TOTAL ADVANCE
ISSUE 29
STAR WARS EPISODE II NEW SCREENSHOTS AND GAME INFO
ISSUE 29
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ATTACK OF THE CLONES™

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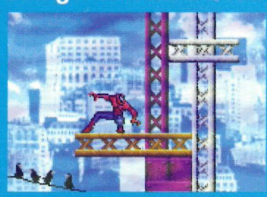




Achtung! Komme and get a load of zis classic shooting action!

SPIDERMAN: THE MOVIE

EXCLUSIVE The youngest swinger in town is back!



GREMLINS

REVIEW A bright light of a videogame or too wet?



KLONOA

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- DOWNFORCE
- DAVIS CUP TENNIS
- AMAZING SEA MONKEYS
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- ALL THE NEW GAME BOY COLOR GAMES!

EXCLUSIVE PREVIEW

METROID

Samus is back and this time she means business!

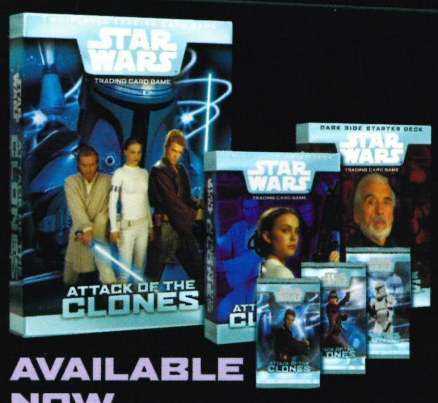
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ACTION. THRILLS. EXCITEMENT. THINGS GOING BANG. THRILLS AGAIN.



WELCOME

IT SEEMS TO be a bit of a blockbuster movie special this issue chaps, ladies and everyone else. The silver screen arrives on the GBA's sometimes infuriatingly dark screen in three brand new titles: *Gremlins*, *Spider-Man The Movie* and (obviously) *Star Wars Episode II: Attack Of The Clones*. Quite a triple bill for the wee plastic gamesmaster then.

Even though the movie's been out for a week or so, we'll have to wait for a while for the GBA version of George Lucas' latest prequel. But meantime our exclusive preview should fill you in even if you don't know your Jedi from your Jawas or whatever they're called. The only big time alternative to shovelling in your popcorn while the Skywalker dynasty messes about on the screen is, of course, *Spider-Man*. With Peter Parker's alter-ego also swinging his way through New York on the GBA, anyone will less money than sense has a clear choice: watch *Attack Of The Clones* and play *Spider-Man*, or vice versa*!

Or, on the other hand, you could just forget about the movies and spend all your hard-earned currency on your GBA. Just check out some of the titles soon to be released in our massive Preview section: *Dragonball Z* at last! *Metroid*! *Zone Of Enders!* Everything you've been asking about has suddenly come into focus, and we're the first with all the facts!

We don't get these results by hanging around in cinemas shovelling down popcorn, you know – our thumbs are begging us to stop, but we can't!

Jem Roberts
Games Editor

*If you play and watch simultaneously, you're a bit of a nutter. Cinemas are dark!



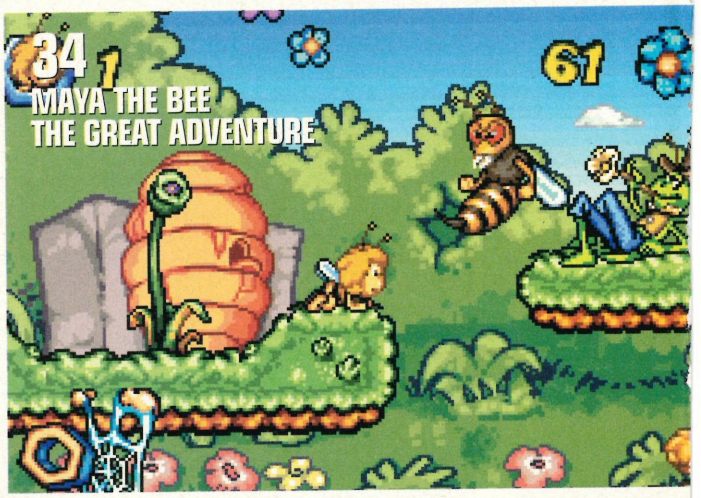
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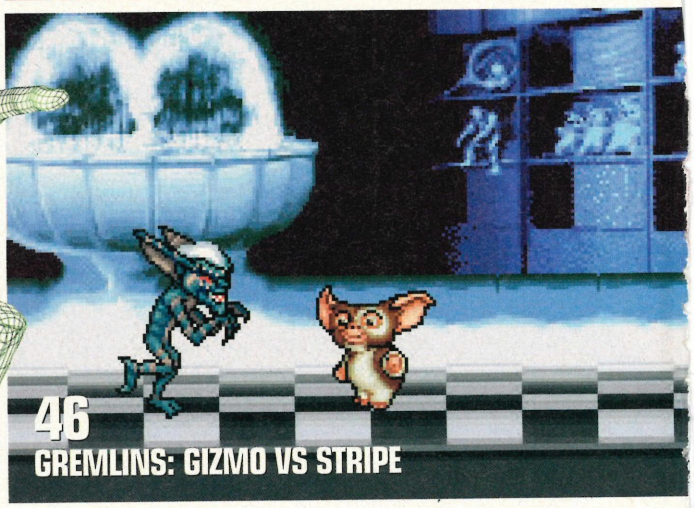
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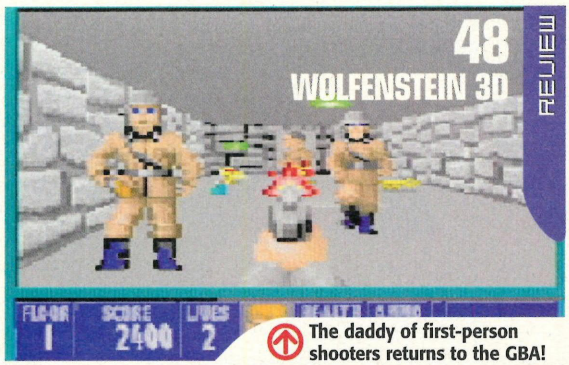


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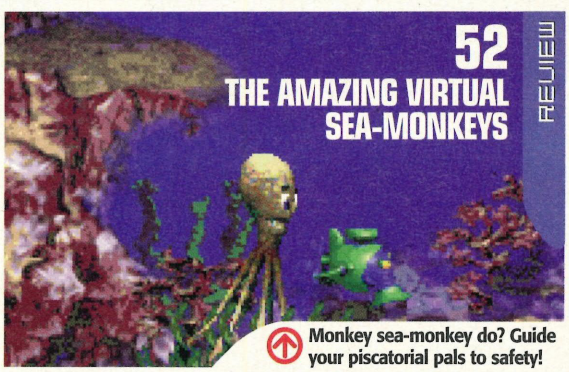


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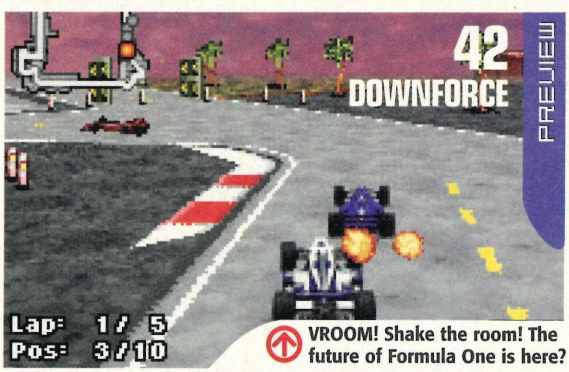
STRAINING AT THE SEAMS WITH ALL THE JUCIEST GBA GOSSIP! READING THIS ON THE BUS? LOOK OUT! YOU'VE MISSED YOUR STOP!



The daddy of first-person shooters returns to the GBA!



Monkey sea-monkey do? Guide your piscatorial pals to safety!



VROOM! Shake the room! The future of Formula One is here?



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PRIZE CROSSWORD

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FIRE EMBLEM, BALDUR'S GATE, GO GO BECKHAM, MUPPET SHOW 25TH ANNIVERSARY, POKÉMON

GBA ADVANCE NEWS

CHARTS



WHAT'S HOT AND SIZZLING COURTESY OF CHART TRACK!

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

TOP GAME THIS ISSUE!



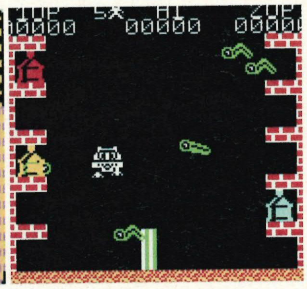
SUPER MARIO ADVANCE 2

1	Super Mario Advance 2	Nintendo
5	Crash Bandicoot: XS	Universal Interactive
3	Sonic Advance	Sega
4	Mario Kart: Super Circuit	Nintendo
2	Golden Sun	Nintendo
6	Super Mario Advance	Nintendo
3	Monsters, Inc.	Disney Interactive
8	Jackie Chan Adventures	Activision
9	Shrek: Swamp Kart Speedway	TDK
10	Tekken Advance	Namco

Verdict: Who's buying *Shrek Kart*? Ugh! You Loons!

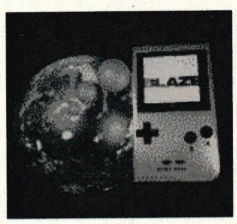






GBA ONLINE...

Now you can link-up to the whole world! Well, sort of...

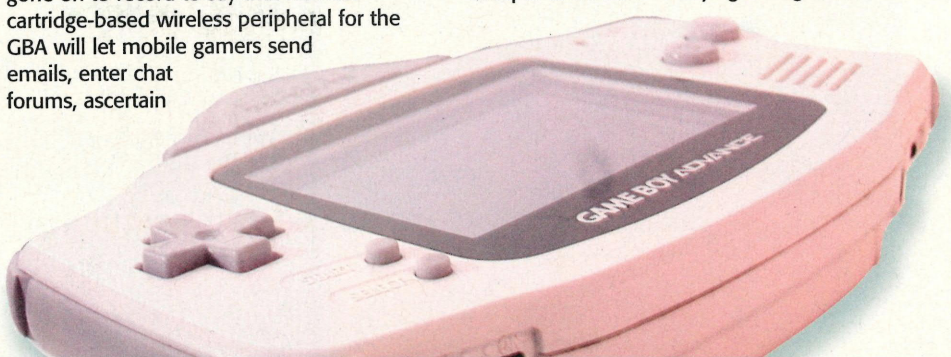




CURRENTLY CAUSING A major stir in the 128-bit console market is the debate as to who will provide the best online console gaming experience. So far the only console to achieve this was the unfortunate Dreamcast; which prematurely exited the market due to lacking the levels of marketing necessary nowadays to garner consumer support. The irony of this industry charade is that while these larger and more powerful machines compete to successfully launch online gaming, the less prominent GBA has sneaked passed them all to go online via the genius at X-traFun Inc.

CEO and President of Colorado-based company X-traFun Inc, Mark Kramer, has gone on to record to say that his new cartridge-based wireless peripheral for the GBA will let mobile gamers send emails, enter chat forums, ascertain endless streams of information and all at around the cost of a normal Gameboy Advance cart. So far, the USA seems to be the only testing ground for this great add-on, but if the trials prove successful than the product is set to be distributed in Europe.

However! Pelican Accessories has just released a new doohickey for Game Boy Advance and Color. The Game Downloader comprises of an Xploder-style cartridge, a PC Link Cable and a software CD. It works in conjunction with PCs – once you've installed the CD on your PC, it takes you straight to **www.mp3games.net** and download mini-games to play on your GB, like Arkanoid, Fatlicks, and Psst. It's altogether a fab new cheaper alternative to buying GBA games!





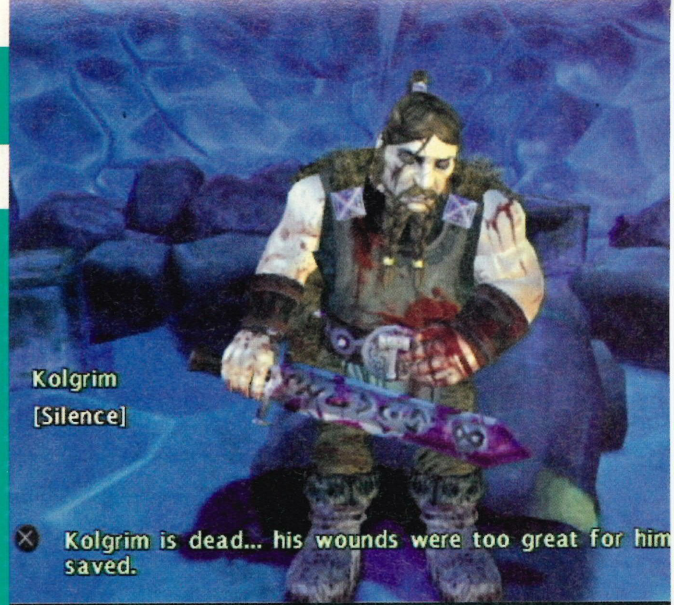
BURNING HOT

The *Advance Wars* team spark up their new *Fire Emblem*...

THE STORY IS set to take place one thousand years after a massive battle for supremacy; which took place on the dark continent of Ereb. Emerging from the settling dust of this conflict, the game's protagonist Roy, along with the young prince of Etruria, sets out to defend his sick father's kingdom against an invading army from the East, while unravelling the history of the Humans and Dragons great war. On their crusade, you are required to make an allegiance with warriors from surrounding kingdoms Lycia, Ilia, and Sacae to face the relentless threat and once again save the world from damnation. Judging by the look and feel of the game, *Advance Wars* veterans should be right at home, as even the combat is rumoured to be similar to the company's previous turn-based strategy title. With the game already amassing sales of over 140,000 on the eastern market, an announcement to release the game in the West is imminent.







A STORY OF DRAGONS AND DANK DUNGEONS

A dark adventure worth undertaking

FOR THOSE FANATICS familiar with the PC and its plentiful supply of RPGs, you may be aware of a little town called *Baldur's Gate*. If not then it surprises us, as the series has really gone from strength to strength with conversions extending to the PS2 and other next-gen machines. It seems though that its domination is not set to stop there, as we have received confirmation that the series is now coming to Nintendo's handheld. Due for release at the end of the year, there is next to no information available as yet. At present it's also not clear whether the games plot will follow the recent PS2 version or whether it will take a completely new approach; but whichever it chooses we feel that Destination Games could really push the GBA to its limits bringing the world of *Baldur's Gate* to life.



Baldur's Gate **on PC and PlayStation2 – will it translate well to the GBA?**

SNOOP

SCOOPING UP SOME HOT GBA GOSSIP...

ALIENS VS. PREDATOR

With sales of over one million on PC and critical acclaim, Aliens Vs Predator *is now coming to GBA. The PC version featured three playable characters mirroring the stars of the movies: a Colonial Marine, an Alien and even the Predator itself. At the moment there has been no mention as to whether the game will remain as a first-person shooter or take a different approach, but when it does finally arrive it's almost certain to be a real treat.*



IT'S A-HIM AGAIN!

Super Mario Bros 3 *will be simultaneously released on the GBA with the Japanese and US launch of* Mario Sunshine *on the GameCube. Featuring boosted graphics whilst maintaining the addictive gameplay formula of old, the NES classic should sit comfortably alongside the recently re-released* Super Mario World *and the forthcoming* Yoshi's Island. *Well, not that forthcoming as there's no info anywhere on it yet, but just wait...*



DROOPY TO FOLLOW SNOOPY!

After the beagle did so well on the GBC courts, you can't blame cartoon hound Droopy for following in his footsteps, with Droopy Tennis– *soon to be released! Play the charmingly depressed star himself, and also Dripple his son, Screwy Squirrel, Butch the dog and Bubbles Vavoom, the sexy bitch. With enormous amounts of options, bonuses and, best of all, four-player games, this is one title to make anyone admit 'I'm very, very happy.'*



SEND IN THE SQUAD...

Developer LSP has announced a counter-terrorist game, CT Special Forces, *to be released on GBA. Players will assume the role of elite soldiers – paratrooper, heli pilot, or sniper in shooter sections and platforming areas; which are not to dissimilar to those found in the classic* Metal Slug *games. Its 12+ engrossing levels are spread out across four different gaming environments, and a four-player challenge mode is under construction!*

THUMBS UP – HEADS DOWN

Big thumbs and wobbly heads





HOT OFF THE press and with an update from last issues "Thumbs Up" snoop, it appears that scientists have discovered another videogame-related health concern. It appears that indulging in your favourite game can actually prevent the development of your frontal lobe, which apparently continually develops until adulthood. This revelation has caused some major concerns amongst both scientists and parents alike as this is the area of the brain that is essentially responsible for controlling behaviour, developing memory, relaying emotion as well as learning.

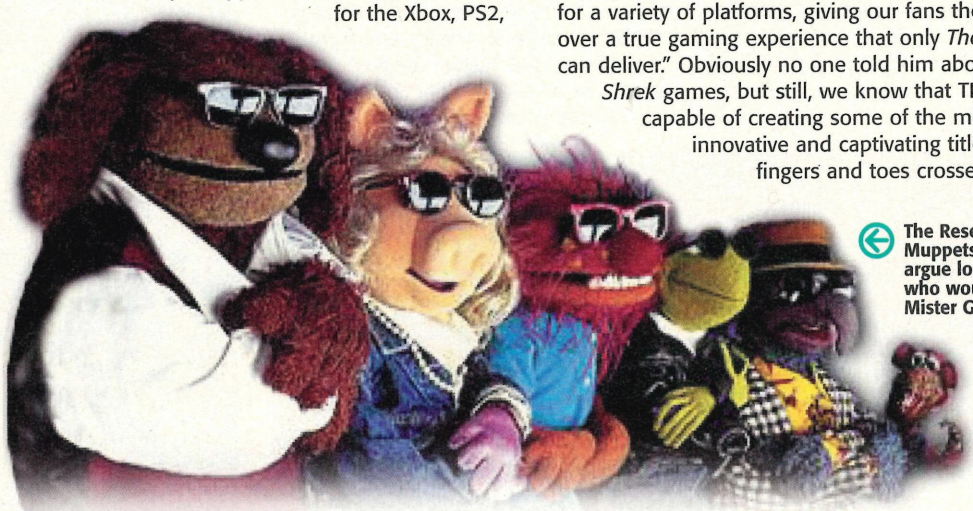
It is believed that if this is not researched properly than we could face a growing number of youngsters who have under-developed frontal lobes and therefore are ill-equipped to deal with life and its fair share of challenges. It has also been revealed that the best way to stimulate growth in this area is to practice mental arithmetic as well as other challenges that require thought. We are unsure as to what game they used to test their subjects but we can only say that they have never come across Broken Sword or even Breath Of Fire – both of which are suitably mentally taxing. Although these are fine examples of difficult games this revelation has still caused some concern in the GBA office relating to the effects of years of gaming. You've all seen seen those fellas tootling their instruments in the Modal Nodes, the original *Star Wars* cantina band? Well...

IT'S TIME TO START THE MUSIC!

It's Time To Light The Lights!

IT'S TIME TO get things started for *The Muppets* games tonight! Yes, TDK have announced that, (despite Ubi Soft releasing the forthcoming Muppet Pinball title) they have acquired the rights to create brand new Muppets titles for all next-gen consoles. Kermit, Miss Piggy, Fozzie, Gonzo and that one who's supposed to be a prawn or something are all lining up to appear in their own adventures for the Xbox, PS2, GameCube and, of course, the Game Boy Advance.

"In celebration of the 25th anniversary of *The Muppet Show,* we've been expanding the reach of *Muppet* characters by leaps and bounds this year," said Craig Allen, General Manager and Senior Vice President, Jim Henson Interactive, "The licensing agreement with TDK Mediactive will ensure that high quality, entertaining *Muppet* games will be produced for a variety of platforms, giving our fans the world-over a true gaming experience that only *The Muppets* can deliver." Obviously no one told him about the *Shrek* games, but still, we know that TDK are capable of creating some of the most innovative and captivating titles, so fingers and toes crossed!

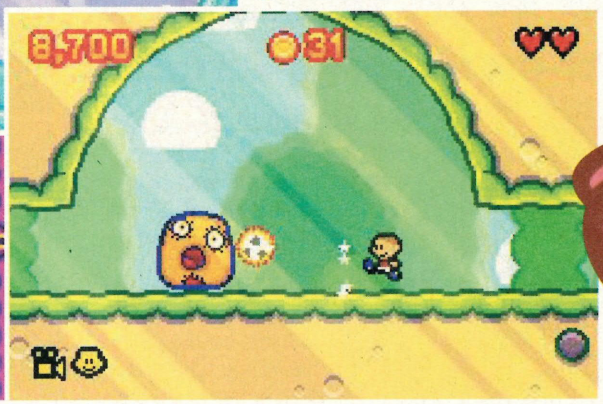


The Reservoir Muppets didn't argue long over who would be Mister Green.





Is Paul Merson the end-of-level boss in the 'snow' zone?







David becomes the first footie superstar to get a Jap-esque cutesy-poo makeover

GO GO BECKHAM!

QUITE FRANKLY YOU could have knocked us down with a well-aimed penalty kick when this little nugget dropped onto our desks. The first inkling should have come along when we saw how the nation's wobbly footed hero had been shrunk into an unbelievably cute little cartoon character. But nothing could have prepared us for the truth: David Beckham is now gearing up to star in his first ever platform adventure – *Go Go Beckham!* (ooer?)

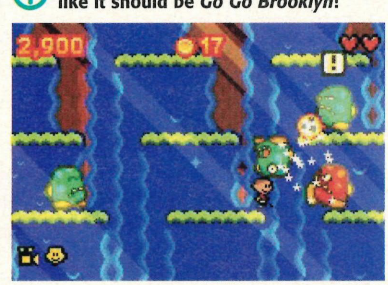
To some people, it may have been obvious. The nifty dribbler has, after all, already had his own videogame titles and a movie, *Bend It Like Beckham* (yet another unfortunate title perhaps) created in his honour, but a cutesy-poo platform adventure? It's all too brilliantly bizarre to be true!

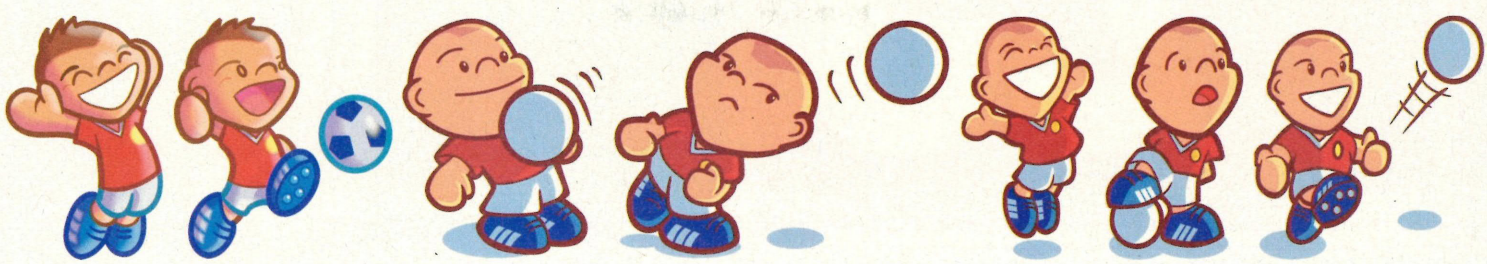
In *Go Go Beckham*, you obviously play the heroic little England Captain as he puts all his footballing skills to the test in a deadly battle with the nasty Mr. Woe. Mr Woe, you see, has cast a terrible spell on Soccer Island that has turned its happy wildlife into cruel creatures. He has also instructed his squad of felonious fiends to wreak havoc on the island, persecute its people and the cruellest blow of all – steal all the balls from the island! It's going to take more than a carefully timed goal kick to put all this right, but our lad David's on the case.

As the game isn't released until the Autumn, it's hard to tell exactly what the country's feelings towards the golden boy will be after the World Cup, but we've got a feeling that this is going to be a massive hit, despite the fact that the adventure only covers five worlds. Still, the trip should still be great fun, with Beckham performing the odd dribble, trap, kick, bend and header to defeat all sorts of weird monsters. Beckham can also use a range of special moves to help him out along the way plus find a variety of different ball types to use through the adventure that produce some spectacular effects, including a Beach Ball and Cannonball. Best of all is the opportunity to link-up up to four GBAs to compete in a range of special assault course modes. Having been created by the cartoon masters behind *Denki Blocks*, this one really has the grounding to be a world beater.



Yeah alright, maybe it does look a bit like it should be *Go Go Brooklyn*!





SNOOP

A SMALLER SCOOP OF GBA GOSSIP...



A BOY AND HIS BLOB!

Pipedream Interactive is currently working on the Nintendo classic – A Boy And His Blob – tentatively scheduled for release in the fourth quarter of this year. For those that played the original version, you will know that the game was extremely taxing, with your character guiding the blob by whistling and feeding it jellybeans. This strange mix enabled you to twist and shape the blob to stretch across gaps and such like in order to safely progress to the next level. Lets hope that Pipedream can successfully bring this title up-to-date.



LOVELY BUBBLY!

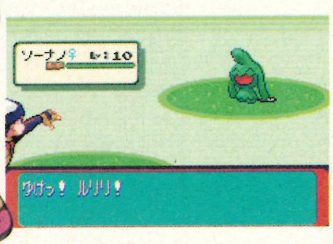
Aero the Acrobat *is set to take the GBA by storm when the little* Metro 3D *mascot swoops down later in the year. The flapping performer will apparently dazzle you with amazing feats of bravery in his mission to stop the evil Edgar Ektor. As Aero you blast out of cannons, dive through hoops of fire and hang onto speeding roller coasters to protect the circus park for the fun-loving spectators; but danger looms as you defy psycho circus performers and fairground freaks in the quest to save the show from disaster. Get ready to roll up this July!*

POKÉMON ADVANCE: EXTRA!

A few more fresh screens!

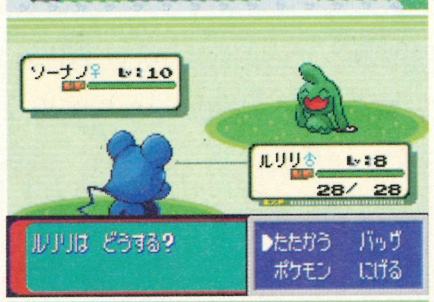


YES, WE KNOW we mentioned this last issue, but Nintendo keep on releasing brand new sneaky peeks for *Pokémon Advance*, and without a shadow of a doubt, it's the biggest title in the offing! Unfortunately, real info on the game has still to be released, even in Japanese. But what we do know is that the existing 251 *Pokémon* will be joined by 100 brand new monsters, and many new effects will be seen in the RPG sections, including detailed shadows and water effects. That's it, but one thing we will make a guess at – we reckon the game's all going to be about battling and stuff. You think?











100 new Pokémonsters? Parents everywhere tremble with fear!

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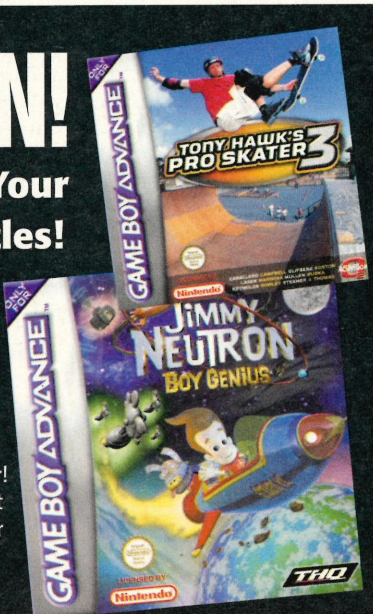
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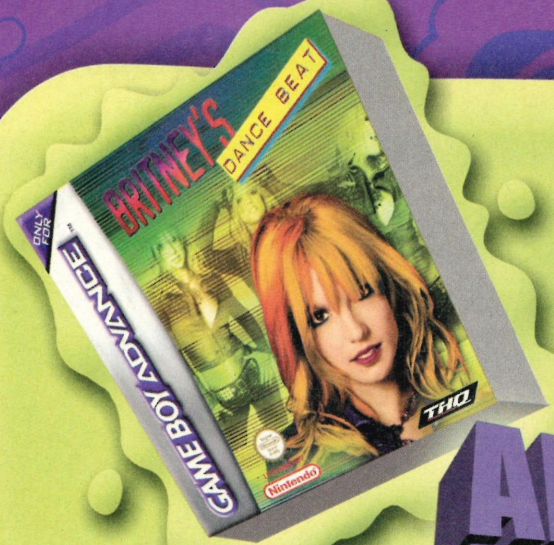
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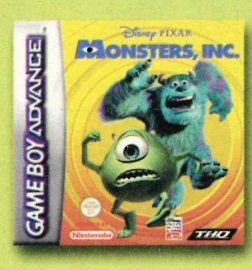


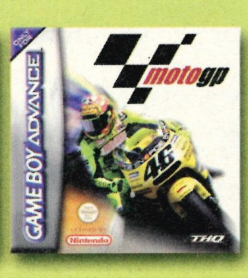
ADVANCED FUN!





Also available from THQ...







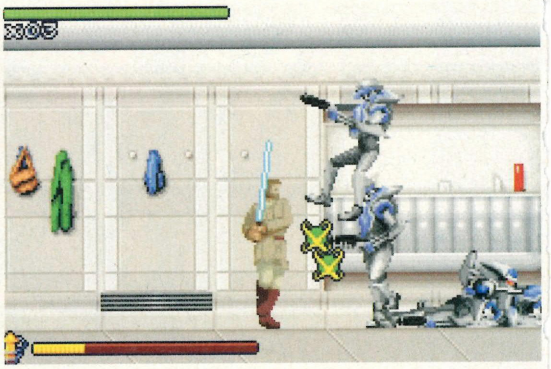


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TOTAL ADVANCE

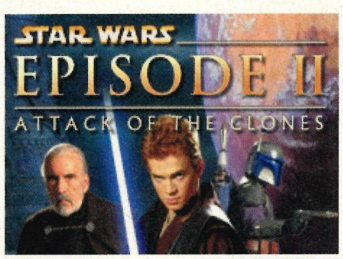
INFORMATION

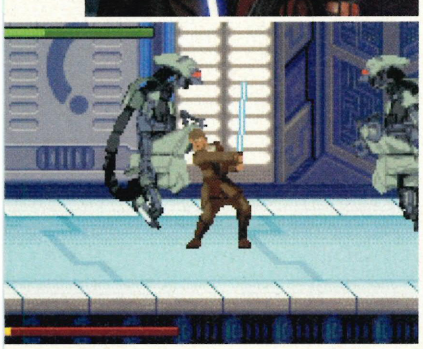
STAR WARS EPISODE II: ATTACK OF THE CLONES	
PUBLISHER:	THQ
DEVELOPER:	DAVID A. PALMER PRODUCTIONS
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: JUNE 21 2002







STAR WARS EPISODE II: ATTACK OF

The saga continues at last! Let's hope we're not all already sick of it – this is the first EXCLUSIVE look at GBA *Star Wars Episode II*

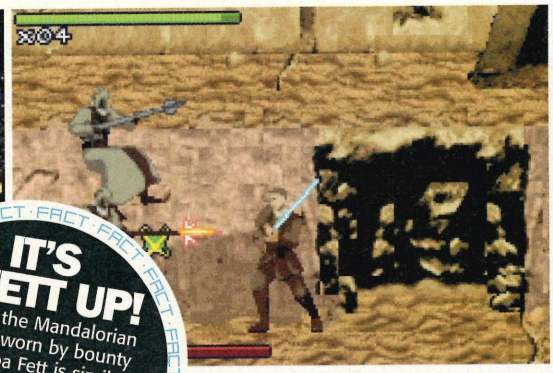


IT'S A STRANGE substance, the Force. I'm not really talking about those Midichlorians or whatever they're called that float around in a Jedi Warrior's bloodstream. No, The Real Force is what makes George Lucas' science-fiction universe the most colossally successful movie franchise in motion picture history. It's The Force that has kids (whose parents weren't even in long trousers when the first movie was released) saving up every single last penny to afford the latest lightsaber with realistic sound effects. It's The Force that made two congenital idiots start queuing up to see *Episode II* way

"WE'RE IN FOR SIDE-SCROLLING ACTION THANKFULLY REMINISCENT OF THE CLASSIC SUPER STAR WARS SERIES FOR THE SNES"



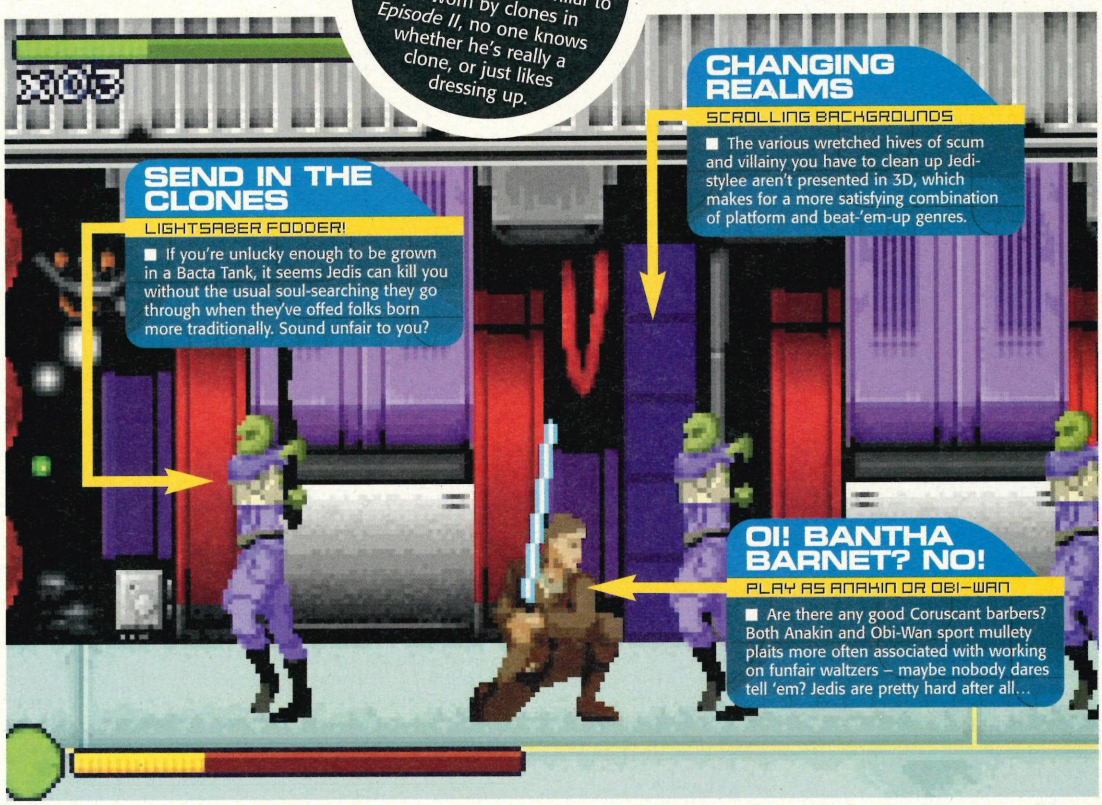






IT'S A FETT UP!

