected tokens. We've grabbed gems, bells, stars, gold coins, and enough fruit to open a market stall. We've even run around grabbing meat and two veg! You name it; we've collected it.

So it takes something special to impress us, especially if it involves jumping around grabbing gems. Usually unless it has Nintendo stamped on the side and Mario on the front it's not up to the task.

Up until now that is. As Mario appears to have met his match, maybe even his master. Meet *Klonoa*, the best platform game in town! The idea is ridiculously simple. Klonoa is a, well, a thing. He's like a cat, but with great big flapping ears. He's accidentally wandered into a world where nobody can sleep, by order of the Emperor. Instead, he has visions (or levels) and must get through 40 and defeat four monsters to allow the world to sleep.

This involves collecting three stars and 100 gems in each vision. Wait! Come back, it's brilliant! No really! This manages to be a fantastic game and in the continued absence of *Yoshi's Island* – it's possibly the best platformer you can buy.

The idea is deceptively simple. There are two basic moves: grab and jump. You can grab hold of monsters and blocks, as well as other objects and then either throw them, or use them to do a double-jump.

Although it's simple, the clever game design offers virtually limitless different combinations of puzzles to solve. You are constantly working out new ways of grabbing monsters and hopping to get from one platform to the next, just to reach that vital star.

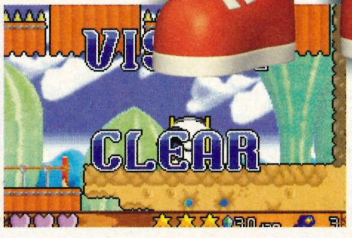
You'll find yourself grabbing blocks, throwing them around and running off to find monsters. All to get that one elusive gem or star. Each level has three stars to find, and you have to get them all to open the door

PUZZLING PLATFORMS

Simple puzzles appear early in the game. You've come across a locked door, with a key above on a high platform. The only way to reach it is to run back through the level and find a monster. Grab it, and run back then use the monster to double-jump up for the key.

Later you'll have to throw and carry blocks and monsters through the levels, working out ways to get them to the right spot, then how to use them to get the keys, gems and stars!

It's this puzzle element that really separates *Klonoa* from other platformers. It's rare you fail a level through getting hit by too many monsters, and falling to your death doesn't happen. So it's a question of working out how to negotiate platforms – this makes a genuinely refreshing game.



"MARIO APPEARS TO HAVE MET HIS MATCH, MAYBE EVEN HIS MASTER"

to the next level. There are also 100 gems on each level, collecting all of these opens up secret sections.

As well as the platform sections, there are also mini-games that provide manic action, to counter the relatively sedate nature of the rest of the game.

Fortunately, the gameplay is well balanced so you rarely get stuck on a level and can work your way through to the end. It's not ridiculously hard, but there are 40 different levels to work your way through.

Visually it,s no great shakes either, although it does stand up well to other platformers and on makes good use of the sprite scaling on the boss levels. On the whole, the graphics are clear and good, if not up to the high standards set by *Rayman*. The sound and music is of a high quality, if a little twinkly, but it suits the cute style of the game.

In the style of all classic GBA games, the true genius of *Klonoa* doesn't rely on flashy visuals, but in rock solid gameplay – which it has by the bucketload. This is truly one of the greatest games you can buy for your Advance. It's perfectly balanced, instantly playable and constantly throws new puzzles at you, whilst keeping you engrossed with gripping gameplay. Probably the best 35 quid you'll spend in a long time.

MARK

STARS IN THEIR EYES

ASDF

■ Every level (or vision) in *Klonoa* has three stars to collect. When you've got all three the exit will open up and you can move on. The stars are often hidden, and, even when you've found them getting hold of them is often a different matter.

Expect a lot of backtracking as you get to the end to find you've got two, or maybe one star and the door remains shut!

Getting the stars is one thing, collecting all 100 gems is another matter. Even if you're paying attention to gem grabbing, you'll often finish the vision with around 90 gems. Collecting gems allows you to open bonus games and hidden parts of the game, as well as skip levels. It's good fun, and never so tedious as collecting coins in most other games – so you'll find yourself going over levels again and again.

TOTAL ADVANCE VERDICT

PUZZLE-BASED PLATFORMER WITH GREAT GAMEPLAY.

KLONOA: EMPIRE OF DREAMS

VISUALS
Although they're not the biggest or boldest on the GBA. Everything is clear to look at and some levels look fantastic.

AUDIO
Plinky, twinkly music bops along in the background whilst the usual bells and whistles for sound effects. Cute but good.

GAMEPLAY
A fantastic twist on the platform genre that uses innovative gameplay in order to stand above the crowd.

LIFESPAN
Over 40 levels to beat and even then you'll go back to complete the game plus there are sub-games too!

ORIGINALITY
Stands very tall in a world of pale imitation platformers. Packed to the brim with innovative touches. Excellent!

ALTERNATIVE

RAYMAN ADVANCE
Not quite as innovative as *Klonoa*, but the visuals are brilliant in this release. A good title for you to show off your new GBA with!

OPINION

OLD SKOOL! "It's refreshing to see a game being released that doesn't try to impress with visuals. Graphically, *Klonoa* fails to reach the high standards we're used to but it's got it where it counts and we defy anyone who picks this up to not love it."

SIMON

FINAL SCORE

92

ONE OF THE GREATEST PLATFORM GAMES THAT YOU CAN BUY. GO OUT AND BUY A COPY!

RAYMAN 2: THE GREAT ESCAPE

The limbless wonder returns! Huzzah!

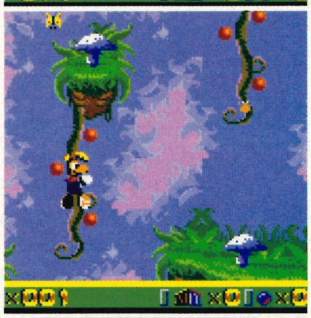
THERE'S A LITTLE warm feeling in the tummies of all Game Boy Color owners this month – for not only is there a game on the shelves for the semi-retired console, but it actually stars an acknowledged videogame superstar! Quite a boon for everyone out there who hasn't yet been able to sum up the wherewithal for a GBA, or perhaps has decided not to bother with the new console because 'it's got too many pixels on it'.

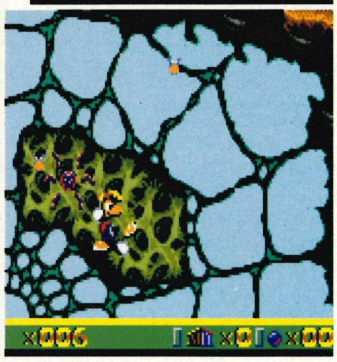
There's so little to say on Ubi Soft's new GBC release, though, except for the simple phrase 'it's rather good really'. When the floppy-eared French freak is bounding back into action you know precisely what to expect, and it's all here in abundance. Flying swing hooks, slippery platforms, more spikes than you'd find at any punk concert and plenty of tiny creatures to free from padlocked cages.

This time Rayman's on a mission to get his own back on the misanthropic maniac Razorbeard, a deadly pirate who has invaded Rayman's world and basically acted like a bit of a git, predictably throwing almost everyone into small cages and generally acting the fool. This is fighting behaviour as far as old Rayman is concerned, so he's back in business one more time!

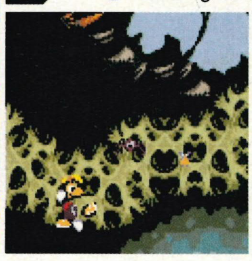
All of Rayman's 'special' abilities are in place – of course – the heli-rotor ear thing, the flying punch gloves, the super-fast ducks and jumps, the platform grabs and so on, and the little chap looks pretty smart while he's doing them. But the reason for all this really is that the game is just an extension of the first GBC *Rayman* adventure – they've just taken the designs from the first game, given the backgrounds a lick of paint and thrust Rayman into a load of new level designs. But the first one was a real treat, and we don't think you'll hear much complaining from die-hard Game Boy Color fanatics. And we're sure there are some still out there.

RATING 80%





Rayman climbs up a ladder. It's an amazing vision which you get to see lots!



TOTAL ADVANCE

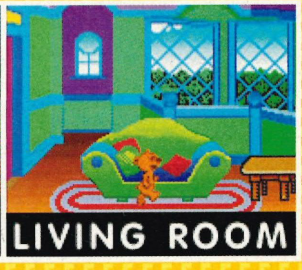
INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	28 MARCH

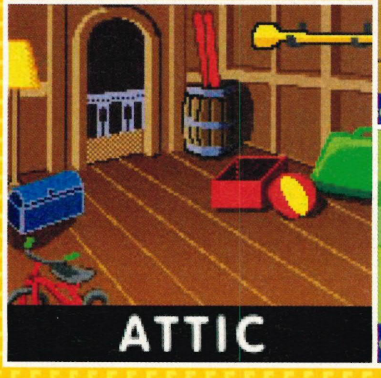
STATS

- HEY, IT'S RAYMAN!
- OVER THIRTY LEVELS
- SEQUEL TO HIT TITLE
- NOT MUCH ELSE TO SAY
- REALLY, IS THERE?

There's a bear in the kitchen what am I gonna do?



BEAR IN THE BIG BLUE HOUSE



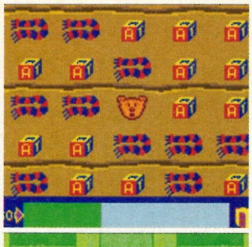
It does exactly what it says on the box.

HAVE YOU EVER seen this programme? And are you old enough to go to the toilet without help? In that case, you should get yourself a job and stop moping around the house – because this recent success from the Jim Henson people has a very definite target audience: pre-school toddlers with a cuddly bear fixation. Apparently 'the game encourages creativity and friendship and develops logic skills', and despite being a couple of decades removed from the core audience, even we felt significantly more creative, friendly and logical after ten-minutes play.

In many ways *Bear In The Big Blue House* is much the same as any other colourful pre-school offering, from *Noddy* to *Shelly Club*, being put together almost purely from tiny mini-games, all discovered by the little bear Oju as she makes her way round the house looking for her presents. There are only seven different activities, but considering the different difficulty options and game modes, if you know an ankle-biter who's a fan of this grizzly, it's bound to give a good few hours of educational fun. You know you want to.

RATING 70%

Throw the ball and get a point or something, I suppose.



A bear sits on a bath. An amazing vision too. Just enjoy it.

TOTAL ADVANCE

INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
GENRE:	PARTY
PLAYERS:	1
RELEASE:	29 MARCH

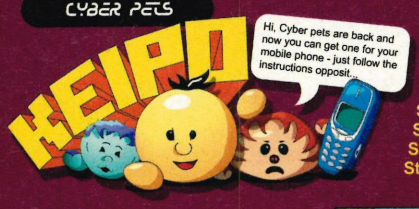
STATS

- IT HAS BEARS IN IT.
- THEY ARE OFF THE TELLY.
- SOME OF THE PICTURES MOVE.
- IT'S FOR KIDS.
- KIDS LIKE BEARS.

ONE STOP MOBILE SHOP

Synetex

CYBER PETS



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New Terrific Tones!

Harry Potter - Film Theme	6214
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

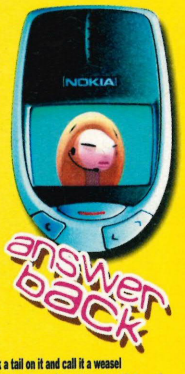
Gotta get thru this - Daniel B	6390
Sophie Ellis Bexter - Murder...	6290
Somethin stupid - R.Williams	6391
Drowning - Backstreet Boys	6244
Handbags & Glad - Stereoph...	6403
Lately - Samantha Mumba	6344
I - Ian Van Dahl	6313
What if - Kate Winslet	6427
Have u ever - S Club7	6302
Country Roads - Herms 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

VOICE MAILS

Coolest Answer Phone Greetings Ever!



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ORANGE/Cellnet users please call:
0906 690 1901 Calls charged at: 60p per/min
UK – Listen before you call:
0906 641 1977 Calls charged at: 60p per/min

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.**

LOGOS

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TOTAL ADVANCE

ISSUE TWENTY-SEVEN

LINK-UP!

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

Your wishes, beliefs and opinions on things that matter in life? We don't want any of them, so keep sending your Game Boy moans!

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

HUM DINGER LETTER!

ALL ABOUT SMURFS

WOW! MY BROTHER just got a GBA and after a big struggle and finally a kick in his unmentionables, I managed to get my hands on it and played all my old Game Boy games again. At the age of 13 I was already impressed by its beauty and possibilities and now 10 years later I can play them again, and although you can't compare them to contemporary games, I still love them, and the GBA makes them look even better! The next day I instantly wanted to check out all the GBA games available and so I stumbled upon your magazine.

CONGRATULATIONS! You convinced me to buy a GBA! You all did a nice job reviewing and previewing some really great games (which look, thank god, a little bit more colourful than those depressing Xbox-games).

By the way, where on earth did you find this gorgeous-looking white and orange GBA? Is it possible to order it, cause I searched all Antwerp for it and nobody has it.

ELLEN VAN ENGELEN, BELGIUM

TA: ***Dear Ellen,***
Nice to be of service, young lady. There's no image more heart-warming than that of a grown woman kicking a child in the groin. For that alone we'd like to offer you a lovely new XploderGBA, which will make any game you play easy as pie. Of course the GBA is better than the Xbox! I think you'll wait a long time to see any games that involve collecting mushrooms and bouncing on monsters on that big green mess! As for the orange GBA, the image we have was one of the first released by Nintendo, and it may only be available in Japan. If you've asked everywhere and checked the Internet, I'd give up. But who cares? It's what's on the screen that counts!

LINK TO US!

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SNAIL MAIL

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Paragon Publishing,
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If you think we've got time to even consider entering into personal correspondence, you're irretrievably insane.

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. If you phone up, you're an ass.

TOTAL ADVANCE LINK-UP!

GIRL POWER MY...

DEAR TA,

I'm 11 years old and think your magazine is the best around. But I think your new image is not as good as it used to be. It's got a cool pictures but the design of your reviews and stuff look too packed in.

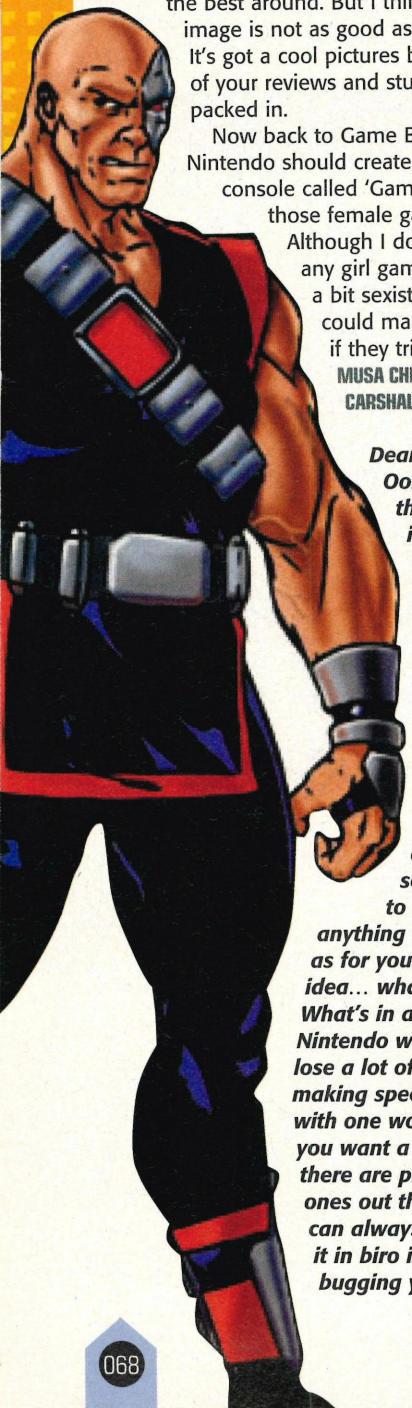
Now back to Game Boys. I think Nintendo should create a handheld console called 'Game Girl' for all those female gamers.

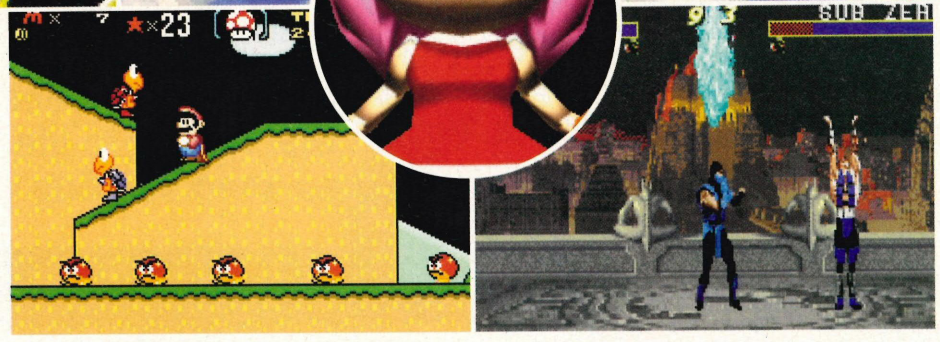
Although I don't know of any girl gamers, I think it is a bit sexist. Nintendo could make more money if they tried it.

MUSA CHIPANGURA, CARSHALTON

Dear Musa,

Ooh, get her! Well thanks for your input, hope the new look isn't testing your eyes too much – just trying to give you much eye candy as possible – we always have the most shots and exclusive art, so it's tempting to not leave anything out! However, as for your 'Game Girl' idea... what's the point? What's in a name? Nintendo would surely lose a lot of money by making special consoles with one word changed? If you want a girly GBA, there are plenty of pink ones out there, and you can always write 'Girl' on it in biro if it is really bugging you...





THE OTHER HAND

DEAR TA,

Your magazine rocks, I love the new style, more room for insane babblings I suppose! If have a few things to say:

1. Do you know any way to make *Advance Wars* a bit easier? Codes, tips and ideas are welcome. I love the style of the game but it's so difficult!
2. I thought you might like this tip for *Ecks Vs Sever*. These are passwords for the multiplayer section.
   - VULNERABLE
   - VORACIOUS
   - VENDETTA
   - VIOLATE
   - VINDICATE
   - VESUVIUS
3. And finally, Thanks for your *Pokémon Gold*, *Mario Kart*, *Advance Wars* and *Ecks Vs Sever* guides, they helped me loads!

MARK BROWN, EMAIL

Dear Mark,

Perhaps the new design is creating a split in the sexes, who knows? Still, thanks for your side of the story, Mark. Now,* Advance Wars. *The problem with strategy games is that there are endless different options and missions that can go in almost any direction, so the only true way to guarantee a win is to guide you through every single press of a button, and we don't have room! Still, we hope our guide in the last issue has offered some kind of lifeline, just like the other guides! And we wouldn't get anywhere without public-spirited fellows like you sending in your codes, so keep it up everybody!

MORE PRAISE PLEASE!

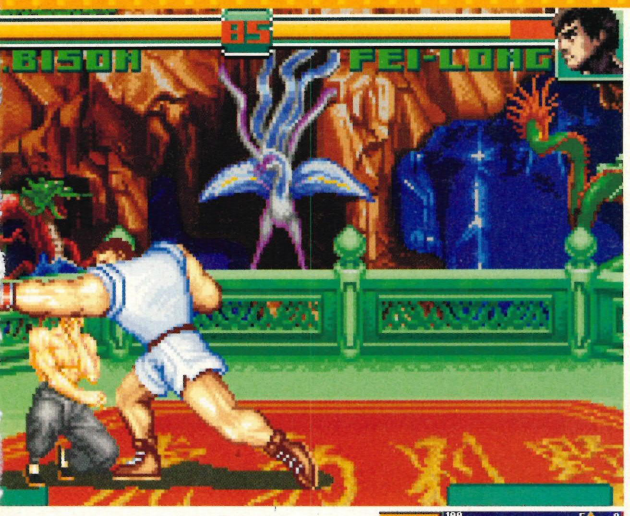
DEAR TA,

I am really disappointed by *Mortal Kombat Advance*. I was really looking forward to getting that game for my birthday and playing it to death. However, after reading your review I'm going to ask my mum to buy me a different game for my birthday, along with my first choice which is *Super Mario Advance 2: Super Mario World*. It looks fantastic, and the original SNES game was one of the best games I have played. However, I am debating whether to buy another *Mario Advance*-style game in *Sonic The Hedgehog*, or buy a fighting game, like *Street Fighter 2* or *Tekken*. Please help me, as I have no idea what to go for.

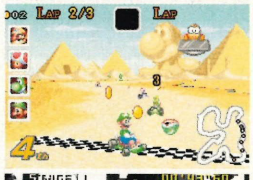
IAN FRENCH, COTTINGHAM

PS – Your new-look mag is breathtaking. Since I heard in your last mag that you were changing, I have been really looking forward to today, when I could buy your magazine, and you have not disappointed me. It's absolutely fantastic, much better than the opposition, ie &£%*£ and $*&*$ magazines. Keep up the good work!

"THERE'S ONE QUESTION YOU'VE GOT TO ASK YOURSELF – WHICH GENRE DO I PREFER?"



Dear Ian,
While there's usually no need to totally abandon a game because we've been a little rough with it, it seems that our MKA *review was mild compared to other reviews, so you may be right to shop around a bit. It's hard to tell you what to buy, though, as half of us insist you get* Sonic, *and half of us are clearly in the beat-'em-up camp. There's one simple question you've got to ask yourself – which genre do I prefer? Thanks for the positive feedback, matey!*



TXT CORNER

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

1. HEY TA I THINK UR MAG IS WICKED CUD U SEND ME A COPY OF SONIC ADVANCE WHEN IT COMES OUT PLEASE FROM ADAM TYSON 3 BRANTWOOD VILLAS...
TA: HEY THANKS ADAM NO WHY DON'T YOU GO AND BUY YOUR OWN YOU CHEEKY GET.

2. HI I'VE JUST BOUGHT YOUR MAG. JUST ONE QUESTION– WHAT'S AN XPLODER GBA???
TA: AN XPLODER GBA IS THE UK'S BEST CHEAT CARTRIDGE THAT INSERTS STRAIGHT INTO THE GBA. YOU ENTER THE CODES, ADD THE RELEVANT ART AND BINGO! THE GAME'S A WALKOVER!

3. WHAT DOES RPG STAND FOR? FROM KATIE.
TA: ROLE-PLAYING GAME, KATIE!

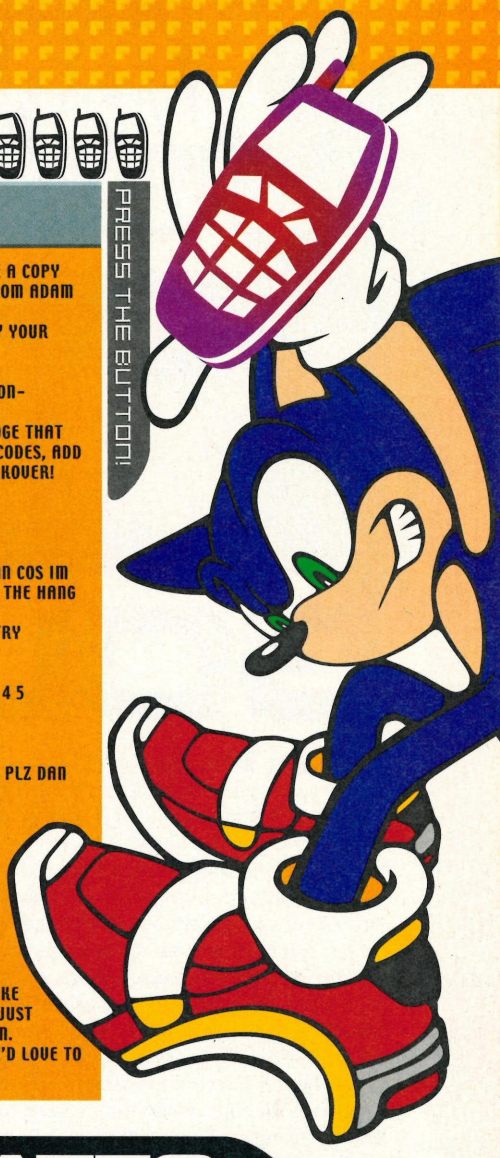
4. HI, DO U AVE ANY GAME CODES 4 PREHISTORIC MAN COS IM STUCK ON LEVEL 3! I CANT WORK OUT HOW TO USE THE HANG GLIDER! THANKS KEL.
TA: STUCK ON LEVEL THREE YOU SAY? WELL WHY NOT TRY ENTERING BBDQWC8XDJBQ FOR LEVEL FOUR THEN?

5. I DON'T OWN A GBA BUT HAV BIN BUYING URE MAG 4 5 MONTHS. I ALSO LIKE RED M'N'MS.
TA: ..... THANKS.

6. HI URE MAG IS BRILL KEEP REVIEWING GBA GAMES PLZ DAN FROM COVENTRY
TA: OKAY, WHILE WE'RE HERE. WE NEVER THOUGHT OF THAT, DAN.

7. TOTAL ADVANCE IS THE BEST EVER. WILL GBC GAMES EVER STOP BEING MADE PLS TELL ME!
TA: I THINK WE'VE ALL GOTTA EXCEPT THAT 2003 IS UNLIKELY TO SEE ANY GBC RELEASES. THE KING IS DEAD.

8. IM SO DAMN BORED IM GOING BLIND AN I SMELL LIKE SH... BUT ITS OK COS TA R HERE 2 SAVE THE DAY... JUST THOUGHT ID C HOW Y'ALL R DOIN. LOADS O' LUV JEN.
TA: DIDN'T UNDERSTAND A WORD OF THAT JEN, BUT WE'D LOVE TO HEAR MORE ABOUT IT. YOU KNOW THE NUMBER.

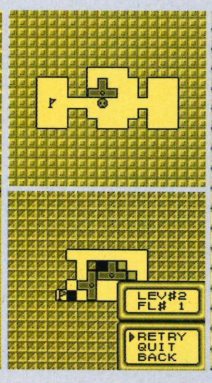


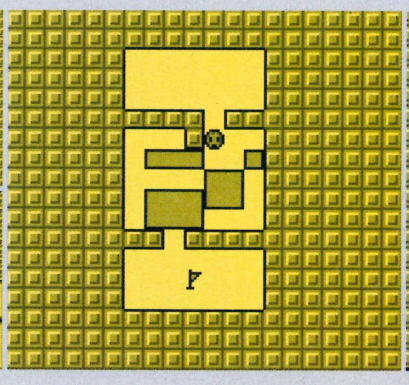
DR SHREW INVESTIGATES...

AMAZING-TATER

ATLUS 1991

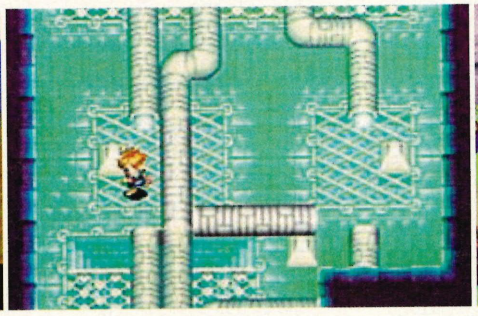
A FINAL HAPPY new month to you all. I've almost enjoyed some of these cosy little chats over the last year or so, what with me putting you all right on the subject of classic Game Boy titles and so forth, but all things, good, bad or indifferent, must come to an end. I have a journey shortly to go on which will take me to a far-off galaxy, where I must do battle with the pig-headed mutants of Saturn 5, and no doubt I will be killed. But that's not important, is it? I'm here to tell you all about my final all-time bestest classic Game Boy game ever, which is Amazing-Tater from Atlus. In this you guide a little face towards a flag by moving around blocks and filling holes and things like that. There's a puzzle mode, a story mode and loads of difficulty settings, plus genuine graphics and undoubted sounds, and to be honest it's complete and utter rubbish. Still, I've now fulfilled my contract, haven't I? You might find Amazing-Tater in a builder's skip if you're unbelievably unlucky. Goodbye forever! Don't shed any tears for me, I beseech you.





READER REVIEW

Here's another one of YOUR reviews hot off the press, and Nick Cohen of Leeds is obviously even more of a *Golden Sun* fan than we are! And for that, he's got himself a free copy of *Tetris Worlds* from THQ! Take it away, Nick.



Brilliant graphics are on offer throughout the game.

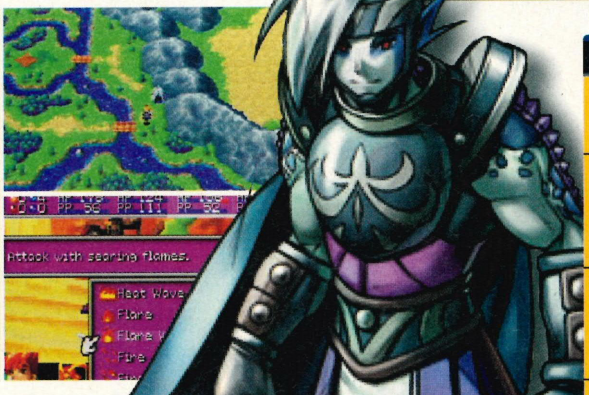
GOLDEN SUN

YOU WAKE UP in bed and find that a boulder is about to fall and crush the village. When you first go outside, it is raining and with the help of the music, it seems very realistic. After saving a few people, the boulder falls and destroys the majority of the city. About six people are killed including your father. You then wander off and hear two people talking about secret things that you find out about later on in the game. They see you and challenge you to a fight. You are then taken into the battle screen and no matter what you do, they are too strong and you are defeated. The title screen then comes on and after pressing Start you are taken back to the village, but three years on. You then learn about the things that the two people were saying and after offering to take part in trying to save two people that have been captured, the game really starts.

If you enjoyed playing *Final Fantasy* on the PlayStation, then this game is a must! As with the *Final Fantasy* games, you can summon creatures to help you in battle. The graphics are amazing throughout the game. I thought that *Breath of Fire* for the GBA was good, but this is much better in all aspects.

This is a game you really wouldn't want to put down and so an extra feature in the game is the Sleep mode. At any point during the game you can put the Game Boy to sleep by going onto the Start menu. This saves your exact position and keeps it there with the screen switched off for about two hours before the game boy turns itself off. At any point during this time, if you press L+R, it returns you to your exact position. This means that you can eat your dinner or watch your favourite TV programme without wasting ANY of the batteries.

The title is one that I have never heard of which put me off, but when looking at the picture on the box it changed my mind, and I would have felt an idiot if I had walked out of the shop without buying it.



Has a fantasy finally arrived on the GBA?

SCORES

- The graphics are fab and couldn't have been made any better! **25/25**
- The music on it is very good and changes depending on the area or the atmosphere. It can get a little bit irritating sometimes sadly. **23/25**
- The gameplay is superb for the majority of the game, although it can be very hard and annoying in certain places. **23/25**
- This game will take you forever and a day to complete (I've already been playing it for over 30 hours and I don't think that I'm anywhere near completing it!), and it has a link-up option to battle against your mates! **25/25**
- This is a brilliant game and I think it well deserves **READER RATING 97%**

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.

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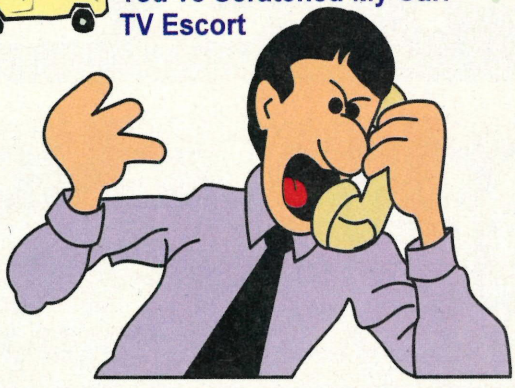

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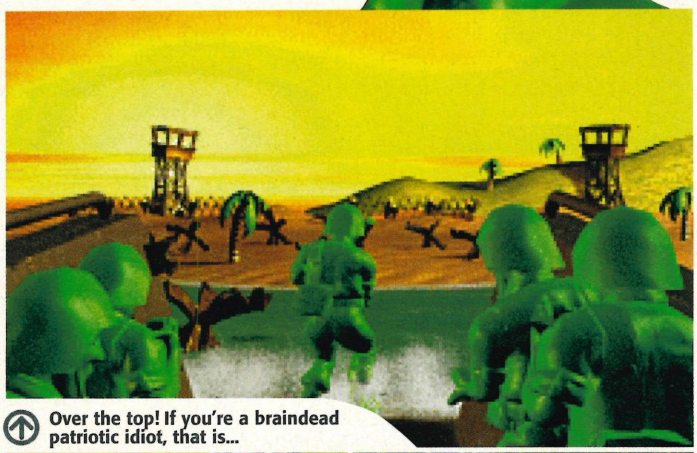
TOTAL ADVANCE

HELP!