Though the Mandalorian armour worn by bounty hunter Boba Fett is similar to that worn by clones in *Episode II*, no one knows whether he's really a clone, or just likes dressing up.



SEND IN THE CLONES

LIGHTSABER FODDER!

■ If you're unlucky enough to be grown in a Bacta Tank, it seems Jedis can kill you without the usual soul-searching they go through when they've offed folks born more traditionally. Sound unfair to you?

CHANGING REALMS

SCROLLING BACKGROUNDS

■ The various wretched hives of scum and villainy you have to clean up Jedi-stylee aren't presented in 3D, which makes for a more satisfying combination of platform and beat-'em-up genres.

OI! BANTHA BARNET? NO!

PLAY AS ANAKIN OR OBI-WAN

■ Are there any good Coruscant barbers? Both Anakin and Obi-Wan sport mullety plaits more often associated with working on funfair waltzers – maybe nobody dares tell 'em? Jedis are pretty hard after all...









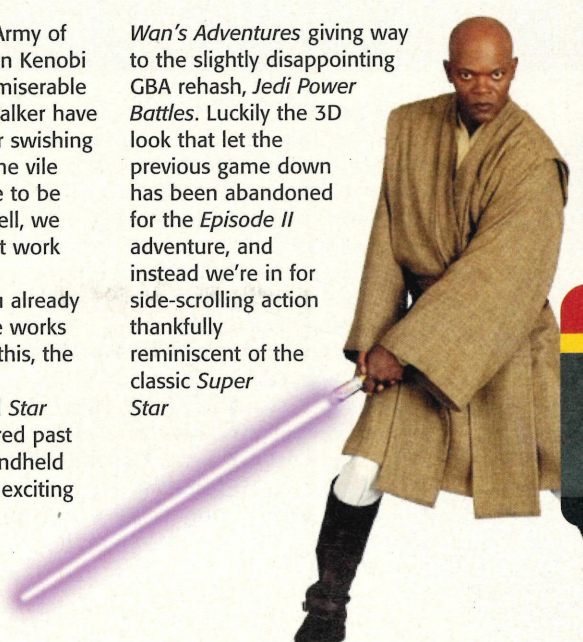


THE CLONES

back in January. I hope the movie was worth it...

Anyone who got worried that the last Star Wars movie was somewhere between *The Muppet Show* and *Yes, Minister* may not be chuffed to hear that *Episode II* is much the same tale of intergalactic politics. Separatists led by the less-than-nice Count Dooku have declared their intention to leave the Republic, which is a bit of a problem for the Jedi Knights. With Queen Amidala (she of the bizarrely huge hair and lengthy make-up rituals) returning to the Galactic Senate to vote on the crucial issue of creating an Army of the Republic, Obi Wan Kenobi and his increasingly miserable protégé Anakin Skywalker have got a lot of lightsaber swishing to do if Dooku and the vile Senator Palpatine are to be brought to justice. Well, we already know it won't work with Palpatine...

Well, no doubt you already know how the movie works out, but what about this, the very first videogame adaptation? THQ and *Star Wars* have a chequered past when it comes to handheld adventures, with the exciting GBC adventure *Obi Wan's Adventures* giving way to the slightly disappointing GBA rehash, *Jedi Power Battles*. Luckily the 3D look that let the previous game down has been abandoned for the *Episode II* adventure, and instead we're in for side-scrolling action thankfully reminiscent of the classic *Super Star*



PREVIOUS

FROM THE MAKERS OF...

SW: JEDI BATTLES

■ The recent Star Wars ripping yarn from THQ was compelling but suffered from dodgy 3D visuals. Where's the floor gone to, then?



TOTALGAMES.NET RATING: 59%

STARWARS: AN EPIC IN SIX PARTS

FROM PHANTOM TO RETURN: THE WHOLE JEDI STORY UNFOLDS...



THE PHANTOM MENACE

Jedi Master Qui-Gon Jinn and his Paduan apprentice Obi-Wan Kenobi discover that the force is strong in little Anakin Skywalker. After he wins a Pod Race, the three team up with the annoying Jar Jar Binks to save Princess Amidala from the villainous machinations of Senator Palpatine and the mysterious Darth Maul, who kills Qui-Gon Jinn in battle.

THE ATTACK OF THE CLONES

More Galactic Senate trouble as Count Dooku leads a group of separatists in threatening peace and order in the Galaxy. Obi Wan and the increasingly moody Anakin team up to bring Dooku to justice, but they don't know the half of what's going on really.

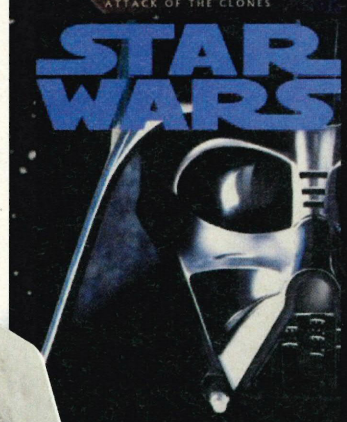
EPISODE 3

We know as much as you do! But then, we know that young Anakin is hideously scarred and lured to the dark side by Palpatine, otherwise known as Darth Sideous. The Senate will finally be destroyed, heralding a new dark time for the force, as the defeated Obi Wan safely takes Luke and Leia, the twins born of Amidala and Anakin to their safe havens, before going into hiding himself.



A NEW HOPE

Years later, Luke Skywalker is informed by his droid R2D2 of Princess Leia's capture at the hands of the evil Darth Vader. Led by Old Ben Kenobi, the crew team up with bounty hunters Han Solo and Chewbacca in legendary flying bucket o' bolts the Millennium Falcon to defeat the Empire, save Leia and destroy the Death Star. Which they do, once Obi Wan has been 'killed' by Lord Vader.

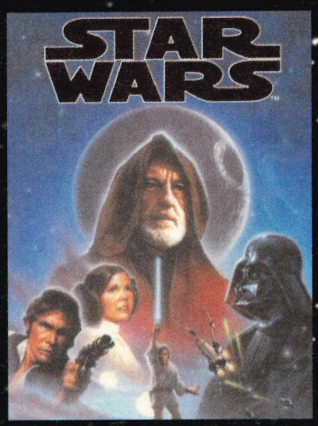


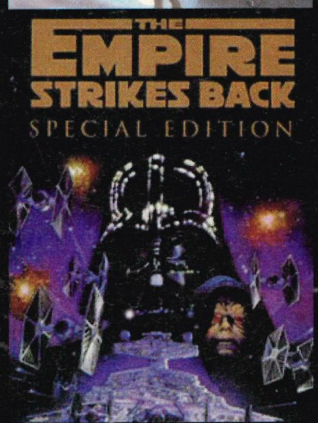
THE EMPIRE STRIKES BACK

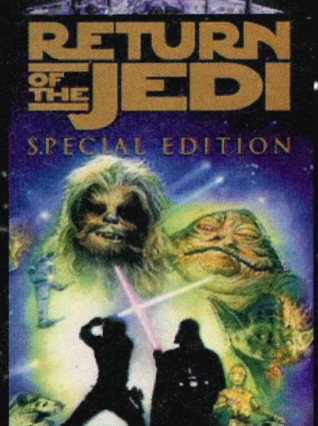
The Death Star destroyed, Darth Vader plans his revenge. Han and Leia take refuge in Cloud City while Luke is trained in the powers of the Force by Jedi Master Yoda. But the rebels are routed by the Imperial forces, Han frozen in carbonite and Leia winds up with nasty blob Jabba The Hutt at the start of *Return*. In a battle with Darth Vader, Luke loses his hand and discovers that the evil Vader is his real father.

THE RETURN OF THE JEDI

Finally understanding the truth about himself and Leia, Luke spurns the dark side to save his friends. To stop Vader from completing the new Death Star, Han joins the Rebel Forces while Luke completes his training with Yoda. In the final battle on the Ewoks' planet of Endor, the Dark Side is finally conquered. Luke defeats Darth Vader in battle, and Anakin has time to apologise and defeat Emperor Palpatine before he dies. Then they all get their medals and have a bit of a dance.









Wars series for the SNES. Worrying points include the fact that there are only 11 episodic levels, where you play either Obi Wan or Anakin, without the choice of character you had in *JPB*. The instantly recognisable THQ Password system is here as well, and, as our exclusive interview with the developers shows, anyone expecting link-up options or extra bonuses will be disappointed.

But as a quick-fire plot-faithful *Star Wars* adventure, this title promises to fulfil any would-be Jedi's needs. The graphics look brilliantly detailed thanks to the closer point-of-view, and best of all are the 3D spaceship levels. Sitting in the cockpit of your speeder, you have to navigate your way at top speed through treacherous planet terrains – these sections are bound to deserve a lot of re-play once you've finished the rest of the game. The platform levels promise to be a little more traditional, but your ability to control The Force means that there are some tricky moves to pull off and powers to perfect on your way to the showdown that awaits you on each mission.

Knowing the way the story must go to reach the beginning of *A New Hope*, don't go expecting a happy ending to any of the new films or games – Anakin's preparing himself for the black plastic helmet and asthma problem, while Obi-Wan is fated to turn into Sir Alec Guinness, so a dark turn in the Force is to be expected any moment now. Let's hope that this game isn't a part of that!

"GO TO WWW.STARWARS.COM/DATABANK/CREATURE/DUCK/INDEX.HTML FOR THE REAL STARS OF THIS AND ANOTHER LUCAS FILM"



A BIT OF A CHAT WITH...

WE TEMPORARILY PALLED up with adventure wizards David A. Palmer Productions to find out just how many litres of sweat have gone into the making of this new masterpiece...

TA: You must be knackered. Has it all been worth it?
DAPP: Yes we are, all of us. There were last-minute changes in the movie that we had to incorporate into the game and the last two months have been really very hard work but we think it will be worth the effort and are sure the game will be a great hit (we hope so?), we do know the movie will be the biggest hit of 2002 for sure. It has been a long time in production, as the game has too. We always want to do better in a game but time is always at a premium and we do what we can in the time given to us.

TA: With such a vast world of characters as are included in the *Star Wars* universe; what makes you choose one character from another and how do you come to realise which genre would best suit the chosen characters attributes?
DAPP: Both THQ and Lucas give us a brief and we follow the brief as closely as we possibly can. Of course everything is approved and driven by Lucas, after all, they are the makers of the movie and know all the characters the best.

TA: Can we ask how secretive you had to be with the *Episode II* information? Did you tell your mates anything you shouldn't?
DAPP: No, never a whisper to anyone. The *Star Wars* movies are an Enigma for all of us and it was a privilege to be given so much information and even to see pre-release movie material. The temptation is always very great but we know how important the movie is to so many people and how everyone looks forward to the release, so we hope the game will be the same.

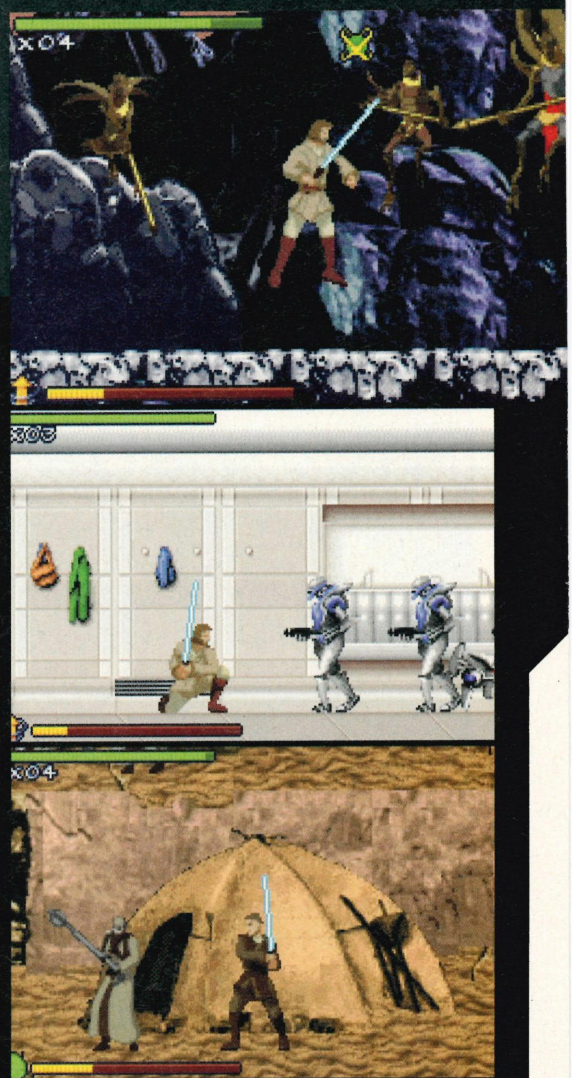
TA: Does Yoda appear in the game?
DAPP: Who's Yoda?

TA: The little green fellow from Hereford who muddles his sentences. Did you get a look at previous Star Wars handheld game offerings, like *Obi Wan's Adventures* or *Jedi Power Battles*? Have the previous titles affected your approach to the game?
DAPP: Again, we were very much driven by our brief and we have our own ideas on what should be in the game. We are great believers in large animated characters and we hope that this GBA game shows this more than any other previous *Star Wars* handheld game. We really looked at the movie and the script and we hope the game reflects this in the best possible way.

TA: How far have you gone to make use of the GBA's link-up capabilities? Do you think that GBA extras are crucial to getting real value for money?
DAPP: We haven't. The games design from the movie did not show this as being a major factor so it was not used. Our previous experiences in developing GBA games proved this is not perhaps as important as people some times think.

TA: Well. So, what's next GBA-wise? Are there any dream projects you'd like to see drop in your lap?
DAPP: Of course, many... but watch this space – we'll be back...!

TA: Thanks!



Game environments differ greatly, with nice little touches like clothes hanging up in the centre shot.



The X-Wing is the Spitfire of the stars as far as we're concerned. The swarms of those fragile-looking custard-colour Naboo jobbies just look like tadpoles in a springtime pond in comparison!



TOTAL ADVANCE THINKS...

FIRST IMPRESSION

■ GBC *Star Wars* games are all pretty good (scores – page 91) but from what we've seen here, this game should at least improve on the flawed 3D antics of *Jedi Power Battles* on the GBA. Sure, scrolling beat-'em-ups are old-fashioned, but we'd rather play a well-executed retro-looker than a clumsy failed exercise in innovation, any day.

TRANSFORMERS



TOTAL ADVANCE

INFORMATION

ROBOTECH: THE MACROSS SAGA	
PUBLISHER:	TDK MEDIACTIVE INC.
DEVELOPER:	LUCKY CHICKEN
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: TBA

Side-scrolling blast-a-thon – or old hat?

ROBOTECH: THE MACROSS SAGA

If you can't stand the heat – get out of the cockpit!

TDK MEDIACTIVE HAVE just released details that a certain animated series is set to explode on all the next gen formats including the Game Boy Advance. Yes *Robotech: The Macross Saga* is coming our way, bristling with unfeasibly huge weapons and interchangeable robots. Based on the massively successful Japanese animated TV series, the game will be taking the form of a side-scrolling shooter in which the player will assume the role of four different characters from the phenomenally popular cartoon series.

Rick Hunter, Roy Fokker, Maxmillian Sterling and Miryia each play an essential role in the game as they pilot Valkyrie fighters around the explosive levels. The mean fighting machine that each character manoeuvres takes the form of a large fighter jet, a bipedal robot or even a kinda-hybrid of the two, as all the machines have the ability to transform. Depending on how this is implemented, it might boost what could otherwise have been a repetitive gameplay. We have also been informed on top of this that the player will be able to modify the Valkyrie by purchasing upgrades, meaning that in the end you'll hopefully be the pilot of one pretty piece of almost impervious metal.

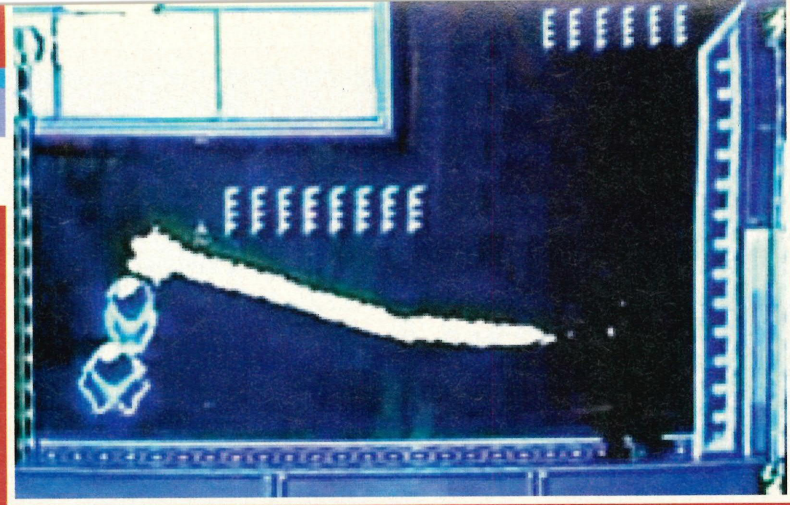
WHAT'S IT ALL ABOUT...

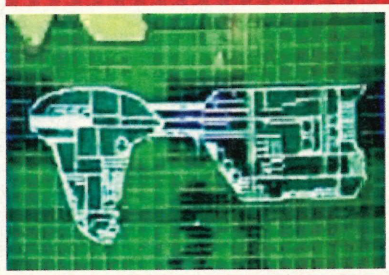


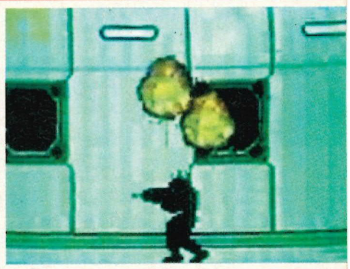
ROBOTECH

In true Japanimation style, *Robotech* the series follows a massively intense story where a multitude of races; human, alien, bio-mechanical systems, hive and re-configurable mecha have all been interlocked in a long and costly war.

Its story is full of intrigue and climatic revelation on a massively intricate scale, in which the very fabric of the universe lay in jeopardy. It is through a variable feast of mediums that this story is realised; which in turn has opened up differing points of view relating to the specifics of the *Robotech* universe. It has been suggested that there are as many *Robotech* fans as there are answers to what the series actually represents. To most of them, the series symbolises what science fiction epics are all about. Eh? Why can't they say that they like the characters? Well, that's Japanimation for you...







In a world plagued by evil, Samus Aran returns with some futuristic artillery to kick butt!

METROID IV

Back from an long vacation and a cameo in *Super Smash Bros*, Samus Aran returns – but is her trigger finger still as itchy?

TOTAL ADVANCE INFORMATION

METROID IV	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£TBA
ORIGIN:	JAPAN
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: TBA

WITH EACH NEW Nintendo console – handheld or otherwise – there are certain franchises that are eagerly anticipated and mostly without a doubt are quickly announced for release generating masses of hype and enthusiasm.

This however hasn't always been the case, as those that are familiar with the Nintendo 64 roster will know there was one such high-profile title that was relentlessly elusive over the growing years. Opening deep wounds and drowning thousands of eyes; it soon became clear that a *Metroid* adventure was never going to be released during the N64 era, which was a big shame. With a decent *Metroid* title, would so many gamers have turned to the PlayStation to find another heroine (Lara Croft) to satiate their lust? Well after a harsh learning experience; Nintendo is finally going to put us out of our misery as *Metroid IV* is going to be released on the Game Boy Advance; with another outing lined up for the GameCube later this year. Fans of the series rejoice as salvation can clearly be seen on the not-too-distant horizon.

As you can see the Advance version of the long awaited 'new outing' is taking form quite well – in part appearing very similar in design to that of *Super Metroid*. The graphics look fresh and are full of bursting energy, showing that the potential of this title eclipsing any other is quite high. Also returning from her previous instalments Samus Aran will bring along her futuristic abilities using them appropriately to negotiate an endless supply of taxing puzzles and savage beasts: a winning formula that contributed to make the franchise a success in the first place. At present there is little else to go on with a release date still unconfirmed – watch this space for further info!

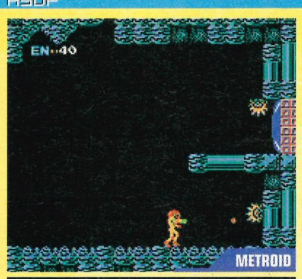
BACK FOR GOOD

With a slice of SNES game-play combined with the GBA's graphical capabilities, Samus is sure to be the life and soul of portable gaming. Just look at her meaty weapons, you could start a war with those!

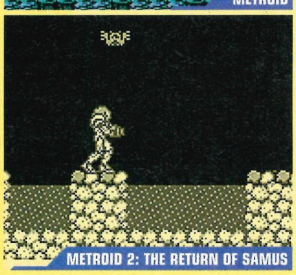


FROM A HISTORICAL POINT OF VIEW!

ASOF



METROID


METROID 2: THE RETURN OF SAMUS

■ The first *Metroid* game was released to a fairly quiet response from the Western market. It wasn't until it approached America that the now-household name of Samus Aran and her challenging games really made an impact. So to fill you in on the highs and lows of this arousing bounty hunter's career take a look at some of her previous galactic conflicts.

METROID

Released in 1986 - The Nintendo Entertainment System incarnation spawned a secret society of Metroidites, rumoured to be like Freemasons, only they don't get out as much!

METROID 2: THE RETURN OF SAMUS

Following on from the western success of the first title, this first sequel outing exploded onto the original monochrome Game Boy in 1991.

SUPER METROID

After making quite a name for herself Samus decided to tackle the almighty SNES. Released in summer 1995 this title marked the peak of the franchise; due partly to the brain-teasing platform puzzles and the cool graphics. From the well-deserved acclaim; hopes remained high for an outing on the N64.

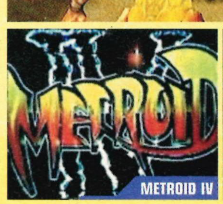
METROID IV

Finally a new Game Boy Advance title that's not just a rehash of the SNES original.

METROID PRIME

Trading in the traditional Metroid look for state-of-the-art first-person/third-person graphics; this is going to be nothing short of spectacular.


METROID PRIME



METROID IV


SUPER METROID

Float like a bunny-fly and sting like a bee?

TINY TOONS ADVENTURES: BUSTER'S BAD DREAMS

What's up, Doc...?

BEING INVOLVED WITH a mass of multi-format titles including a few Game Boy Advance successes, Swing are looking to build on this progressive and prominent handheld relationship by bringing us two more visually aerated cartoon capers. The first of which is *Tiny Toons Adventures: Buster's Bad Dream*; a 2D scrolling cartoon action game that includes tons of beat-'em-up style elements which are enriched by a vivid presentation featuring brilliant cartoony graphics.

The game itself is also set to include an emotive soundtrack that compliments the atmospheric and delicious onscreen action as well as other more apt features. One of these incorporates a whole host of devastating blows that can be unleashed upon weaker foes, enabling the stronger player to accumulate disastrous combinations. If so far this package isn't already tempting enough, then other more involving options should do the trick, such as linking up to form tag-team partnerships, enabling you to pound the marauding enemies as an unstoppable two-some; or for fans of the series, the cool and dreaming visuals will be more than enough. However, even with the humour and swish graphical flair there is still a considerable amount of tweaking required before release so that this title can achieve its true potential.

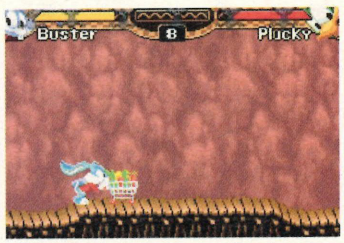
TOTAL ADVANCE INFORMATION

TINY TOONS ADVENTURES: BUSTER'S BAD DREAMS	
PUBLISHER:	SWING!
DEVELOPER:	TREASURE LTD
PRICE:	£TBA
ORIGIN:	US
PLAYERS:	1-4

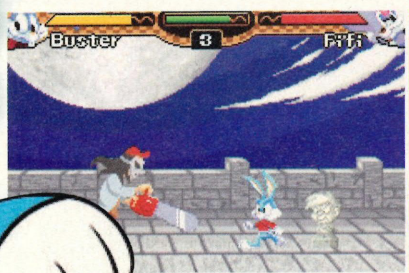
PERCENTAGE COMPLETE

00 25 50 75 100

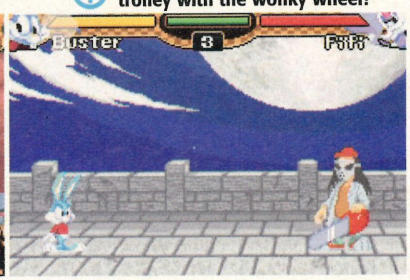
RELEASE DATE: 21 JUNE



Why do I always get the shopping trolley with the wonky wheel?



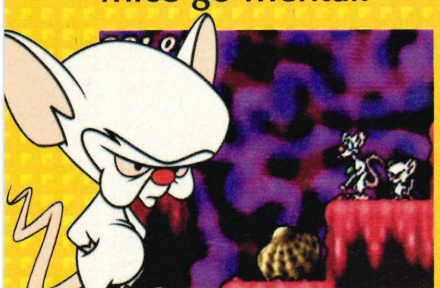




We could infiltrate man's inner psyche and take over...

PINKY AND THE BRAIN: THE MASTER PLAN

Megalomanic mice go mental!





ATTEMPTING TO BRING their megalomaniac ambitions to fruition, lovable TV cartoon duo Pinky and The Brain have devised a new plan that they hope will enable them to seize world supremacy. The Brain decides to modify a space-station's controls in order to manipulate the weather thus bringing all mankind to its knees.

In true form, the newly devised plan is quickly put on hold as two odious lab rats steal the blueprints for their own diseased purposes. With the chance to play as either Pinky or The Brain you will have to negotiate five worlds of platform action spread throughout twenty different levels. Along the way you have to find and collect pieces of the plan that are dropped by the elusive vermin as they flee. This all sounds promising, with the general imagery being implemented respectfully regarding the cartoon, but it'll have to be extra-special to shake off that old repetitious feel that has plagued many previous platformers, particularly ones hurriedly cobbled together for a tie-in.

TOTAL ADVANCE INFORMATION

PINKY AND THE BRAIN	
PUBLISHER:	SWING!
DEVELOPER:	WARTHOG PLC
PRICE:	£TBA
ORIGIN:	US
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: 21 JUNE

Top 20 Chart Tones

1.	OASIS - THE HINDU TIMES	7645
2.	N-SYNC/NELLY - GIRLFRIEND	7940
3.	DOVES - THERE GOES THE FEAR	7945
4.	GARETH GATES - UNCHAINED MELODY	7339
5.	X-PRESS 2 FEAT DAVID BYRNE - LAZY	6840
6.	SHAKIRA - WHENEVER, WHEREVER	7205
7.	NICKELBACK - HOW YOU REMIND ME	5788
8.	MISSY ELLIOTT - 4 MY PEOPLE	7416
9.	BRITNEY SPEARS - NOT A GIRL, NOT YET A WOMAN	7421
10.	SHAGGY/ALI G - JULIE	7297
11.	1 GIANT LEAP+MAX JAZZ+ROBBIE - MY CULTURE	8517
12.	DARREN HAYES - INSATIABLE	6827
13.	PAY AS YOU GO CARTEL - CHAMPAGNE DANCE	7806
14.	LASGO - SOMETHING	5582
15.	NEW ORDER - HERE TO STAY	8668
16.	J'LO - AINT IT FUNNY	7662
17.	MATT DAVEY/MARCELLA WOODS - BEAUTIFUL	6657
18.	BLUE - FLY BY	7322
19.	WILL YOUNG - EVERGREEN	7196
20.	SHY FX & T POWER FEAT DI - SHAKE UR BODY	7331

This Weeks New Releases

Ever So Lonely - Jakatta	6648
Film Maker - Cooper Temple Clause	6856
Flowers In The Window - Travis	7197
Love By My Lover - Novacane	8516
Freek - George Michael	7324
Hollywood Will Listen - Robbie Williams	7296
Home And Dry - The Pet Shop Boys	7640
If You Come Back - Blue	6186
Leroy - Wheatus	6558
Love Should Be A Crime - O-Town	7200
Lovely - Bubba Sparxx	6756
Movies - Alien Ant Farm	6559
My Girl, My Girl - Warren Stacy	7327
Points Of Authority - Linkin Park	6527
Run - Light House Family	7329
Say Hello Wave Goodbye - David Gray	6618
Escape - Enrique Iglesias	8513
Threesome - Fenix Tx	8519
Take My Hand - Dido	7220
The Hindu Times - Oasis	7645
Too Many MC's - Public Domain	6669
Wannabe Gangstar - Wheatus	6652
Your Song - Ewan McGregor	7338

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	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 CAN'T GET ENOUGH - DEPECHE MODE	
0241 SURFIN USA - BEACH BOYS	
0001 TAKE ON ME - AHA	
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 KINGSTON 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	

ROCK

0005 WALK THIS WAY - AEROSMITH	
0108 PRETTY FLY FOR A WHITE GUY - OFFSPRING	
0258 AMERICAN WOMAN - LENNY KRAVITZ	
0272 AROUND THE WORLD - RED HOT CHILLI PEPPERS	

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 CAN'T 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	

OLD SKOOL

Boogie Nights - Heatwave	7340	Rhythm Is A Dancer - Snap	7352
Boogie Oogie Oogie - A Taste Of Honey	7341	Shake Your Body - The Jacksons	7347
Boogie Wonderland - Earth Wind and Fire	7342	Shame - Evelyn Champagne King	7348
Feels Like I'm In Love - Kelly Marie	7343	Theme From S Express - S Express	7353
Get Down On It - Kool And The Gang	6945	Upside Down - Diana Ross	7349
Get Down Tonight - KC And The Sunshine Band	7266	Use It Up Wear It Out - Odyssey	7284
I Can Make You Feel Good - Shalama	7344	Wash Your Face In My Sink - Dream Warriors	7221
Instant Replay - Dan Hartman	7345	We Are Family - Sister Sledge	6963
Lets All Chant - Michael Zager Band	7346	Working My Way Back To You - The Detroit Spinners	7350
Rappers Delight - The Sugar Hill Gang	7212	Young Hearts Run Free - Candi Staton	7351

TONE PRE-VIEW LINE
Listen to any tone listed BEFORE you order
0906 782 9341

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
SHAKIRA - WHEREVER WHENEVER
CODE - 7205

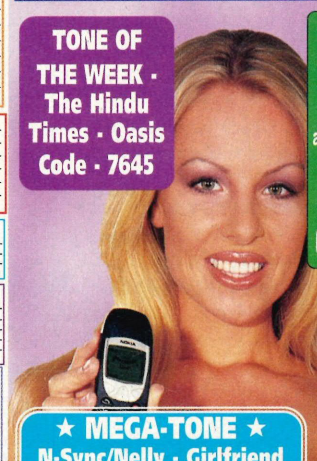
& MOTOROLA, SAGEM, SENDO & ERICSSON PHONE 0907 787 3108

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

NEW FILM & TV TONES

ALADDIN	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	6068	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		

TONE OF THE WEEK - The Hindu Times - Oasis
Code - 7645



★ MEGA-TONE ★
N-Sync/Nelly - Girlfriend
Code - 7940

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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
TRIPPLE H 3501 | QPR QUEENS PARK RANGERS 3946 | WATFORD F.C. 3959
CARDIFF CITY 3934 | GUNNERS 3514 | Wolves 1489
GILLINGHAM F.C. 3939 | BOLTON WANDERERS F.C 3932 | BURNLEY F.C. 3933
WEST HAM 1472 | FOREST 3937 | COVENTRY 1653
SHEFFIELD UNITED F.C 3947 | OWEN 4262 | Newcastle 4272
KEANO is god 1571 | CHELSEA 4240 | ROVERS 1469

Films & TV Tones

(★★★ MOST POPULAR)

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

Wrestling Tones & Logos

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

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	
0148 STAR TREK - THEME	
5371 THE WALTONS - THEME	

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or Text R LOGOS plus code number to 80189

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

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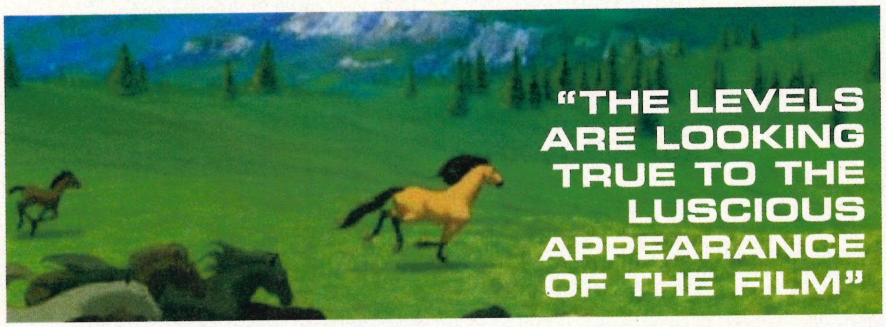
Fun Logos

		FLAT RIC 0635
0436	0438	1714
SIMPLY THE BEST 1898	4024	1665
2789	I AM SORRY 2872	PIT BULL 4060
4031	POOH 0609	CHELSEA 4111
EMINEM 1555	Shaggy 4110	LOVE MACHINE 1920
0432	Ferrari 0502	STAR WARS 0675
0681	KYLIE 1675	1712

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SPIRIT
STALLION OF THE CIMARRON

Galloping through the west, embracing the thrill of the ride – will Spirit show the GBA all about liberty?