Here's a whole host of tasty gaming hors d'oeuvres, enjoy!



Over the top! If you're a braindead patriotic idiot, that is...

ARMY MEN: OPERATION GREEN

If the idea of trekking halfway across your current level through a haze of bullets and grenades is less than appealing, why not use this list to jump to whatever point in the game you want? Because it's cheating, that's why!

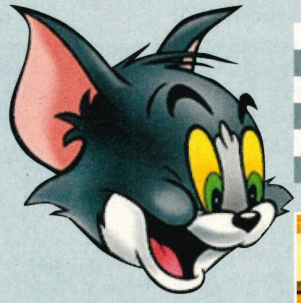
LEVEL	CODE 1	CODE 2
Workin' 9 Til 5	5VKPR6*B	K*67LZZM
With A Bucket, A Spade And A Hand Grenade	5PK5LL*4	F58FWJ*N
Goin' Downtown	Y8DTF4HK	3MC9TS15
Down On The Farm	62BVXHXY	3SXRLWOJ
Baby, Light My Fire	MQ5310VP	Y0V7G6ZM
Here A Tan, There A Tan	SZQR6W1J	DLTYD4G7
The Rumble In The Jungle	44BQQCWH	NJ98C3XD
The Donkey Ride	F4J1ZRWG	CG4PPSC6
Top Brass In Trouble	FFOOWP36	5QFXBJJZ
Jungle Fever	*HBNVVV4	52CN4BBH
Spider's Web	85M3QCF*	*BR53WWF

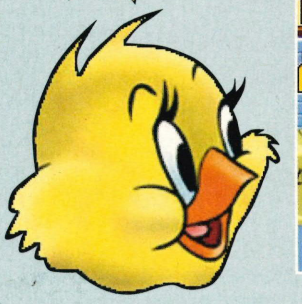
MIAOW

TOM AND JERRY THE MAGIC RING

If the other alley cats keep a whooping your blue, furry tail, or Jerry's getting on your nerves again, why not skip to the next level? It might be quite fun.

Level 2	Password: 3783
Level 3	Password: 5423
Level 4	Password: 5348
Level 5	Password: 5126
Level 6	Password: 8238
Level 7	Password: 8143





Just some of the gits you can avoid...

BOXING FEVER

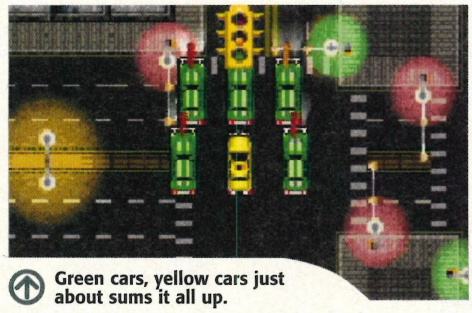
We gave this new scrapping title a not terribly impressive 69% last issue, but if you bought it anyway, you might be interested in jumping ahead, thanks to these lovely codes. Each code will complete the corresponding series:

RESULT	PASSWORD
Amateur Series	90HG6738
Top Contender Series	H7649DH5
Pro Am Series	2GG48HD9
Prof. Series	8G3D97B7
World Title	B3G58318
Survival Mode	G51FF888

MIDNIGHT CLUB

We don't usually give you secrets to brand-new games, but there are quite a few secrets hiding in *Midnight Club*, so we feel duty bound to let you in on a few of them. Enter these passcodes to get to the desired stage.

All races won with Emilio	**NIML**
All races won with Larry	**GTBP**
All races won with Keiko	**LGKG**
All races won with all racers	**LAPC**



Green cars, yellow cars just about sums it all up.

DARK ARENA

Many, many crucial cheats for THQ's most recent shoot-'em-up extravaganza, not to mention a complete list of passcodes. But first things first, enter the passcode NRYRDDS on the relevant screen. This should now give you access to the following eight cheat codes:

ALL
Triggers God mode, opening the whole game and practically guaranteeing your victory.

HEALTH
Infinite Health. Laugh in those monsters' faces!

AMMO
You'll never run out of bullets or bombs ever again.

WEAPONS
From the lowliest firearm to the final unbeatable upgrade, all weapons are now yours.

KEYS
Finding keys to open doors is boring anyway. Through you go.

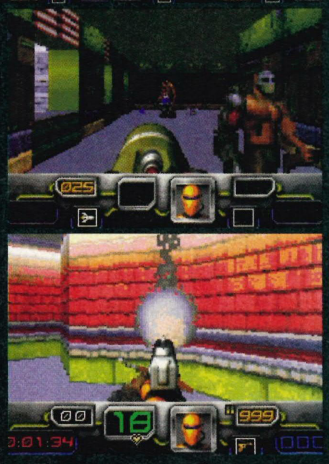
MAPS
Now, no matter where you appear, you'll be able to find your way.

SKIP
Offers you a level skip when you press Select on the Map screen.

SFX TEST
You'll have to be extremely bored for this, but check out all those samples!

Man shoot gun. Total idiot buy violent game. The end.

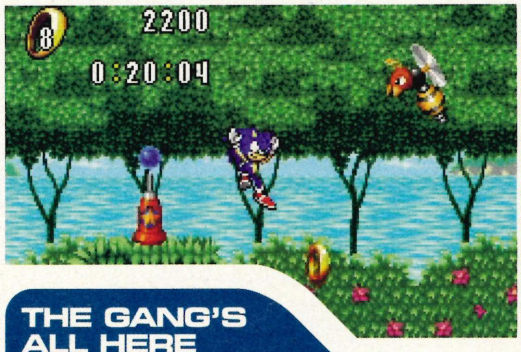
	EASY	MEDIUM	HARD
L2	CRSDRPLS	VWHTSRGH	LDNHGHNT
L3	TKMWTHYB	TCRSDRLR	DBYFTHND
L4	TTLLSFRT	DFRLMWTH	CSSRCNHT
L5	STCRSTRD	LLYRMGHT	HNSWLLSN
L6	NTLVMLNW	WRMRCHNG	TSTRSTLR
L7	NTTRDTNY	TLNDFRFR	STNDRDSW
L8	RQSTMWTN	MHMNNCNS	LLRSCRSS
L9	GTSTNDBY	YWHLLRTR	LNDTBTTL
L10	YRSDTFGH	NFRCHRSN	SRCNHRDS
L11	TWTHYVRS	DMSSKWLL	WFLLWRWR
L12	THYRCLLN	TKRRVNGN	RRKNGNWR
L13	GHVTBTHR	PGNFRMTF	DNTFGHTW
L14	HLYLNDHS	STWCHRST	CRRYSGNF
L15	TBFRFGHT	NSRCMNGW	CRSSWRLR
Final	GDFGHTBL	THSWRDSH	DSFNGLND



COMPLETE SOLUTION

SONIC ADVANCE

Sonic's back for more side-scrolling action and we've got the guide to finding all the Chaos Emeralds...



Sonic breaks the sound barrier on a steep downward slope.

THE GANG'S ALL HERE

ALL YOUR FAVOURITE CHARACTERS ARE BACK!

SONIC THE HEDGEHOG

- **Flashkick** – Press A , then A again and Sonic will jump then spin, creating a brief shield that protects him from incoming attacks.
- **Spin Dash** – Hold 2 and press A, Sonic will spin on the spot, then, when you let go of 2, he'll shoot off in whichever direction he was facing.
- **Spin Attack** – Press 2 when running and Sonic will just roll forward and do damage to anything he runs into.
- **Rolling Attack** – Press B when standing still or running and Sonic will roll forward and hit anything in his path.
- **Forward Flip** – Press B when doing the Rolling Attack and Sonic will flip forward.
- **Slide Attack** – Press B when doing the Forward Flip and Sonic will slide forward.
- **Reverse Jump** – Press A when doing the Front Flip and Sonic will somersault in opposite direction.
- **Grinding** – In some Zones there are rails that Sonic can grind on. Simply jump onto the rail to grind it.

MILES 'TAILS' PROWER

- **Flying** – Press A repeatedly and Tails will fly until he gets tired.
- **Spin Dash** – Hold 2 and press A to make Tails spin on the spot. Release 2 to make him shoot off.
- **Rolling Attack** – Press 2 when running and Tails will just roll forward and do damage to anything he runs into.
- **Spin Attack** – Press B and Tails will spin his tail round to hit any nearby enemies.

KNUCKLES THE ECHIDNA

- **Gliding** – Press A then press and hold A again to make Knuckles glide through the air. If you hit a wall while gliding, he'll hold on so you can climb it.
- **Spin Dash** – Hold 2 and press A to make Knuckles spin on the spot. Release 2 to make him shoot off.
- **Rolling Attack** – Press 2 when running and Knuckles will just roll forward and do damage to anything he runs into.
- **Punching** – Press B to make Knuckles punch and press it three times to make him do a double-punch uppercut combo.
- **Climbing** – Press A when next to a wall to make Knuckles dig his claws in so you can climb it.

AMY ROSE

- **Hammer Jump** – Hold 2 and press B to make do a high jump.
- **Hammer Strike** – Press B and Amy will use her hammer to hit any enemies.
- **Hammer Flip** – Press B during a jump and Amy will swing her hammer forwards.
- **Hammer Spin** – Press 2 and B during a jump and Amy will come spinning back down to the ground swinging her hammer.
- **Small Hop** – Hold 2 and press A to make Amy hop forward a short distance.
- **Dive Attack** – Press B during the Small Hop and Amy will slide forwards along the ground and damage any enemies she hits.
- **Grinding** – In some Zones there are rails that Amy can grind on. Simply jump onto the rail to grind it.

ADVANCE INFORMATION

SONIC ADVANCE	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
GENRE:	PLATFORM
PLAYERS:	4
SCORE:	96%
ISSUE:	26

SPECIAL STAGES

HUNT 'EM DOWN!

In every zone there is a large blue and red Special Spring hidden somewhere that will take you to the Special Stages. In these stages you are falling down a tunnel and must collect the quota of rings before you reach the end. If all the rings are collected, you'll be rewarded with a Chaos Emerald. Collect all the Emeralds to gain access to the final Moon Zone.

TOP TIP · TOP TIP · TOP TIP

RING OF FIRE

When fighting a boss, you must always try to keep hold of at least one ring in order to make the battle easier. You have been warned!

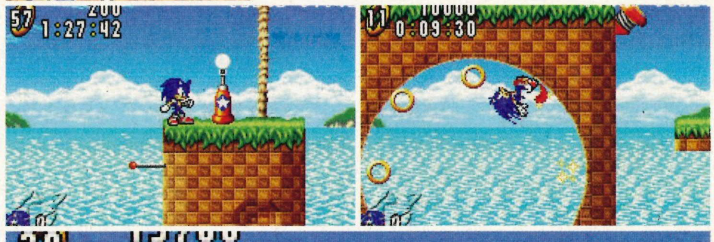
NEO GREEN HILL ZONE ZONE 01

NO SONIC GAME would be complete without a Green Hill level and these two are nice and easy to start you off.

Make sure you get up enough speed to make it round the loops.

SPECIAL STAGE ACT 1 GET 60 RINGS ZONE 01

TRY TO STAY in the uppermost part of the level. When you reach a lamppost with a rail to the right (not the one near the start of the level), grind the rail and jump off about halfway down to find yourself above the large tunnel near the end of the level. Use the yellow spring to reach a moving platform over on the far right. The timing has to be just right otherwise you'll miss it – and once you have, you can't get back up again. Once on the platform, jump up to the platform above to find the Special Spring. Using Tails or Knuckles is easier when trying to reach this spring, as they can fly/glide right to it.



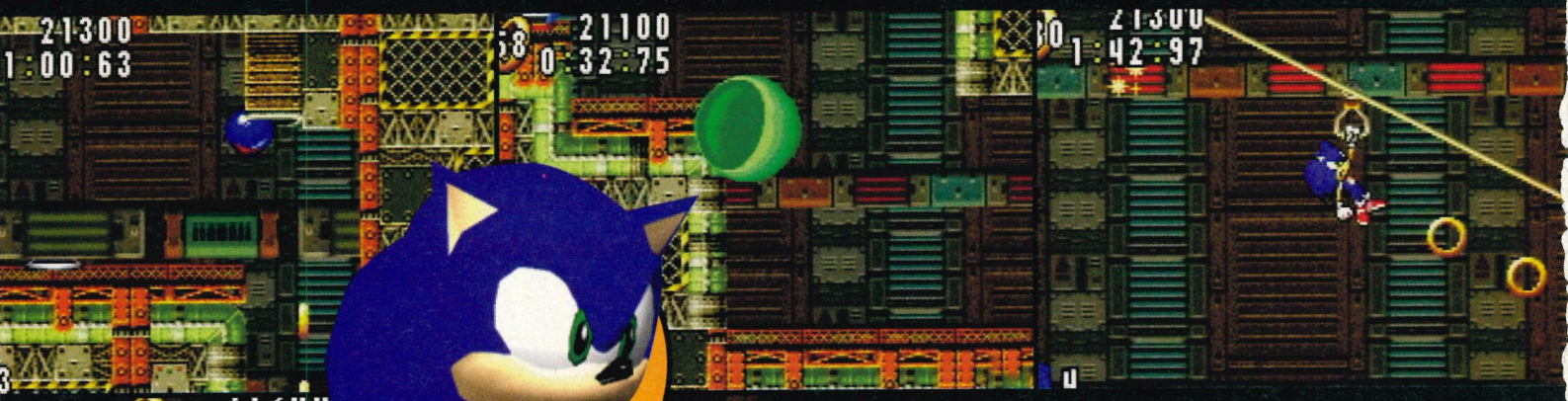
Tails gets in a spin over the Special Stage. Enough rings will give you an Emerald.

BOSS

EGGMAN IN HAMMER MECHA

ZONE ONE BOSS · BOSS · BOSS

This is a nice easy boss to start with – simply avoid the hammer and hit Eggman a few times to defeat him. As you hit him more times he starts to use the hammer to jump forward, so watch out for that.



SECRET BASE ZONE — ZONE 02

THERE ARE LOADS of little gadgets that will get you through this level, such as swinging hooks and handy turbo tunnels. Look out for mole-type enemies that pop up from below.

Make sure you don't let go of these wires until you can see something to land on.

TOP TIP : TOP TIP : TOP TIP

SLOW DOWN

On later levels, don't go as fast as you can at every opportunity, as quite often you'll find yourself flying off the end of a ramp to your death.

SPECIAL STAGE ACT 2 — ZONE 02
GET 70 RINGS

STAY IN THE upper most part of the level. When you come to a loop with an extra life on the top and a '?' Ring Box on a platform to the right of it, you're on the right track. From the platform with the '?' box, jump to the right and land on the other platform. Keep going and you will run into a red spring that will send you flying down a slope against another red spring. This will send you through a loop, which you must stop on or just after otherwise you'll grab a hook and slide down a wire and not be able to return. If you stopped in time you'll see some yellow-striped bouncy platforms and springs. Use them to get up to the top of the loop where you'll find the Special Spring.

BOSS

EGGMAN IN SPRING MECHA

ZONE TWO

BOSS • BOSS • BOSS

Eggman now has a Mecha with a spring on the bottom, which he will use to try and land on you. Only try to hit him when he lands otherwise you may hit the spring. After a few hits he'll start to do massive jumps where he disappears for a few seconds then lands wherever you're standing. Make sure you keep moving so he can't land on you, but also jump as soon as you see him return to the screen. Otherwise the force of his landing will cause the ground to shake and hurt you.

Press the jump button to make the flippers flip you.