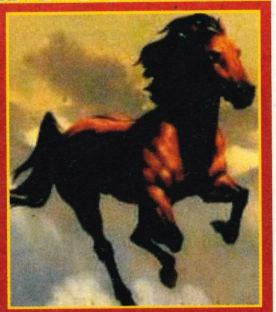
SET IN AMERICA'S Western Frontier during the 1800s, *Spirit – Stallion Of The Cimarron* is an all-new animated feature from the makers of *Shrek*; featuring the vocal talents of Matt Damon and Canadian rocker Bryan (*Summer Of '69*) Adams. The central plot is said to revolve around a rambunctious stallion named Spirit, who becomes entangled in the events following the movement westward by settlers in frontier-times America, where his life dramatically undergoes some changes due to the slow but inescapable push of civilisation into the wild. Following the growing number of film-to-game conversions Spirit jumps on the bandwagon and is scheduled for a summer release.

Undoubtedly, the game itself will not be as heavy in-terms of narrative and unfolding drama, but the levels are looking true to the luscious appearance of the film, with both the animals and humans symbiotically bringing life to their in game characters and surrounding graphics. Other features set to appear in the game are environments and art inspired by the movie with a new innovative control system; which works on a loyalty basis – you have to earn the horses' trust in order to lead them home. Although we haven't seen this in action yet, it does sound like an appealing structure that could really bring a nurturing element of the gameplay to life. Also during your adventure (as in series like *Harvest Moon* and *Pokémon*) you will have to tend to the animals needs, providing them with water, food and affection whilst simultaneously ensuring their safety.

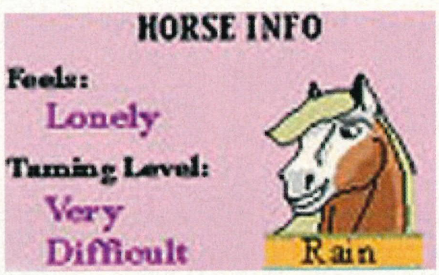
So with hopefully a mass of challenging obstacles to overcome, horse racing, hidden secrets, the superb loyalty system and great visuals, this could be just the thing you're after come the summer, or we'll eat our ten-gallon cowboy hats!

MY KINGDOM FOR A HORSE!

AND NOT A SCABBY GYPSY'S NAG EITHER...



■ Not satisfied with using any old graphics model, the DreamWorks animation team purchased a Kiger Mustang worth a whopping $50, 000. The films protagonist – Spirit – owes much of his look to this purchase. The team have also claimed that the model contained similar genetic properties to those that the Spanish conquistadors brought to the Americas in the sixteenth century, meaning that he was the perfect choice. The fact that this gorgeous hunk of horsey goodness is named 'Donner' in real-life has us a mite concerned over what we've been eating from TA's local kebab shop all these years, but hopefully 'Donner' might actually be German for 'lightening'...



Remember *Tamagotchis*? You'll find some echoes of them in some of the gameplay.

TOTAL ADVANCE INFORMATION

SPIRIT – STALLION OF THE CIMARRON	
PUBLISHER:	THQ
DEVELOPER:	DREAMWORKS
PRICE:	£TBA
ORIGIN:	US
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

RELEASE DATE: SUMMER 2002



If the gameplay matches the quality of the graphics, it's gonna be a winner!

HELLOOO?
A WORLD OF EMPTINESS

So far, levels are looking a bit sparse, with no real enemies to attack or obstacles to negotiate. Let's hope that the developers can beef it up!

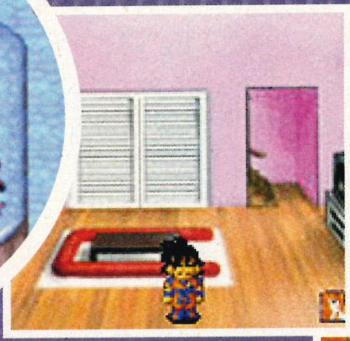




BOOM!

WHAT A BLAST!

Search through the RPG-style levels with some awesome abilities. Just look at the blast of power – just the thing for quickly getting to the front of a long Post Office queue...





Save your son Gohan from evil Saiyan Raditz!

DRAGON BALL Z THE LEGACY OF GOKU



Powerful top-down RPG action set in the popular Dragon Ball Z universe!

BIG LUSCIOUS EYES, large freaky hair and an extremely robust pair of shoulders – no this wasn't the inspiring image of the TOTAL ADVANCE team during the fashion-horror years of the mid-Eighties; but in fact the attributes of Goku, Gohan and Vegata; the biggest and most powerful characters in the superb and massively successful Jap-animation: *Dragon Ball Z.*

Looking for yet another format in which to unleash their world of madness, the Japanese icons have their sights set on the Gameboy Advance. From what we understand, the game is set to follow the multi-faceted story of the anime where at the very beginning of the game, Gohan (your son) gets kidnapped by the evil Saiyan Raditz. Obviously, being a good Dad and all, you have to go and save him, a trek that takes you through perilous lands and insurmountable odds. In fairness, apart from this plot outline and the stunning visuals, we haven't really got much else to go on, other than the fact that the developers have injected the humour of the series suitably within the game. If this does manage to mirror the content of the excellent new series (which is on Cartoon Network weekdays at 5.30pm and weekends at 11.30am) then all we can say is that it's time to start saving those pennies and stockpiling GBA batteries.

TOTAL ADVANCE

INFORMATION

DRAGON BALL Z THE LEGACY OF GOKU	
PUBLISHER:	INFOGRAMES
DEVELOPER:	WEBFOOT TECHNOLOGIES
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: JUNE





"AS FANS OF THE SERIES, WE HOPE THAT SOME OF THE DRAMATIC CONTENT CAN CARRY ACROSS"

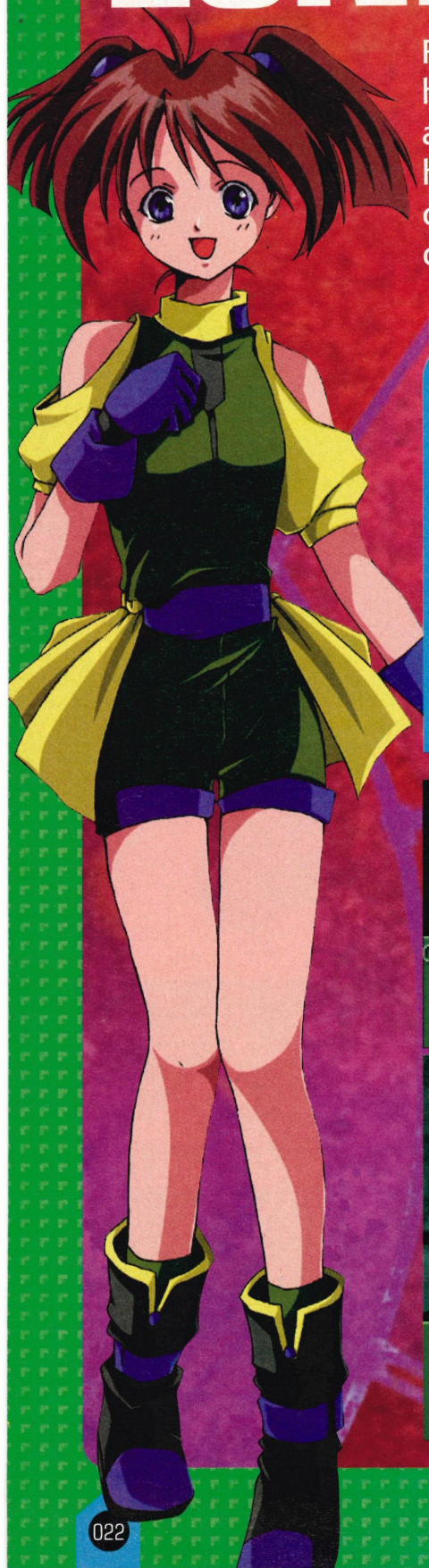


THE DRAGGIN' BALLS

The first Set of Dragon Balls were crafted by a little-known race called the Kami of the Earth. The newly created seven orange balls, once discovered, would grant their user the power to request and receive a wish from Eternal Dragon. Not all wishes are possible; immediately excluding the chance to make good on those dreams of global domination (oh and the obligatory X-ray eyes). With the wish cried aloud and after thankfully being received, the orbs disperse to the seven corners of the world and solidify into rock; remaining hidden for a year before returning to their original form in order to be rediscovered by new masters.

The PlayStation2's tactical RPG arrives on Game Boy Advance!

ZONE OF ENDERS



Fancy saving the human race from an enigmatic alien hell-bent on its destruction? Of course you do...

TOTAL ADVANCE INFORMATION

ZONE OF ENDERS	
PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
PRICE:	£34.99
ORIGIN:	JAPAN
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATE: TBA

ZONE OF ENDERS grabbed our attention when it arrived on the PlayStation2. With its impressive graphics, large gaming area and oodles of interactivity, it seemed unlikely to make the transition to the GBA without some major changes to the game format.

Luckily for fans of this space-based RPG blast-'em-up, the changes haven't ruined what was a pretty entertaining game. You must guide a group of teenage misfits – Areth, Cage and Miona – to safety through the solar system, predictably using their various talents and abilities. This'd be easy, except that humans have become unpopular with a mysterious alien force, whose giant space-dwelling robots (hey, this is a Japanese RPG, what else could they be?) are wiping out human ships left, right and centre.

But enough about the supposed 'plot', you want to know whether the game is any good. Well, considering the limitations of the Game Boy Advance, it's actually quite good fun. The battle screens are the game's strongest feature, with some impressive laser effects lighting up your dalliances with the enemy. Also, the tactics screen, which you'll spend the majority of your time on, works quite instinctively and reminded us of the PC point-and-click blast-athon *Command And Conquer*, which is a good thing.

PUNY HUMANS

This is really just standard RPG fare: you wander from place to place, talk to everyone you come across in an effort to work out just what it is that's killing off the human race, and get into battles with the *Gundam*-style robots at regular intervals. While the game is not about to revolutionise the world of RPGs, it's certainly got some nice graphical and gameplay elements, and is certainly well worth keeping an eye out for if you're a fan of the genre or Japanimation generally. Look out for a full review soon.







"THE BATTLE SCREENS ARE THE GAME'S STRONGEST FEATURE"

PREVIOUS

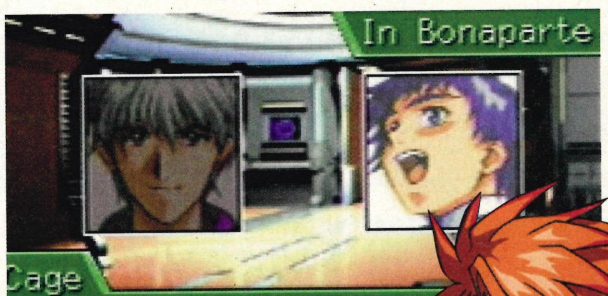
FROM THE MAKERS OF...

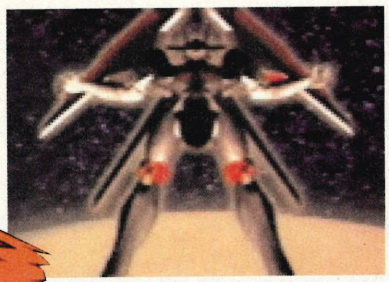
CASTLEVANIA LEGENDS ISSUE 01



More enemies, but this time they're undead. Fight your way to safety in this classic platform beat'-em-up romp.

TOTALGAMES.NET RATING: 84%



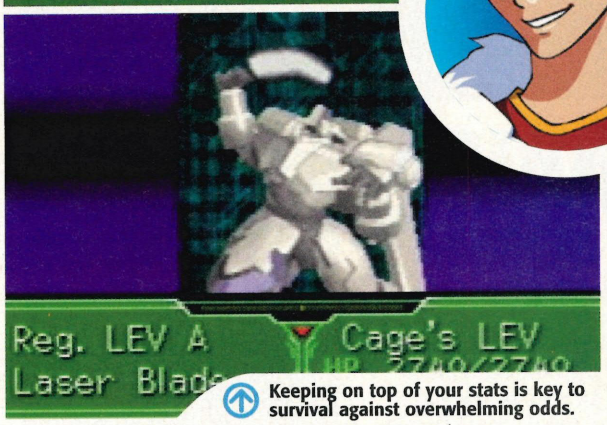






WE ARE THE ROBOTS

So-called '*Gundam*' robots (like the ones featured in Zone Of Enders) have been phenomenally popular in Japan for several years. They may look suspiciously like *Transformers* to us, but in Japan their Saturday morning cartoons are much more violent than their American cousins! Supposedly 40 feet tall and controlled by a human pilot, they can be found engaged in massive laser battles in space. Let's see truck-chested goodie robot Optimus Prime do that!

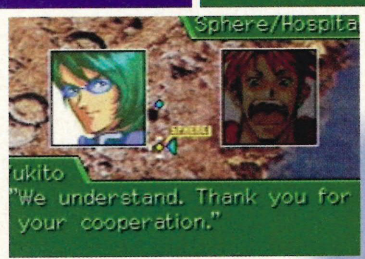


Keeping on top of your stats is key to survival against overwhelming odds.









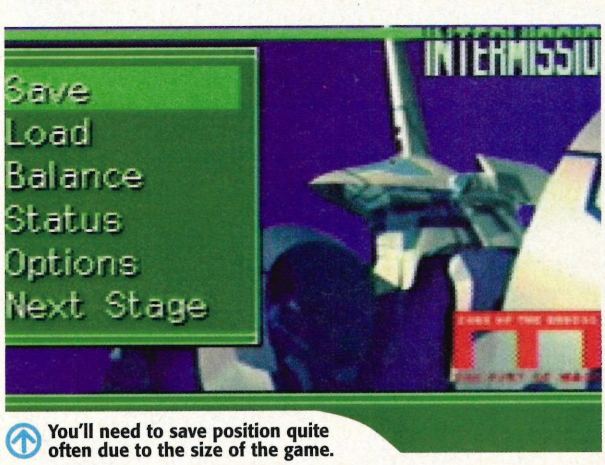
NURSE! THE SCREENS!

LOST IN TRANSLATION?

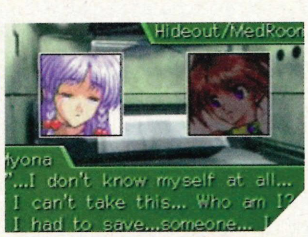
There are three screens used in *Zone Of Enders*: Battle, Tactical and Dialogue. This keeps the gameplay varied and adds a vital strategic element to the game. And some of the translations from Japanese to English are hilarious to boot!







You'll need to save position quite often due to the size of the game.





TOTAL ADVANCE THINKS...

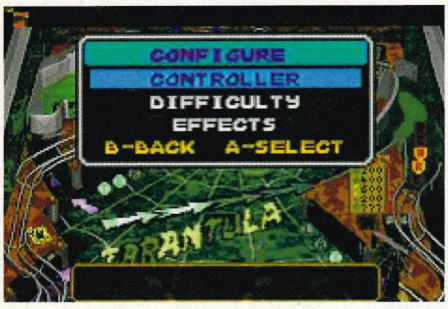
FIRST IMPRESSION

■ Konami might well have a winner on its hands here, if this almost-finished version of the PS2 stalwart is anything to go by. There isn't much in the way of competition for *ZOE*, so this could be very popular when it's released. Yes, it's been squished down from the original version, but all the gameplay elements that made *Zone Of Enders*' bigger brother a success look to be in place here. One to watch!

WHAT A LOAD OF (PIN)BALLS

Despite the World Cup this summer, not everybody is going to have their minds on soccer. Instead the world will be gripped by pinball fever – thanks to the huge amount of pinball-based titles due to roll onto the GBA





PINBALL ADVANCE

PUBLISHER: DIGITAL WORLDWIDE

HERE AT TA we love a bit of pinball action. Sadly, the size of the average pinball table means you can't tuck one in your pocket. Enter Digital Worldwide, with its excellent looking *Pinball Advance* for the GBA. The game offers up a choice of three distinctly different tables –Tarantula, Jailbreak and Daredevil – each presented in full 3D. All three are packed with loads of special features (see Three of a Kind opposite).

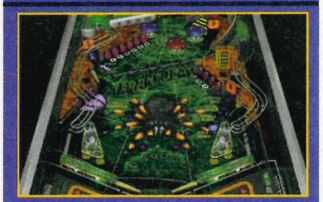
From what we've seen of *Pinball Advance* so far, it looks set to provide both pinball rookies and veterans with a very realistic simulation of the game. Everything you'd expect from a pinball game is present and in order. Furthermore, the title's unique full logic control system will allow you to operate the table flippers, plunger and even tilt the table (don't overuse this or you'll be penalised). You've also got tons of bonuses to discover – one of the best being when the multi-ball mode kicks in leaving you to contend with not one, but flipping loads of shiny spheres. Adding further to the real-feel is the genuine screen shake option.

Heightening the intense pinball atmosphere are the forty "tub-thumping" (look, it was their phrase, not ours) music tracks and 300 different pinball sound effects. With six difficulty levels on offer, *Pinball Advance* should keep you glued to the GBA throughout the long hot summer months. Expect a comprehensive review of the game next month.

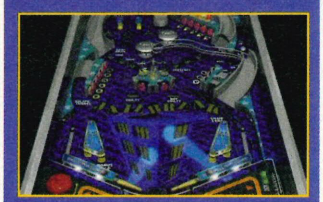
"PINBALL ADVANCE LOOKS SET TO PROVIDE ROOKIES AND VETERANS WITH A VERY REALISTIC SIMULATION"

THREE OF A KIND

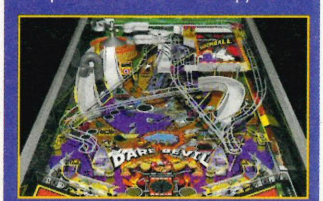
Pinball Advance has three different tables for you to test your skills on, we take a brief look at each of them...



TARANTULA
This table places you in the murky depths of a spider's lair as you use your balls (ooer, missus) to take on the web-spinning arachnid.



JAILBREAK
Call the cops! You'll have to hit features that prove your innocence, or failing that sneak past the prison guards to escape the confines of the stripy hole.



DAREDEVIL
Not a table for the faint of heart. You have to contend with obstacles like the Wheel of Death and The Loop of Fire. Is that the best you can do, you PANSY?

WIN WIN WIN!

A SUPER MARIO BROS PINBALL TABLE!

SM PINBALL 2

How do you fancy having this beast of a table in your lounge or bedroom? It would certainly make a great talking point at dinner parties.

Now, virtual pinball in the palm of your hands may be all good and well, but let's face it having a full size pinball table in your bedroom is a little bit more exciting. Well, to celebrate the forthcoming release of its tasty looking Pinball Advance for GBA, Digital Worldwide has provided us with a swanky looking Super Mario Bros table. This beauty can be yours simply by answering this simple question.

Q. WHAT WOULD YOU NORMALLY STICK IN A VOODOO DOLL?
A. A PINBALL
B. A PIN
C. A NEEDLE

Put your answer on a piece of paper or a postcard and send it to:

"PINBALLS AND NEEDLES COMPETITION"
TOTAL ADVANCE, PARAGON PUBLISHING
PARAGON HOUSE, ST PETERS ROAD
BOURNEMOUTH
DORSET BH1 2JS



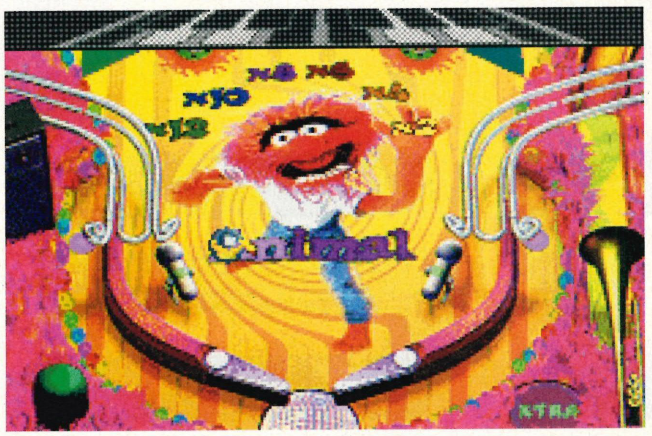
1. All entries must be received by 26 June 2002. 2. There is no cash alternative. 3. Editor's decision is final and no correspondence will be entered into. 4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your competition entry.

MUPPET PINBALL



PUBLISHER: UBI SOFT

MIX TOGETHER THE anarchic comedy of *The Muppets* with the hypnotically addictive gameplay of pinball and what do you get? Simple, you get *Muppet Pinball* for the GBA. This has been developed by Digital Eclipse and offers player the choice of four crazy Muppet themed tables to play on. Initially only three are available to you, these are Kermit, Miss Piggy and Gonzo. However, by making your way through the game's adventure mode you can unlock the fourth hidden table (we won't tell you which character this is based on, because it'll spoil the surprise). Anyway, everyone loves *The Muppets* so this should be a blinder, watch for the TA review as soon as we get our trotters on it.



Animal has legs?! This and yet more amazing Muppet revelations, along with tons of spinning silver balls. Fantastic!





PINBALL DREAMS

PUBLISHER: UBI SOFT

AS DR MARTIN Luther King, Jr once pronounced "I have a dream…". Well so to does publisher Ubi Soft, which is bringing the classic *Pinball Dreams* to the GBA. The game first appeared way back on the 16-bit computers such as the Commodore Amiga, and now a revamped version of the game is headed towards our favourite handheld system. A selection of wild and wacky tables will be up for grabs and all the usual features you'd expect from a game of this sort will be on offer, including of course a frantic multiball mode. The game's graphics are looking sweet, so let's just hope it can deliver on the gameplay front. Keep those fingers crossed!



Bigger gap between the flippers than some!

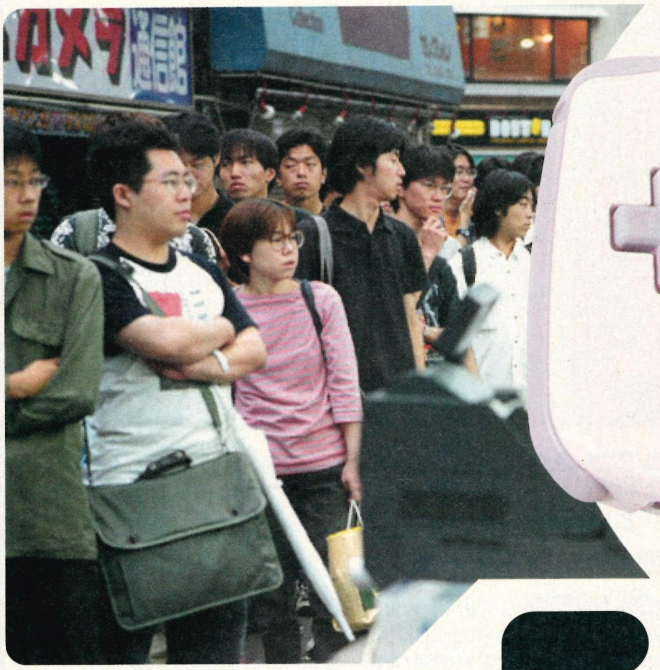
PINBALL OF THE DEAD



PUBLISHER: THQ

IF YOU'VE PLAYED any of the *House Of The Dead* games, then you'll know that they're all about blowing the living (or should that be dead?) hell out of all manner of vile looking monsters. *Pinball Of The Dead* isn't a shooting game, but instead requires you to crush, kill and mangle all sorts of ghoulish lumbering monster types by flipping your pinball(s) in their direction. It's promised that you could even roll zombies up in a ball and score with them!

The game will feature three different boards all based on scenes from the *House Of The Dead* coin-ops. Don't play this one in the dark though, not because it's scary or anything, you just won't be able to see the screen (ho and indeed, ho).







gba international

THE VAST RANGE of Game Boy Advance titles you see on sale in British shops are actually just a fraction of those that have been created. Some never get released anywhere but America, and a few are designed for Europe. But, of course, the majority are all for the seemingly insatiable Japanese market. There's a lot about Japanese youth-culture that seems impenetrable to Westerners – but what the heck? We decided to check them out anyway, without any extra info or knowledge of Japanese, and see if they made any sense! Is it ever worth buying a game in a language you don't understand? Read on, MacDuff!



DORAEMON MIDORI

Lordy! that's one biiiiig cat...

WHAT ON EARTH?

Alien monkeys arrive on Earth. Four kids and a space cat thing wake up in a field and are instantly attacked by a robot. Space cat saves the day, and then you take control. The first thing you have to do is shoot a mushroom. This forces the five characters into one, and you're away, shooting monsters and collecting blue bows. There's a clock think there and… okay, now we're lost. Flick switches, move blocks… is it *Zelda*? Go onto the purple thing and suddenly… you're massive! What the…? Oh here come the monkeys! They've nicked all my stuff! Right, that's enough.



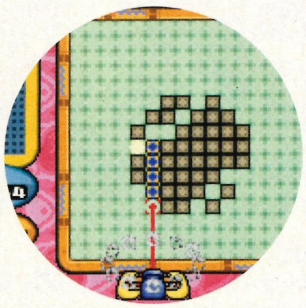
PROBABLY TRANSLATES AS: *Space Cats vs Alien Monkeys*
PUBLISHER: Epoch
GENRE: Adventure

TIME SPENT PLAYING BEFORE GIVING UP: 20 minutes
WOULD WE BUY A TRANSLATION? Yeah, it looks almost easy enough to use as it is! Surreal RPG fun!

GULROZ CHANG POO

We want this game now!





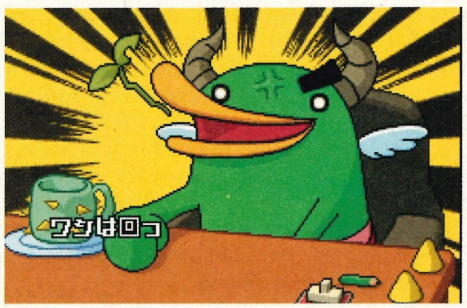
PROBABLY TRANSLATES AS: *Who'd want to translate that?*
PUBLISHER: Compile
GENRE: Puzzle

WHAT ON EARTH?

Right. There are these amazing looking duck things, OK? While they go about their daily lives, up in the clouds an evil duck with horns is planning something nasty. He steals a tap. The upshot of all this is that you have to fire bricks *Bust-A-Move* style to fill holes in a revolvable puzzle. Working out how to fire the missiles so they land in the right combination sounds unutterably dull, but it's actually really addictive! Especially when backed up by the gooniest bunch of birds you'll ever see in a videogame. These freaks belch, giggle and make constant insane noises during the game, and the novelty never seems to pall!

TIME SPENT PLAYING BEFORE GIVING UP: lost count

WOULD WE BUY A TRANSLATION?
Would we? We need one, as soon as possible!



Wings, horns, duck bills – these creatures were built from the *Pokémon* spare parts bin!

MUSCLE RANKING

Create the ultimate muscle man - in a world of enigmatic text and imagery!

WHAT ON EARTH?

After a short and sinister cut-scene full of indecipherable oriental text and a curious looking silhouette, the game tentatively begins. Your adventure starts at home whilst being verbally pumped up by a physically lush fitness instructor who seemingly advises you to visit the gym. At first you are required to interact with non-player characters, which eventually opens up the main part of the game: the five differing and very athletic mini-games. These range from the arm aching Struck Out (where you have to hit a selected target) to the Michael Jordan-influenced Nine Hoops. Your task within each is to tackle them with finesse gaining respect and acquiring a boost in strength.

Obviously the objective of each is to reach the peak of your physical strength by practising to perfection, but regardless of its daunting ideals the game is very rewarding. Unfortunately, the flow of the game is eventually upset by the aggressive wave of Japanese text.

PROBABLY TRANSLATES AS: *Iron man wannabe*
PUBLISHER: Konami
GENRE: RPG/Party Game



TIME SPENT PLAYING BEFORE GIVING UP: 25 minutes
WOULD WE BUY A TRANSLATION? Oh Yeah! Almost definitely. Just for the sheer amusement of watching a bandana-wearing twig of a man attempting to improve his physique.



It's Japanese – it's bound to have some Kung-Fu schoolgirls in it somewhere...

LOVE HINA

Manga mayhem on the GBA miniature screen!

WHAT ON EARTH?

This may be some kind of internationally famous Manga series, but it's totally passed us by! In fact, it seems a bit like the secret life of *Harry Potter* star Daniel Radcliffe. In this graphic style choose-your-own-adventure game, you play a bespectacled kid surrounded by pretty but deadly girls (presumably they're all meant to be teenagers, but they look about 8). The idea is to make one of them fall in love with you by saying the right things at the right time. However, the right thing for one girl may be just the thing to make another kick your head in. So you have to ensure that the heart gauge of one of these ladies is full before you get killed. Strangely compelling.

PROBABLY TRANSLATES AS: *How Deep Is Your Love – Boom!*
PUBLISHER: Marvelous Entertainment
GENRE: Hmmmmm... Adventure?

TIME SPENT PLAYING BEFORE GIVING UP: 100 minutes+
WOULD WE BUY A TRANSLATION? Yes! For sure! If only to find out exactly what on earth is going on with these people...

GET BACKERS

get knackered trying to work out what's going on!



PROBABLY TRANSLATES AS: *Konamikaze...*
PUBLISHER: Konami
GENRE: RPG

WHAT ON EARTH?

If you go down to the park today you're in for a ruddy big slap round the chops... At least this was the reception our poor Ginji received from his recent visit. Admittedly it did seem well deserved – but violence begets more violence, especially in eastern RPGs. To make matters even worse than they already are, our hero immaturely decides to lower himself to her level by attempting to get his own back. Sadly Ginji is a man of ill fortune and cannot pursue his violent friend and return the favour as we can't decipher the shed-load of intense Japanese text. Bringing shame to his family, he heads towards an ice-cream van and sits there until we either switch him off or he over indulges in icy goodness and regurgitates everywhere. Shame.





The zoom-out view is cutesy, but the closeups can be a bit disturbing – like real-life?!

TIME SPENT PLAYING BEFORE GIVING UP: 20 minutes
WOULD WE BUY A TRANSLATION? Who knows? Massive amounts of text that we don't understand doesn't do much for gameplay.

RARE GROOVE ADVENTURE



you little raver you... you little raver...

PROBABLY TRANSLATES AS: *Tamo-gotcha*
PUBLISHER: Konami
GENRE: Beat-'em-up

WHAT ON EARTH?

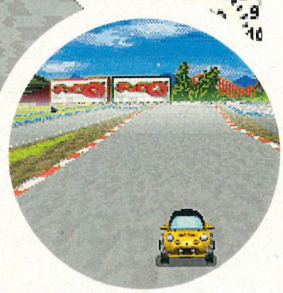
Has anyone seen goth-rock icon Ian Astbury from The Cult lately? Well, we can attest to his continued existence, as he seems to be living life in the confines of Japanese beat-'em-up: *Rave Groove Adventure*. How disconcerting this must sound, but nevertheless if it's not him it's a clone. (ask George Lucas!) Regardless of character content this new collection of bouts from Konami is a superb cluster of combos, parried attacks and overblown churlish antics. It seems that its basic idea is to beat your opponent senseless by unleashing continued blows of pain. Once they reach a certain stage on the power bar they drop an item. Collect this before the time runs out and hey, you win. Our opinion of this eastern crazed frenzy is that it is as impressionable as watching an old man chewing a high voltage cable whilst bathing in icy cold water.





TIME SPENT PLAYING BEFORE GIVING UP: 30 minutes
WOULD WE BUY A TRANSLATION? Probably – there's nowhere on Earth (except for Japan) where the sheer lunacy that is at the core of this game could be commercially successful. Obviously this is a testament to the development team's edging sanity...





CHORO Q ADVANCE

bubbled up and speeding towards the finish line...

PROBABLY TRANSLATES AS: *Bubble and Squeak*
PUBLISHER: Takara
GENRE: Racing

WHAT ON EARTH?

Super-deformed cars, trucks, buses and other unrecognisable vehicles charge around a circuit aiming for gold. The premise of this is pretty much the same in every other racer available, but this is surely a cut above the hundreds of other kart clones and *Gran Turismo* wannabes that have attempted to successfully mimic the unique style, which governs superior titles. Japanese style, Nintendo charm and handheld beauty: A worthy racer indeed.

TIME SPENT PLAYING BEFORE GIVING UP: 25 minutes
WOULD WE BUY A TRANSLATION? Yeah! Lacklustre *Mario Kart* clones are ten-a-penny, but this is a cut above most road-racers out there.







PINK MONKEY TOWN

this has got to be a winner!

PROBABLY TRANSLATES AS: *Yushi Raeman Dodobu*
PUBLISHER: Star Fish
GENRE: Adventure

WHAT ON EARTH?

It seems to be an incredibly fun but also incredibly complicated party-type game. You control a little pink monkey as he makes his way round town visiting different areas which either contain an inscrutable mini-game or a text-heavy shopping area. There are many games that pitch you against a white monkey opponent, from a reflex boxing match to something to do with *Pez* sweetie dispensers. We think. One thing's for sure, the game seems to be bristling with link-up options and even (as it's a Japanese game) Mobile options. Could be a superb game hiding in here, if you can speak the lingo.



TIME SPENT PLAYING BEFORE GIVING UP: 25 minutes
WOULD WE BUY A TRANSLATION? Party titles often fail in the gameplay, but this is very intriguing.



YOSHUN RHAPSODY

can you do the fandango?

PROBABLY TRANSLATES AS: *Frankie Dettori in Tokyo*
PUBLISHER: Capcom
GENRE: RPG

WHAT ON EARTH?



Switch the game on and it appears to be a horseracing title; and we all know how mental Japan is about the gee-gees! But when you start an actual game you'll find it's another RPG with hours of irritating text to get through first. You play a little jockey, so presumably you've got to get some money and a horse and train yourself up to win the cup. Ooh, now you're on a horse, and… you have to press A quickly to race. Oh well, the graphics are very good at least. Off it goes – what's next?