CASINO PARADISE ZONE ZONE 03

MUCH OF THIS level is like a big pinball table with flippers and bumpers that send you flying, plus lots of balloons that can take you to hard-to-reach areas.

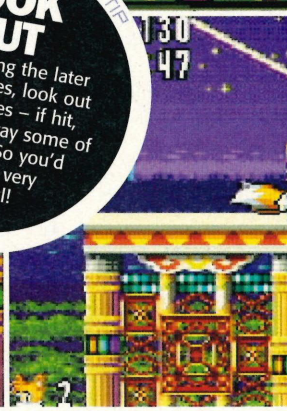
SPECIAL STAGE ACT 1 GET 80 RINGS ZONE 03

STAY IN THE upper part of the level and you'll come to three round bumpers at a dead end. Fall into the gap below and use the red spring on the right to bounce to the platform on the right. Sometimes the two moving round bumpers get in the way and send you downwards. If this happens, just jump back to the red spring and try again. Use the balloons to get up to the platform above. Stay in the top area and keep going right using the flippers. You'll soon come to the Special Spring on a platform that has a flipper on its right side.

These mines take away some of your rings if hit, so aim for the middle.

Jump on this spring to reach the Special Stage.

On later levels spikes get more common so watch out where you land.



LOOK OUT

When playing the later Special Stages, look out for the mines – if hit, they'll take away some of your rings. So you'd better be very careful!

EGGMAN AND SPIKE MECHA

ZONE THREE BOSS • BOSS • BOSS

This fight is probably the hardest so far. When the battle begins, you'll see eight different tunnels, two on the top, two on the bottom, two on the left and two on the right. Eggman will appear out of one of the tunnels and the Spike Mecha out of another. You can't damage the Spike Mecha so avoid it and hit Eggman when you get the chance.

Hit Eggman when he goes past but look out for the Spike Mecha.

The bottom is the best place to stand when trying to hit Eggman.

Top 20 Chart Tones

1	WESTLIFE - WORLD OF OUR OWN	NEW	6965
2	ENRIQUE IGLESIAS - HERO		6193
3	KYLIE MINOGUE - IN YOUR EYES	NEW	6629
4	R KELLY - THE WORLDS GREATEST	NEW	6633
5	MIS-TEEQ - B WITH ME	NEW	6624
6	S CLUB 7 - YOU		6831
7	DB BOULEVARD - DIFFERENT POINT OF VIEW		6616
8	PINK - GET THE PARTY STARTED		6479
9	A - NOTHING	NEW	7294
10	BRANDY - WHAT ABOUT US		6635
11	PRINCESS SUPERSTAR - BAD BABYSITTER	NEW	6656
12	ALANIS MORISSETTE - HANDS CLEAN	NEW	7198
13	PURETONE - ADDICTED TO BASS		6560
14	JA RULE FEAT ASHANTI DOUGLAS - ALWAYS ON TIME		6270
15	ALIZEE - MOI LOLITA		7146
16	NO DOUBT - HEY BABY		6553
17	VICTORIA BECKHAM - A MIND OF ITS OWN		6736
18	BRITNEY SPEARS - OVERPROTECTED		6547
19	CHRISTINA MILIAN - AM TO PM		6386
20	ALIEN ANT FARM - MOVIES		6559

This Weeks New Releases

Break Your Neck - Busta Rhymes	7209
Ever So Lonely - Jakatta	6648
Film Maker - Cooper Temple Clause NEW!	6856
Flowers In The Window - Travis	7197
Foolsophy - Jamiroquai	6744
If You Come Back - Blue	6186
Leroy - Wheatus	6558
Let Me Be The One - Cliff Richard	6856
Lets Stay Home Tonight - Joe	7199
Love Should Be A Crime - O-Town	7200
Lovely - Bubba Sparxx	6756
Movies - Alien Ant Farm	6559
Points Of Authority - Linkin Park	6527
Say Hello Wave Goodbye - David Gray	6618
Take My Hand - Dido	7220
The Drill - The Dirt Devils	6762
The Fake Sounds Of Progress - Lost Prophets	7203
This Train Don't Stop There Anymore - Elton John	6763
Too Many MC's - Public Domain	6669
Wannabe Gangstar - Wheatus	6652
Whenever - Wherever - Shakira	7205
Wrong Impression - Natalie Imbruglia	6966

CHART NO.1'S 2001

ROLLIN - LIMP BIZKIT	3673
TOUCH ME - RUI DA SILVA FT CASANDRA	3679
WHOLE AGAIN - ATOMIC KITTEN	3670
IT WASN'T ME - SHAGGY NEW!	3705
UPTOWN GIRL - WESTLIFE	3719
PURE & SIMPLE - HEAR SAY	3729
WHAT TOOK SO LONG - EMMA BUNTON	3751
SURVIVOR - DESTINY'S CHILD	4280
IT'S RAININ MEN - GERI HALIWELL	4455
DON'T STOP MOVIN - S CLUB 7	3764
DO YOU REALLY LIKE IT - DJ PIED PIPER	4640
ANGEL - SHAGGY FEAT. RAYVON	4633
LADY MARMALADE - C. AGUILLERA/LIL KIM	4766
THE WAY TO YOUR LOVE - HEAR SAY	4650
ANOTHER CHANCE - ROGER SANCHEZ	5213
ETERNITY/THE ROAD	
TO MANDALAY - R. WILLIAMS	5270
ETERNAL FLAME - ATOMIC KITTEN	5322
21 SECONDS - SO SOLID CREW	5390
LET'S DANCE - FIVE	5399
TOO CLOSE - BLUE	5502
MAMBO NO.5 - BOB THE BUILDER	5571
HEY BABY - DJ OTZI	5767
CAN'T GET YOU OUT OF MY HEAD - KYLIE	5536
BECAUSE I GOT HIGH - AFROMAN	5603

ALL TIME FAVOURITE TONES

5273	CASTLES IN THE SKY - IAN VAN DAHL
5270	ETERNITY - ROBBIE WILLIAMS
5215	HEAVEN IS A HALFPIPE - OPM
5525	I'M ALL ABOUT YOU - DJ LUCK
5446	HELP ME I'M A FISH - LITTLE TREES
5322	ETERNAL FLAME - ATOMIC KITTEN
5350	LITTLE L - JAMIROQUAI
5271	PURPLE HILLS - D12
0060	GET UP AND STAND UP - BOB MARLEY
5272	PERFECT GENTLEMAN - WYCLEF JEAN
0134	SMOKE ON THE WATER - DEEP PURPLE
3732	GIRLS DEM SUGAR - BEANIE MAN
3722	*!#* ON YOU - D12
3721	CLINT EASTWOOD - GORRILAZ
0294	CHANGES - 2PAC
3752	BOW WOW - LILBOW WOW
3723	PIANO LOCO - DJ LUCK
4750	WE COME ONE - FAITHLESS
5468	STARLIGHT - SUPERMAN LOVERS
5229	LUV ME LUV ME - SHAGGY

70's/80's HITS

0333	JUST CANT GET ENOUGH - DEPECHE MODE
0241	SURFIN USA - BEACH BOYS
0001	TAKE ON ME - AHA NEW!
0243	TEARS IN HEAVEN - ERIC CLAPTON
0087	THE LION SLEEPS TONIGHT - TIGHT FIT
5356	SUMMER OF 69 - BRYAN ADAMS
0185	WALK OF LIFE - DIRE STRAITS
1507	DANCING QUEEN - ABBA
0095	MONEY MONEY MONEY - ABBA
5469	KINHGSTON TOWN - UB40
0167	YMCA - VILLAGE PEOPLE

POP

0340	LA VIDA LOCA - RICKY MARTIN
1518	I BELIEVE I CAN FLY - R KELLY
1583	BAT OUT OF HELL - MEATLOAF
0258	AMERICAN WOMAN - LENNY KRAVITZ
0272	AROUND THE WORLD - RED HOT CHILLI PEPPERS

ROCK

0005	WALK THIS WAY - AEROSMITH
0108	PRETTY FLY FOR A WHITE GUY - OFFSPRING

CLASSICS

0086	LIGHT MY FIRE - THE DOORS
0201	I WILL SURVIVE - GLORIA GAYNOR
0245	THOSE WERE THE DAYS - QUEEN
0109	ONE LOVE - BOB MARLEY

EMINEM

1513	STAN
1515	THE REAL SLIM SHADY
1579	THE WAY I AM

ROBBIE WILLIAMS

0346	MILLENNIUM
0268	ANGELS
0377	SHE'S THE ONE
1519	KIDS
1585	ROCK DJ

BRAND NEW CLASSICS

6161	SUNDAY BLOODY SUNDAY - U2
5340	WHEN A MAN LOVES A WOMAN - P SLEDGE
5335	RENDEVOUS 2 - JEAN MICHELLE JARRE
5336	UNDER THE BRIDGE - RED HOT CHILLI PEPPERS
5292	DON'T YOU WANT ME - HUMAN LEAGUE
5293	DO YOU THINK I'M SEXY - ROD STEWART
5320	PHANTOM OF THE OPERA - IRON MAIDEN
5377	IT'S NOT UNUSUAL - TOM JONES
5294	SAILING - ROD STEWART
5295	PRETTY WOMAN - ROY ORBISON
5299	IMAGINE - JOHN LENNON
5302	I WANT TO BREAK FREE - QUEEN
5300	NIGHTS IN WHITE SATIN - MOODY BLUES
5304	MAGGIE MAY - ROD STEWART
5321	GARDEN PARTY - MARILLION
5305	SATISFACTION - ROLLING STONES
5308	THE AIR I BREATHE - THE HOLLIES
5309	SIMPLY THE BEST - TINA TURNER
5318	HOTEL CALIFORNIA - EAGLES
5338	WITH OR WITHOUT YOU - U2

60's HITS

5295	PRETTY WOMAN - ROD STEWART
5262	I CANT HELP FALLING IN LOVE - ELVIS PRESLEY
5352	HOUSE OF THE RISING SUN - ANIMALS
5377	IT'S NOT UNUSUAL - TOM JONES
4775	I'VE GOT YOU UNDER MY SKIN - FRANK SINATRA
5263	JAILHOUSE ROCK - ELVIS PRESLEY
5354	JUMPING JACK FLASH - ROLLING STONES
5264	LOVE ME TENDER - ELVIS PRESLEY
5408	MUSIC TO WATCH THE GIRLS GO BY - ANDY WILLIAMS

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TONES OF THE WEEK

4690	The Magic Roundabout
3548	The Great Escape
1836	The Rock (Wrestling)
0099	The Muppets
4850	BBC Cricket Theme
6060	Bare Necessities
0013	Beverly Hills Cop
5317	Joe 90
5061	Dambusters March
4860	Pulp Fiction - Theme
0005	Walk This Way - Aerosmith
0132	Simpsons Theme
1576	Who Let The Dogs Out
0025	James Bond Theme
0221	Match of the Day
0065	Halloween Film
0094	Mission Impos. Theme

ANTHEMS

0062	GOD SAVE THE QUEEN
5077	IRISH NATIONAL ANTHEM
5084	WELSH NATIONAL ANTHEM
4141	JERUSALEM - CLASSICAL
0126	RULE BRITTANIA - BRITISH
0129	SCOTLAND THE BRAVE
5306	FLOWER OF SCOTLAND
6878	SWING LOW SWEET CHARIOT
6879	WORLD IN UNION
6884	MEN OF HARLECH
6888	LAND OF MY FATHERS

ROCK YOUR NOKIA

★ TONE OF ★ THE MONTH
SCOOBY DOO
CODE - 0128

& MOTOROLA, SAGEM, SENDO & ERICSSON PHONE 0907 787 0816

★ WITH TONES & GRAPHICS
★★ TEXT MESSAGES FROM 50P

NEW FILM & TV TONES

ALADIN	5424	HI HO/SNOW WHITE	6072	SCOOBY DOO	0128
BABY ELEPHANT WALK	5401	HOME AND AWAY	6150	SESAME STREET	0130
BACK TO THE FUTURE	6146	HONG KONG FUEY	5362	SOME MOTHERS DO 'AV EM	6166
BANANA SPLITS	5316	IF I WERE A RICH MAN	5397	SOUND OF MUSIC	5337
BATFINK	5359	JAMIE/MAGIC TORCH	5363	TARZAN	6176
BERTHA - TV THEME	6163	JESUS CHRIST S/STAR	5418	TELETUBBIES	0156
BLUE PETER	6147	JIM'LL FIX IT	6151	THE CAN CAN	6200
BOB THE BUILDER	5333	JOE 90	5317	THE GODFATHER	5413
BRAVEHEART	6076	KICK START	6159	THE GOOD/BAD/UGLY	4854
BUGSY MALONE	6066	KNIGHTRIDER	0204	THE HULK - TV THEME	6077
BUTTON MOON	6090	LAUREL & HARDY	6067	THE MUPPETS - THEME	0099
CASUALTY - TV THEME	6201	LOONY TUNES	0088	THE SMURFS	6154
CHITTY CHITTY BANG BANG	5319	LORD OF THE RINGS	6080	THE SNOWMAN	6167
DANGERMOUSE	5334	MAGIC ROUNDABOUT	4690	THE TIME WARP - ROCKY HORROR	5421
DEEP SPACE 9	6239	MIAMI VICE	6243	THUNDERBIRDS	0155
DOGTANIAN	6148	MR BENN - THEME	5355	TOM & JERRY	6095
DOH A DEER	5337	MUNSTERS	0098	UP WHERE WE BELONG - OFFICER & GENTLEMAN	5412
DR WHO ★★★	4688	NEW ADV OF SUPERMAN	5365	WALLACE & GROMIT	4865
ENTER THE DRAGON	6172	OH WHAT A BEAUTIFUL MORNING	5419	WHERE EAGLES DARE	5422
FLINTSTONES	0052	ONLY FOOLS/HORSES	6152	WILLOW THE WISP	6079
FRAGGLE ROCK	5375	PEANUTS - SNOOPY	0012	WINNIE THE POOH	6179
GET CARTER	5425	PINK PANTHER	4691	WIZARD OF OZ ★★★	5367
GODZILLA	6156	POSTMAN PAT ★★★	0229	WONDER WOMAN	6202
GRANGEHILL	6093	RAGGY DOLLS ★★★	6153	WOODY WOODPECKER	5339
HAPPY BIRTHDAY	6075	RAINBOW	4861	ZIP A DEE DOO DAH -	6098
HE-MAN	6149	RHUBARB & CUSTARD	0122		
HE-MAN - TV THEME	6149	RUPERT THE BEAR	6165		

Football Tones/Logos

SUPPORT YOUR TEAM GET THEM TO NO.1

LIVERPOOL STORM ON!!!

1.	NEVER WALK ALONE - LIVERPOOL	3545
2.	MARCHING ON TOGETHER - LEEDS UTD	3541
3.	FIELDS OF ATHENRAY - CELTIC	3547
4.	SIMPLY THE BEST - RANGERS	5309
5.	Z CARS - EVERTON/WATFORD	3546
6.	GLORY, GLORY - MAN UTD, SPURS	4134
7.	MULL OF KINTYRE - CHARLTON	0224
8.	WILD ROVER - BLACKBURN	5310
9.	BLUE IS THE COLOUR - CHELSEA	4140
10.	GLORY, GLORY - MAN UTD, SPURS	4134
11.	WHO LET THE DOGS OUT - LIVERPOOL	1576
12.	SAILING - MILLWALL	5294
13.	CITY TILL I DIE - CITY	3540
14.	BLUE MOON - MAN CITY	4130
15.	VINDALOO - ENGLAND	1514
16.	I'M FOREVER BLOWING... - WEST HAM	3543
17.	THE GREAT ESCAPE - SHEF WEDNESDAY	3548
18.	GLORY, GLORY - MAN UTD, SPURS	4134
19.	DAYDREAM BELIEVER - SUNDERLAND	4132
20.	KEEP RIGHT ON - BIRMINGHAM CITY	4137
21.	LAND OF HOPE/GLORY - ENGLAND	5251
22.	WHEN THE SAINTS ... - SOUTHAMPTON	3544
23.	MATCH OF THE DAY - THEME	0221
24.	NAY NAY NEVER - BURNLEY	4138
25.	RULE BRITTANIA - BRITISH TEAMS	0126

BECKS 4254 | IPSWICH 4243 | Charlton 1652
LIVERPOOL 4246 | MIDDLESBORO 1658 | SOUTHAMPTON 1659
Newcastle 4247 | Millwall F.C 1546 | FA CUP 2001 WINNERS 4270
MAN UNITED 3501 | QPR QUEENS PARK RANGERS 3946 | WATFORD F.C. 3959
CARDIFF CITY 3934 | GUNNERS 3514 | Wolves 1489
BILLINGHAM F.C. 3939 | BOLTON WANDERERS FC 3932 | BURNLEY F.C. 3933
WEST HAM 1472 | FOREST 3937 | COVENTRY 1653
SHEFFIELD UNITED 3947 | OWEN 4262 | RANGERS 4272
KEANO is god 1571 | CHELSEA 4240 | ROVERS 1469

Films & TV Tones

(★★★ MOST POPULAR)

4680	AIRWOLF - THEME	0047	EUROVISION	5298	ROBIN HOOD
4850	BBC CRICKET	4852	EYE OF THE TIGER	4844	STAR TREK
0166	BENNY HILL	4853	FATHER TED	4827	STAR WARS (PHANTOM MENACE)
0013	BEVERLY HILLS COP	5265	FRIENDS	4863	STARSKY & HUTCH
4780	BEWITCHED	0065	HALLOWEEN	0151	STARWARS ★★★
4682	BIPERTY BOPERTY BOO	0101	HAVE I GOT NEWS FOR U	0152	SUPERMAN
4683	BLACKADDER	4855	HAWAII 5 O ★★★	4847	THE A TEAM
4684	BLADE RUNNER	0199	INDIANA JONES	0044	THE ENTERTAINER (THE STING)
4848	BLIND DATE	0025	JAMES BOND	4856	THE ITALIAN JOB
4846	BUFFY THE VAMPIRE SLAYER	0187	DOCTOR NO	4826	THE MAGNIFICENT 7
4685	BUGS LIFE ★★★	5266	JAWS	4859	THE PROFESSIONALS
4687	CHARIOTS OF FIRE	4857	LIVE AND LET DIE	4862	THE ROCKFORD FILES
1516	CHARLIES ANGELS	4858	LOST IN SPACE	4829	THE SAINT
4849	CORONATION STREET	4830	LOVE IS ALL AROUND - 4 WEDDINGS	0132	THE SIMPSONS
4851	DADS ARMY	4690	MAGIC ROUNDABOUT	0153	THE SWEENEY
0035	DALLAS	0094	MISSION IMPOSSIBLE	0157	TITANIC ★★★
5061	DAMBUSTERS MARCH	5420	PICK A POCKET OR TWO - OLIVER	4864	TOP GUN
5250	DAWSONS CREEK	4860	PULP FICTION ★★★	4865	WALACE & GROMIT
0043	EASTENDERS ★★★	4828	RETURN OF THE JEDI		

Wrestling Tones & Logos

3486	APA	1839	RAW	THE ROCK 1835	APA PROTECTION 3042
3487	CHYNA	4840	SHOOTER - CHRIS BENOIT STEVE AUSTIN	DEADMAN THE UNDERTAKER 3050	Y2J 3052
4836	I'VE GOT IT ALL - BILLY GUNN	3481	STONE COLD	HARDY BOYS 2X 3040	KA KURT ANGLE 3048
4835	IT JUST FELLS RIGHT - LITA	4841	THE GAME - TRIPLE H	CHYNA 3044	HHH TRIPLE H 3051
3485	KANE ★★★	1836	THE ROCK		RAW IS WAR 3058
3480	KURT ANGLE	1840	TOO COOL		
4837	MEDAL - KURT ANGLE	3482	TRIPLE H		
4838	OUT OF THE FIRE - KANE	3484	UNDERTAKER (NEW)		
4839	PIE - THE ROCK & SLICK RICK	4842	WHO I AM - CHYNA		

More Films/Tv

0008	AMERICA - (WEST SIDE STORY)	
4681	AVENGERS - THEME	★★★
0015	BABYLON 5 - THEME	
5360	BATTLE OF THE PLANETS - THEME	
5361	CAGNEY & LACEY - THEME	
0075	ITCHY AND SCRATCHY	
0085	MONTY PYTHON	
0117	POPCORN - THEME	
5364	STAR FLEET - THEME	NEW!
0148	STAR TREK - THEME	
5371	THE WALTONS - THEME	

TONE OF THE WEEK · Westlife · World Of Our Own Code · 6965

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Classic Tones Of The Week

The Italian Job - Film Theme Code - 4856	Eye Of The Tiger - Rocky Film Theme Code - 4852	Rainbow - TV Theme Code - 4861
The A-Team - TV Theme Code - 4847	Banana Splits - TV Theme Code - 5316	Hawaii 5-0 - TV Theme Code - 4855

★ NEW MEGA-TONE ★
Evergreen · William Young
Code · 7196

Music

	EMINEM 1555	SHAGGY 4110
OASIS 1672	limp bizkit 4164	ROBBIE 4111
Harry Potter 6218	POP 0609	4031
1665	0681	HEARTBEAT 4117
0569	2789	100% SEXY 2060

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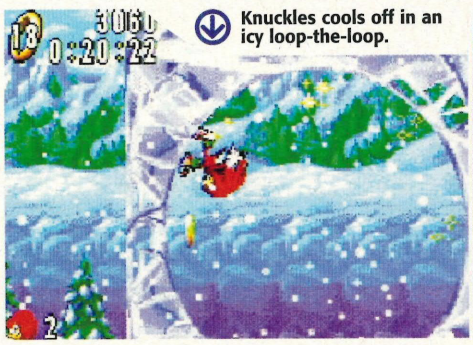


Knuckles cools off in an icy loop-the-loop.

These snowmen may look cute, but one touch and you'll lose your rings.

ICE MOUNTAIN ZONE ZONE 04

THIS ICE LEVEL has lots of slippery slopes to fall down and some underwater sections where the only way to breath is use the air bubbles that rise from the ground.

SPECIAL STAGE ACT 1 GET 80 RINGS ZONE 04

ONCE AGAIN, STAY in the upper part of the level and when you come across three platforms moving in a circle jump on to them. Jump to the three rings on the left to the next platform. Carry on left and use the red springs to reach the Special Spring next to a wall.

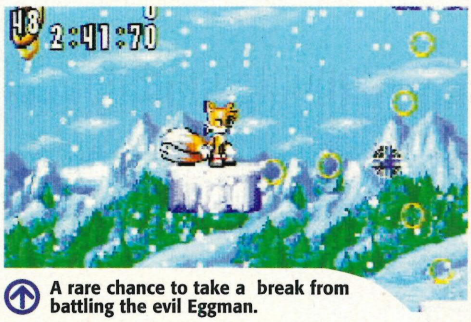
SPECIAL STAGE ACT 2 GET 90 RINGS ZONE 04

STAY IN THE upper part of the level. If you come across a tunnel where an ice block is moving back and forth then you're on the right track. Once past the ice block, jump onto the two platforms on the right, but be quick as they collapse beneath you. Jump to the red spring from the platform. In the area above go right through the loop and soon after you'll come to two moving platforms. Use them to get to the area on the right. This platform will have a red spring that is at an angle. Don't use this but charge up your spin dash and jump over it. You should land on the Special Spring below.

TOP TIP · TOP TIP · TOP TIP

RING GRAB

When playing the Special Stages, it can be difficult to see exactly where the rings are. Many of them look like they're up against the wall, but they are usually a small distance away from it.



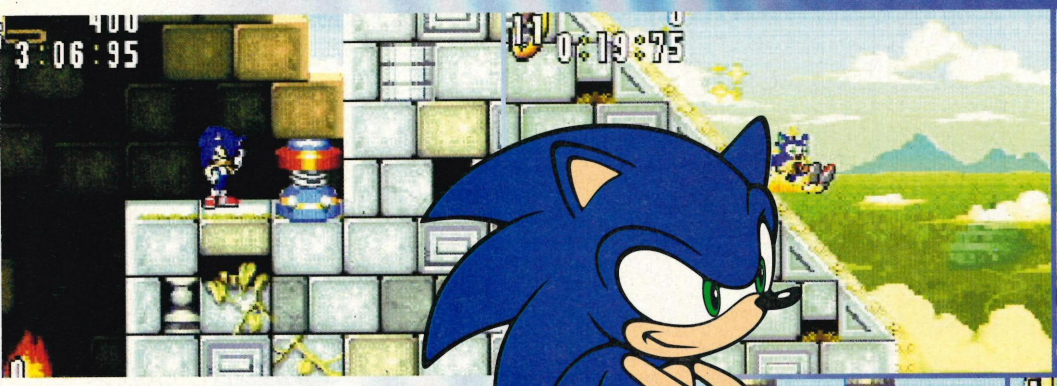
A rare chance to take a break from battling the evil Eggman.

BOSS

EGGMAN IN QUAKE MECHA

ZONE FOUR

This is another tricky boss, as you have to fight underwater with no air bubbles. The only way to hit Eggman and get air is when he causes a quake and ice spikes fall down, jump on them to get to the surface. Be careful not to hit the bottom of the spikes when you jump.



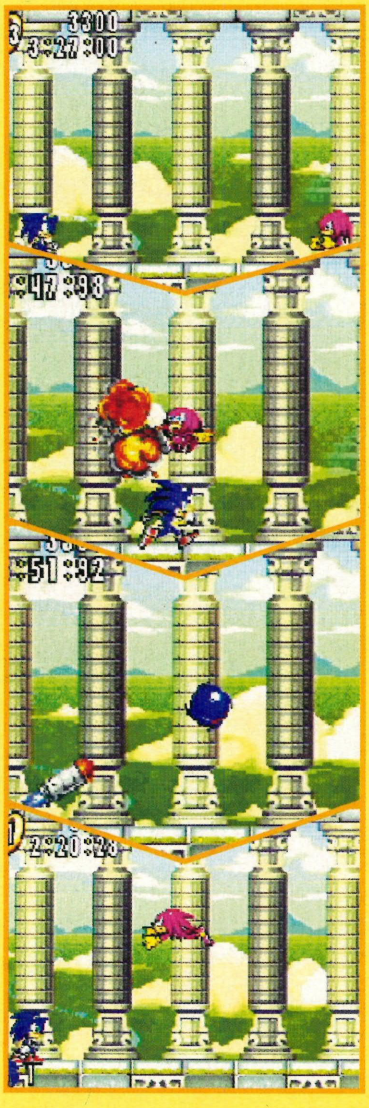
If you're on this platform then the Special Spring isn't far away.

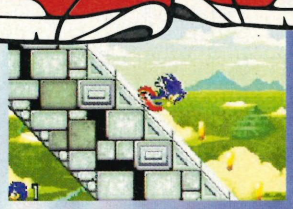
BOSS

ROBOT KNUCKLES

ZONE FIVE BOSS • BOSS • BOSS

Knuckles is pretty tough to beat, but there are a few weaknesses that he has. You can't hit him when he's gliding but as soon as he lands you can attack. Try using the spin dash when he's on the ground, but most of the time he blocks this. Once you've hit a few times he'll lose his outer skin, revealing the robot beneath. He'll now fire some rockets at you, which can be jumped over. You can hit Knuckles when he's firing the missiles but it's not easy. After a few missiles he'll do the glide attack again, so hit him when he lands until he's defeated.





Collect 100 rings to get an extra life – nice.

ANGEL ISLAND ZONE — ZONE 05

WATCH OUT FOR the hidden spikes in this area and keep an eye out for the moving wheels, which move when you run on them and take you to hard-to-reach areas.

SPECIAL STAGE ACT 2 — ZONE 05
GET 90 RINGS

AFTER YOU'VE BEEN through the tight tunnel you'll come to a lamppost, after which will be a loop. Go round the loop and grab the hook it takes you to and jump to the top of the loop. Continue left and use the yellow spring to get up to the moving wheel above. Run to make it move then jump to the next one, which is at an angle. Jump to the platform on the right, looking out for the hidden spikes and red spring, which can both send you back down to the bottom. Jump over the spring and onto the moving platform on the right. Keep heading right using the platforms and wheels until you find the Special Spring against a wall.

Sonic gives the Special Stage a try. It's hard to get every ring on later levels.

The special spring is soon after this loop.

EGG ROCKET ZONE/ COSMIC ANGEL ZONE

ZONE 06

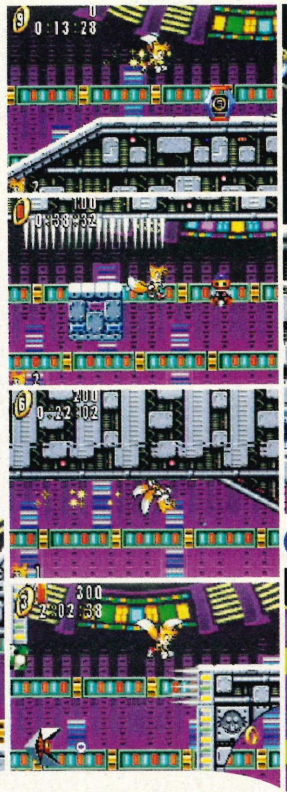
EACH ACT ON this level is a different zone. The first is Eggman's ship, which is very large and has plenty of places for you to fall off and die. There is also a time limit as pieces of the rocket break off. The second area is inside Eggman's space station and is just as tricky as the first act.

SPECIAL STAGE ACT 2 GET 100 RINGS

ZONE 06

AS USUAL, STAY in the upper part of the level and keep going until you come to a dead end where you'll find the Special Spring. Just look out for the enemies that fire at you on the way.

When the Special Stage is over, you come out here.



The various tunnels take you to different areas.

BOSS

EGGMAN IN TURNING SPIKE MECHA

ZONE SIX — BOSS • BOSS • BOSS

You are standing on a platform of moveable orbs, which Eggman moves back and forth across. The part you need to hit is below the orbs so you need to jump on the orbs to make them bounce and Eggman will rise up, allowing you to hit him. Eggman sometimes shoots at you (so look out for that) and once you've hit him a few times he'll move very fast so jump to avoid him.

RAISING CHAO

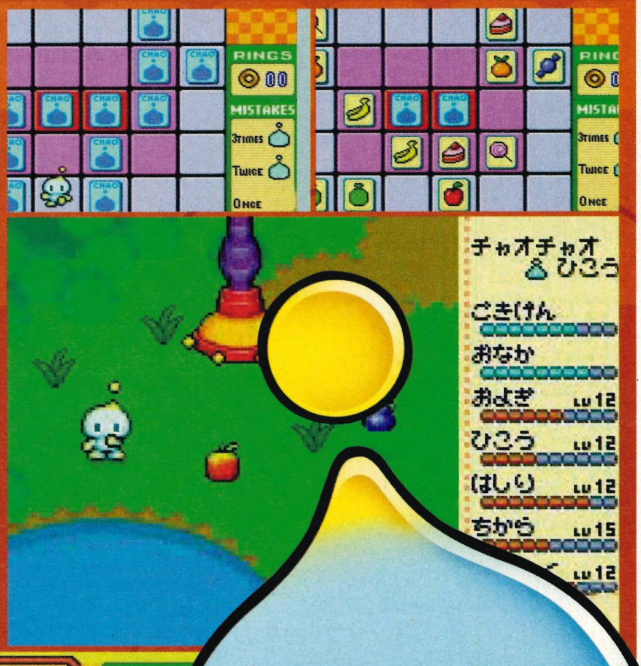
IT'S GETTING FRUITY!

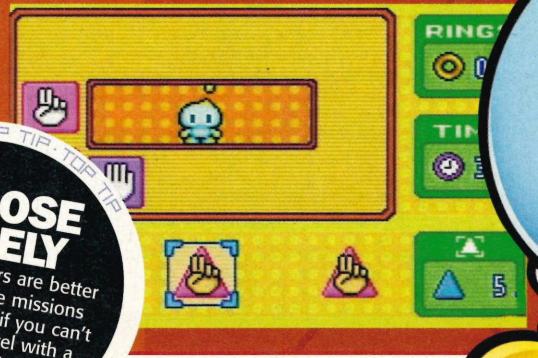
The Chao you raise can be transferred to *Sonic Adventure 2* on the GameCube and vice versa. Taking care of your Chao is a time-consuming business and they need lots of attention otherwise they get miserable. To help keep them happy, there are different items you can buy...