TIME SPENT PLAYING BEFORE GIVING UP: 8 minutes
WOULD WE BUY A TRANSLATION? Only if we were incredibly rich and bored with gambling on real horses.

NOBUNAGA NO YABOU

honour, honour, ponytails and very long swords!

PROBABLY TRANSLATES AS: *Akira Kurosawa's Advance Wars*
PUBLISHER: KOEI
GENRE: Strategy

WHAT ON EARTH?

A very impressive opening animation sets up the deep classical nature of this game, even if we can't get anywhere with it. We seem to be in ancient Japan, and have the chance to take on the role of a Samurai warrior or ancient emperor, jostling for land. You can muck about with it for a while, second-guessing options, and eventually some fish appear on the map. Ooh, it's really hotting up now. Keep pressing A and all different ghosts and flags and things appear. And now it's snowing, and there's a nice picture, and… we give up. This could well be boring, even in English.



TIME SPENT PLAYING BEFORE GIVING UP: 6 minutes
WOULD WE BUY A TRANSLATION? No, and we don't think they'd ever make one.

Strategy buffs might lap it up, but only the most dedicated *Risk*-loving hex-heads.

With power comes responsibility!



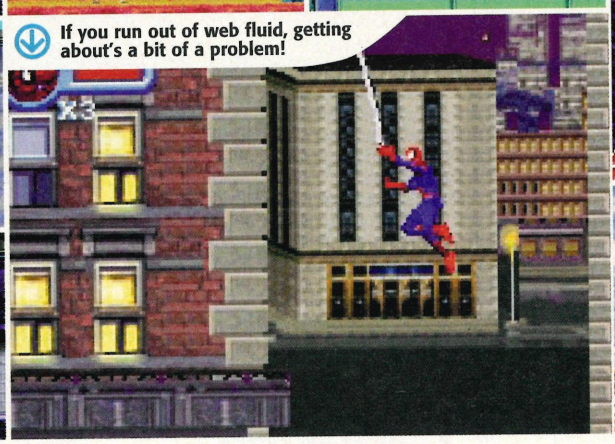






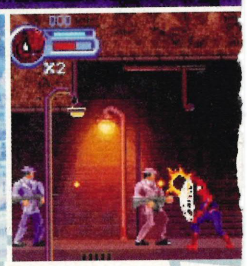


If you run out of web fluid, getting about's a bit of a problem!









After one adventure on the Game Boy Advance, our Spider senses were tingling…but another one? It's just gone haywire!



SPIDEY certainly gets around. Already, this is his second outing on the Game Boy Advance. The first adventure was met with fairly favourable reviews, but was deemed nothing special. Does his second try live up to the Spidey name? Let's take a look…

Just like the bulk of cinema tie-ins, *Spider-Man: The Movie* takes the form of a side-scrolling beat 'em up. Essentially, this means that you spend most of your time running around platforms beating up enemies. But luckily, the developers have added some variety to the proceedings – namely secret areas, reaction tests, (in the form of photograph-taking) boss battles, and most amazingly, funky 3D swinging sections.

After going through the usual menu screens and options, you are left to carry out your first mission. Taking place over a beautifully drawn cityscape, you are given the task of swinging your way across girders and cranes, smashing through windows and battering the bad guys, all in the search for 6 elusive hostages that need saving – all under a strict time countdown. This is a good indication of how the rest of the game

plays out, as most of the time you will be under a time limit, searching for things like bombs, or escaping falling buildings. It also points to the first of the game's problems.

What you notice as you hammer around New York City simian-like is that it is hard to judge just where you can and can't land. The background areas are not easy to differentiate from the foreground areas, as the point of distance is a tad distorted, as well as the colour scheme between the two being awfully similar.

This can be quite disconcerting at first, but as you get used to the levels, you begin to forget this, and start to enjoy the game a lot more.

TOTAL ADVANCE

INFORMATION

SPIDER-MAN: THE MOVIE	
PUBLISHER:	**ACTIVISION**
DEVELOPER:	**DIGITAL ECLIPSE**
PRICE:	**£29.99**
ORIGIN:	**USA**
PLAYERS:	**1**

STATS

- BATTERY BACK UP
- 12 LEVELS TO SWING THROUGH
- SUPER-DUPER 3D SECTIONS
- ONLY ON GAME BOY ADVANCE
- POWER-UPS APLENTY

RELEASE DATE: OUT NOW



NEXT-GEN? PAH!

Every now and then, you are invited to take part in a special 3D section. Taking a view of Spidey from behind, (in a similar vein to the PS2, GameCube and Xbox versions) you have to swing from rooftop to rooftop tracking down evil gas-filled green balloons sent out by the Green Goblin. Your 'spider sense' guides you in the form of a giant arrow that hovers below you helps track down these floating menaces. As these are just bonus levels, they're good for some extra points, but failure to complete them doesn't take any lives away or affect the outcome of the storyline or ending.

It has to be said that though the draw distances are very short, and the colours range from light brown to dark brown, graphics of the foreground and our hero himself are astounding, and really show off what graphical excellence the Game Boy Advance hardware is capable of.

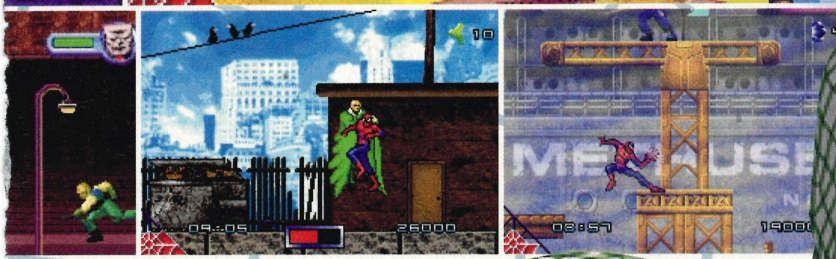


SPIDER-MAN:



GOLDEN WONDER: Watch out for the golden spiders dotted throughout the levels. Finding them all unlocks various secrets, such as a level select mode.





TRAPDOOR SPIDER

Your fight for a clean and safe city is fraught with danger. Not only to the bad guys prowl around armed with guns and Molotov cocktails, but there are also many traps that you have to be careful to avoid. Gas shooting out from broken pipes, ceilings caving in on you, electric wires, hot surfaces, floors that have caved in, revealing deadly pits full of broken glass, sizzling nastily from the loose wire dangling into them, all these things and more are prevalent throughout the levels. Luckily, you can use your special abilities to avoid becoming Spider-Paté . Swinging from roofs and crawling along walls are your best bet, but occasionally you can be a bit more devious and set a trap. Try waiting until an enemy is nearby an exploding barrel, before swooping down and punching it while at the apex of your curve. Do it with one a green barrel, (you have to destroy these in some levels) and you take out two birds with one stone!

WORLDWIDE WEB!

Power-ups include Dynamic Webbing, Sticky Webbing, Arachnid Strength, and Shield Web. These either change the effect that your web attack has on enemies, or give you a limited time of invulnerability, which is handy!



BIFF! Cop a bit of punishment or give some out and cartoony words pop up!

"THOSE EXPECTING ANOTHER DREARY DIGITISED 'TRUE-TO-LIFE' STYLE OF GRAPHICS CAN BREATHE A SIGH OF RELIEF"

THE MOVIE





DANCING ON THE CEILING!

Controlling *Spider-Man* is a complete joy. Hitting the jump button, then hitting it again will send him soaring into the air, shooting his web out and grabbing onto things. If you find yourself in freefall, heading towards a splattery or watery grave, then pressing the Jump button will more than likely get you out of trouble. If you see a side of a building that you fancy crawling all over, then just hitting into it will make him stick. You can crawl along ceilings, around curves and onto a platform, and even hang precariously down on your web like a suicidal bungee jumper.

Once you get your head around the repertoire of moves, grabbing those elusive golden spiders becomes a lot easier, as you pull off moves that just aren't possible in other platformers. This also allows for some cunning level design that sneers at the laws of gravity…







COMMENT Being *Spider-Man* on a portable gaming system has never been so much fun. Tapping A will cause you to jump up. Another press will send a wad of web streaming out from your wrists, attaching itself to a surface, allowing you to swing around as you please. It's this extremely simple technique that allows you to become one with the Spider in a matter of minutes. The other three buttons allow you to fire your webs in the form of weapons, shoot web diagonally, and lastly, perform a flurry of punches and kicks. Intuitive, these controls give a lot of favour to the game.

Another pleasant aspect of the game is the visuals. Those expecting another dreary digitised 'true to life' style of graphics can breathe a sigh of relief, as the looks of this game are true to their comic roots; the colours are vibrant and pulsing, with reds, blues and greens contrasting sharply with each other, giving a snappy, urgent look to everything. *Spider-Man* himself comes alive; he breathes, he strains and he grunts as he performs the impossible. The enemies, while not quite as good looking, still animate beautifully, and the bosses…well, anybody who was a fan of the comics will instantly fall in love as their favourite super-criminals stomp around causing mayhem.

The style of the game is unrivalled, too. The cinematics in between the levels are in strip form; bubbles appear over characters heads as they exchange insults and try to out-narrate each other, and best of all, when you strike an enemy, giant POWS and KAZOOMS fly up – holy man-tights, Batfans!. All of this really makes you feel as if you are taking part in a cartoon, which suits the game infinitely better than the race for real-life that seems to have taken over many developers' priorities.

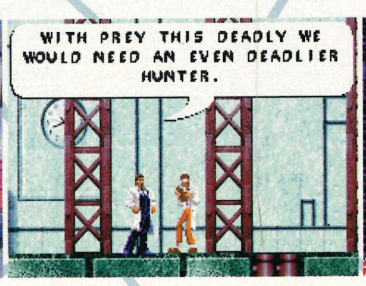
But as with most games, it has its fair share of problems. Aside from the background and foreground problems, the game suffers from longevity failure. There are simply not enough levels – although you'll get a fleeting feeling that maybe Digital Eclipse were wise to finish the game off when they did, before the punch 'n' kick action got too repetitive.

Don't let this put you off though; *Spider-Man: The Movie* looks the business, plays like a dream and is makes you forget about life: exactly what a game should both be and do.

GARY









"SPIDER-MAN HIMSELF COMES ALIVE; HE BREATHES, HE STRAINS AND HE GRUNTS AS HE PERFORMS THE IMPOSSIBLE"

MIXED DOUBLES: Having two identities, Peter Parker also has two missions. Take some pictures of the bad guys while battering them? Sounds like fun!



SPIDER-MAN: THE MOVIE

Originally slated for a November 2001 release, the long awaited *Spider-Man: The Movie* was hit with a delay after the creators asked for a longer amount of time, due to their ambitions.

After over a decade of bickering over who owned the rights, fans can now see one of the most beloved Superheroes of all time on their cinema screens on 3 May, which also happens to be the GameCube release date.

What separates *Spider-Man* from other Superheroes is the motives that he has. Originally, after being vested with his powers he was unwilling to use them for any means besides making money for himself. He even witnessed a criminal escaping capture, but did nothing about it. However, returning home the young orphan discovered that the criminal had brutally murdered his uncle. It was at this point that he spoke his now legendary motto: "With great power comes great responsibility". A motto for his life, he is constantly being tormented by the pain of not only losing his uncle, but the many friends and lovers who he has also lost, due to the evil criminals who are desperate to rid New York City of him.



Which way's actually 'up'? We don't like heights much... Ulp!



SNAP HAPPY

CAN YOU JUST PICTURE THIS?

Before you even get to the title screen, you are presented with a jaw-dropping introduction of Spidey himself. Swooping over a cityscape, he swings right towards the camera, before it pans out, only for him to leap off of the side of a building and start again. It's only after a few seconds that you realise that this is in fact a trailer of the movie! Wonderful. You can also unlock other still shots form the movie by pressing the select button at specified times. This is an excellent way of integrating Peter Parker's reporting job into the game, and provides an incentive to spend time exploring the large levels, as these camera points are usually well hidden.



VERDICT

WELL THOUGHT-OUT SCROLLING PLATFORMER THAT COMPLIMENTS THE LICENCE PERFECTLY.

SPIDER-MAN: THE MOVIE

VISUALS
A pastel palette compliments the jaw-dropping animation superbly. This is one fine-looking game.

AUDIO
Meaty comicbook grunts and groans are good enough, but music is annoyingly repetitive.

GAMEPLAY
The web slinging gives what would otherwise be a stale game a new lease of life.

LIFESPAN
Plenty of secrets to uncover, but not the sort of game to come back to time and time again.

ORIGINALITY
It's been done before so many times of the years, but crawling on ceilings is a nice touch.

ALTERNATIVE

GREMLINS: GIZMO VS. STRIPE



A really charming little game that will leave you grinning. Totally different atmosphere means that you should play both!

OPINION

DON'T LOOK DOWN!

Essentially a basic platformer with a ceiling-walking and web-slinging gimmick, this rises above many other platformers and (often hastily coded) tie-in titles simply through being very well-executed and intelligently constructed.

SIMON

FINAL SCORE

82

DESPITE A LACK OF VARIETY, STILL AN EXCELLENT GAME TO PLEASE BOTH SPIDER-FANS & CASUAL GAMERS.

Buzz buzz, wonder why she does?

TOTAL ADVANCE

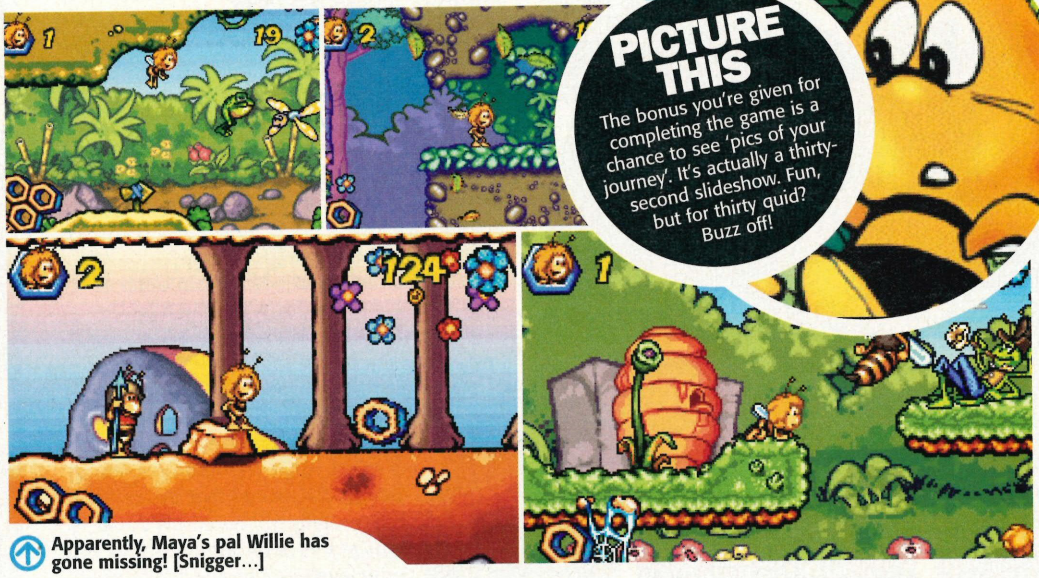
INFORMATION

MAYA THE BEE: THE GREAT ADVENTURE	
PUBLISHER:	ACCLAIM
DEVELOPER:	SHIN'EN
PRICE:	£29.99
ORIGIN:	GERMANY
PLAYERS:	1

STATS

- PASSWORD SYSTEM
- KIDDIE-STRENGTH PLAYABILITY
- POPULAR LICENSE IN EUROPE

RELEASE DATE: OUT NOW



Apparently, Maya's pal Willie has gone missing! [Snigger...]

SAY CHEESE!

PICTURE THIS

The bonus you're given for completing the game is a chance to see 'pics of your journey'. It's actually a thirty-second slideshow. Fun, but for thirty quid? Buzz off!

MAYA THE BEE: THE GREAT ADVENTURE





It's been a while since Pinobee failed to set the GBA world alight, so what does Maya have that he doesn't? Well, not much really...

GO OUT INTO the garden. Okay, well go to the park then. Now look down in the grass very carefully. Do you see a tiny bee jumping on ants' heads and collecting daisies? No? Thought not.

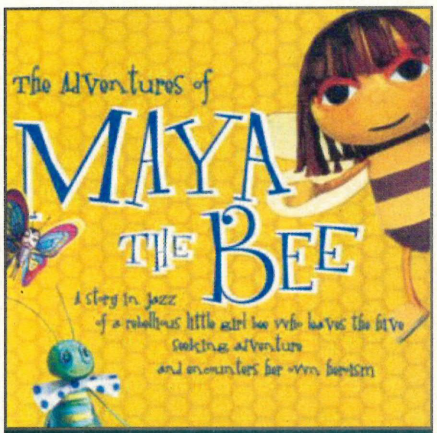
But it's obviously a very popular idea for the GBAd, with both *Pinobee* and now Maya getting in on the action.

She's a very popular character in her native Deutschland, but to us she's the little stinger from amiable Game Boy Color adventures Maya The Bee and Maya's Garden Adventures, both of which were perhaps unfortunately undervalued by our past reviews. The little RPG we rewarded 50% to way back in Issue 15 was a really challenging, charming, deep adventure. Well, it is compared to this sleepwalking platformer!

Alright, so it looks reasonably nice and if you are a hard-core platform fanatic, there's no reason why this jaunt through the world of side-scroller clichés shouldn't pass an idle hour, but it doesn't seem to contain a scrap of genuine invention or, worst of all, value for money.

Even the plot is depressingly obvious. Maya's pal Willie has gone missing, and so she has to... find him. She does. The end. The journey takes the sprightly little stinger across four levels (that's right, FOUR) of miniaturised action, from the beehive to the forest. Each level is split into four further sections, and there are many six-legged allies to meet on the way, including Flip the Grasshopper and some others.

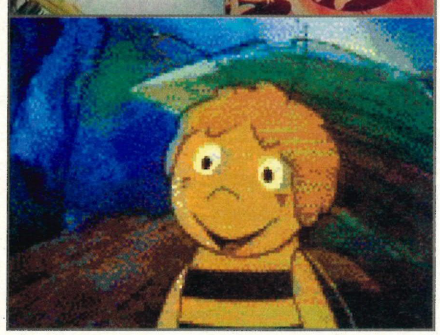
What few drops of intriguing gameplay you can wring out of this adventure are worth a peek, but still not enough to merit spending your precious pounds on. There are many hidden flowers and objects on the way (you supposedly collect the objects – cheese, honey etc. – for your next guide, but it makes no difference whether you



THE SECRET LIFE OF MAYA

It's news to us, but apparently German writer Waldemar Bonsal's *The Adventures of Maya The Bee* is an international favourite among some toddlers, teaching them 'lessons on friendship and caring, as experienced by a group of insect friends' (Not to be irritating little gits). Maya is, so we are informed, a plucky female bee with a protective instinct. Predators sometimes threaten, but Maya is always there for her insect friends, including trouble-prone Willie the bee and musician Flip the grasshopper. Bonsal's tales have also found a wider audience in a Nickelodeon cartoon, and even a stage musical, which is available on CD! Shame that, now UK folks will only remember her as an uninspiring GBA game 'star'.

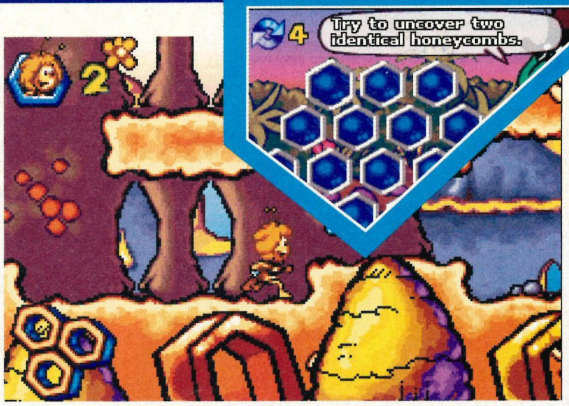




bother with them or not), which can be reached by uncovering hidden areas. Maya can fly short distances and push crates around as well, but when you consider how few buttons have a designated use in the game, you see that the GBA's capabilities are not even remotely stretched here.

On completing all 16 little areas, you're given a 'well done' and an invitation to do the whole thing again on Hard. But why should we? The journey was filled with groanworthy clichés and irritating cutesiness first time round, so there's little point in a re-play. When bad platformers come around, it's traditional to say 'buy it if you're a platformer fan, but...' we can't even say that here. If you crave cute small animal entertainment, thirty quid would be better spent buying you a hamster, its own little cage to live in and still have change leftover for a ginormous bag of hamster food.

JEM

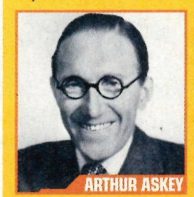


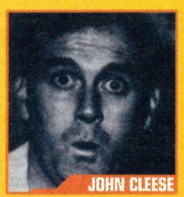
FLIP 'EM OVER: At the end of each level there's a card-matching game that allows you to gain an extra life. Flipping cards gets dull.

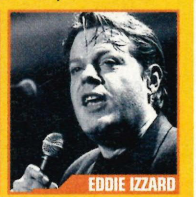


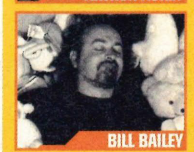
WHICH WIT SAID WHAT?

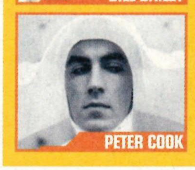
Bees have always been great fodder for comedians: but can you connect the famous comedian to the bee quote?


ARTHUR ASKEY


JOHN CLEESE


EDDIE IZZARD


BILL BAILEY


PETER COOK

1. Run from bees! Run from bees and wasps! Bees make honey – do spiders make gravy?
2. Bzz bzz bzz bzz honey bee, buzz if you like, but don't sting me!
3. I'm sorry Bernard, I ate all your bees.
4. Half a bee, philosophically, must ipso facto, half not be.
5. Bees are lovely furry little creatures with lovely smiling little furry faces.

"THERE'S NO REASON WHY THIS JAUNT THROUGH THE WORLD OF SIDE-SCROLLER CLICHÉS SHOULDN'T PASS AN ODD IDLE HOUR"

BOTTOM TEN GBA PLATFORMERS

SURPRISINGLY, SOME PLATFORMERS HAVE BEEN EVEN WORSE VALUE FOR MONEY!

Rocket Power: The Dream Scheme	59%
Maya The Bee The Great Adventure	58%
Kao The Kangaroo	55%
Power Rangers: Time Force	55%
Scooby Doo & The Cyber-Chase	55%
Atlantis: The Lost Empire	54%
Extreme Ghostbusters: Ecto-1	51%
Ice Age	42%
Alienators: Evolution Continues	42%
Land Before Time	40%



Collecting objects sadly makes little impact on your progress.

VERDICT

THEY'RE ASKING FOR IT REALLY – CALLING IT 'GREAT' IS CERTAINLY AN EXAGGERATION...

MAYA THE BEE: THE GREAT ADVENTURE

VISUALS
The best thing about it, and nothing special. Nice colourful graphics for the ickle kiddies.

AUDIO
The most unoriginal, annoying music we've heard in a long time. And SFX are not really noteworthy.

GAMEPLAY
Another collection of platforming clichés. Just about worth buying if you're a platform fanatic? Maybe...

LIFESPAN
Not even a difficulty setting. A weird animation, and that's it! This is a tiny game with no real extras.

ORIGINALITY
Let's recap. Nothing new here at all. If anyone can see an iota of originality, please do write in.

ALTERNATIVE

MAYA THE BEE: GARDEN ADVENTURE



This GBC RPG had twelve times the depth and playability of the Game Boy Advance version.

OPINION

ZZZZZZ! "Styled with bright vivacious colours and buzzing with platform action this little stunner will suit its junior target audience superbly – even if it isn't the most ambitious of GBA titles. Experienced gamers should look for a buzz elsewhere, though."

DARREN

FINAL SCORE

58

UNBELIEVABLY UNORIGINAL PLATFORM ANTICS: WE'VE BEEN HERE MANY TIMES BEFORE – THAT'S NO JOKE.

To boldly go where no game has gone before...Yeah, right!



I wouldn't mention *Space Precinct* to this guy's face either though...



Use boosters to get out of big trouble.

STAR X

Is that Fox McCloud's Arwing that we see zooming thru' space?

TOTAL ADVANCE

INFORMATION

STAR X	
PUBLISHER:	BAM! ENTERTAINMENT
DEVELOPER:	GRAPHIC STATE
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1

STATS

- 3D POLYGONAL SPACE SHOOTER
- TONS OF ENEMIES
- INTENSE GROUND ACTION
- INVOLVING SPACE ACTION
- FAB FIREPOWER POWER-UPS

RELEASE DATE: MAY 2002

SHIGERU MIYAMOTO is surely the biggest asset Nintendo has over its rivals. Without him (oh! And *Pokémon*) and the never-ending supply of AAA titles that he continues to be responsible for, we seriously doubt whether the company could have maintained any stature in this cut-throat market. He is arguably the biggest name in the gaming industry: with few (if any) being on a par with him.

In an attempt to mirror the genius of one of his innovative SNES creations; Bam! Entertainment release *Star X*; which is a galactic struggle against alienated oppression on the same echelon as Star Fox. The game itself, features all the usual elements required of a space-shooter: a fancy ship, intense space battles, a script of pure comedic brilliance and extra-terrestrials seemingly on loan from Jerry Anderson's Space Precinct. Also in true galactic tradition you are brusquely thrown into the conflict of escaping a rather tasteless and bland planet whilst being bombarded with the expenditure of air and ground munitions. Barrel rolling from left to right a stark impression casts its intimidating shadow over you and you begin to wonder how Bam Entertainment! Intends to get away with it.

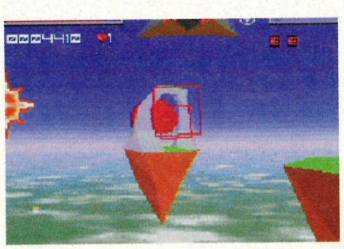
The game's boss fights, scripted events, controls, visuals and even to an extent the title are all attempting to give us a high class and innovative experience which essentially adds nothing new to the genre.

Yes, the FX chip style graphics are handled well on the little screen with no slowdown, a problem which; the SNES title was enveloped in. The controls although simple are solid and effective, with a pulsing rhythm of your thumb hacking away at the A button. In fact the only issue we had with the whole game other than the lack of a required fresh approach was the lock-on system. Effectively there didn't appear to be one, with the only sure way of unleashing laser death being to maintain the aforementioned A button rhythm and throwing your ship around the screen.

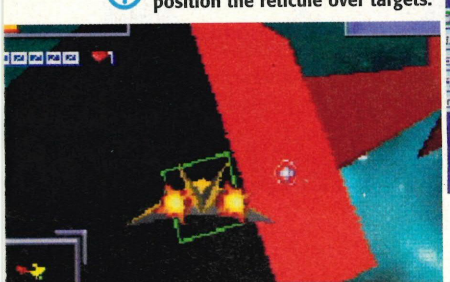
To completely banish this title to the floating carcass of poorly realised shooters would be too dismissive – even with the dodgy lock-on system – as like its döppelganger there is an enjoyable experience to be had, especially in the multiplayer mode. Its just that it fails to produce the impact Star Fox garnered in its 16-bit home with.

It's encouraging that the GBA handles a variety of differing gaming styles covering all the known genres; but a shame that nobody as yet has taken a seemingly risqué step to give us something fresh and innovative. It's actually still quite early in the GBA's life cycle, so let's hope developers can produce something for future gaming generations to go as retro-crazy about as much as we enjoy such shockingly uninnovative stuff like *Star X*.

DARREN



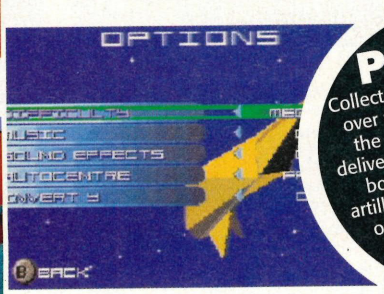
Lack of lock-on forces you to position the reticule over targets.

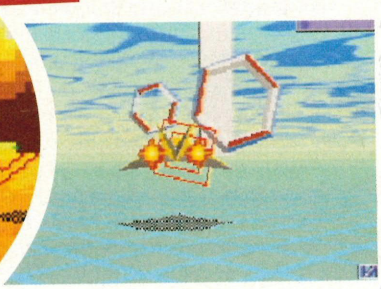


I'VE GOT THE...

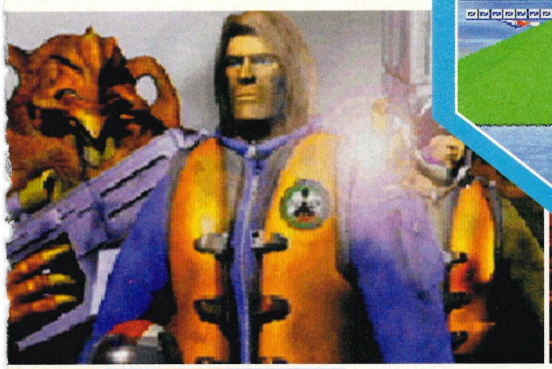
POWER!

Collect power-ups spread all over the levels to increase the punishment you can deliver – essential for fighting bosses and their heavy artillery. Without the double or triple lasers you'll be in for a rough ride...





UPDATES: At the start of each level you are updated of your fighters situation in the form of quick and to-the-point messages that heighten the tension of the game.





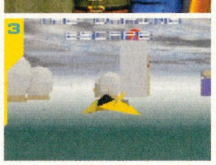


AARGH! The landscape isn't *that* featureless!









STEP–BY-STEP. OOH BABY!

Narrative is becoming increasingly important in video games, with some more recent titles boasting backstories intricate and well-constructed enough to resemble movie plots. Strangely, sci-fi game stories often seem bland compared to other genres rather than reflect the cutting-edge creativity that originally brought literary science-fiction to prominence. Here's *Star X*'s plot – you decide!

THE PREMISE

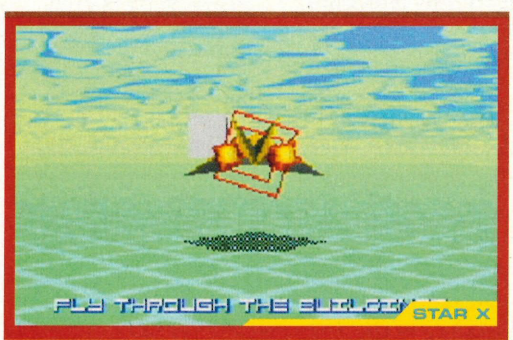
Sent to befriend an alien race known as the Karask and arrange a desperate peace settlement, mankind's diplomatic envoy is blown into a fine cloud of his constituent elements before they have a chance to discuss the matter in a civilised manner.

THE DARING ESCAPE

Fortunately all is not lost as you survive the ambush, realising that it is imperative that you inform the rest of humanity.

TAKE OFF

Enraged and shocked you escape the clutches of your captor and head towards home with the troubling news....



ATTACK OF THE CLONES...

As already mentioned, this game gives us a slight inkling that its developers have extensively played *Star Fox* (or sequel *Lylat Wars* on N64). Each level is almost on loan from the Super Nintendo smash hit, with the only difference being that this is a human war and not a bunch of pets fighting for righteousness and endearing serenity. With this in mind and if you don't have the foggiest clue at what we are talking about take a look at the similarities for yourself. Hmmm?





SCORPION + ALIEN + TANK = DEATH!

OOOH! BOSS!

In a vain attempt to escape, coupled with the destruction of smaller enemies, our lone soldier and his little cruiser jointly stumble across Egaon's intense boss character. Emerging from the simmering dust with bold statements and an extremely large death-machine with which to pulverise you into the ground, we blindly attempted to dispose of him. We found that his Scorpion Tank was the most difficult to destroy as our bombs didn't have that much effect on him and at this point we had no other power-ups. We advise that before you enter the battleground you stock up on upgrades and gather as much health as you possibly can, otherwise your death will be swift and harsh.

"BARREL ROLLING FROM LEFT TO RIGHT, YOU WONDER HOW BAM! INTENDS TO GET AWAY WITH IT"

VERDICT

A PITY WE COULDN'T HAVE NINTENDO'S STAR FOX, BUT IT'LL DO FOR SOME SHORT TERM SPACE-BLASTING THRILLS.

STAR X

VISUALS
Jagged, blocky and still – so it's an almost perfect facsimile of the game it tries to imitate.

AUDIO
Big, crunching and repetitive; not the best example on the GBA but suits the shootery well enough.

GAMEPLAY
Great – a blast-a-thon of galactic fun – mainly due to its simplicity and somewhat retro feel overall.

LIFESPAN
Might pall after quite a short while for many gamers, but a few (like Matt, our Sub Ed) will be hooked.

ORIGINALITY
Yeah! tons and tons of it! Wait, this is 2002, not 1992... So none. Zilch. Zip. Nada. Nil. Nyet. Non.

ALTERNATIVE

IRIDION 3D

Iridion 3D holds all the cards, it really is a touch of class, from the great structured levels to the addictive blasting. There's less dependence on power-ups too!



OPINION

SLIPPY! "The most blatant rip-off since '*Pack-Man*' came to my local arcade? Yup. Fun to play? Well, I think I've bloomin' busted my beloved GBA 'cause I played *Star X* for so long, it slurped out of my sweaty mitts to rendezvous hard with the floor. Sniff...!"

MATT

FINAL SCORE

73

ENJOYABLE BUT AGED-SEEMING, MINUS LASTING APPEAL FOR ANYBODY BUT THE MOST SPACED OUT.

Manual or automatic – does it make any difference?







The third leg will take you to the grey land of eternal despair...

BRUM BRUM!

TWEAK IT
The game does introduce some conditions that allow you to take advantage of the tweaking system. The only problem is that with no apparent effect there doesn't seem to be much point!





GT ADVANCE RALLY RACING 2

TOTAL ADVANCE

INFORMATION

GT ADVANCE RALLY RACING 2	
PUBLISHER:	THQ
DEVELOPER:	MTO INC.
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1-2

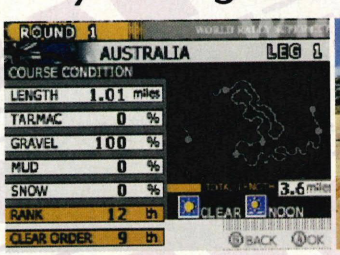
STATS

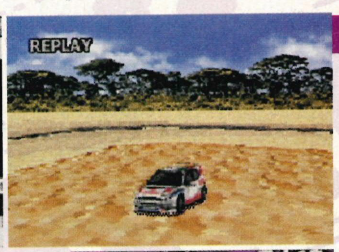
- SEQUEL TO THE BEST SELLER
- 4 PARTS TO TWEAK
- NAVIGATOR'S VOICE-OVER
- 7 MODES OF PLAY
- 42 VARIED TRACKS, 14 STAGES

RELEASE DATE: JUNE 2002

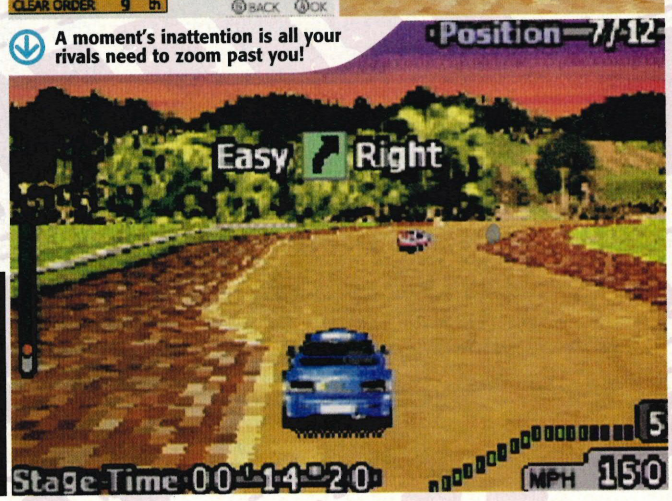


Negotiating a tight right-hand corner and accelerating to a videogame store near you – *GT Advance 2 Rally Racing* shows you its scorching rubber!





A moment's inattention is all your rivals need to zoom past you!

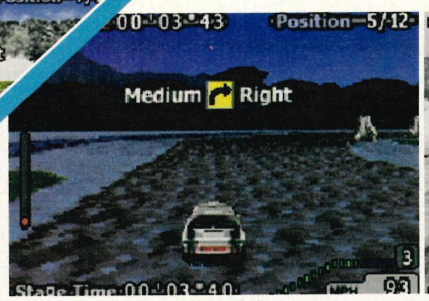


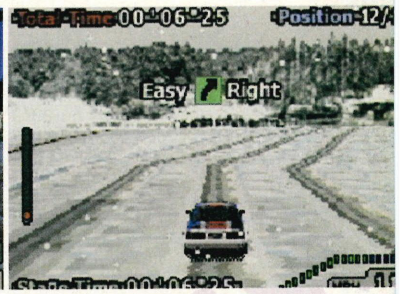
AS YOUNG, innocent sprouts, we excitedly found the multi-purposes of an empty cardboard box a joy to behold. Vividly we created diverse adventures whilst sitting comfortably in the middle of the box; realising that life was indeed grand with its pleasures being plentiful. Converting the cubed-wonder into speedboats, drag racers, impervious castles surrounded by imaginary moats; we realised that its potential was limitless as we delved ever deeper into the far reaches of our imaginations.

The only real problem that we experienced with this innovative cardboard conveyance was the handling when used to imitate cars. Flipping over at the slightest attempt to get around that sharp right, your passenger would be left in fear as they tumbled to the floor. The championship was over and the dream quickly diminished.

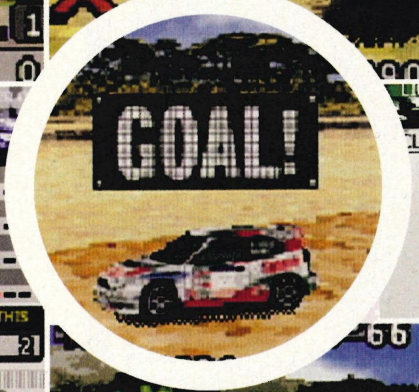
LETS SHARE...: Head-to-head two-player challenge. This game definitely deserves to be shared; as playing alone could seriously affect your health!







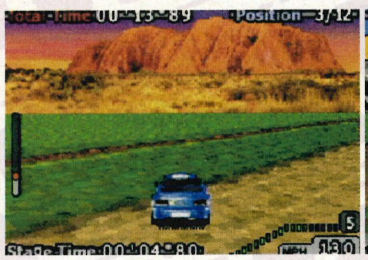






A PASSION FOR PENNIES?

The developers have obviously put a lot of effort into the modes; tables and the overall general rally experience. Although some of the screens themselves do not look that crisp, the options held within them are welcome. You can change vehicles, (with all the greats being there; Subaru, Toyota, Nissan, Mitsubishi, Mazda) the inclusion of a battery back up is a superb idea, opening up a truly personal experience, and the sheer scope of things packed onto the GBA's tiny cart is amazing. It's unfortunate that it seems the actual courses which you race around have just been carried across from the first game with no real attempt to improve on its flaws. This makes us wonder if a quick buck was the objective of the whole *GT Advance 2 Rally Racing* exercise all along...





"WITH THE INCLUSION OF ALL THESE RACING ELEMENTS, THE INITIAL DEPTH OF THE GAME SOUNDS LIKE GRAN TURISMO ON THE GBA"

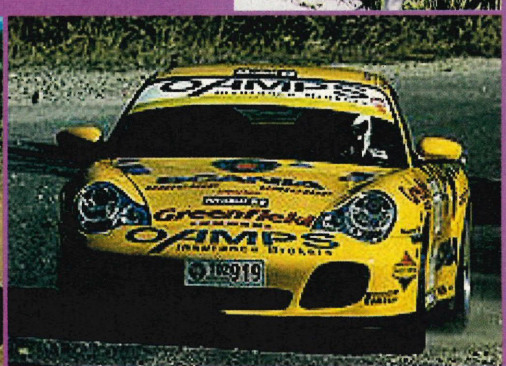
Wondering where it all went wrong and with tears in your eyes you would seek reassurance from Mum before you picked up the box, doctored any rips and returned to the starting grid to try again. The only way your scarred passenger would return to the event was after a more persuasive method involving Chinese burns and a heck of a lot of rope. Like some kind of deranged animal; it appears that the human mind (in some cases) doesn't learn – as you would both, once again tilt at any attempt to mimic the perilously tight corners found on realistic tracks. After many more tears, a pointed finger of blame and more often than not a good hiding, you would be forced to cease all interactivity with the box and throw it away. With salty beads dripping from our eyes and a box of Kleenex, this youthful exposition brings us to the joys of *GT Advance 2 Rally Racing*.

DEFINE: RALLY!

To sum up rally racing, you would have to say that it is all about burning your tyres into an un-known dirt road whilst trying to successfully achieve an unbeatable stage time. In your pursuit of glory, you and a second team member (a navigator) strenuously battle Mother Nature in order to achieve acclaim with successful efforts being rewarded with trophies and lucrative endorsements. To truly understand this sport, just take a look at this White-handed Gibbon; who on behalf of his fellow humans has undergone years of scientific experiments in order to sum up what effects prolonged periods of rally driving has on its competitors. Just look at that white face...







WIN WIN WIN!

GET READY, SET, GO ON THEN!

THQ and Tamiya offer you an unmissable chance to get racing!

TO CELEBRATE THE launch of their second GT title, THQ have got together with remote control car geniuses Tamiya with a whole barrel-load of irresistible top-speed prizes! One lucky winner will win:

XB Series – The XB (Expert Build) series presents pre-assembled radio-controlled (R/C) models. Chassis can be disassembled for maintenance and/or upgrades, as you'd be able to if you'd built it yourself. Optional parts can be used to heighten running performance; and of course an R/C receiving unit is also pre-installed in chassis and easy-to-use control transmitter is included. An amazing little motor, which retails at around £300!

Two almost-as-lucky runners-up will be getting their scrounging little mitts on:

QD Sports Series - The QD (Quick Drive) Sports series of pre-assembled radio control models is suitable and developed for those who are just getting into the exciting radio control model world. Each car is pre-equipped with a motor and other R/C mechanics. Durable polycarbonate body is pre-painted with stickers affixed.



Both cars come pre-made, and ready to use! Plus, of course, each winner will also get their own copy of GT Advance!! Rally Racing for when the excitement of real radio-controlled racing gets too much! All you have to do to stand a chance of owning all this glorious automotive fun is answer the following question, making sure to mark your entries 'Get Set Competition 29', and send them to: **Paragon Publishing, Paragon House, St Peters Road, Bournemouth, Dorset BH1 2JS** no later than June 25.

Q. ONE OF THE MOST FAMOUS RALLIES OF ALL TIME TOOK PLACE BETWEEN WHICH CITIES IN THE EARLY TWENTIETH CENTURY?

A. LONDON AND BRIGHTON **B. SEATTLE AND BOSTON** **C. LEEDS AND MANCHESTER**

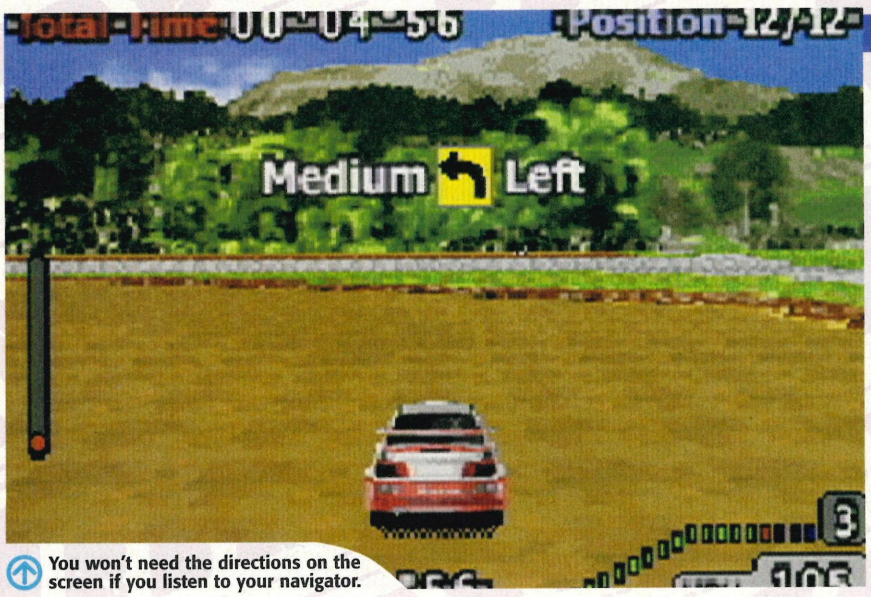
THQ

TAMIYA





1. All entries must be received by 26 June. 2. There is no cash alternative. 3. Editor's decision is final and no correspondence will be entered into. 4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your competition entry.



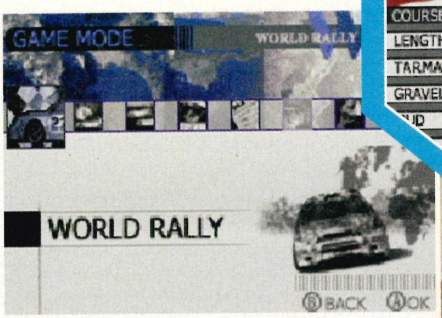
You won't need the directions on the screen if you listen to your navigator.

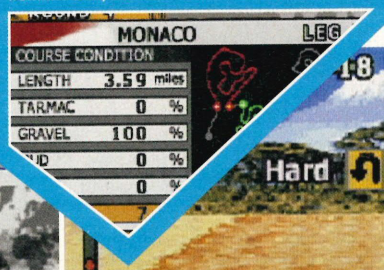
COMMENT Casting reminiscence aside, there are seven different modes of play, including a head-to-head challenge and a rather superfluous car-tweaking facility. Though these tweaking options provide you with the most apt car for each track, it's a real shame that they don't go much further than they do. Suspension, steering, transmission (manual or auto) and brake can all be mucked about with, but no matter what settings you use, it don't seem to have anywhere near as much impact as it should on the cars' handling. There's also four sets of tyres: tarmac, gravel, mud and snow.

Altogether, there's fifteen different rally cars to choose from and different weather effects. With all these elements, the initial depth of the game sounds like *Gran Turismo* on the GBA, and this is as good an excuse as possible to play with the game rather than the small box it came in.

From the satirical outbursts of 'joy' made by your navigator whilst casually driving through obstacles, to the phantom challengers apparently

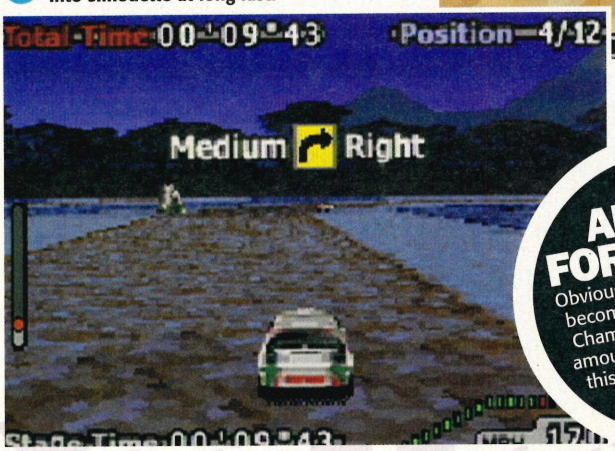
THE WORLD TONIGHT...: It'll be quite a while until you reach the UK. It's a shame there's no real track choice from the start, because Australia isn't the best looker.







Thank god! It's night! All the pixels have gone into silhouette at long last!



CUP ME UP

AIMING FOR GOLD... Obviously the objective is to become the ultimate Rally Champion. With the vast amount of tracks available this does initially seems daunting.



SOUPY TWISTS!

OR: YOU'RE IN FOR A BUMPY RIDE!

Even though the handling's improved quite a bit since the on-rails feeling of the last *GT* title, the tracks are bound to cause a little car-sickness in gamers of a more gentle constitution! Instead of attempting to evoke the FEEL of a rough track, they seem to have gone for the 'make it look as if they're skidding around in a huge plate of hexagonal baked beans' effect.

The link-up feature is admirable and should be very playable, but it doesn't matter how good any of the rest of the game is if the races themselves make you feel queasy to play. Trust us, there's other rally game that look so good all you want to do is stop the car and go for a walk. You try to do that here, and you'll be tripping over all those GIANT pixels all the time!

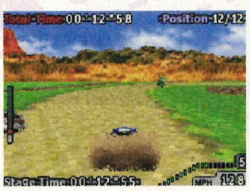


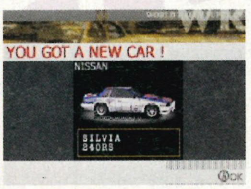


appearing out of thin air; this is... not the most fun you can have with a GBA. We at TOTAL ADVANCE adore link-up extras as you know, but when the game experience itself is detracted from by such a badly visually realised playing area, we wonder why these basic graphical issues haven't been addressed instead. It's a shame that inclusion of these extras seem have taken precedent over the actual content of the title.

To be honest, if you can put up with the flaws; including somewhat abstract level design, questionable collision detection and a noticeable lack of control at points; then the sheer amount of tracks and modes available will easily allow you to enjoy the game if you've got no other rally games to compare it with. It's just that if you've played other GBA car racing games, from *V-Rally 3* to *Mario Kart*, *GT Advance 2 Rally Racing* seems to be lacking. If racing games are your bag, then you'll get some enjoyment here, but if you have to own just one rally game, this ain't the best.

DARREN





Why is it so hard to create a GBA racetrack that doesn't look like it's made of digestive biscuits?



VERDICT

ADEQUATE IMPROVEMENT ON ORIGINAL, BUT THE WHOLE THING FEELS RUSHED & UNFINISHED.

GT ADVANCE 2 RALLY RACING

VISUALS
The cars are alright, but the road surface and backgrounds could perhaps do with a bit of polish.

AUDIO
Nothing special. The navigator's speech is nice, but sooner or later you'll want to turn it down.

GAMEPLAY
As a rally game it's about average. Serviceable, but those rough roads will annoy you eventually.

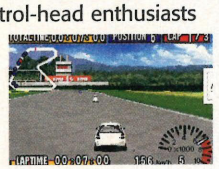
LIFESPAN
There are lots of modes available, it just depends on whether you can stomach the games controls.

ORIGINALITY
Well, it's not trying to be original, so there are no innovative extras that haven't been seen elsewhere.

ALTERNATIVE

GT: CHAMPIONSHIP

For those petrol-head enthusiasts this is the premier choice. With an great variety of modes and superb gameplay it stands as an un-missable alternative.



OPINION

WELL... "We were one of the few to award the previous THQ *GT* title a very low mark, so we wanted to be nice this time. But this still isn't worth the asking price, for the amount of tracks alone. *V-Rally* seems to have a lot more pizzazz, I'm afraid.

JEM

FINAL SCORE

73

IMPROVES ON ITS PREDECESSOR, BUT SADLY NOT THAT MUCH. FOR THE RALLY-NUTS ONLY, REALLY.



Formula One For The Future!

TOTAL ADVANCE

INFORMATION

DOWNFORCE	
PUBLISHER:	VIRGIN
DEVELOPER:	SMARTDOG
PRICE:	£34.99
ORIGIN:	UK
PLAYERS:	1

STATS

- TEN DRIVERS
- EIGHT TRACKS
- FOUR DIFFERENT GAME MODES
- SPRITE SCALING 3D EFFECT
- RACES TAKE PLACE IN CITIES

RELEASE DATE: 17 MAY 2002

MODE SEVEN

SCALE IT

The game makes good use of the Game Boy Advance's Mode 7 technology. This old SNES hand-me-down allows sprites to be hugely enlarged. This can be used to create a 3D track effect here in Downforce.





"F-ZERO IS GETTING ON A BIT AND THOSE OF YOU LOOKING FOR A NEW CHALLENGE WILL BE PLEASED TO CAST YOUR GAZE UPON DOWNFORCE"

If only over-regulated real-life Formula One could eventually turn into this...

F-ZERO aside, there aren't many GBA racers taking full advantage of the Game Boy Advance's sprite scaling technology. There have been a few attempts, but nothing so far has really matched up to Nintendo's genre-defining classic.

Still, *F-Zero* is getting on a bit and those of you looking for a new challenge will be pleased to cast your gaze upon *Downforce* – a new 3D racer from Smartdog studios. Following upon a similar premise to *F-Zero* – it's the future and normal Formula One racing has got too stale, so make way for extreme racing, *Downforce* is making a valiant attempt to put Formula One back on track (or off the track in this case as a lot of the racing takes place on city streets)

So it's off to the races we go! But are they any good? Well, visually things are pretty peachy, the cars are impressive, the tracks are above adequate and it moves at a fair old pace. There are also plenty of other racers buzzing around on the track to compete against, which makes the races plenty of fun.



DOWNFORCE

CAR GETS FROM AIR MOVING OVER ITS SPOILERS.



A good line is essential to get round corners without losing much speed.



CITY: Although the races take place in cities, the tracks are so wide and the distant background so sparse it's often hard to tell. Shame!





But it's not perfect, the handling is a little suspect, feeling both over twitchy and sluggish at the same time. It's almost as if there's a delay before moving then your car jolts left or right. It takes a while to get used to and you do spend an awful lot of time zig-zagging along the track. It's a good job the tracks are so wide or the game would be virtually unplayable (or maybe that was part of the design.) Still, after the perfect control of *Mario Kart* it does feel a bit sub-standard.

Speaking of *Mario Kart*, another thing you'll notice is that there isn't any inclusion of weapons. It may be Formula One, but it's set in the future and these are supposed to be no-holds barred races – so the odd oil slick and machine gun wouldn't be out of place. Without any turbo boosts or power-ups the whole affair just doesn't have the same punch as Mario Kart or F-Zero.

Still, that's not to say it's a bad game. Not by any means – *Downforce* is visually impressive and offers rock solid gameplay (once you've got used to the steering) with plenty of levels to work through.

MARK



Arrows at the top of the screen alert you to corners.



I NEED AMMO

It's just a shame that *Downforce* misses the ball on a few points. There are characters behind the wheel of each car, but it doesn't really make use of them – there's no rivalries, vendettas or storyline.

There are other downfalls in *Downforce* too. There are no short-cuts on the tracks, there are no power-ups, speed-boosts or weapons of any kind.

It's a shame because it's a futuristic racer and these things aren't out of the question. If you can remove all rules from racing, you can certainly take a few liberties with reality. It's not exactly a simulation so we see no need for *Downforce* to be ultimately realistic.

The game itself is solid, and if only it had been given a few extra tweaks and had a few more things lying around on the tracks, the whole experience would be a whole lot better.



RACE MODE

There are also lots of tracks and several game modes to work through including Arcade Trophy, Time Attack, Free Race and Championship. The arcade mode is your first pit stop throwing you straight into a racing challenge. There are only a couple of tracks open at the start, but win races and you'll soon have more to choose from.

You'll soon tire of the instant thrills and start looking for something a little more in-depth – which takes you to the Championship. Here you work your way up through the ranks and tracks in the quest to become overall champion.

The other two modes pretty much do what they say on the tin. Free race allows you to blast around the tracks without impunity, it allows you to practice each corner and work out the best way to take them. It's pretty boring though, at least on time trial you've got something to race against – even if it is just the clock.

MEAN STREETS

DOWNFORCE BACKSTORY

It's the future and Formula One is getting boring, even for fans who religiously watch the practice runs and qualifying sessions on TV. Even worse, the drivers themselves are getting bored of hurtling at breakneck speeds around non-dangerous tracks.

Rules are the problem, there are far too many rules in this sport. All the cars are regulated, restrictions are making the sport become mundane.

So the drivers rebel, they want more danger, they want unregulated cars that can go as fast as possible. The governing body of Formula One isn't having any of it, and says "No way! Not on our tracks!", but that doesn't stop the drivers though, they take all the restrainers off their cars and instead of racing on racetracks, they take their cars for a spin through the streets of the city.



VERDICT

WELL-EXECUTED RACER THAT JUST MISSES GREATNESS THROUGH AN UNFORTUNATE TOTAL LACK OF GAMING CHARISMA.

DOWNFORCE

VISUALS
Good sprite scaling to make 3D tracks and good-looking cars create an impressive looker.

AUDIO
Your GBA buzzy speaker will never re-create the roar of an F1 engine, but it works, mostly.

GAMEPLAY
Steering takes time to get used to and you'll zig-zag at first. But then it becomes quite good fun!

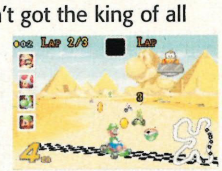
LIFESPAN
Eight tracks to blast around but they're pretty samey and without weapons it eventually gets dull.

ORIGINALITY
There are a few other games like this around but it's a good attempt at updating Formula One.

ALTERNATIVE

MARIO KART

If you haven't got the king of all 3D racing games yet, then you've problems. Go out and buy it now – if you can't find it, buy an old N64 and its version of *MK* instead!



OPINION

VROOM! "This game's got everything a good game needs, but still suffers in comparison to *Driven*, *Konami Crazy Racers* and the inevitable *Mario Kart*. All you mad people that brought *Shrek Kart*, take it back to the shop and swap it for *Downforce*, it's much better."

MATT

FINAL SCORE

81

GAME COULD USE SOME WEAPONS AND POWER-UPS, BUT APART FROM THAT IT'S REALLY RATHER GREAT!

Step back in time to the distant, darkest Eighties!





I WANT TO BE A...

TREE!
Once you've collected the pressies, you must make your way to the Christmas tree. At the game's beginning it's not that hard, but later on you'll be frantically searching for that elusive last present. Lousy Gremlins, why I oughtta...





GREMLINS: GIZMO VS STRIPE

TOTAL ADVANCE

INFORMATION

GREMLINS: GIZMO VS STRIPE	
PUBLISHER:	WANADOO
DEVELOPER:	LIGHT & SHADOW PROD.
PRICE:	£29.99
ORIGIN:	FRANCE
PLAYERS:	1-2

STATS

- PLAY WITH TWO CHARACTERS
- PASSWORD SYSTEM
- FLUID ANIMATION
- 10 LEVELS OF ACTION
- 2 PLAYER LINK-UP!

RELEASE DATE: MAY 2002

Yet another retro-flavour scrolling platformer. Does gameplay match the theme, or is it more up-to-date?

AS GENRES on the Game Boy go, the most common has to be the scrolling platformer. Early success of *Mario Land* seems to have lived on in developers' minds, and so the quest for the ultimate platformer carries on.

Like a lot of Rare games, *Gremlins: Gizmo Vs Stripe* takes a collecting theme. Depending on which character you choose, (see 'Points Of View' opposite) you have to collect a certain amount of presents in a level before making your way to the end. Playing as Gizmo the Mogwai, you must defeat the evil Stripe the Gremlin's plan – to steal Christmas presents from the children of Kingston falls. Choosing to play as Stripe, you have to carry out this diabolical plan.

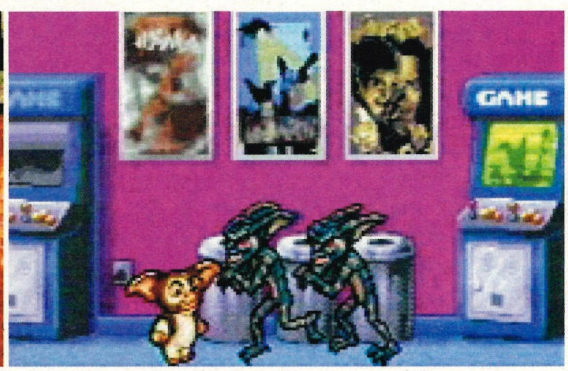
Along the way you encounter enemies who will try to hinder you, and tricky platforming sections that require skill, timing, memory and occasionally, a leap of faith.

The various levels' backdrops are lifted straight from the film, with memorable set pieces such as Billy's room and the cinema. The levels are quite expansive, and whilst never too taxing on the brain, require a keen eye to spot the doors and switches that are littered throughout.

Every couple of levels or so, you come across a boss. These can be quite difficult to win against, which adds lastability, but beating them presents you with a password that you can use to carry on from where you left off.



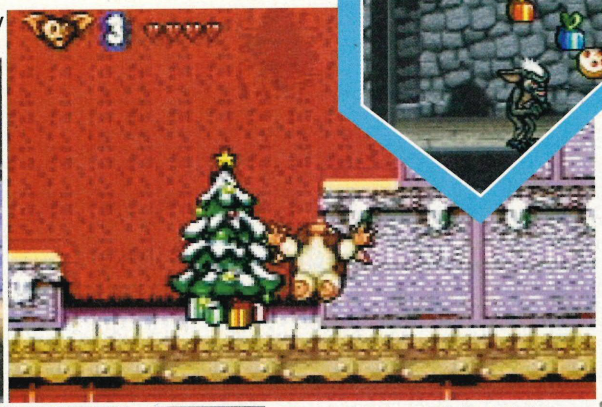




"THE ANIMATIONS OF THE GREMLINS HITTING THE MOGWAI ARE QUITE DISTURBING AND CREEPY"



Gizmo & Stripe are actually friends outside 'work'...?



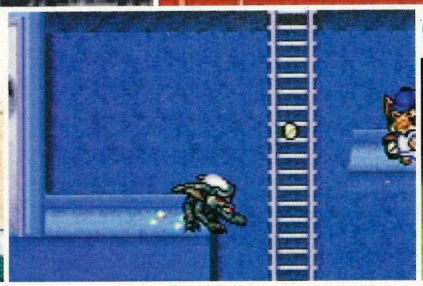
SECRET SOCIETY: Press Down to see if you can squeeze through a random mouse hole – you never know what you may find hidden away in there...



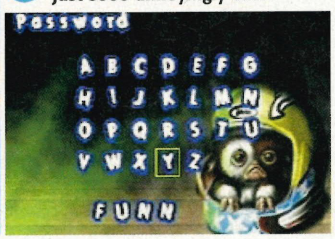


THE MOGWAI





Aaah! Gizmo's fallen! Ain't he just sooo annoyingly cute?



POINTS OF VIEW

Before you start a new adventure, you get the choice of which character to use throughout the game – Gizmo or Stripe. Essentially the gameplay does not change much depending on your choice, what with the level layout being the same. However, there are a few cosmetic differences. If you are Gizmo, you can hit a Gremlin to stun them, and then proceed to flash your torch on them, causing them to melt away. As a Gremlin, you have to hit the Mogwai, and then throw a custard pie at them in order for them to change it into a Gremlin. You have to collect either batteries or custard pies for this, respective of who you are. Also, Gizmo is equipped with a double jump, allowing him to fly across the sky in order to reach a platform. Stripe doesn't have this. Instead he has one giant leap that requires him to grab hold of a platform edge. The timing of these two moves is very different, and takes a certain amount of practice to get right.

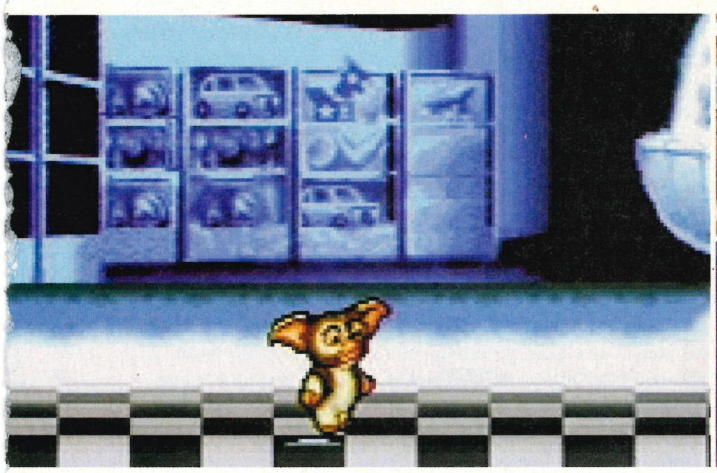


GREMLINS GET EVERYWHERE!

LOCATION, LOCATION, LOCATION...

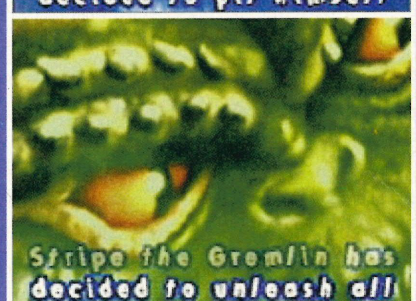
There are five levels in all, each taking place in a different area of Kingston falls. You start off in the Asian toyshop, where the original Mogwai was found in the 1984 film. From there you go to the Bank, then into the Police station. After these you find yourself in a dingy Cinema, which you must get past in order to access the next level, which is the Firehouse, and then finally you enter the boss fight, which takes place in a single room. Here you face off with your sworn enemy, who can be either Gizmo or Stripe, depending on who you chose in the first place.

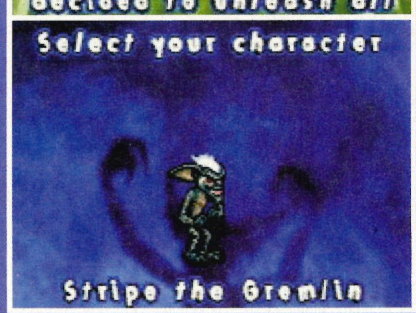
In each area there are different things to keep an eye out for. For instance, in the bank you may be able to occasionally open a vault, leading you to some goodies. In the fire station, pipes coming out of the walls can be climbed on, in the cinema the screens can be scaled, and in the Police station you must remember not to step on the live wires.



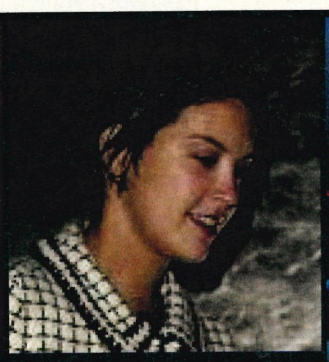














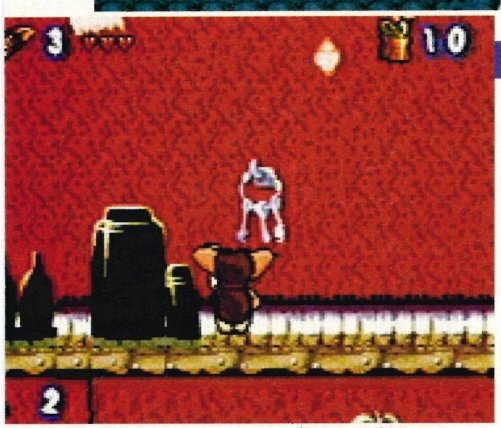
EIGHTIES GOLD!

Released back in 1984, *The Gremlins* was a strange film. On one hand, it was hilariously funny, and on the other extremely dark and brutal – decapitation scenes were common. It told the story of a kid called Billy, who received a cute little creature known as a Mogwai. Not taking heed of the three rules told to him, (Never get a Mogwai wet, show to bright light or feed after midnight) it's not long before the Mogwai has taken a turn for the worst, and turned into a nasty green skinned Gremlin (Who goes by the name of Stripe). Causing havoc around the town of Kingston, it's not long before Stripe has broken into the local swimming pool and created an army of evil wrongdoing Gremlins. Together will his little Mogwai pal Gizmo, and the unarguably lurve-ly Phoebe Cates, Billy must push himself to his limit and beyond, in order to save the day. They just don't make films like this anymore do they?

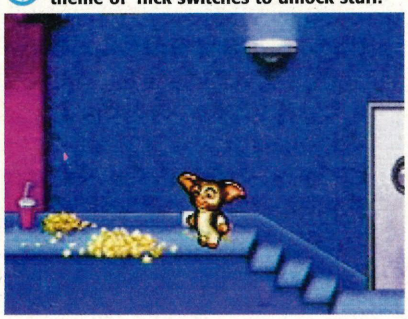








All tasks take the familiar platformer theme of 'flick switches to unlock stuff.'



COMMENT

At first, you'd be forgiven for thinking that *Gremlins: Gizmo Vs Stripe* is just another cutesy platformer that seems to be saturating the market at the moment, but further play reveals otherwise.

After being presented with the usual splash screens and menus, the first real choice you have is to choose your character. Once this is done, you go through a small introduction to how the game plays, as well as the story that it all revolves around. Then the game begins.