Normal Fruit:	**30 Rings**
Purple Triangle Fruit:	**30 Rings**
Green Fruit:	**50 Rings**
Pink Fruit:	**55 Rings**
Yellow Fruit:	**55 Rings**
Blue Fruit:	**60 Rings**
Red Fruit:	**70 Rings**

These fruit raise certain stats such as mood and abilities like swimming and flying. These meters go up and down and tell you how your Chao is feeling. If the Belly meter is low, the Chao is hungry. There are other items that you can purchase with rings to keep your Chao entertained, such as a Horn and a TV.

In the Chao garden there are two GBAs on the ground. These both have games that you can play with your Chao to keep it amused and earn rings. The white one plays Rock, Paper, Scissors; the Purple one plays Snap.





TOP TIP · TOP TIP · TOP TIP

CHOOSE WISELY

Some characters are better suited to some missions than others. So if you can't complete a level with a character, try a different one.

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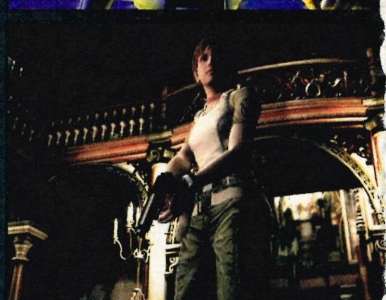

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STARFOX ADVENTURE • SOUL CALIBUR 2
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THE UK'S ONLY DEDICATED GAMECUBE MAGAZINE

X-ZONE

ZONE 07

THE FINAL ZONE consists of nothing but boss battles:

BOSS 1

EGGMAN IN BALL & CHAIN MECHA

ZONE SEVEN BOSS • BOSS • BOSS

Eggman will swing the ball and chain to try and hit you. Simply use the platforms to jump on him from above.

Once defeated, Eggman will explode in a very satisfying manner.

BOSS 2

EGGMAN IN DRILL MECHA

ZONE SEVEN BOSS • BOSS • BOSS

Eggman will go back and forth trying to hit you. Jump over and hit him as he passes. When the fight is almost over he'll fire the drill at you, so look out.

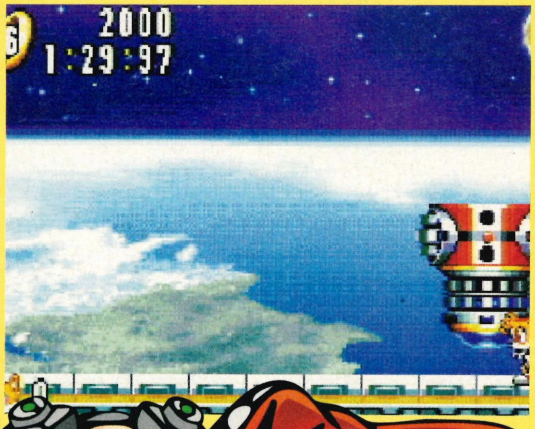
BOSS 3

EGGMAN IN FINAL MECHA

ZONE SEVEN BOSS • BOSS • BOSS

This is the hardest boss in the entire game as you can only hit Eggman when the armour is lowered, but you only have a few moments to do so. He has many attacks to throw at you including a laser, bombs and a grappling claw. Most of these attacks can be ducked or jumped over, giving you a chance to hit Eggman. He will also try to fly towards you, when he does this jump up and try to hit him.

When you can see Eggman's head, jump on it. Look out for his various attacks that will make short work of you.



THE MOON ZONE

SECRET ZONE

IF YOU COLLECTED all the Chaos Emeralds from the Special Stages then you can gain access to this level. You play as Super Sonic from the *Sonic Adventure* games and you are constantly flying and the level is basically one big final-boss fight.

BOSS

EGGMAN IN ULTIMATE MECHA

MOON ZONE BOSS • BOSS • BO

This is a tough fight and can be almost as tricky as the final X-Zone boss. You start with 50 rings and this amount gradually goes down until it reaches zero and you die. The only part you need to hit is the head of the Mecha and you'll have to time your jumps and supersonic dash just right to hit it. You can't afford to waste any time in this fight so make sure you always hit the head because if you hit any other part of the boss you'll be pushed away and you'll lose valuable time getting back. If the Mecha raises its arms in front of its face then it's preparing to fire its laser cannon. Avoid this, otherwise you'll be pushed away even further and if you're running low on rings then you may not even make it back in time. There is one way of getting a few more rings and that's by hitting the orbs that are floating around, but sometimes this can waste more time that it's worth.

KNOW YOUR GAMES

GAME BOY ADVANCE

ALIENATORS: EVOLUTION CONTINUES 42%

Genre	Platform
Publisher	Activision
Issue	24

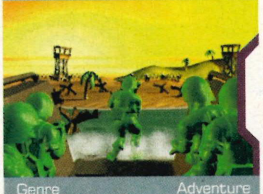
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH 83%

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

BOXING FEVER 69%

Genre	Beat-'em-up
Publisher	THQ
Issue	26

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

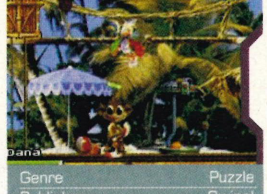
CHU CHU ROCKET 82%

Genre	Puzzle
Publisher	SEGA
Issue	19

COLUMNS CROWN 92%

Genre	Puzzle
Publisher	SEGA
Issue	24

CREATURES 86%



Genre	Puzzle
Publisher	Swing!
Issue	23

CRUISIN' VELOCITY 13%

Genre	Racing
Publisher	Midway
Issue	26

DARK ARENA 84%

Genre	Shoot-'em-up
Publisher	THQ
Issue	26

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

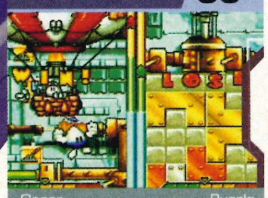
EARTHWORM JIM 79%

Genre	Action
Publisher	Majesco Sales Inc.
Issue	21

ECKS VS SEVER 92%

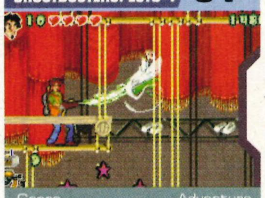
Genre	Shoot-'em-up
Publisher	bam!
Issue	23

EGGO MANIA 86%



Genre	Puzzle
Publisher	Kemco
Issue	25

EXTREME GHOSTBUSTERS: ECTO-1 51%



Genre	Adventure
Publisher	Wanadoo
Issue	26

FILA DECATHLON 82%

Genre	Sports
Publisher	THQ
Issue	26

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

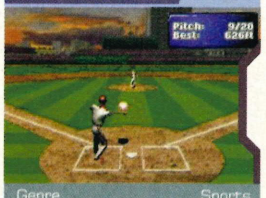
GT CHALLENGE 89%

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

LADY SIA 85%

Genre	Platform
Publisher	TDK
Issue	22

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KNOW YOUR GAMES

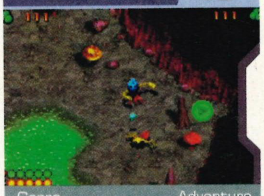
GAME BOY SUPER DIRECTORY

GAME BOY ADVANCE

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
Publisher	Racing
Issue	21

MAT HOFFMAN'S PRO BMX 2 — 75%

Genre	Sports
Publisher	Activision
Issue	23

MECH PLATOON — 82%

Genre	Strategy
Publisher	Kemco
Issue	26

MEGAMAN BATTLE NETWORK — 90%

Genre	RPG
Publisher	Ubi Soft
Issue	24

MIDWAY GREATEST HITS — 70%

Genre	Arcade
Publisher	Midway
Issue	24

MIKE TYSON BOXING — 78%

Genre	Beat-'em-up
Publisher	Ubi Soft
Issue	26

MONSTERS, INC. — 89%

Genre	Adventure
Publisher	THQ
Issue	25

MORTAL KOMBAT ADVANCE — 65%

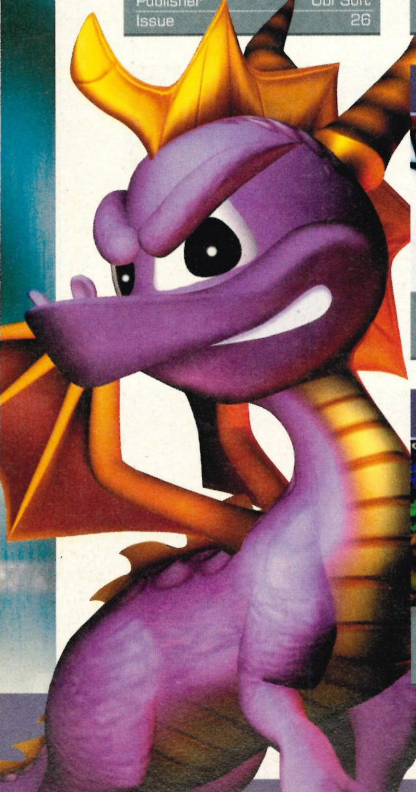
Genre	Beat-'em-up
Publisher	Midway
Issue	26

MOTO GP — 90%

Genre	Racing
Publisher	THQ
Issue	22

NAMCO MUSEUM — 51%

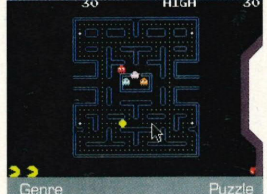
Genre	Retro
Publisher	Namco
Issue	25



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

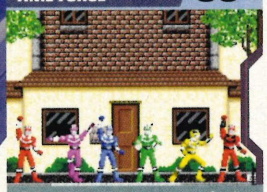
POCKET MUSIC — 88%

Genre	Simulation
Publisher	Rage
Issue	25

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

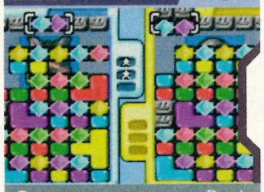
Genre	Shoot-'em-up
Publisher	bam!
Issue	23

POWER RANGERS: TIME FORCE 55%



Genre	Action
Publisher	THQ
Issue	25

RAMPAGE PUZZLE ATTACK 79%



Genre	Puzzle
Publisher	Midway
Issue	24

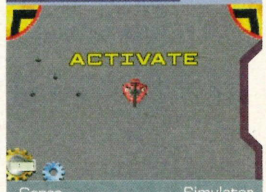
RAYMAN ADVANCE 88%

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

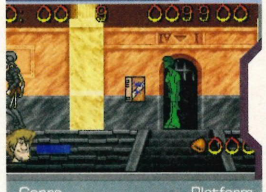
ROCKET POWER: HE DREAM SCHEME 59%

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 SNOWBAORDING 90%

Genre	Sports
Publisher	Activision
Issue	23

SNOOD 83%

Genre	Puzzle
Publisher	Digital
Issue	23

SONIC ADVANCE 96%

Genre	Platform
Publisher	Infogrames
Issue	26

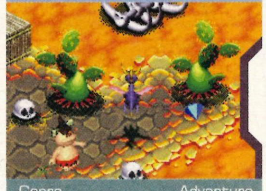
SPIDER-MAN: MYSTERIOS MENACE 68%

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

STAR WARS: JEDI POWER BATTLES 59%

Genre	Adventure
Publisher	THQ
Issue	26

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

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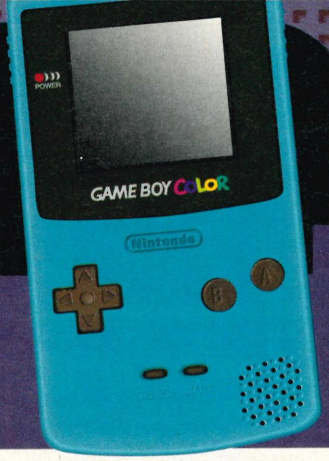


LEGEND OF ZELDA: ORACLE OF AGES/SEASONS 95%

POKÉMON GOLD/ SILVER/CRYSTAL 95%

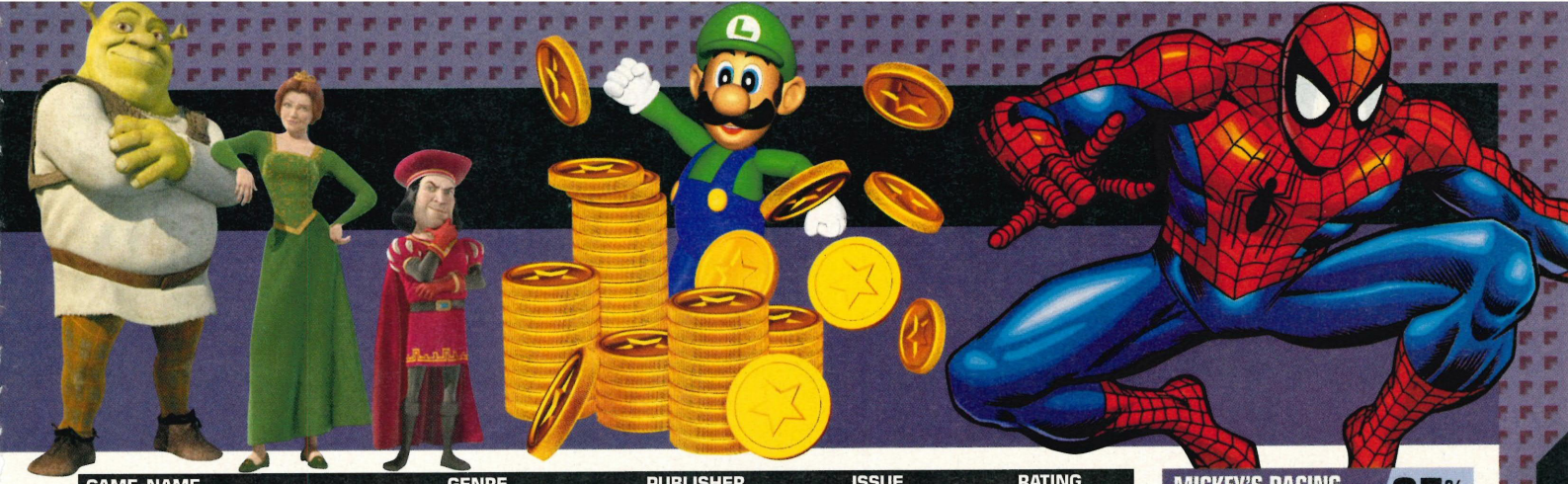
POKÉMON YELLOW 95%

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 Simulation	Konami	14	70%
Aladdin	Platform	Disney	13	75%
Alfred's Adventure	Platform	SCi	11	80%
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	Sports	Acclaim	04	86%
All Star Tennis '99	Sports	Ubi Soft	05	86%
Alone In The Dark	Adventure	Infogrames	18	85%
Animorphs	RPG	Ubi Soft	14	60%
Antz Racing	Racing	EA	16	70%
Antz	Platform	Infogrames	05	75%
Antz World Sportz	Sports	Big Ben Int	24	8%
Asterix: Search For Dogmatix	Platform	Infogrames	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
Baby Felix Halloween	Platform	BBI	23	69%
Backgammon	Puzzle	JVC	12	64%
Barbie: Ocean Discovery	Adventure	Mattel	07	50%
Barbie: Pet Patrol	Simulation	Vivendi	26	72%
Batman Of The Future	Beat-'em-Up	Ubi Soft	14	83%
Batman: Chaos In Gotham	Platform	Ubi Soft	14	83%
Battleships	Strategy	Take 2	05	78%
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%
E.T. Escape From Planet Earth	Adventure	Ubi Soft	26	82%
E.T. Digital Companion	Simulation	Ubi Soft	26	70%
Evil Knievel	Sports	Take 2	06	75%
Extreme Ghostbusters	Platform	Koch Media	23	48%
Extreme Sports Berenstain Bears	Sports	TDK	17	80%
F1 Championship 2000	Racing	EA Sports	13	74%
F1 World Grand Prix	Racing	V System	04	74%
F18 Thunderstrike	Simulation	Take 2	11	28%