The first level is set in the old gift shop, and it has to be said that the graphics are superb. Just like in the disappointing *Extreme Ghostbusters* title, everything is drawn with real attention to detail. Little wires spurt electrical sparks around, speakers pulse and throb, and candles burn away. However, the gameplay is noticeably better than the previous ghoul-blasting jaunt.

There's quite a bit of repetition, however, even in the graphics, and not only does this give the game too much of a uniform look, it also makes navigation harder than it should be, as you can sometimes get quite confused over where you are exactly. The animation of the characters is another standout point. They do a little jiggle to the jolly-yet-sinister background music, which in little Gizmo's case especially, will make your heart melt (*I may vomit* – Ed). In fact, it's true that the presentation of the game in general is top banana, and generates an atmosphere that is admirably true to the movies. In particular, the animations of the Gremlins hitting the Mogwai are quite disturbing and creepy.

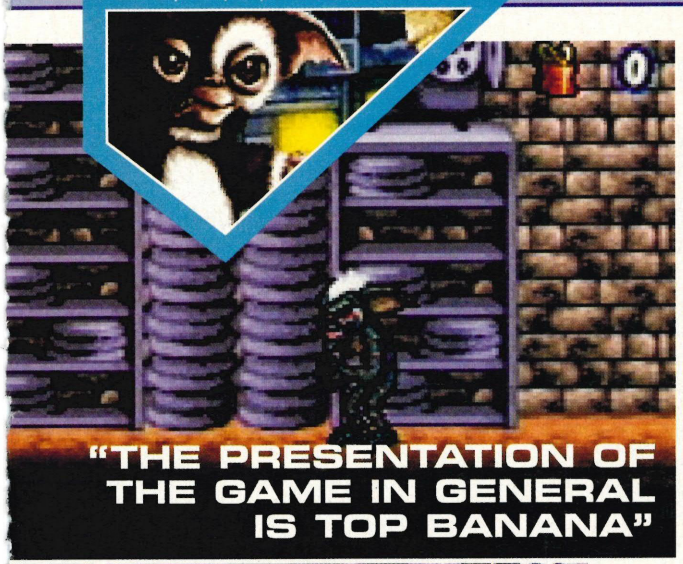
THAT'S CHARMING

Later in the game, unfortunately, there's a turn for the worse. At first things are fine; strolling through the levels collecting items and battering the occasional enemy is initially very compulsive, but after four or five levels of this, it becomes tedious; with all the nasties being cut from the same mould, and puzzles consisting only of the well-worn switch and door structure. Level design is also a problem; sometimes you will find yourself on a ledge with no clear route, requiring you to trust to your gamers' instinct. Not good design!

But for these problems, you can't help but enjoy Gremlins: *Gizmo Vs Stripe* The charming characters, lovely plinky-plonky music and classic gameplay elements all add up to an enjoyable platformer, and it's Wanadoo's first foray into Link-Up, which is worth a round of applause in itself.

GARY

STRESSED BUT SWEET: Oh dear! Look at how angry lil' Gizmo is here – it's quite disturbing to see the usually cheery furry fella look this hacked off...



"THE PRESENTATION OF THE GAME IN GENERAL IS TOP BANANA"

WARNING!

The three rules of keeping a Mogwai were as follows: a) Keep away from bright light. b) Never get wet, and c) Never feed after midnight. Here are the rules for the GBA – a) Never get wet, b) Never feed it anything other than a cartridge, and c) Your screen doesn't like bright light. Notice anything?

If you ever hear your GBA singing softly at night... who knows, if you drop your Game Boy Advance into water, maybe a crowd of marauding Atari Lynxes will march out! Maybe the GBA screen is a special reflector shield that prevents light from hitting to core of your Game Boy Advance and hurting the Mogwai inside controlling everything. Be very careful of breaking it, then...



VERDICT

A WORTHY TRIBUTE TO THE GREMLINS, BOASTING GREAT LEVELS & LINK-UP; IT'S JUST TOO SIMPLE.

GREMLINS: GIZMO VS. STRIPE

VISUALS
Beautifully animated, and some lovely detail is let down by repetition in the backgrounds.

AUDIO
Not many tunes on offer, but what is there is excellent, although slightly twee after a short time.

GAMEPLAY
Very simple to play, and very compulsive – but you will probably get bored quickly.

LIFESPAN
There are a fair few levels on offer here, and two different characters means there is plenty to do.

ORIGINALITY
A collecting platformer – there are far too many of these around than should be allowed.

ALTERNATIVE

SUPER MARIO ADVANCE 2



The best platformer available on any format, *SMA2* is absolute Nintendo gold. You must go through this at least once in your life.

OPINION

DON'T GET THEM WET! Finally, after the nightmarish film licenses, we get a platformer with a bit more thought to it! It's a canny looking caper with some tricky problems to solve, and best of all – it's got Link-Up! Is it Christmas already?

JEM

FINAL SCORE

79

IN ITS OWN RIGHT, A LOVELY LITTLE GAME, WITH MORE THAN MANY OTHER PLATFORMERS OUT THERE.

WIN WIN WIN!

BRIGHT LIGHTS!

HERE'S YOUR CHANCE to win some cool prizes. Send in your answers to the questions below by the 26th of June, and you could find yourself owning a brand new Game Boy Advance™, a Joytech illuminator light, copies of *Extreme Ghostbusters* and *Gremlins: Gizmo Vs Stripe*, a Wanadoo baseball shirt, and a cuddly Gizmo! Five runners up will receive baseball shirts.



Q) Who was originally supposed to be in Ghostbusters, but was replaced by Bill Murray after his death?

A) John Belushi
B) John Lennon
C) John Malkovitch

Q) Which classic Christmas movie is lampooned in Gremlins?

A) It's a Wonderful Life
B) It's a Reasonable Life
C.) It's a Bleedin' Dog's Life

Send your answers in to:

PARAGON PUBLISHING
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1. All entries must be received by 26 June. 2. There is no cash alternative. 3. Editor's decision is final and no correspondence will be entered into. 4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your competition entry.

A one-man war against Nazi oppression!



WOLFENSTEIN 3D

It's 3D carnage all the way as id's classic first-person shooter gets a new GBA lease of life ...

TOTAL ADVANCE

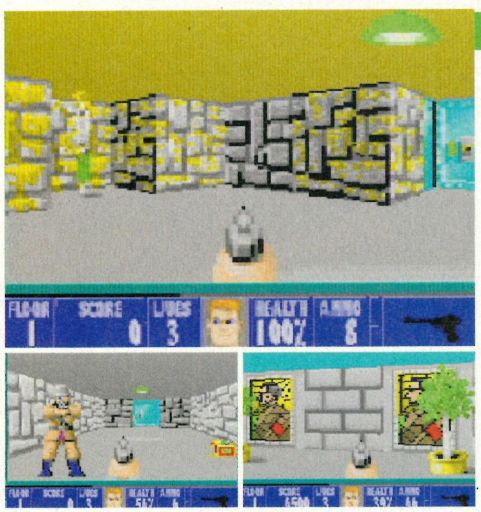
INFORMATION

WOLFENSTEIN 3D	
PUBLISHER:	BAM!
DEVELOPER:	STALKER
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1

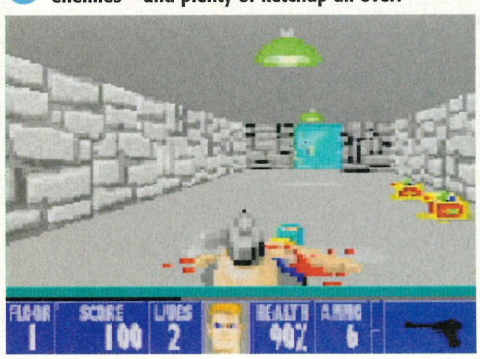
STATS

- FULL 3D
- SIX STAGES
- FOUR DIFFICULTY LEVELS
- SMOOTH SCROLLING
- OODLES OF BAD GUYS

RELEASE DATE: MAY 2002



A lot of attention is paid to the death throes of enemies – and plenty of ketchup all over!



A LONG, long time ago, on a console, far, far away there was a game called *Doom*. It led gamers into a 3D world of endless corridors populated with groaning alien monsters and went on to achieve world-wide fame as one of the most popular games ever. However, before Doom, there was another title, credited with being the first 'first person shoot-'em-up'. In this game the monsters were not alien, but human – or rather: Nazis. The corridors were more regular and the weapons more down-to-earth, but otherwise, the principle of the game was the same – explore the place, and obliterate everything in sight. And the game? *Wolfenstein 3D*. Now, if you're a PC gamer, then you'll probably be more familiar with this title than other gamers, as it spawned sequels, which PC-heads lapped up. The original though has tended to be overshadowed by its more alien-themed sibling *Doom*, which is why it's nice to see it revived on the good old GBA!

KNOCK OFF SOME NASTY NAZIS!

It was inevitable really, following the success of the GBA version of *Doom* that companies would search around for more 3D first-person shooters with which to satiate the growing army of GBA FPS fans. And it makes sense for it to be coming from Bam! too, as the company has already brought us a GBA FPS in the form of the excellent *Ecks Vs Sever*.

So... *Wolfenstein 3D* has finally arrived! Now GBA owners the world over (except, presumably, Germany) can pull on their army boots, and prepare to wade though level after level of gothic architecture inhabited by the nastiest that the Nazis have to offer. The challenge is daunting... will you be up to it?

SPRECHENZY DEUTSCH?: A vague grasp of German may be handy! This poster is a warning, and there's probably something nasty lurking round the corner...



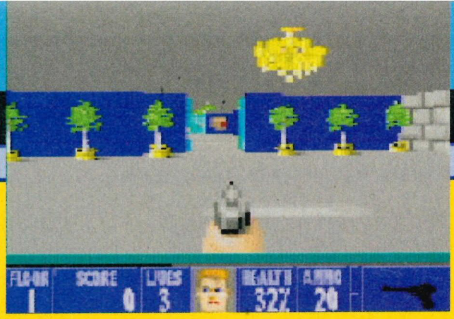
DEMISE BOX

R.I.P.

Your health level is indicated by a percentage total and also by a physical representation of your guy's face. As you take more damage, so his face becomes more bloodied, and once your percentage hits zero, blood fills the screen and it's game over, back to square one. You get a limited number of lives with which to try and tackle the castle, and once they run out, it's game over, man!





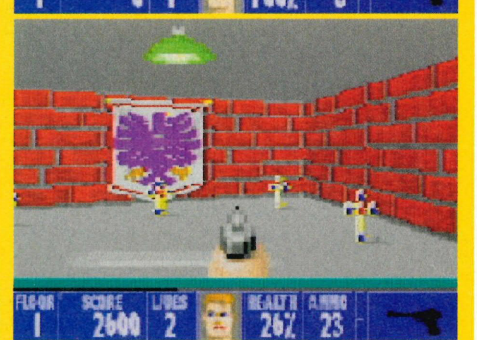


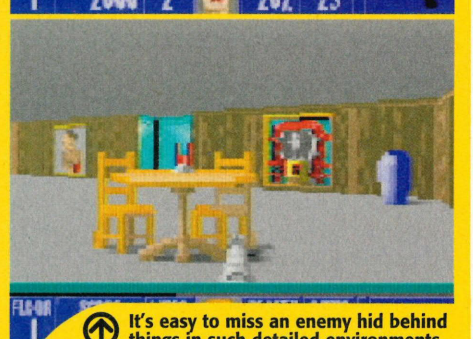
CHANGING ROOMS

The Nazis have obviously had Laurence-Llewellyn-What's-His-Face in to take a look at their décor, because there's a nice variety of interior furnishings as you progress through the levels. You'll find anything from the standard grey or red brick to some very tasteful blue rooms and even some Roman-style pillars. Keep an eye out for the very tasteful Hitler stained-glass motif, and you'll be hard pushed not to be tempted to sit down and have a quick snack when you see the gorgeous dining table/chair combinations. Those Nazis obviously know what they like (besides invading other countries, that is).





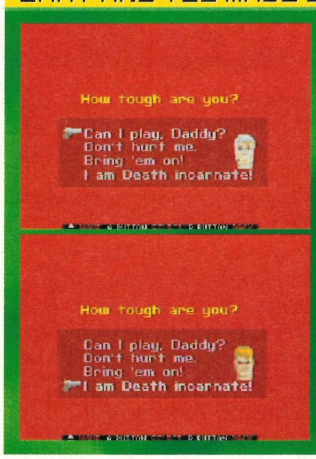




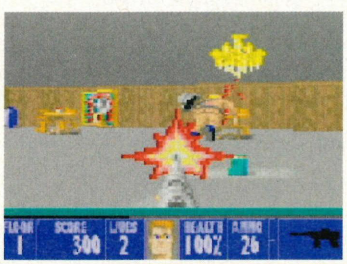
It's easy to miss an enemy hid behind things in such detailed environments.

WARRIOR OR WIMP?

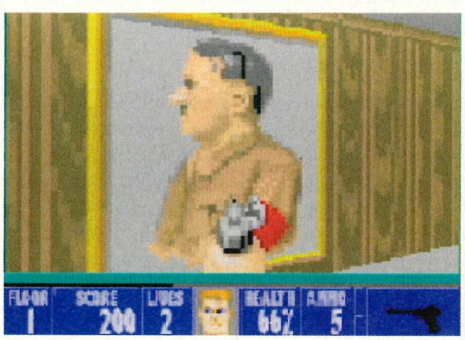
WHAT ARE YOU MADE OF, SOLDIER?

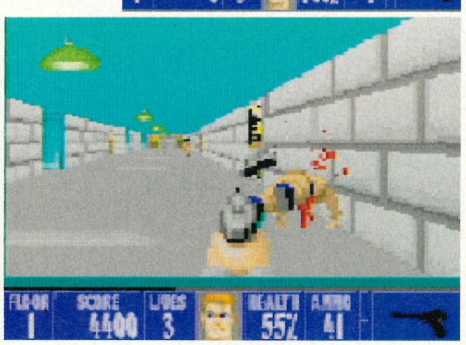


You can opt to play the game on one of four difficulty levels, from the big girly-blouse gamer's 'Daddy, can I play?', through 'Don't hurt me' and 'Bring 'em on!' to the somewhat psychotic ' I am Death incarnate!' Upping the difficulty doesn't just give you less time to complete allotted tasks, as it does in some other games, it results in far more adversaries on each level, and increases their speed, toughness and aggression. The top difficulty setting is practically suicide for novices, and you'll need to be one hell of a player to ever be able to beat it!









"IF WOLFENSTEIN 3D HOPED TO BEST DOOM, IT NEEDED AN 'EDGE'"

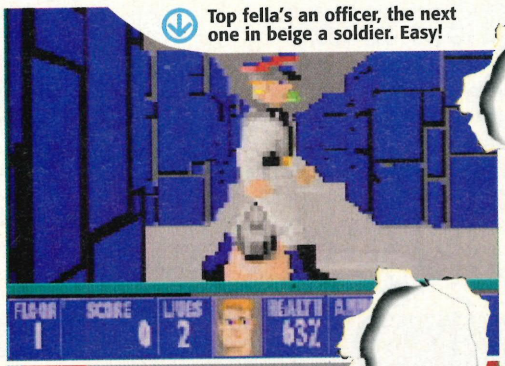


THE ENEMY

YOU NAZI SCUM!

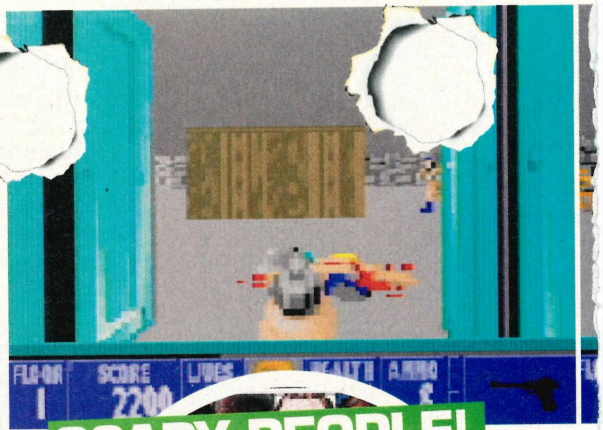
Though obviously their movements are going to rely on the same bits of game code, their appearance is very detailed indeed, and you can easily distinguish between officers and unfortunate squaddies in a flash.

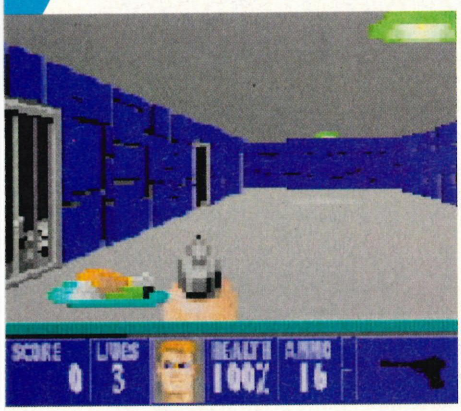
Study them well, for these guys are the very people standing between you and the safety of the free world! The bad guys come in all kinds, all with one thing in common – they carry firearms and nurse a desire to 'off' you at the first opportunity! Depending on the difficulty level, they get faster, meaner and a lot tougher to kill. Even on the easier difficulty settings they're fairly quick on the draw, so make sure you get them before they get you! Only the good die young? Not in this game!



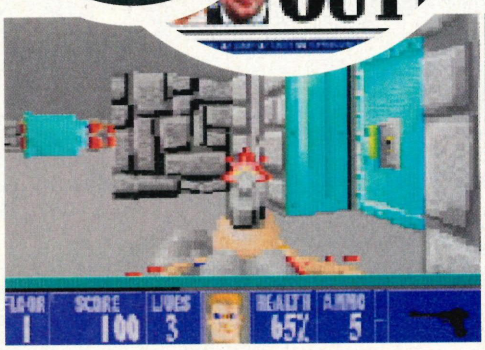
Top fella's an officer, the next one in beige a soldier. Easy!

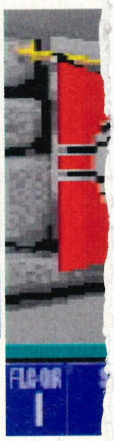












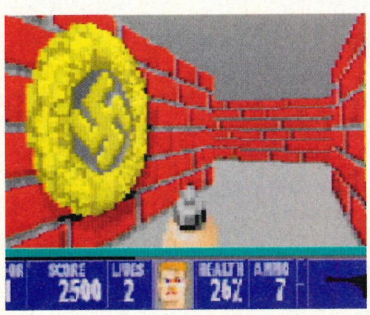
SCARY PEOPLE!

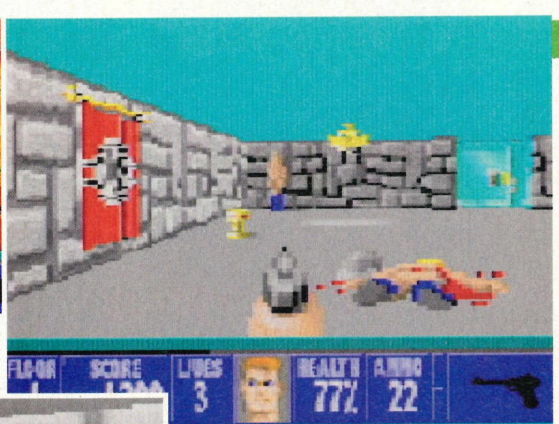
NEO-NAZIS

Despite the fact that we won a war against them over 50 years ago, there's still people here in the UK that believe in Hitler's Nazi ideals. Takes all sorts, we suppose...



"CONTINUING WITH THE INEVITABLE DOOM COMPARISONS - WHERE'S THE MULTIPLAYER?"





You'll need to remember features like this in order to find your way about some samey areas.





COMMENT The object of the game, then? Why, to single-handedly wipe out half the German army of course, collecting yourself a nice stash of looted treasures along the way. Like Doom, the control method is simple – move forwards, backwards and turn with the D-pad, strafe with the shoulder buttons, open doors with B and shoot with A. This method of control lends itself incredibly well to this style of game – provided of course that you don't need to look up and down, and in this particular game you don't.

INTO THE LABYRINTH

The graphics too are well suited to the GBA, although the animation on the characters is basic to say the least, as it was in *Doom*. The gameplay itself is simple – move from room to room, blasting bad guys as and when you encounter them, finding keys to unlock new areas and just trying to stay in one piece.

It's all very straightforward, and – if first-person shoot-'em-ups are your bag – then there are few faults. However, there are some. The level design is one. Because the amount of detail in many of the rooms isn't exactly varied, and levels themselves are fairly

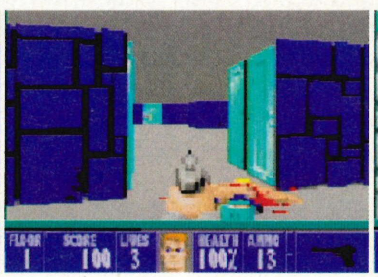
PAPERS, PLEASE: This pic is from the PC game *Return To Castle Wolfenstein*, which will also be out for the PlayStation2 and Xbox later on this year.

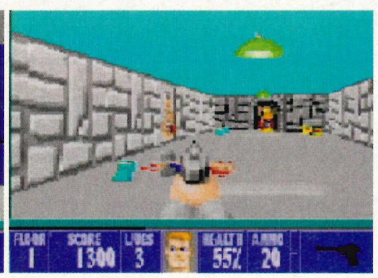


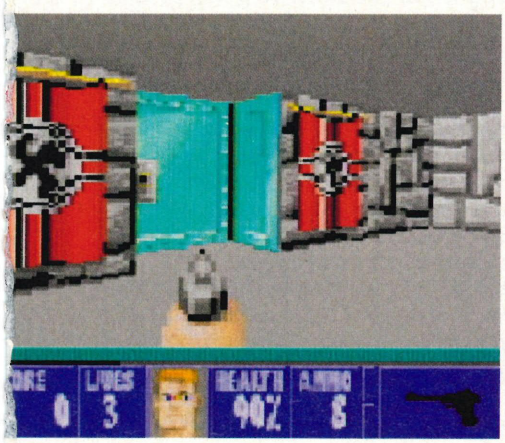
EAT MY LEAD AND DIE, FRITZ!

The number of frames of animation for each character in the game isn't all that high – but then it wasn't in the original version of the game and it does the job smoothly enough considering the capabilities of the GBA's small screen. Of these frames though, a fair few have been dedicated to providing a nice gory death sequence, and so after a few shots you get to watch a tastefully manicured infantryman turn into a bloody pile of mush. Nice... if you like that sort of thing! The background moves in a fluid fashion as you move about, so you won't need any headache pills to play *Wolfenstein 3D*.









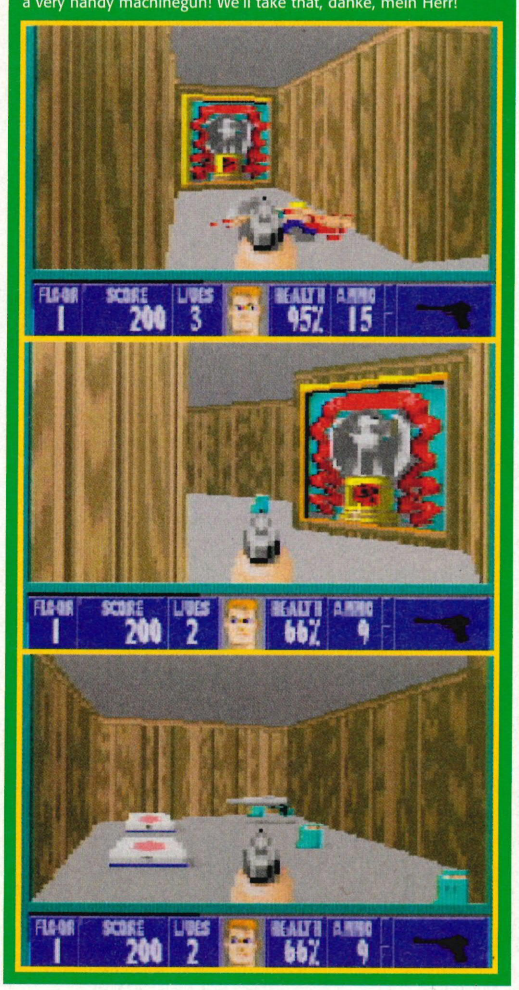
labyrinthine, it's a little easy to find yourself getting lost. In *Doom* this wasn't so much of a problem, because the level designs seemed to have more thought put into them, but then as originally *Doom* came after Wolfenstein 3D, you'd expect that.

And to continue with the inevitable *Doom* comparisons – where's the multiplayer capability ? Four-player link-up in the Activision title versus... no-player link-up in this game! How slack is that? It comes down to some basic facts – fact: Wolfenstein 3D originally came out before *Doom*, hence *Doom* had a few enhancements and basically played better. Fact: *Doom* is already available for the GBA, with all of its plusses AND a four-player link-up mode. Conclusion: If *Wolfenstein 3D* hoped to best *Doom*, it needed an 'edge', and as it is, it's basically just a faithful conversion. Not a bad game by any means, and maybe one for all the FPS fans out there who might feel like reminiscing about 'the good old days', but there's already better on the market – Bam! itself released a superior first-person shooter a while ago in the form of *Ecks Vs Sever*!

ROY

I KNOW A SECRET

As you explore, keep your eyes open, because there are various secret areas situated around each level. This seemingly innocuous alcove houses a sentry for instance, but once you've taken him out, if you press 'open' (the B button) on the wall decoration, it slides back to reveal a hidden room containing lots of health and a very handy machinegun! We'll take that, danke, mein Herr!



BITTE SEHR!

VERDICT

WITH A LINK-UP CAPABILITY, IT COULDA BEEN A CONTENDER, BUT IT'S SADLY JUST PIPPED BY THE COMPETITION.

WOLFENSTEIN 3D

VISUALS
A variety of detailed bad guys and nice level decoration, but it can get a bit 'samey' after a while...

AUDIO
Grunts, groans and suitably warlike effects add to the overall atmosphere very effectively.

GAMEPLAY
Controls work well – particularly with shoulder buttons for strafing. Too easy to get lost though.

LIFESPAN
Once you've played a level, it's doubtful that you'll want to again unless you're a real FPS fanatic.

ORIGINALITY
Not incredibly original, which is ironic, considering that the original version came out before *Doom*!

ALTERNATIVE

DOOM
Same style of game, but just slightly beats *Wolfenstein* for gameplay, not as a result of cooler adversaries and better laid-out levels, but the multiplayer Link-Up.



OPINION

BANG! "Nazi-bashing is a great justification for unrestrained violence, but it's not quite as much fun as *Doom* and gets beaten hands down by *Ecks Vs Sever*. If you've got those two and want another FPS, you could do far worse than this!"

DARREN

FINAL SCORE

80

IF IT ARRIVED A YEAR AGO, IT WOULD HAVE BEEN FAR BETTER RECEIVED, AS IT IS IT'S A BIT OF AN 'ALSO BUY'.

Monkey sea-monkey do

TOTAL ADVANCE

INFORMATION

THE AMAZING VIRTUAL SEA-MONKEYS	
PUBLISHER:	SWING
DEVELOPER:	ELO INTERACTIVE
PRICE:	£34.99
ORIGIN:	UK
PLAYERS:	1

STATS

- 70 LEVELS
- HIGHLY ADDICTIVE
- CUTE MAIN CHARACTERS
- RECOGNISABLE ICONS

RELEASE DATE: JUNE 2002





Under the sea! How bloomin' wonderful life would be with the with the eternally cheerful Sea-Monkeys!

THE PUZZLE genre is unique in the fact that most of the titles that pop up on new machines are merely reworkings of classics of the past. Already the Game Boy Advance has seen the excellent *Super Bust-A-Move* as well as the return of the king of the genre, *Tetris*. Now how many gamers don't already own these games in at least one incarnation? Not many, I would wager.

Yet recently things seem to be changing. Firstly the original and addictive *Denki Blocks* impressed everyone and even landed the coveted Game Of The Show at last year's ECTS and now Swing is set to get in the ring with *The Amazing Virtual Sea-Monkeys*, a new type of puzzle adventure which certainly borrows from some of the genre's greats but also adds its own original spin on it. Probably the best comparison would be Amiga classic *Lemmings* where you had to guide a whole host of suicidal creatures around the screen – the main similarity is that you are dealing with central characters who appear to be intrinsically stupid, they just carry on their epic journey with little or no regard for their personal safety. A more modern comparison would be Empire's herding spectacular *Sheep*, which saw you having to round up the little fluffy creatures whilst avoiding the various dangers lurking. So the question remains, does *The Amazing Virtual Sea-Monkeys* have anything new to offer the genre or are you better off sticking to popping balls and re-arranging blocks? Well, chances are by now you've taken a peek at the ratings box and will know that *The Amazing Virtual Sea-Monkeys* is definitely a game that should be on your shopping list and, if we can just stop playing it for a few moments, we'll tell you why!

STAR GAME



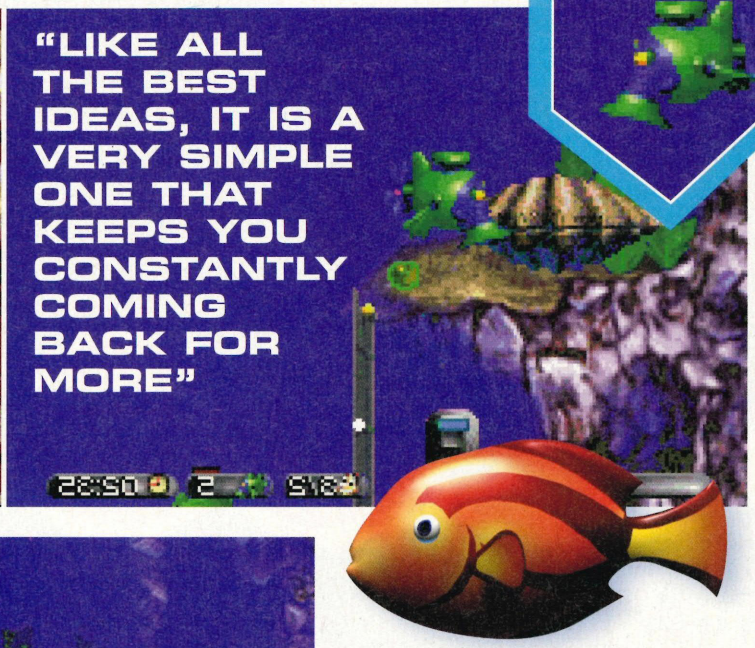


THE AM SEA-

BLUE MEANIES: Darn, The Beatles got the yellow one! In this adventure we all live in a green sub known rather Jules Verne-esquely as Nautila...



"LIKE ALL THE BEST IDEAS, IT IS A VERY SIMPLE ONE THAT KEEPS YOU CONSTANTLY COMING BACK FOR MORE"







POWER EXTREME

Whilst most of the underwater kingdom seems to be against you as you go through the game, there are loads of different ways that you can deal with the dangers – by collecting the various useful power-ups along the way. These range from the obvious ideas such as speed ups to more innovative ideas – the best of these allows your submarine to act rather like a vacuum cleaner, sucking up the enemy and then placing him wherever you wish on the screen, far away from your *Sea-Monkeys*. You can also freeze enemies, or even freeze the *Sea-Monkeys* themselves, giving you more time to check out the rest of the screen to look for any other threatening critters!



SOLID!

ROAD BLOCK

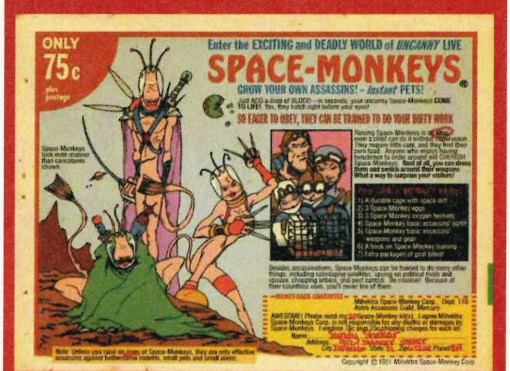
Sometimes you'll come across rocks can be pushed over to create a shortcut to complete the screen in super quick time. Others remain solid and hinder progress.

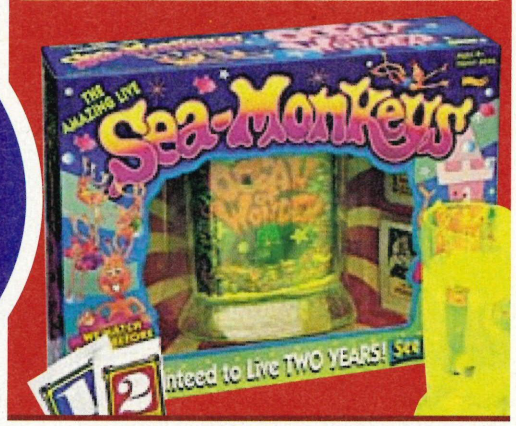


THE REAL THING

LITTLE LIVES THAT TEACH KIDS TO PLAY GOD!

Enter any toy shop in the country and you should be able to find the newest breeds of *Sea-Monkeys* which now come with exciting virtual worlds to keep them in, rather than the clear plastic bowl of old. Also the creatures now come with a guarantee which promises that they will live for at least two years – so I guess now even the most careless and uncaring of kids can raise an army of the little creatures. Speaking of armies, check out this brilliant old advert for another variation on the theme, *Space-Monkeys*, which the ad promises can be trained to do your dirty work. Rather disturbingly, in order to make these guys come to life, you need to add a drop of blood – so watch out for kids brandishing scissors with a mad glint in their eyes, they may be preparing to take over the world!





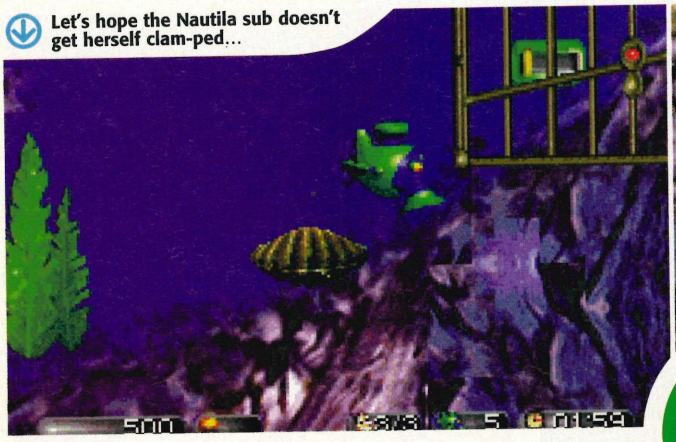
AZING VIRTUAL MONKEYS



RED MEANS DEAD: The most innocent looking creatures can cause problems. These fish swim around happily until *'Monkeys* appear, then STRIKE!