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



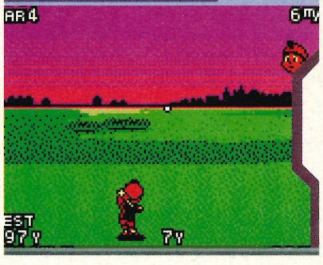
GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
FA Premier League Stars	Sports	EA Sports	19	60%
FIFA 2000	Sports	EA Sports	07	73%
Final Fantasy Adventure	RPG	Sunsoft	01	85%
Final Fantasy Legend	RPG	Sunsoft	01	78%
Final Fantasy Legend II	RPG	Sunsoft	01	86%
Final Fantasy Legend III	RPG	Sunsoft	01	90%
Fish Files, The	Adventure	Microids	22	89%
Flintstones: Burgertime In Bedrock	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 And 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%

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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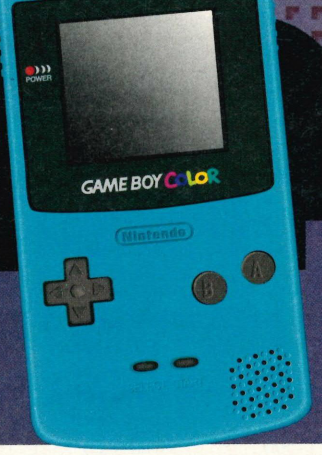
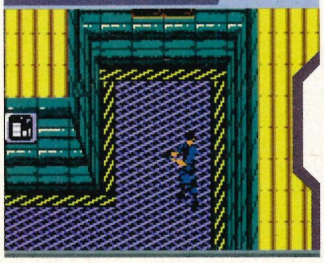
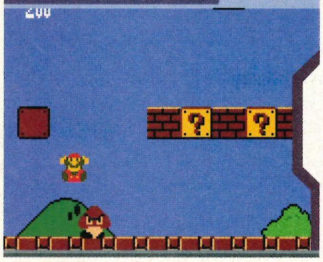


PERFECT DARK 94%



METAL GEAR SOLID 94%

SUPER MARIO BROS DX 94%

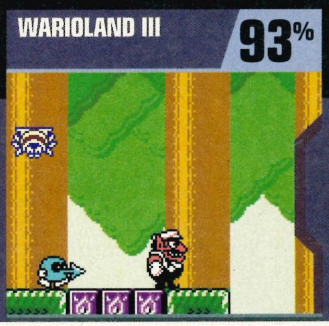


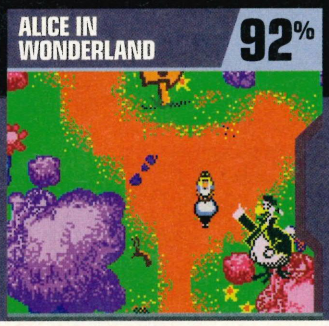
MICRO MACHINES: TWIN TURBO 93%

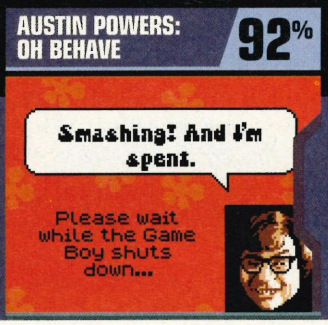
HARVEST MOON 93%

GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Moomin's Tale	Adventure	Sunsoft	09	82%
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	02	51%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports 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%
Rhino Rumble	Platform	Telegames	26	77%
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%
Shelly Club	Puzzle	Vivendi	26	82%
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
Simpsons: Treehouse of Horror	Platform	THQ	17	70%
Smurf's Nightmare, The	Platform	Infogrames	03	78%
Snoopy Tennis	Sports	Infogrames	19	85%

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







GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Snow Cross	Sports	Vicarious	23	30%
Snow White And The Seven Dwarves	Adventure	Ubi Soft	24	60%
Soccer Manager	Sports	Acclaim	11	69%
Space Invaders	Shoot-'em-up	Activision	06	69%
Space Station Silicon Valley	Platform	Take 2	05	90%
Speedy Gonzales: Aztec...	Platform	Infogrames	09	75%
Spider-Man	Platform	Activision	13	89%
Spider-Man 2: Sinister Six	Platform	Activision	19	88%
Spirou: The Robot Invasion	Platform	Ubi Soft	10	86%
Spongebob Squarepants	Platform	THQ	18	80%
Spy Vs Spy	Arcade	Kemco	04	77%
Star Wars: Episode 1 Racer	Racing	LucasArts	07	93%
Star Wars: Obi Wan's...	Adventure	THQ	15	85%
Star Wars: Yoda Stories	RPG	LucasArts	08	84%
Stranded Kids	RPG	Konami	08	79%
Streetfighter Alpha	Beat-'em-up	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%
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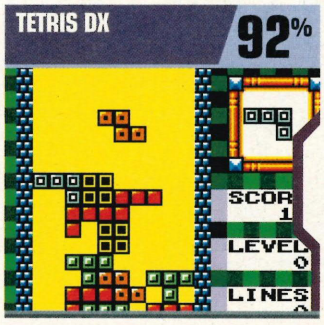

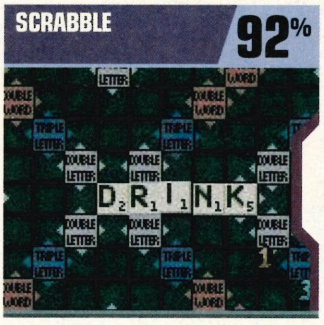

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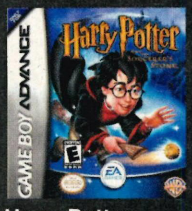

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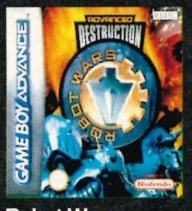

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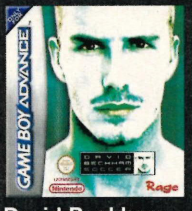

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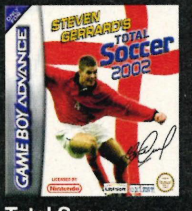

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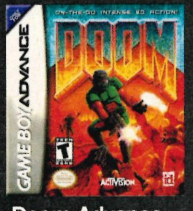

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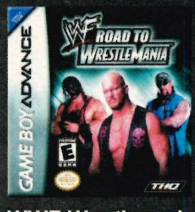

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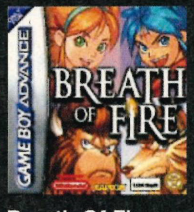

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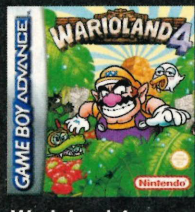

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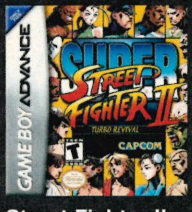

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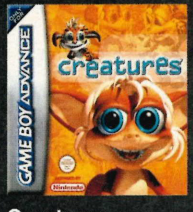

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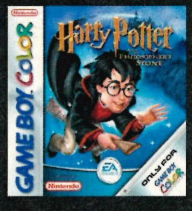

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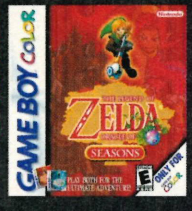

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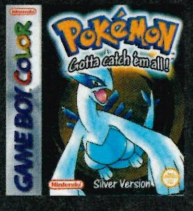

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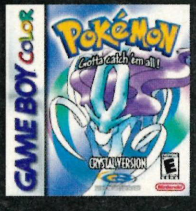

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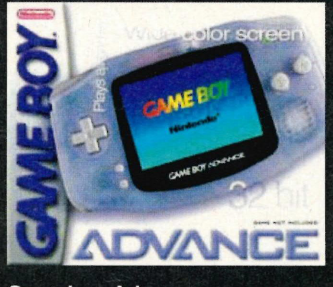

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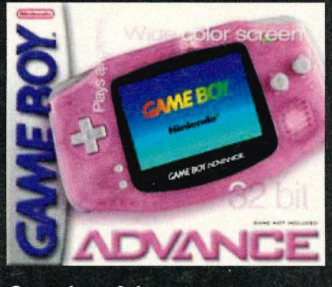

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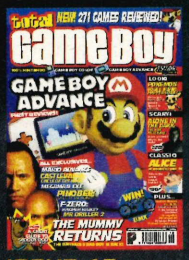

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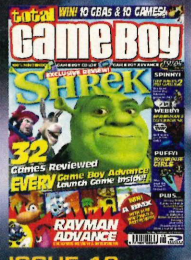

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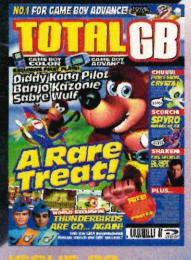

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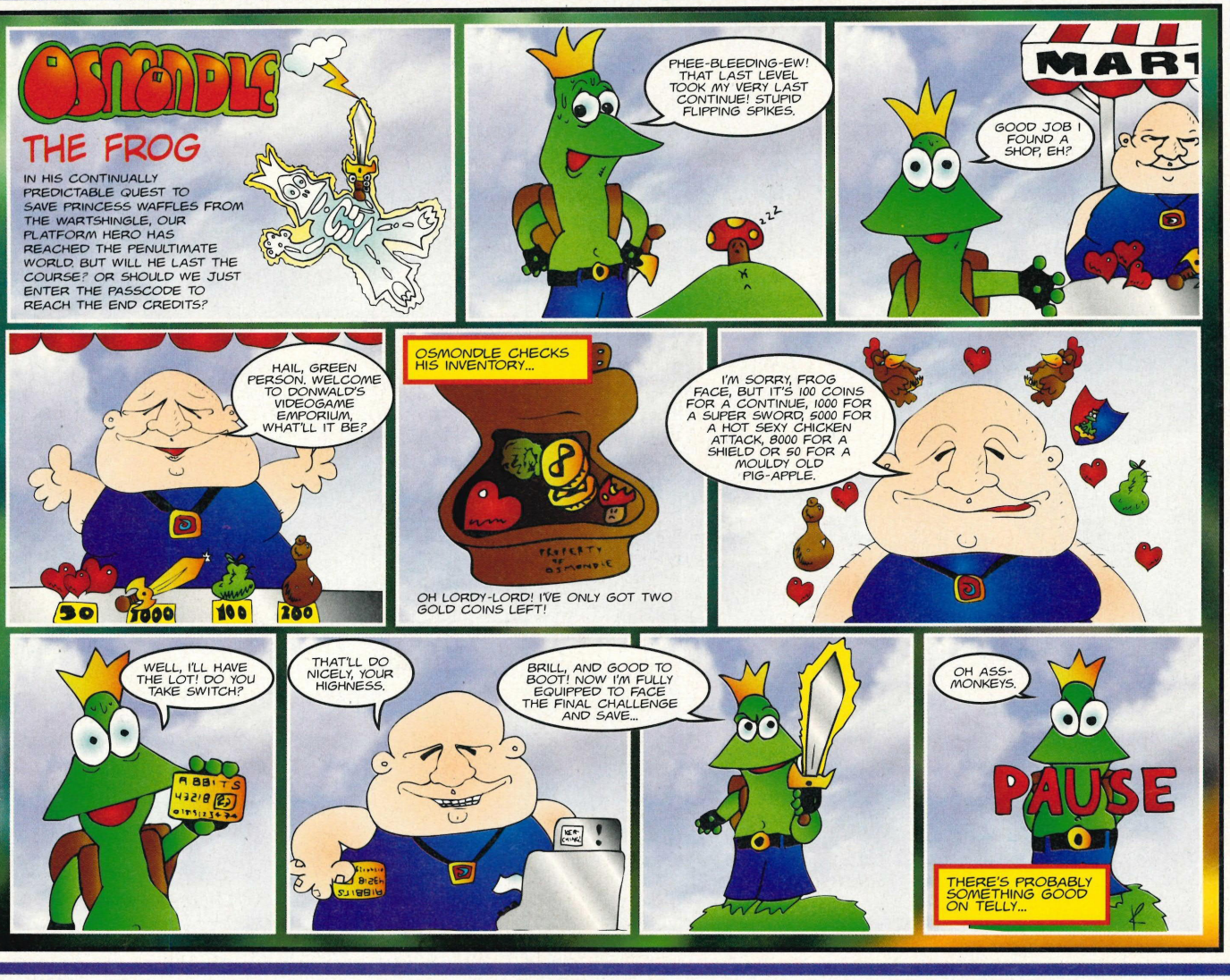
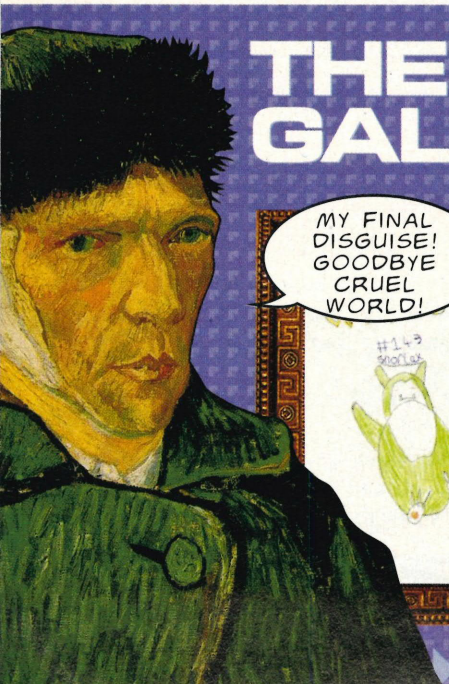
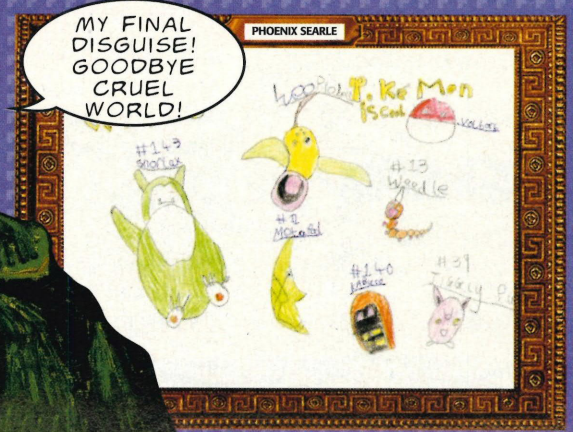
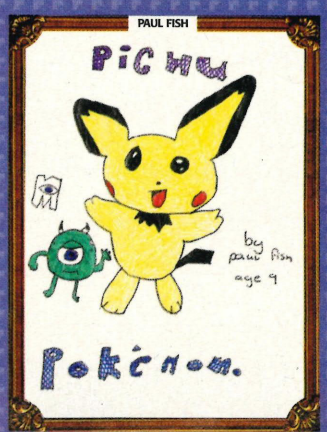


THE GALLERY

Mona's obviously trying something new... but the stubble really doesn't suit her.