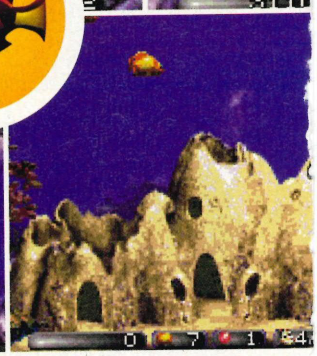
Let's hope the Nautila sub doesn't get herself clam-ped...











CUTE AS A BUTTON

These are the characters that you are attempting to help then, *The Amazing Virtual Sea-Monkeys*. Whilst in the old days, this might not have been a very enticing proposition, these are the new animated versions of the old classics and all have their own little quirks and mannerisms rather than being faceless blobs. It is quite amusing to watch these hapless laughing goons swim unknowingly towards danger, but even the most heartless of gamers will feel a pang of guilt if they actually allow them to be attacked. Yes, I guess the moral is that *Sea Monkeys* have feelings too. And also produce endless marketing possibilities!



COMMENT

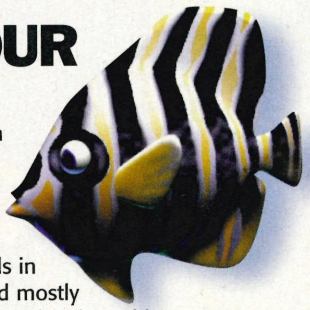
No doubt you will remember *Sea-Monkeys* from your childhood – the pet that doesn't need taking care of, won't chew the rug and doesn't wee on the carpet. Of course they also turned out to be less than exciting too, in fact the best thing about the blighters seemed to be pouring them into the tank and watching them come 'alive'. Obviously kids these days still fall for the charm of *Sea-Monkeys* but now they have been slightly updated, so now we are dealing with specific characters all with their own identities, rather than a tribe of faceless water-flea thingies. Obviously this makes the videogame more exciting and if you purchase the pixellated version of *Sea-Monkeys* you'll also get weeks more fun too! Now it would have been easy to make this a tedious eighth generation *Tamagotchi* clone but instead ELO has created a complete underwater kingdom in which you must protect the *Sea-Monkeys* and ensure that they all make it home safely. Like all the best ideas, it is a very simple one that keeps you coming back for more.

Instead of taking complete control of *The Amazing Virtual Sea-Monkeys*, you are responsible for making sure that their path through the underwater kingdom is free from dangers as you take to the brine in your submarine. Early levels may remind you of *Pac-Man* as you clear all of the

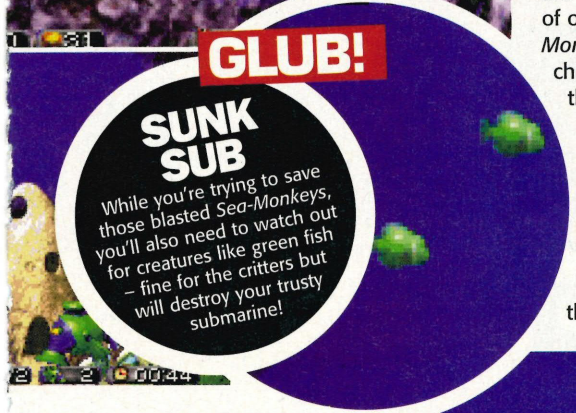


"KIDS TODAY STILL FALL FOR THE CHARM OF SEA-MONKEYS, BUT NOW THEY HAVE BEEN SLIGHTLY UPDATED"

KNOW YOUR ENEMY



The underwater world is a hotbed of creatures that are ready to make a meal of our beloved *Sea-Monkeys* if given half a chance. The earliest levels in the game are populated mostly by docile fishies who can be cleared by your submarine pretty easily and without too much hassle. Unfortunately as you escalate through the game you'll realise how unthreatening these fellows were, as suddenly you are faced with huge Octopuses or crabs that come after our heroes. Also, watch out for creepy looking plants that suddenly come to life as the *Sea-Monkeys* pass and devour them. Nasty!



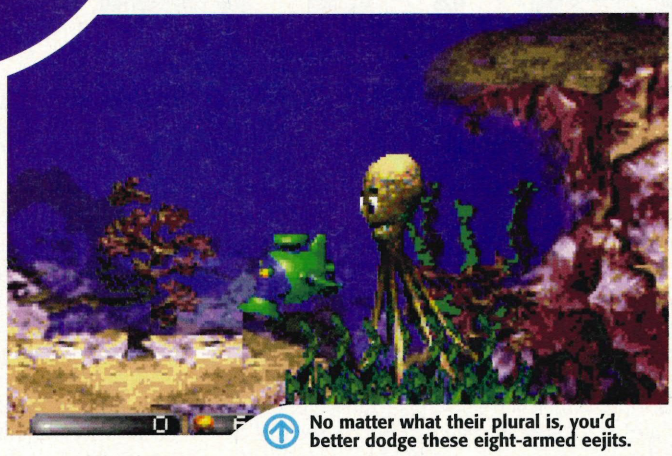
fish out of the way – these levels may appear quite simple and make you think the game is going to be a disappointingly easy experience, but instead they are designed to ease you into the action gently before bringing out the big guns.

FIGHTING TALK

Soon after this, you'll be dodging octopuses (or octopi, or even more correctly octopides... look, just don't start, alright, brainy knickers?) as well as nastily aggressive eels and other predators. Luckily there are power-ups dotted around later levels but *Sea-Monkeys* is still an extremely challenging and tough puzzler likely to keep the most accomplished of players on their toes. Each level also includes an extremely tight time limit, piling on the pressure as your priceless pets meander closer to destruction.

The graphics throughout are colourful and clear and the action is driven along nicely by the pulsingly upbeat soundtrack. You'll actually start to care about those critters and so when the Game Over screen appears with one of their little faces pouting at you, you'll have little choice but to try again. Puzzle fans should rejoice and anyone looking for the best and most addictive that the GBA has to offer should swim upstream to grab a copy of *The Amazing Virtual Sea-Monkeys* now!

KENDALL



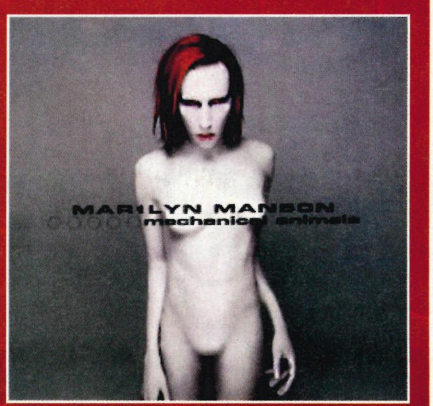
No matter what their plural is, you'd better dodge these eight-armed eejits.

DON'T SNORT 'EM!

■ Of course, being the Antichrist Superstar and all that, Marilyn Manson always seems to get the blame for every bad thing that happens. Sometimes though, there is no one better to tell a story about – especially on the subject of *Sea-Monkeys*...

Manson allegedly hung out with Billy *'Smashing Pumpkins'* Corgan after a gig and persuaded Billy to snort some decidedly illegal looking powder. Whilst Corgan may have thought that he was getting a free sniff of something expensive, Manson had allegedly just watched his buddy snorted a batch of *Sea-Monkeys*. Heaven knows what those things do when they get into your system...

So, just say *NO* to drugs, kids – the fact that Manson's real first name is actually *BRIAN* should be warning enough to us all though!



VERDICT

EVERYONE SHOULD SPEND TIME MONKEYING AROUND WITH THIS – A PUZZLE CLASSIC.

THE AMAZING VIRTUAL SEA MONKEYS

VISUALS
Crisp graphics match the cartoon style of the *Sea-Monkey* packaging brilliantly. A great looker!

AUDIO
Though you might be panicking, the tunes keep you smiling with a mix of upbeat and rousing tunes.

GAMEPLAY
Learning curve prepares you for next challenges and there's lots of variety, especially in later stages.

LIFESPAN
With 70 stages to conquer, even the most proficient gamers are going to be here for a while.

ORIGINALITY
Owes a lot to Lemmings & Sheep but the underwater setting brings new puzzle challenges.

ALTERNATIVE

DENKI BLOCKS



One of the best GBA games there is a venerable but completely addictive puzzler guaranteed to give you some sleepless nights!

OPINION

SPLASH! "My real-life *Sea-Monkeys* went mouldy after I gave them beer. This game, though fantastically addictive, and great fun to play, frustrates me in only one area – I can't be nasty to the little blighters, because the aim is to keep 'em alive. Curses!

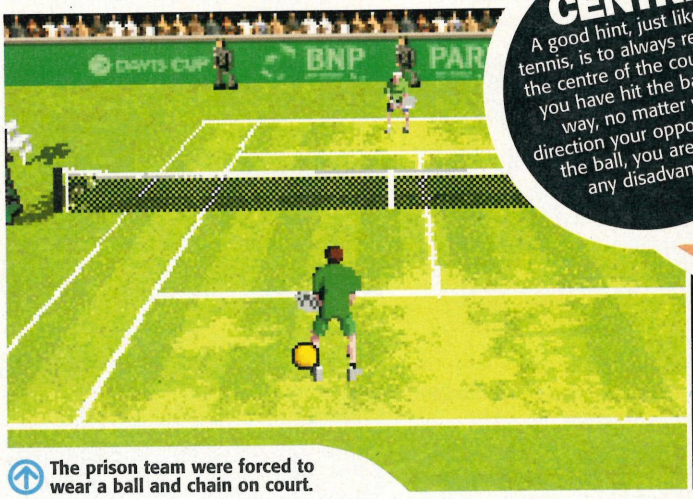
MATT

FINAL SCORE

90

AN ABSOLUTE BLAST – VERY ADDICTIVE GAMEPLAY TO KEEP US GLUED TO OUR GBAS FOR MONTHS!

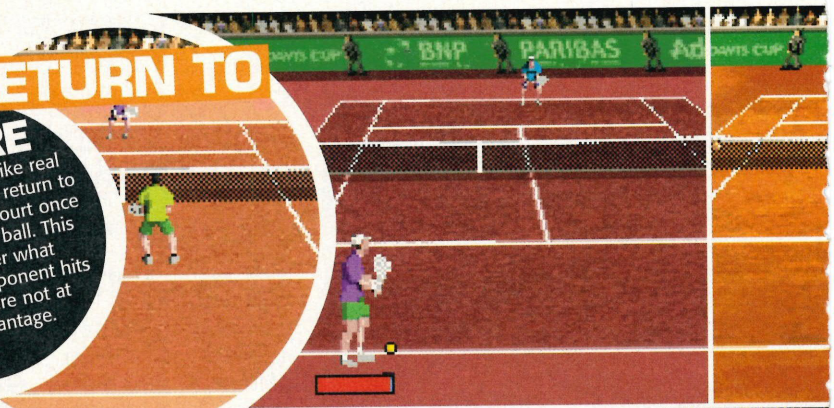
Ubi Soft's Tennis – Fault Or Love?

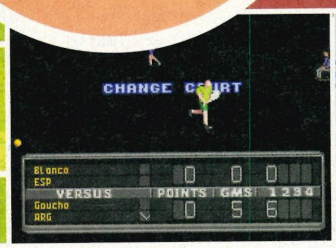


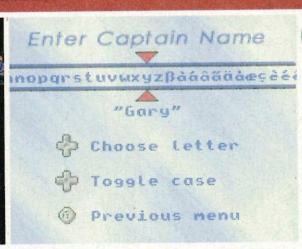
The prison team were forced to wear a ball and chain on court.

RETURN TO CENTRE

A good hint, just like real tennis, is to always return to the centre of the court once you have hit the ball. This way, no matter what direction your opponent hits the ball, you are not at any disadvantage.









DAVIS CUP TENNIS

Expensive strawberries and cream and knotted hankies on heads...

TOTAL ADVANCE

INFORMATION

DAVIS CUP TENNIS	
PUBLISHER:	**UBI SOFT**
DEVELOPER:	**HOKUS POKUS**
PRICE:	**£29.99**
ORIGIN:	**EUROPE/USA**
PLAYERS:	**1-4**

STATS

- SUPPORTS UP TO 4 PLAYERS
- SELECT FROM WORLD TEAMS
- BATTERY BACK-UP
- SAMPLED SPEECH
- CHOICE OF COURT SURFACES

RELEASE DATE: 31 MAY 2002

WHEN YOU think about it, tennis games are perfect for a handheld system like the GBA. They offer simple, addictive gameplay and don't require hundreds of confusing objects to fly around the screen at any one time. In effect, they are simply *Pong*, with more rules. So why is it that so many Tennis games fail? Over-complicating things is the usual culprit. *Davis Cup Tennis* goes the *Virtua Tennis* route of having just two buttons – 'Lob' and er... 'Thwack'. Placing spin on the ball is carried out by dexterous use of the D-pad, and power can be obtained by holding the buttons down for certain lengths of time. These simple controls offer instinctive play – you never have to really think about what you are pressing, and for a game that requires quick reflexes and on-the-spot planning, is an obvious plus. Unfortunately, this concept is not flattered by the execution.

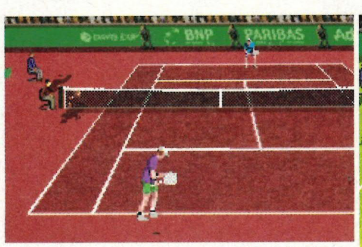
First impressions are good – the presentation of the various menus and options are as slick as you would expect from a sports title, and carry a TV-like atmosphere all the way through. The modes of play on offer – Quick game, Davis Cup and Link game – while certainly few and obvious are comprehensive enough, and are accompanied by the obligatory cheesy lift muzak–inspired swing beat.

However, entering the game is a different matter entirely. Gone are the swish menus, to be replaced by tired-looking sprites that hobble around the court unconvincingly – the animation leaves a lot to be desired. The racquet-swinging motion misses the frames in between the starting position and the top of the swing, and the player's do not counter-balance their leg movements with their upper bodies. It gives a very unnatural look. However, the biggest problem is the ball. The lack of positions in the air means that one second is it being served, and the next it is behind you. This ruins the sense of scale of the court and ruins your sense of timing, making the game very unfair at times.

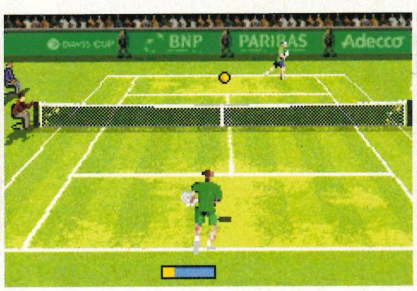
Despite these problems, it is a fun game once you learn to live with its shortcomings. The one-player modes are hard enough to last a while, and the multiplayer will waste a couple of afternoons at least. Let's just see how *Virtua Tennis* turns out.

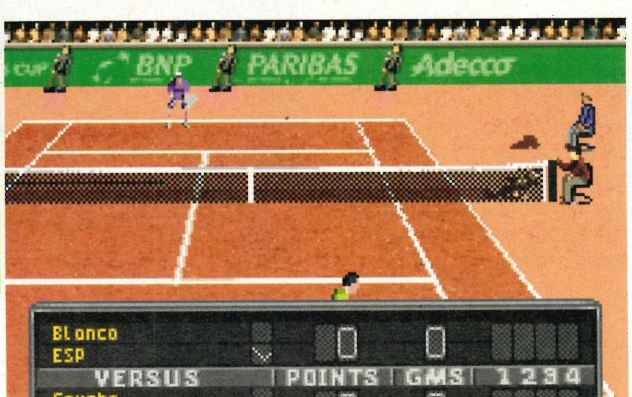
GARY

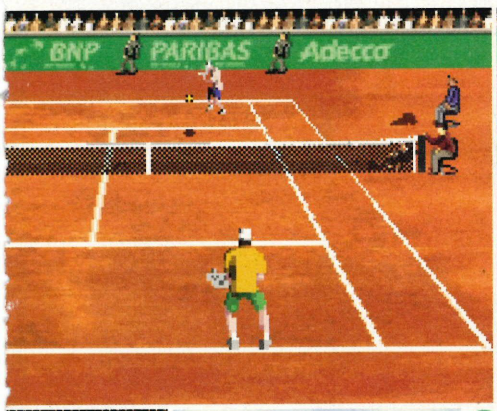
"SIMPLE CONTROLS MEAN INSTINCTIVE PLAY, YOU NEVER HAVE TO THINK ABOUT WHAT TO PRESS"

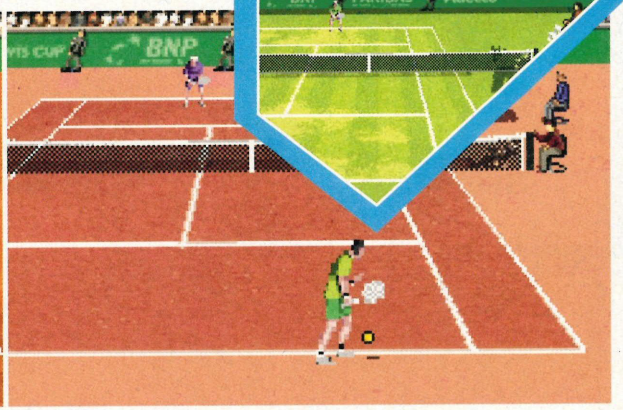


Wrong-foot opponents by lobbing the ball into the court's middle.

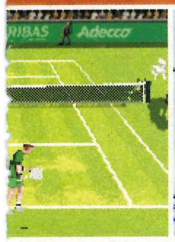


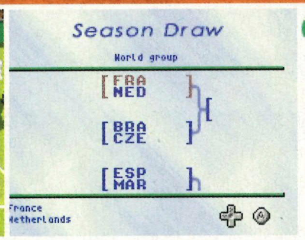






UPPITY UMPIRE: Look! Over there! Be careful not to hit the Umpire... He doesn't look all that secure in his oversized baby's high-chair! Ain't he cute?

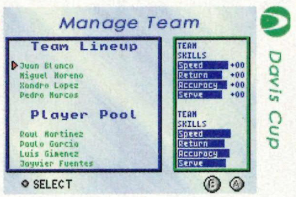




PLAYER MANAGER

If you select 'Davis Cup' from the main menu, you get to take part in the Davis Cup. (Well, duh!) In addition to fighting your way through a set of countries throughout the tournament (displayed at the beginning of every match) and saving your game after every match, you also get to do a couple of other things, namely choosing your team captains name and managing your team. This aspect, while limited (to say the least – you get to fiddle around with the team line-up and that's about it) is a nice addition all the same. You really start to get attached to who you consider to be your favourite player – even though they may not necessarily have the best stats.





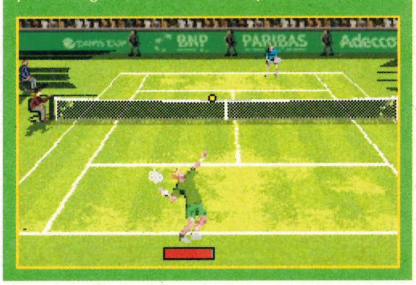
ARE YOU BEING SERVED?

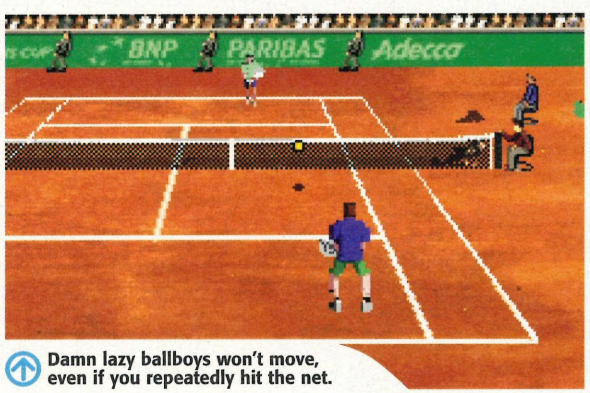
Serving in *Davis Cup Tennis* is the same as almost every other tennis game out there. Pressing the A button once will bring up a gauge that rapidly fills and un-fills, which imitates the power your serve will have.



Press A again and your player leans back, and BAM! The ball flies away.

If you want to trick your opponent and spoon the ball to the middle of the court slowly, you can use the D pad in conjunction with the power bar. (Press A rapidly so the bar doesn't fill up, and hold down the direction of the centre of the court on the pad). You can also put 'top' onto the ball by pressing up or down on the pad. Goes to show that you don't need hundreds of buttons or press combinations to provide a good, flexible control system.





Damn lazy ballboys won't move, even if you repeatedly hit the net.

TAKE ME TO THE SURFACE!

Davis Cup Tennis lets you play on several different types of court surfaces; carpet, clay and grass. Each one causes the ball physics to be altered slightly (be it making the ball bounce higher, or making it spin slower) and some surfaces even have variants of themselves.

'Quick game' or multiplayer lets you choose which courts to use, but in the Cup mode, it is pre-determined.

One thing you have to be careful of is the colours. Look at the screens on this page to see one of a green-clothed player playing on a grass court– quite hard to see away over there on the other side of the court, I'm sure you'll agree. Now imagine it on a tiny Game Boy Advance screen – eek! A thought though: if you are sneaky enough, you could actually use this graphical handicap to your advantage in multiplayer... Ha!



VERDICT

A VERY AVERAGE GAME THAT TOTALLY LACKS UP-TO-DATE GRAPHICS OR INVOLVING GAMEPLAY.

DAVIS CUP TENNIS

VISUALS
Jerky animation and uninspiring use of colours, especially green, make this look rather shabby.

AUDIO
Sampled speech is a nice but repetitive addition, but the music is merely annoying.

GAMEPLAY
Controls can be unresponsive at times, and the timing for hitting the ball seems wrong.

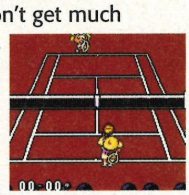
LIFESPAN
3 difficulty options and a cup to play makes this a tough nut to crack for even hardened gamers.

ORIGINALITY
We-el, it's a tennis game isn't it? They've been around since the dawn of videogame time!

ALTERNATIVE

MARIO TENNIS

Tennis games don't get much better than this GBC title – Mario leads the pack once again! We gave it a whopping 95% in TA issue 15. Game, set and match to Mario.



OPINION

OOUUUUTTT! "If this was a retro game, it'd have a regiment of rabid devotees, but there's a disappointing 'unfinished' feel right from the start. The timing quirks and wonky serve especially spoil the flow of what should be a great multiplayer game as well."

MATT

FINAL SCORE

58

A FAIR ATTEMPT, BUT LACKS ANY FEATURES THAT MAKE IT STAND OUT FROM THE WIMBLEDON CROWD.

GBC REVIEWS



Girl power grooves onto the Game Boy Color with the shopaholic Diva Starz – but are they really just mallrats?

DIVA STARZ: MALL MANIA

TOTAL ADVANCE

INFORMATION

PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	DICE
GENRE:	KIDS
PLAYERS:	1
RELEASE:	OUT NOW!

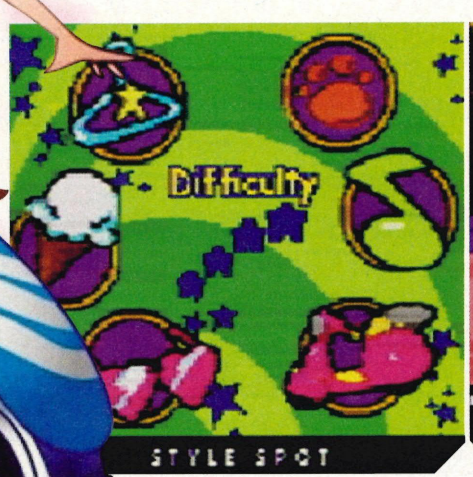
STATS

- STARS THE POPULAR INTERACTIVE DOLLS
- SIX MINI-GAMES
- FOUR DIFFICULTY LEVELS

IN THE WORLD of dolls, it seems you're no-one these days if you haven't had a handheld game fashioned in honour of your plastic prowess. *Barbie*'s done it, *Action Man*'s done it – and now, the minature psychedelic babes currently shuffling around the carpets in thousands of living rooms are about to make their Game Boy debut. Yes, the Diva Starz have arrived, and they feel like dancing the night away.

Designed with the very youngest of gamers in mind – those just old enough to walk and talk, in fact – the game requires players to complete a sum total of six mini-games, four times over, at different levels of difficulty. There's nothing more to it than that – just six little games, a few button presses, and the closing credits. Surely, the tots are more demanding?

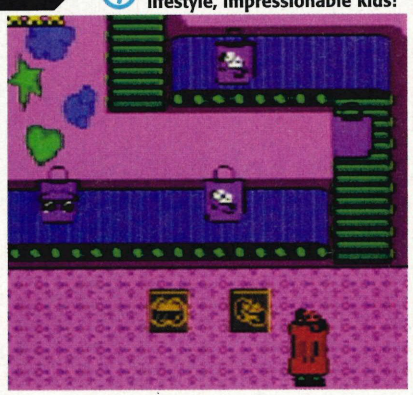
Following along the same lines as *Rugrats: Totally Angelica*, *Mall Mania* places its fashion-conscious stars in a shopping centre, where they must flit about collecting assorted items of clothing and accessories to prepare for a fashion show. They arrive at the mall via a not-very-high-octane scooter ride, during which they must collect certain items jumping gently in the air. After that, they earn their diva-licious outfit by throwing things







Conform to our consumerist lifestyle, impressionable kids!



WIN WIN WIN!

WIN A GBA AND COPIES OF DIVA STARZ!

AS THE SUMMER holidays draw nearer, it's time to start planning for those lazy days on the beach, with your bucket and spade and – of course – a Game Boy Advance, perfect for passing the time during those lazy days in the sunshine. And just to give you the chance to save your hard-earned cash for more important things like ice-cream, the lovely people at Vivendi Universal are giving you the chance to win a Game Boy Advance – and ten runners-up will each receive a copy of *Diva Starz: Mall Mania*! To be in with a chance of winning, just answer this easy question:

Q. HOW MANY STARS ARE THERE IN TOP GIRLIE GROUP DESTINY'S CHILD?

A. NONE
B. FIVE
C. TWO
D. TWENTY-SEVEN

When you think you know the answer, scribble it down on a postcard or stuck down envelope and send it to:

I'M A DIVA, TOTAL ADVANCE
PARAGON PUBLISHING
PARAGON HOUSE
ST PETERS ROAD
BOURNEMOUTH, DORSET BH1 2JS



1. All entries must be received by 25th June 2002. 2. There is no cash alternative. 3. Editor's decision is final and no correspondence will be entered into. 4. No employee of Paragon Publishing or any company associated with products on offer within this competition is eligible to enter. 5. Only one entry per person. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your competition entry.

into bags, dancing to a beat (see also 'hitting buttons on the Game Boy when prompted'), chasing a dog around a maze, moving an ice-cream sundae and dressing up a doll – who takes a random dislike to certain outfits. Honestly, some women…

These six tasks are completed with all four dolls, and grow progressively harder – though when we say hard, we do mean hard for a three to five year-old. They can also be accessed for practice purposes in Free Play mode, should you, for some unimaginable reason, need to do so.

Accepting that *Mall Mania* is aimed at the youngest people in the Game Boy market, it is nonetheless a somewhat meagre effort. *Totally Angelica*, at least, offered a reasonable range of games, and a little lastability – even the smallest of kids will be disappointed here, as there's so little to it. Fine, the games are simplistic to give little people a chance to learn and play, but to offer so small a choice is just criminal.

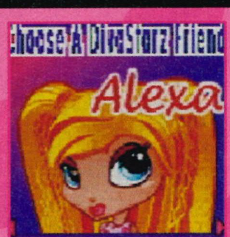
Bright, colourful and designed just perfectly to fulfil the fashion-fuelled fantasies of its young girlie audience, *Mall Mania* should be a success, but you may find that your own little divas start throwing star-worthy tantrums when what fun there is runs out far too soon!

RATING 59%

THE FAB FOUR

Diva Starz reside in the mighty Mattel toy mansion, and are big favourites with girlies all over. These 'funk-a-delic' babes interact with each other, and will react to such apparently exciting stimuli as cool fashions and hip accessories.

In *Mall Mania*, kids can play as each of the four characters, and whoever is chosen first will offer the easiest game. Disappointingly, there are no peculiarities to playing with a particular character – the mini-games remain the same for each –though fans of the funky four will no doubt enjoy the chance to select accessories and outfits for each of the girls, and at the end of proceedings, they'll all parade down the catwalk, complete with their retrieved pets!















'Style Spot' sounds more like a doggie beauty parlour or zit concealing cream.

WHO SAID CUBES HAVE TO BE SQUARE?

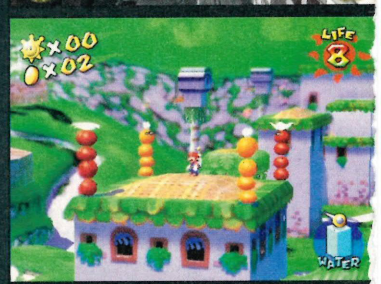




- 132 pages packed full of GameCube goodness!
- Bursting with reviews of all the GameCube's latest games!
- The GameCube exposed
- Exclusive interviews
- In-depth news and features galore!
- US launch titles revealed
- Massive solutions to the best games











CUBE ISSUE SIX OUT NOW

FEATURING:

MASSIVE UK LAUNCH GUIDE
STAR WARS: ROGUE LEADER
MARIO SUNSHINE ISS2 • LUIGI'S MANSION
WAVERACE: BLUE STORM • SUPER MONKEY BALL
BIOHAZARD • NHL HITZ • NBA STREET
SEGA SOCCER SLAM • DRIVEN
PLUS: SUPER SMASH BROTHERS MELEE PLAYERS' GUIDE

Note: Cover and content in Cube magazine are subject to change

THE UK'S ONLY DEDICATED GAMECUBE MAGAZINE

TOTAL ADVANCE

ISSUE TWENTY-NINE

LINK-UP!



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

When will *GTA3* be released? Is there a *Zelda Advance* game in development? When will a brand new *Mario* title appear? Nobody anywhere knows yet, but you, dear readers, do keep asking...

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

LINK TO US!

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

SNAIL MAIL

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

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

EMAIL

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

TEXT

Despite a few mad gits, your thoughts are still welcome if you text 07941 921 854. If you phone up, you're a monkey's uncle.

WE'RE WAITING...!!!!

STAR LETTER

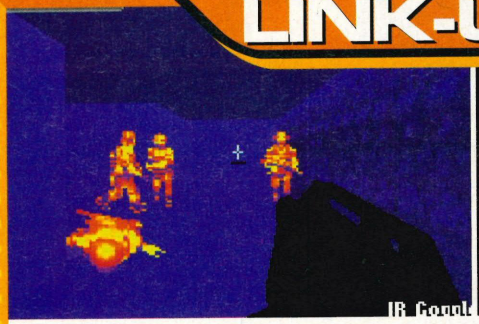
HELLO THERE YOU TA types – the mag's great and all that, blah blah, ba-da-bing... Enough rubbish. I want to know what happened with *Blender Bros* and *Cubix* for the GBC? You say every issue you're going to review them in the next one, and never do!!! I especially want to find out what happened about *Cubix* because I have already seen the cartoons from when I was in America and they're cool! Plus I miss the GBC really badly (your GBC RIP feature nearly made me cry!) so *Cubix* would be fantastic! Getting very impatient here!
TERRI WELLS, SOUTHEND-ON-SEA

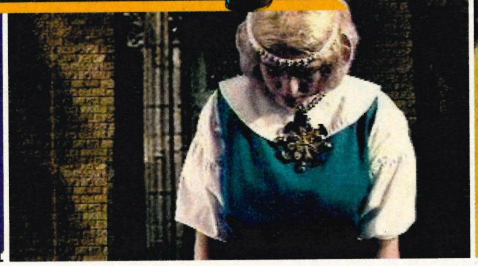
TA: ***Dear Terri,***
Yes, we know, we know. The way these games keep slipping drives us bonkers too, matey, but there's nothing we can do about it! (at least we warn you they might change on our Coming Soon page though!) GBA titles are terrible for being postponed at the last minute, and software companies are currently spreading their releases out more thinly than ever, so it may get worse before it gets better! But they can't be put off forever, so keep your fingers crossed for next issue, eh? We've made you the Star Letter just to keep you sweet until then.

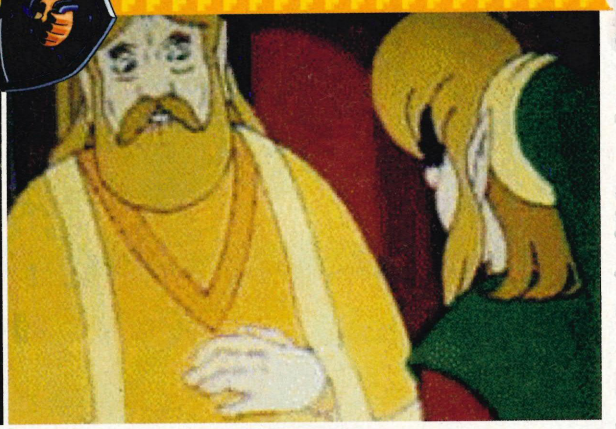


TOTAL ADVANCE

LINK-UP!







THE RULE OF THREE

I THINK YOUR mag is brilliant. The way you write reviews is so excellent. I was wondering if you would write a review about *GTA3* on GBA and if you are, when?

I have heard rumours that Silent Hill could be coming out on the GBA and if it is when is it coming? And could you write a review about it soon please?

I own a GBA but I don't own any games. I am quite interested in first-person shoot-'em-up games such as *Backtrack*, *Ecks Vs Sever* and *Doom* but they all sound great by the way you wrote the reviews about them, so I was wondering if I could have your opinion on which one I should get first?

MICHAEL HOWARD, HORNCHURCH

TA: ***Dear Michael,***

Yeah. We get a lot of that. But as for* GTA3*... well, we'll write a review when it's released later in the year. But, er, they're still making the game at the moment, son, and not even a single screenshot has yet leaked out. When more does appear, though, Total Advance will be the very first to know, just before you!