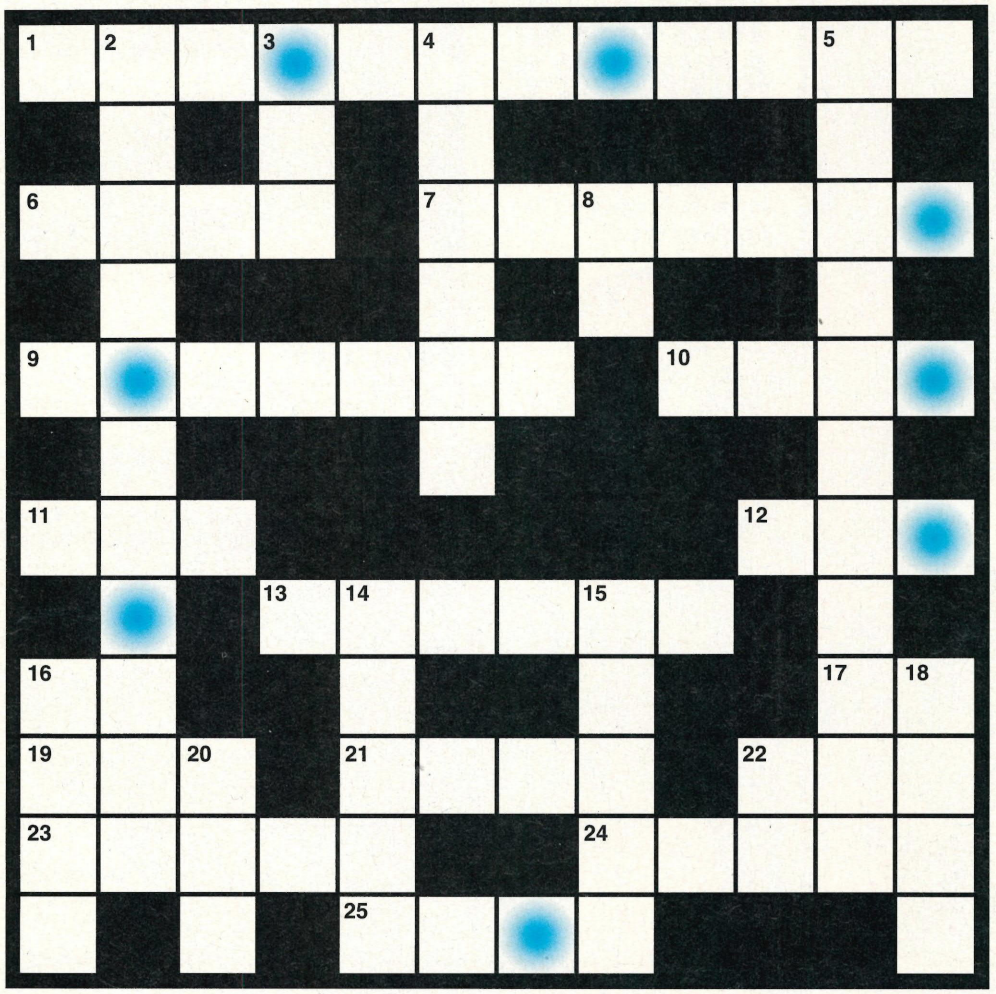






CROSSWORD

See the little white boxes? Answer them there questions, and put the answers in here! It might give you a brief feeling of achievement.



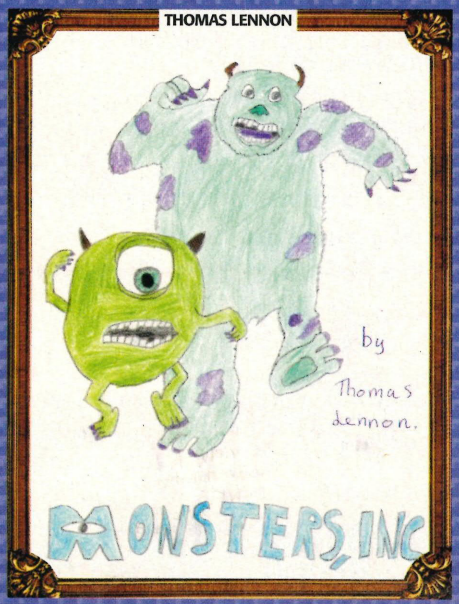
ACROSS

1. Beastly Wood – new Nintendo GBA title with GameCube link-up (6, 6)
6. Bullets, arrows, whatever you can get (4)
7. In Japan he's known as Rockman (7)
9. Bob, the live-action Mario (7)
10. Flintstone or Harris (4)
11. Penguin-like religious lady (3)
12. Donkey Kong's species (3)
13. Native American tribe (6)
16. Exhausting school subject (1, 1)
17. Stomach muscle, for short (2)
19. If you're caught in cricket (3)
21. Non-Dale Disney munk (4)
22. Significant period of time (3)
23. Kevin, director and star of Jay And Silent Bob Strike Back
24. Pan, Cook, Venkman... Andre (5)
25. Plug ___ Sisters (4)

DOWN

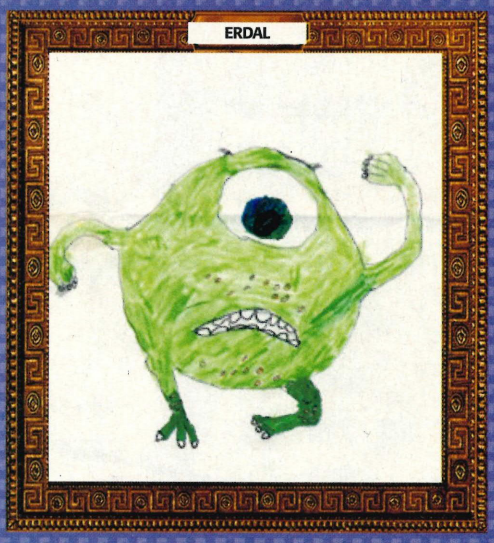
2. Recent GBA arcade tribute with Pac-Man (5, 6)
3. Chairman, former dictator of China (3)
4. Song or gesture of regret (6)
5. The writer of A Winter's Tale and Pericles (11)
8. Initials of new Nintendo RPG and Pokémon double-bill (1, 1)
14. Pikachu-type Pokémon, but smaller (5)
15. Sixties radical, or long-haired tit (5)
16. Position yourself for portrait (4)
18. The Simpsons' eldest (4)
20. Neckwear (3)
22. The most recent alien on the GBC (1, 1)

THOMAS LENNON



MEGAN TYRELL

ERDAL



ETCH THIS DATE INTO YOUR MIND, OR JUST ON YOUR CALENDAR. 25 APRIL!

BIG GAMES

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

COMING SOON

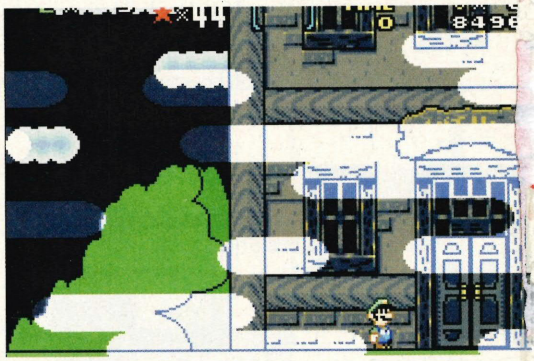
V-RALLY 3

Victorious or vile? We've got the ultimate EXCLUSIVE in-depth look at the most extreme racing for the GBA so far!

SOLUTION

MARIO ADVANCE 2: SUPER MARIO WORLD

No messing about – every alternative level exit plus the bonus levels explained for you young 'uns.



FEATURE

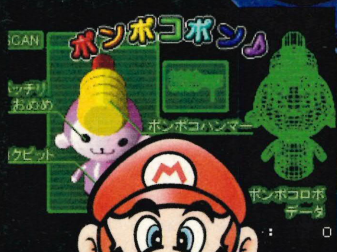
GBC RIP

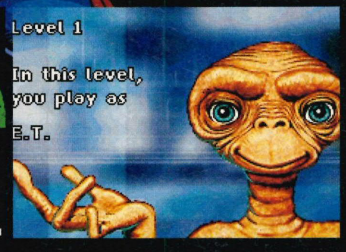
We present our massive heartfelt obituary for the Game Boy Color. Possibly premature, but we're giving the classic console a right good send off!

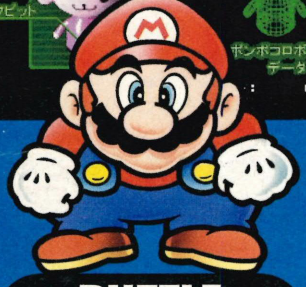
SPIDER-MAN THE MOVIE

Activision's tie-in for the long awaited live action web-slinging motion picture (almost) lands on the GBA! Worth getting excited about?

Look at these shots and drool...







PUZZLE ANSWERS

FEELING CONFIDENT?

PLUS

- Blender Bros
- Diva Starz
- Sheep
- Britney's Dance Beat
- Worms World Party
- Ice Age
- Robocop GBA
- The Scorpion King
- ET GBA

ISSUE 28 ON SALE 25 APRIL!

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

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MANAGING EDITOR NICK ROBERTS nickr@paragon.co.uk GROUP EDITOR SIMON PHILLIPS lips@paragon.co.uk GAMES EDITOR JEM ROBERTS jem@paragon.co.uk
SUB EDITOR CYRA COOMBER CONTRIBUTORS ROY KIMBER, SIMON CANN, DAN WILSON, MARK HATTERSLEY, CHANDRA NAIR, MARTIN MATHERS, NERYS COWARD,
GROUP ART EDITOR NICK TRENT DESIGNER STEPHANIE PEAT SPECIAL THANKS TO KATE WARD, LEE KIRTON, HELEN OSBORNE, ESTELLE FAULKNER.

ADVERTISING ADVERTISING MANAGER FELICITY MEAD TEL: 01202 200224 felicity@paragon.co.uk AD SALES EXECUTIVES NICK WELCH, OMARCUS REEVES COPY CONTROLLERS JO SPICK, LORRAINE TROUGHTON
PRODUCTION & DISTRIBUTION PRODUCTION MANAGER DAVE OSBORNE BUREAU MANAGER CHRIS REES SCANNING/PRE-PRESS PENNY JOHNS CIRCULATION MANAGER TIM HARRIS TEL: 01202 200200 FAX: 01202 200217
INTERNATIONAL LICENSING TOTAL ADVANCE MAGAZINE IS AVAILABLE FOR LICENSING OVERSEAS. FOR DETAILS CONTACT: INTERNATIONAL MANAGER CATHY BLACKMAN TEL: +44 (0) 1202 200205 FAX: +44 (0) 1202 200217 cathb@paragon.co.uk

DIRECTORS EDITORIAL DIRECTOR DAMIAN BUTT PRODUCTION DIRECTOR JANE HAWKINS CIRCULATION & MARKETING DIRECTOR KEVIN PETLEY
ADVERTISING DIRECTOR PETER CLEALL ART DIRECTOR MARK KENDRICK FINANCE DIRECTOR STEPHEN BOYD MANAGING DIRECTOR MARK SIMPSON

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*Note: This is almost certainly what we've got in store for you next issue, but please don't hurt us if we're forced to change it in the meantime.

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A. Powers: Underg. Lair!
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Adv. GT Champ. Racing
Advance Mario
Adventure Island 2
Afterburst
Aladdin
Aliens: Thanatos Encount.
Alleyway
Alone in the Dark 4
Altered Space
Amar
Amida
Animaniacs
Antz
Antz Racing
Armorines
Army Men 2
Army Men Advance
Army Men Air Combat
Army Men S's Heroes
Asterix: Search for Dog.
Atlantis: The Lost Empire
Avenging Spirit
Azure Dreams

B = 0 2

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
Bob The Builder
Bomberman
Buffy The Vampire Slayer
Bugs Bunny Crazy Castle
Bugs Bunny Op. Carrot P.
Burai Fighter
Burger Time in Bedrock
Bust a Move 2
Buzz Lightyear

C = 0 3

Camelot (Quest for)
Cannon Fodder
Captain Planet
Carmageddon
Casper
Castlevania Adventure
Cat Woman
Chicken Run
Choplifter 2
Circle of the Moon
Conkers Pocket Tales
Contra
Crazy Carrot
Crazy Castle
Crazy Castle 4
Croc
Croc 2
Crystal Pokemon

D = 0 4

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

E = 0 5

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

F = 0 6

F Zero
F1 Race
F15 Strike Eagle
Final Fantasy 3
Final Fantasy Adv
Final Fantasy Legend
Final Fantasy Legend 2
Flintstones
Flipper & Lokapa
Force 21
Frogger

G = 0 7

Game & Watch Gallery 2
Game & Watch Gallery 3
Game and Watch Gallery
Game Boy Camera
Game Genie
Garfield: Caught in Act
Gauntlet 2
Gold Pokemon
Grand Theft Auto
Gremlins 2

H = 0 8

Harry Potter
Harvest Moon
Harvest Moon 2

I = 0 9

I. Jones: Infernal Machine
Inspector Gadget

J = 1 0

James Bond 007

K = 1 1

Killer Instinct
Krusty's Fun House

L = 1 2

Legend of Zelda: Ages
Legend of Zelda: Seasons
Lemmings
Links Awakening (Zelda)
Lucky Luke

M = 1 3

Mario Bros DX
Mario Golf
Mario Land
Mario Land 2
Mario Tennis
Mat Hoffman's BMX
Men in Black
Men in Black 2
Metal Gear Solid
Mickey's Speedway USA
Mortal Kombat 2
Mortal Kombat 4

O = 1 5

Oh Behave! (A. Powers)

P = 1 6

Pac In Time
Perfect Dark
Pocket Bomberman
Pocohontas
Pokemon Crystal
Pokemon Gold
Pokemon Silver
Pokemon Pinball
Pokemon Puzzle Chall.
Pokemon Red
Pokemon Blue
Pokemon Trading Card
Pokemon Yellow
Power Puff Girls
Power Rangers T. Force
Powerpuff Girls: Bat. Him

Q = 1 7

Quest for Camelot

R = 1 8

Rayman
Red Pokemon
Robot Wars: M. Mayhem
Rugrats
Rugrats in Paris

S = 1 9

Scooby Doo: C. Capers
Shamus
Shrek: Fairy Tale Freak.
Silver Pokemon
Simpsons: T'house Horror
Spiderman
Spiderman 2: Sinister 6
Star Wars Racer
Star Wars: Obi Wan
Street Fighter: Alpha
Super Mario Bros DX
Super Mario Land
Super Mario Land 2

T = 2 0

T2: Judgement Day
Tetris DX
The Grinch
Thunderbirds
Tomb Raider
Tony Hawk's Pro Skater
Tony Hawks Pro Skater 2
Toy Story 2
Turok
Turok Shadow of Oblivion
Turok: Rage Wars

U = 2 1

Ultra Golf

W = 2 3

Wacky Races
Wario Land 2
Wario Land 3
Worms Armageddon
WWF Attitude
WWF Betrayal
WWF Wrestlemania 2000

X = 2 4

X Men Mutant Academy
X Men Mutants Wars

Z = 2 6

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

GAMEBOY ADVANCE

A = 0 1

Advance Rally
Advance Wars
Alienator: Evol. Conts.
Army Men Advance
Army Men Op. Green
Atlantis: The Lost Empire

B = 0 2

Back Track
Batman Vengeance
Bomberman Tourn.
Boxing Fever
Breath of Fire
Breath of Fire 2

C = 0 3

Castlevania: C of Moon
Chu Chu Rocket

D = 0 4

Dark Arena
Donald Duck Advance
Doom

E = 0 5

Earthworm Jim
Ecks vs Sever
ESPN Final Round 2002
ET The Extraterrestrial

F = 0 6

F-14 Tomcat
Final Fight One
Final Round Golf
Fire Pro Wrestling A
Flintstones
F-Zero: Maximum Velocity

G = 0 7

Golden Sun
Gradius Galaxies
GT Advance Champ.

H = 0 8

Harry Potter
High Heat Baseball '02

I = 0 9

Inspector Gadget
Int. Super Soccer
Iridion 3-D

J = 1 0

Jackie Chan Adventures
Jedi Power Battles
Jurassic Park 3
Jurassic Park 3: P. Builder

K = 1 1

Kao the kangaroo
Konami Krazy Racers
Kuru Kuru Kururin

L = 1 2

Lady Sia
Lego Bionicle

M = 1 3

Major Lgue Baseball '02
Mario Advance
Mario Kart Super Circuit
Mat Hoffman's BMX
Men In Black: The Series
Metal Gear Solid
Midnight Club
Monster Rancher 2
Monsters Inc
Mortal Kombat Advance

N = 1 4

No Rules Get Phat

O = 1 5

Operation Green

P = 1 6

Pac Man Collection
Pitfall: The Mayan Adv.
Planet of the Apes
Pocky & Rocky
Pokemon
Power Rangers T. Force
Prehistorik Man

R = 1 8

Rayman Advance
Ready 2 Rumble Round 2
Road to Wrestlemania
Rugrats: Castle Capers

S = 1 9

S Palmer's Snowboarder
Sonic Advance
Spiderman
Spongebob Squarepants
Sports Illustrated Football
Spyro: Season of Ice
Star Wars Jedi P. Battles
Street Fighter 2 Revival
Super Bust A Move
Super Dodgeball Advance
Super Mario Advance

T = 2 0

Tekken Advance
Tetris Worlds
Thunderbirds
Tom & Jerry: Magic Ring
Tony Hawks Pro Skater 2

W = 2 3

Wario Land-4
WWF Rd to Wrestlemania

Z = 2 6

Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

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