***Silent Hill** was released as a choose-your-own-adventure style graphic adventure in Japan, but as yet Konami have made no announcements about either translating the existing game (it's seen as a strange genre for USA & the UK) or bringing out a brand new title. Still, the GBA's got many years to go, so a hot title like* Silent Hill *is bound to surface eventually.*

Ooh, tricky one this, as each game has it's own selling point.* BackTrack *is a sci-fi game, and was the first shoot-'em-up released for the GBA,* Doom *is the all-conquering most famous shoot-'em-up and* Ecks Vs. Sever *is probably the most original shoot-'em-up (which will no doubt be very popular again when the movie finally comes out!). But then, if you want to keep up-to-date, perhaps you should settle for* Wolfenstein *– check out our review on page 44! Personally, though, we're still waiting for* Hexen *to be announced – you could fly in that one!



YEAH, ER, WELL... SORRY.

IN ISSUE 26 you said that there had never been a *Zelda* game that let you play as anyone other than Link. In fact, in 1992, there was deal between Nintendo and Philips that let Philips create *Zelda* games for their CD-i console. Okay, the three games were total rubbish. But the second and third games (*Wand of Gamelon* and *Zelda's Adventure*) handed the lead role over to the Princess because Link had been taken prisoner. I came back to the magazine after missing a few and I love the new look – there are loads of reviews and humour: Long live Total Advance!

MICHAEL WARD, LINCOLN.

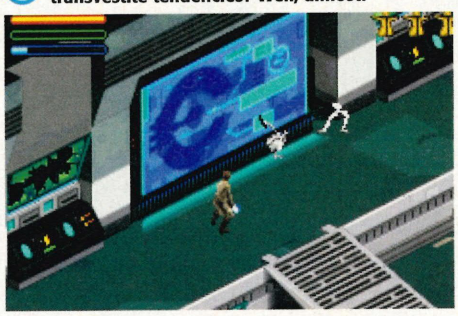
TA: ***Dear Michael,***

You're right. No one has ever been righter, and we prostrate ourselves before you in apology. But then, we could hardly even remember the Philips CD-1, let alone any of the games. As it happens, at least one of the titles –* Wand of Gamelon*, was apparently very good, with a side-scrolling adventure style that made it more like an old Codemasters adventure. But* Zelda's Adventure *had some awful live action bits starring desperate actors wrapped in curtains. Perhaps it's better to forget...

RIP-OFF OR WHAT?

I JUST THOUGHT I'd email you after reading your Issue 26, which I thought was a really good edition. What puzzles me on the game reviews though is how most of the retail prices of the games say £29.99, ie *Sonic*, *Jedi Battles*, but all these games retail for £34.99 in all game shops, including High Street stores. What frustrated me was the deal I came across at a certain High Street store the other week. Bearing in mind I'd already purchased *Jedi Battles* & *Golden Sun*, I then went into this 'unnamed' shop and saw that they had a deal on where if you purchased two games you got another free - but I had already purchased my games before this offer came on. Obviously shops negotiate deals with the game distributors for offers, but this makes you really angry when you think the profit margins must be good to do offers like this – wouldn't it be much simpler for all games to be around £20, rather than have these offers on from time to time.

Denizens of Zelda's world are shocked at Link's transvestite tendencies? Well, almost!



On a different matter – *Golden Sun* is the only game to have kept my attention from the time 4 weeks ago when I bought it. This game is awesome – when will a follow-up be out?

STEVE FINNEY, VIA EMAIL

TA: ***Dear Steve,***

Prices we print are those that the software companies themselves have told us – GBA games were originally set at £34.99 when the console was first released, but games officially came down by five pounds quite a few months back. Perhaps someone forgot to tell the shops in question! The price of GBA titles makes them pretty hard to review, too! It's difficult to be kind to a perfectly likeable game when the asking price is three brown notes. The only advice we can give is shop around – there are plenty of offers to be had on the Internet.

The Net is bristling with gossip on* Golden Sun 2*. No official news from Nintendo UK yet, but the sequel is expected in US stores by Christmas. More official info? We dug this up: "The sequel to* Golden Sun *for GBA will cover a story previous and forecoming to that of the current saga. It will start with the background of Jenna and Felix's childhood, and their association with the hero (Isaac once again) and his friend Garet. This time frame is not playable. It will then skip one year into the future of the end of the previous adventure. The 6 (Isaac, Garet, Ivan, Mia, Jenna & Felix) are starting on a new adventure for Kraden. It involves the beginnings of Alchemy and 'Lemuri'." Good enough for you?

TXT CORNER

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

1. HEY TA, HOW R U ALL? I THINK GBA IS THE BEST! MY FAVE GAMES R SONIC, MARIO AND CRASH BANDICOOT. WHAT R URS?

TA: MARIO KART, MARIO ADVANCE 2, SONIC AND BROKEN SWORD ARE BEING PLAYED AT THE MOMENT, SIR!

2. FROM KATIE HEATH: WILL THERE B A LEMMINGS GAME ON THE GBA OR SHOULD I TRY+FIND THE GBC VERSION CHEAP SOMEWHERE?

TA: NO NEWS YET, BUT WORMS WILL BE HERE SOON! AND WHAT ABOUT THE AMAZING SEA MONKEYS WHAT WHAT?

3. DEAR TA, I NEED TO KNOW: AFTER DEFEATING THE FUSION DRAGON IN GOLDEN SUN AND RAISED THE LEMURIAN SHIP AND I WAS HORRIFIED TO SEE THE CREDITS COME ROLLING ALONG!

4. HI I AM A PROUD NEW OWNER OF A GBA DO YOU THINK THERE WILL BE ANOTHER SONIC GAME AND DO U REALLY TEKKEN 4 COULD COME OUT ON GBA

TA: YES AND NO. SONIC WILL DEFINITELY RETURN, AND SO WILL TEKKEN. BUT AS FOR TEKKEN 4, IT DEPENDS ON WHICH VERSION YOU WANT: WILL WE REACH TEKKEN ADVANCE 4?

5. GAME BOY ADVANCE MY ARSE ITS NOT VERY ADVANCED IS IT? ALL THESE GAMES CAME OUT LIKE 50 YEARS AGO. SY R

TA: OH YES, WE REMEMBER PLAYING EARTHWORM JIM ON THE OLD WIND-UP GRAMOPHONE. YOU'RE NOT TOO WRONG, THO.

6. I JUST EXCHANGED MY DREAMCAST AND NINE GAMES FOR A GBA HAHAHA! GURF, WEYMOUTH

7. HIYA GIVE URSELF A PAT ON THE BACK UR MAG ISNT CRAP ITS GOOD! I WANT A JOB WITH U DO U WANT 2 TAKE ME ON? OH AND IS DER ANY NICE SINGLE GIRLS WHO WORK FOR YOU?? STE 19 ST HELENS

TA: THANKS, DEPENDS HOW CHEAP YOU ARE AND NO. NO, NO, NO.

8. YO YO TA! IM 15 AND HAVE BEEN PLAYIN NINTENDO GAMES SCINCE I WAS 6. FOR OUR 10 YEAR ANIVERSARY I WANA SEE A ZELDA GBA. (PS WHAT HAPPENED TO CAPTAIN N?)

TA: SOMEONE PULLED THE PLUG.

9. HI TA, ANY NEWS OF THE CLASSIC DONKEY KONG COUNTRY TRILOGY GETTING RELEASED ON THE GBA?

TA: HOPE NOT. THEY WERE FANTASTIC, BUT WE WANT BRAND NEW GAMES THANK YOU!

10. I JUST LUV UR MAG IT'S THE 1ST TIME IVE BOUGHT IT & IM HOOKED I ALREADY HAVE A GBA BUT I NEED AN ORANGE 1 MAYBE U COULD GET 1 & HAV A COMP. JIM FROM CREWE





FEATURED FORUM

TOTAL GAMES .net

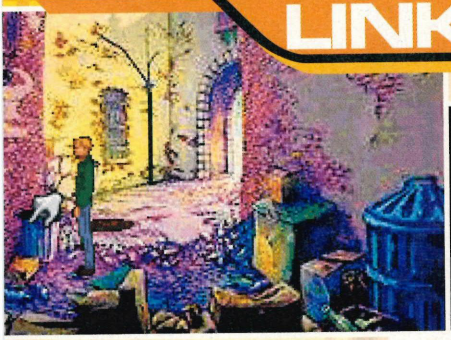
Share all your Game Boy related thoughts, dreams and prejudices live with fans around the world on the TGN forum at www.totalgames.net/forum/! It's the only way to be the first to learn all the latest GBA news, and get your opinion across at the touch of a button!

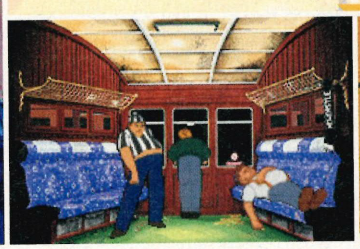
AUTHOR	TOPIC: GOLDEN SUN: THE HELP ONE ANOTHER POST
Trunks	Well it was just a thought to use a dedicated post for all us *Golden Sun* players out there, as I'm stuck for the second time now, and I'm sure others are too, so lets help each other.
	Basically, I'm on a ship as a body guard waiting to go to Tolbi, I've found the anchor charm and we are all ready to set sail but I have to find the ores men or persuade the passengers to row or something, I'm not sure, I'm stuck... anyone know how to get the ship moving??
Truegamingking	Go to Kalay and go into the inn and talk to a few people. When you leave the tour group will head to the docks (I guess you've done that bit). Now go to Kalay docks and get on the ship. Now go to the left side of the deck and you will see some people, they will talk and decide to set sail but a guy steals the captains anchor charm - as you know its on the top of the mast. Go into the room at the front of the ship and talk to everyone in there, the two guys who are entering Colosso will get angry and go see the Captain. Go into the captions room and watch cutscene, ofer yourselves as bodyguards. You now need to go back to the room at the front of ship and downstairs to the oarsmen. Talk to everyone there and you will (I hope) set sail. I hope this will help (it's been a while since I played the game).
Trunks	Thanks buddy, those stairs weren't the easiest set of steps to see. lol. I'm in Tolbi now and doing great, cheers again!
Cumby	I haven't played it recently Trunks cause College work is stressing me out!!! Ur way ahead of me so I can't help ya dude. I'm gonna start playin it again on Friday though....I can't wait!

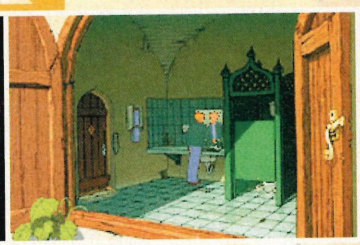
TOTAL ADVANCE LINK-UP!

READER REVIEW

Steal *our* jobs would you? Well, maybe you could, if you're good enough! Send reviews of RECENT games to the usual address. This month's we've got the worryingly nicknamed Graham 'The Bone Child' Langslowe, from Morden, Surrey.

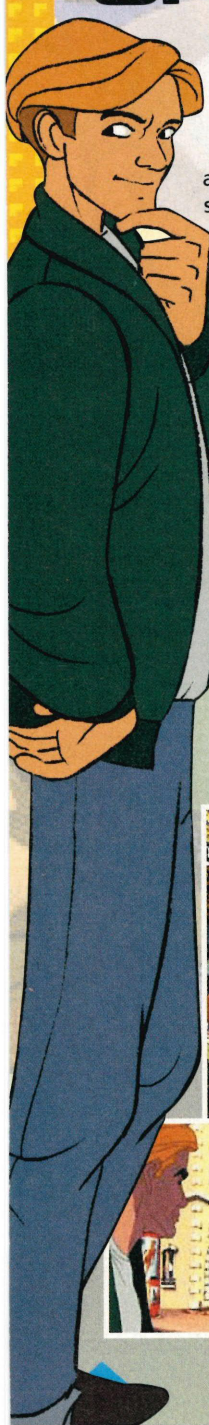








BROKEN SWORD: SHADOW OF THE TEMPLARS.

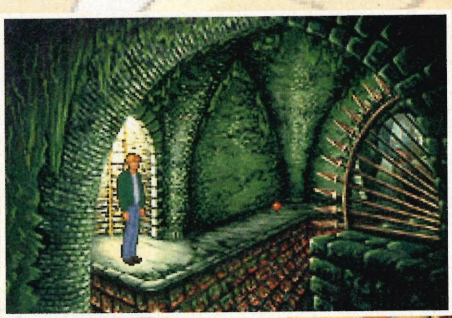


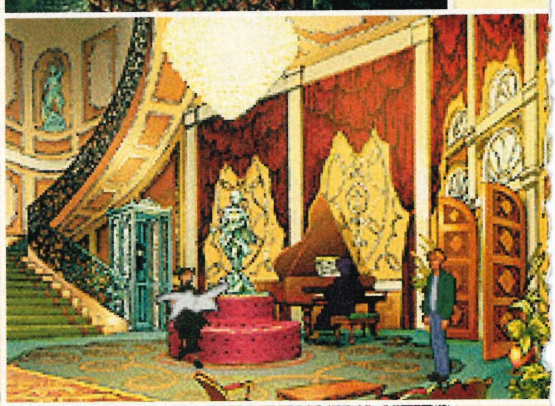
FULL OF INTRIGUE and historical context, raging with biblical narrative and styled with an initial milieu that symbolises all that Paris is recognised for; George Stobbard's intense adventure through Europe is full of suspense, technological suave and wide appeal. At first glance veterans of the series will notice just how much effort has been made into making the transition between previous home systems and the GBA as smooth as possible, with the graphics themselves being a spectacle of what the little console can handle.

The scripted events, on-screen characters and all the vibrant environments all make a welcome appearance, being represented (albeit on a smaller scale) with class and bags of character. The intense narrative has also been carried across successfully making this an original if somewhat adult-orientated game with the dialogue even making as much impact without the aid of voiceovers. If you have played previous instalments of the game (which appeared on the PlayStation and on the PC) you'll soon realise that other than voiceovers the only difference is the control system.

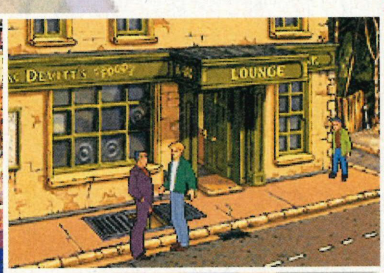
Unfortunately, even though this is a top quality game, the difficulty curve has dramatically taken a downward spiral as a result of this minor alteration, meaning that due to the new interface the game has perhaps become too easy. In this new version all of the objects highlight, which leaves nothing that requires deeper thought or even further investigation; hardcore gamers are definitely left without much of a challenge but on the other-hand it is fairly innovative allowing newer point and click adventurers with an easy to get to grips with interface. Other than this minor point, the game comes across like a breath of fresh air – especially when you stop to think how many platformers and kart racers have flooded the system since it was first released. This is definitely a special game and worthy of accolade for the graphics alone.

READER RATING **88%**



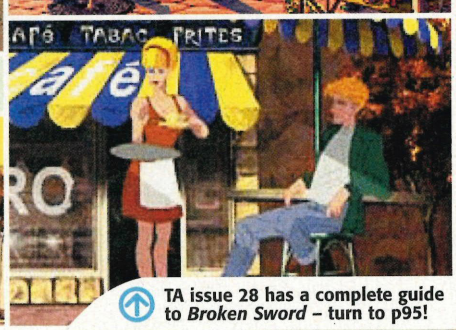


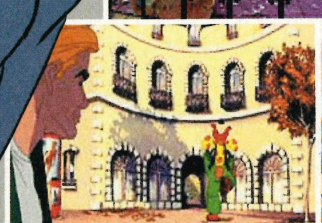


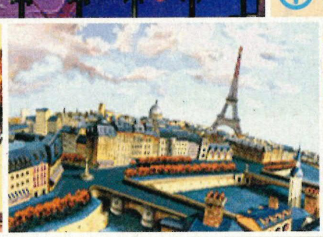


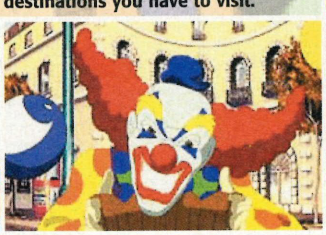
Ireland is among the many European destinations you have to visit.











TA issue 28 has a complete guide to *Broken Sword* – turn to p95!

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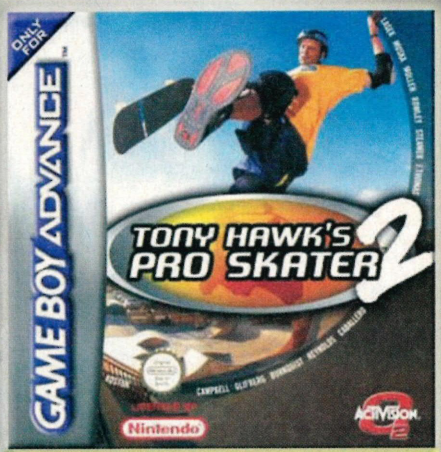
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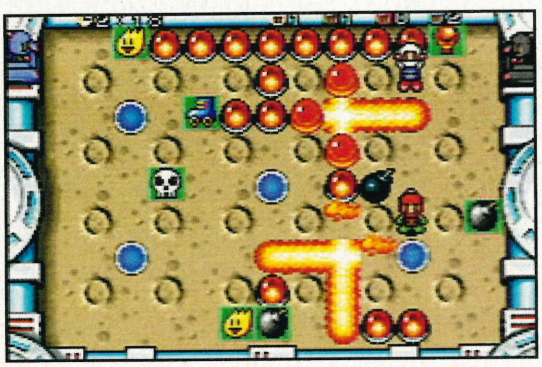


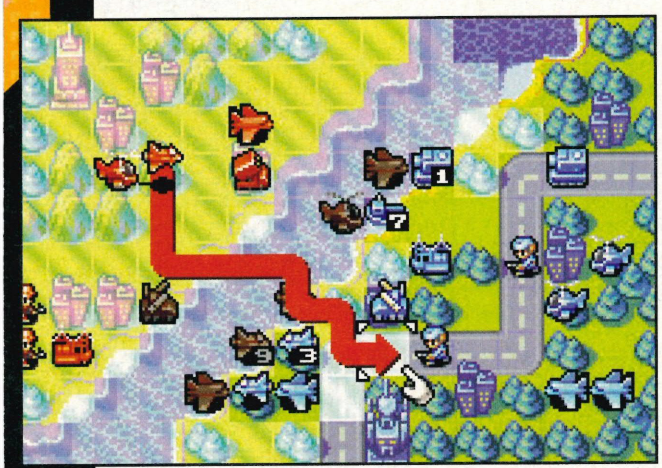
TOTAL ADVANCE

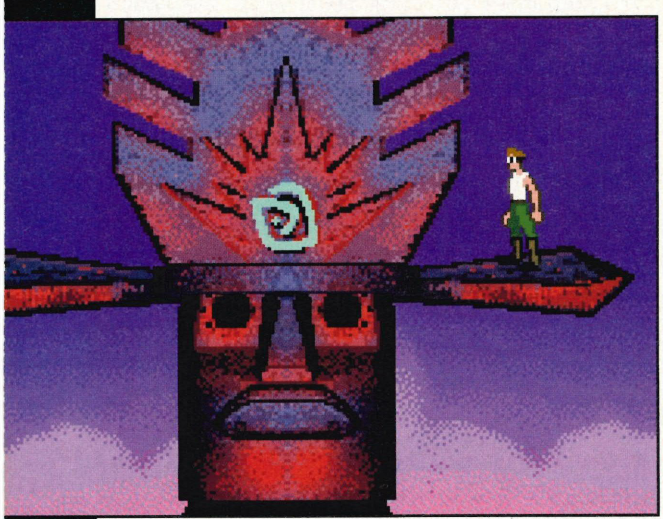
ISSUE TWENTY NINE

CHEATS A-Z









ADVANCE WARS

LEVEL SELECT

Enter "NQRDGTPB" as a password.

ATLANTIS THE LOST EMPIRE

LEVEL PASSWORDS

Level 2 BMQDNPJS
Level 3 BRZSGZDY
Level 4 BVMJFYLG
Level 5 B7JHPMHC
Level 6 C6XQLVNF
End COCNQQIY

BACKTRACK

ACTIVATE ALL WEAPONS

To activate all weapons, you first have to get to the Build Secret Base on the Dark Side of the Moon menu. To do this, press SELECT, then enter L, RIGHT, B, L, R, LEFT. Once you've access, press A to get password screen. Then type "weap".

AUTO AMMO

To instantly refill all of your ammo, you first have to get to the Build Secret Base on the Dark Side of the Moon menu. To do this, press SELECT, then enter L, RIGHT, B, L, R, LEFT. Once you've got access, press A to get the password screen. Then enter "ammo."

INVINCIBILITY

To become invincible, you first have to get to the Build Secret Base on the Dark Side of the Moon menu. To do this, press SELECT, then enter L, RIGHT, B, L, R, LEFT. Once you've got access, press A to get the password screen. Then type "god" to activate invincibility.

BOMBERMAN TOURNAMENT

MULTIPLE POWER UPS

At the beginning In multiplayer mode when you choose HI POWER arena you start out with bombs that blow up from one side of the arena to the other, which is the same as the gold flame power-up. You will also be able to lay multiple bombs at one time and to top things off you even start with bomb kick.

BOXING FEVER

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

90HG6738

AMATEUR SERIES BEATEN

H7649DH5

TOP CONTENDER SERIES BEATEN

2GG48HD9

PRO AM SERIES BEATEN

8G3D97B7

PROFESSIONAL SERIES BEATEN

B3G58318

WORLD TITLE ACQUIRED

G51FF888

SURVIVAL MODE BEATEN

BRITNEY'S DANCE BEAT

EVERYTHING UNLOCKED

In order to unlock all the stages as well as the end of game concert footage enter this code at the password screen: HMNFK.

CASTLEVANIA CIRCLE OF THE MOON

UNLOCK MAGICIAN MODE

Once you've beaten the game, to unlock Magician Mode, enter the name "FIREBALL" at the data screen. You'll begin the game with all DSS Cards available right away.

GET THE SHINING ARMOUR

To get the Shining Armour you must beat the Battle Arena it is located in the chapel tower.

ITEMS LIST

As with all other games in the series, Castlevania Circle of the Moon features numerous items to refill your life, magic, and hearts as well as items that will cure any status ailments that you have.

UNLOCK FIGHTER MODE

To enable Fighter Mode, Beat the game twice (The second time in Magician Mode.) Your stats will be higher then usual, but there will not be any DSS cards to collect.

CHU CHU ROCKET

Not surprisingly, there are plenty of extra modes hidden away in SEGA's top-notch puzzle game. Here's how to access them – unfortunately, these aren't cheats, you have to get pretty good at the game to unlock everything!

UNLOCK HARD MODE PUZZLES

To unlock the Hard mode puzzles in the single-player Puzzle mode, you'll need to complete all the Normal mode puzzles.

UNLOCK SPECIAL MODE PUZZLES

To unlock the Special mode puzzles in the single-player Puzzle mode, you'll need to complete all the Hard mode puzzles.

UNLOCK MANIA MODE PUZZLES

To unlock the Mania mode puzzles in the single-player Puzzle mode, you'll need to complete all the Special mode puzzles.

DARK ARENA

ENABLE CHEAT MODE

To enable Cheat Mode, enter this as a password NRYRDDS. Then enter one of the cheats from the list below to unlock the corresponding function.

ALL GOD MODE

AMMO Unlimited ammunition
HEALTH Unlimited health
KEYS All keys
MAPS All maps
SKIP Level skip
SFX Sound effects test

DEXTER'S LAB DEESASTER STRIKES!

Here's an easy one to help you get your older sister back together simply press pause while playing the game, and tap in these codes with the Left and Right buttons!

LLRR RRRR LLRR LLLR

LOW GRAVITY

LRRR RRRL RLLR RLLL

REVERSED CONTROLS

LLRR RRLR RRLL LLLL

STRONG ENEMIES

LRRR RRLL LLRR RRLL

FAST ENEMIES
LRRR LRLR LLRL LLLL
SLOW ENEMIES
LLRR RLRR RLLR RLLR
SLIPPERY FLOOR
LRRR RLRL RRLL RLRR
FAST DEXTER
LRRR RLLL RLLL LLLR
LESS DAMAGE
LLRR LRLL LRLL RRLL
EXTRA LIFE
LRRR LLRR LLLL RLLR
MORE AMMO

DONALD DUCK ADVANCE

UNLOCK ALL LEVELS
2C1LTD!P

DOOM

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

DRIVEN

If you're having the odd problem getting through the ranks on bam!'s Sly Stallone-style racer, try using these codes for max speed!
UNLOCK ALL CARS AND TRACKS
2,9,8,0,1
GAME STOP CAR
0,7,9,1,3
MASTER CAR
6,2,9,7,2

EARTHWORM JIM

SKIP TO BUTTVILLE
To skip directly to the Buttville level, pause the game and enter the following button presses L, A, UP, R, A, R, A, SELECT.
SKIP TO DOWN THE TUBES
To skip directly to the Down the Tubes level, pause the game and enter the following button presses UP, L, DOWN, A, R, A.
SKIP TO FOR PETE'S SAKE
To skip directly to the For Pete's Sake level, pause the game and enter the following button presses R, L, R, L, A, R.
SKIP TO LEVEL 5
To skip directly to Level 5, pause the game and enter the following button presses R, L, A, B, B, A, L, R.
SKIP TO SNOT A PROBLEM
To skip directly to the Snot a Problem level, pause the game and enter the following button presses R, UP, SELECT, L, R, LEFT.
SKIP TO WHAT THE HECK
To skip directly to the What the Heck level, pause the game and enter the following button presses SELECT, R, B, DOWN, L, B.

ECKS VS. SEVER

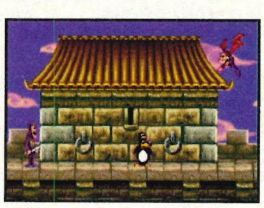
MULTIPLAYER PASSWORDS
VULNERABLE
VORACIOUS
VENDETTA
PASSWORDS FOR PLAYING AS ECKS
Level-02 EXTREME
Level-03 EXCITE
Level-04 EXCAVATE
Level-05 EXCALIBUR
Level-06 EXTORT
Level-07 EXPIRE
Level-08 EXACT
Level-09 EXHALE
Level-10 EXHUME
Level-11 EXONERATE
Level-12 EXPEL
Level-13 SEVERE
Level-14 SURVIVE
Level-15 SAVANT
Level-16 SUFFER
Level-17 SULPHER
Level-18 SERVE
Level-19 SEETHE
Level-20 SEVERAL
Level-21 SEVERANCE
Level-22 SAVAGE
Level-23 SACROSANCT (last level with enemy firing Rocket Propelled Grenades at you!)
PASSWORDS FOR PLAYING AS SEVER
Level-02 SEVERE
Level-03 SURVIVE
Level-04 SAVANT
Level-05 SUFFER
Level-06 SULPHER
Level-07 SERVE
Level-08 SEETHE
Level-09 SEVERAL
Level-10 SEVERANCE
Level-11 SAVAGE
Level-12 SACROSANCT

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Seaside Get $600,000 in winnings.
Northern Hill Get $900,000 in winnings.
Evergreen Country Club Get $1.7 million in winnings

F-ZERO MAXIMUM VELOCITY

UNLOCK JET VERMILION
Go to the Grand Prix mode and push L, R, START, R, L, SELECT. When the Password screen opens, enter this code 2-8+08T2YQ30.
RANKING PASSWORD
Nintendo has designed F-Zero with tournament play in mind. Since you can't upload your best times or take screenshots, the game features a built-in ranking password system. To obtain an encrypted password for your best track times, select Course Ranking from the main menu, then select your name and the track you would like to get a password for. Now hold the L-Button and press up, right, right, B, left, B, A. Your tournament entry password will now appear at the top of the screen and you can write it down. Nintendo uses passwords like these to let you enter into official tournaments, so make sure you keep an eye out for them!



FINAL FIGHT ONE

UNLOCK CHEATS
There are four cheats in the game, and you'll need to beat 2000 baddies to get them all. The first allows you to increase your starting number of lives to nine. The next lets you select stages. The next level unlocks Alpha Cody and Alpha Guy as playable characters (and lets you change costume colours). After that, you unlock the right to rapidly punch. All of these cheats will be available from the Options screen.

FIRE PRO WRESTLING

UNLOCK ALL WRESTLERS
Here's a handy trick to unlock all of the grapplers in the game. Edit a player. On the name entry screen, go to Name Entry and begin editing the name. For the nickname, put "ALL." For first name enter "STYLE." For last name put "CLEAR." Put Exchange to "OFF" and at Middle, enter a space. Then press start and return to the main menu. Lo! All wrestlers unlocked.

GT ADVANCE CHAMPIONSHIP RACING

Another chance to get everything you can out of one of the GBA originals. Enter these codes on the main menu, when the silver car appears.
UNLOCK ALL TRACKS
Hold L + R Buttons, press Up/Right, B.
UNLOCK ALL CARS
Hold the L + R Buttons, press Up/Left, B.
UNLOCK F1 MODE
Hold L + R Buttons, press Left, B.
UNLOCK GO-CART MODE
Hold L + R Buttons, press Right, B.
VIEW CREDITS
Hold L + R Buttons, press Up, B.

GRADIUS GALAXIES

HOW CRUEL ... KONAMI CODE
Enter this infuriating code to see Konami's sense of humour in the flesh: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. If this has been done correctly whilst in pause; after unpausing the game your ship should self destruct.
ALL WEAPONS
To get the code to actually work and have all weapons, pause your game, then enter these button presses: UP, UP, DOWN, DOWN, L, R, L, R, B, A. The L and R buttons are the shoulder buttons. Enjoy your new arsenal!





HARRY POTTER AND THE SORCERER'S STONE

POTION MIXING
Mix ingredients in these combinations to get the corresponding potions
- Antidote Collapsible Cauldron, Bezoar Stone, Aconite, Boomslang Skin.
- GrandPepper Up Brass Cauldron, Octopus Powder, Bicorn Horn, Mandrake Root.
- Grand Wiggenweld Potion Silver Cauldron, Octopus Powder, Silver Unicorn Horn, Wolfsbane.
- Herbicide Copper Cauldron, Dried Nettles, Porcupine Quills, Snake Fangs.
- Pepper Up Copper Cauldron, Bicorn Horn, Mandrake Root.
- Vitamix Copper Cauldron, Wormwood, Asphodel Root, Monkshood.
- Wiggenweld Potion Collapsible Cauldron, Silver Unicorn Horn, Wolfsbane.

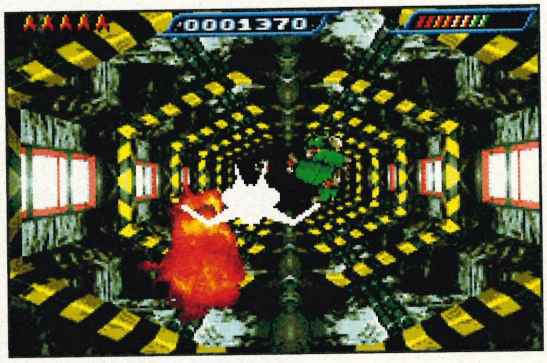
INSPECTOR GADGET ADVANCE

LEVEL PASSWORDS

*7*MM14	Statue Of Liberty – In The Statue
*3HMLI4	Statue Of Liberty – The Flame Of Liberty
R3*3M64	The Tower – The Tower Keeps Watch
R7H3L64	The Tower – The Lift
*CH3L24	The Tower – Higher Than Anything







*H*3M24	The Great Wall – At The Foot Of The Great Wall
R5*3MR4	The Great Wall – On The Great Wall
*3RM33P	Big Ben – The Palace
RHRM37P	Big Ben – The Top
RC7M27P	Egypt – The Valley Of The Kings
*9R33XP	Egypt – The Great Pyramid

IRIDION 3D

UNLOCK ALL LEVELS

Go to the Password screen and enter the following code *S3L3CT0N*, then press OK. Go right back to the Password screen from the main menu and enter this code *SH0WT1M3*, then press OK. All levels are unlocked for your shooting pleasure.

VIEW ALL BOSSES

To view an end level boss, go to the Game Options screen and highlight Start Level. Select your level, then highlight the option for Start at Boss. Select Yes, then OK and you will be at the boss fight!

Jackie Chan Adventures

Every stage and every scroll

At the black screen that says "Press Start", hold down "R" and tap B, A, Left, Down, Up, Right, and choose your level and scrolls.

DEFEATING HAK FOO

Know your distance when doing a Roll. While Hak Foo is walking towards you, Roll towards him quickly. You must land about where Hak Foo is standing. Roll forward again so he does not hit you. Next, Backflip the same way as a Roll twice. You should hit him sometimes if you continue pattern.

DEFEATING HAK FOO 2

An easy battle, uses same tactics as the first Hak Foo. If you get cornered along the south-eastern wall facing right, use the Shen Scroll Attack (B + R + Up) to leap behind Hak Foo and quickly attack before he guards. Then, Roll away.

DEFEATING THE MOON DEMON

Stay as far right in the beginning and face left while blocking. Time a Roll left once the Moon Demon throws an Eclipse. If you do it too late, the Eclipse will cause major damage. Note Block only when the Shadowkahn are still there. Once the cloud covers the moon, quickly Roll towards it and attack as fast as you can using the Mao Scroll Attack (preferred) or Xu Scroll Attack.







DEFEATING SHOU FOONG, THE WIND DEMON

Stand directly in front of him. When you stand still, in two to three seconds Shou Foong will inhale. Time a Roll immediately when it is about to inhale. You should end up about behind Shou Foong. Once it finishes blowing, attack its back with a Mao Scroll Attack (Up + A), which you should have got already. Continue pattern.

DEFEATING VALMONT

Just like Hak Foo, time your Roll to end up at Valmont. Do it twice in a row, then attempt a Flying Kick attack (R + B) at Valmont. Then Roll away and repeat.

JURASSIC PARK III DNA FACTOR

UNLOCK EXPERT MODE

Beat the game once to unlock a tougher challenge – expert mode. To get it, load your winning file and start again.

JURASSIC PARK III PARK BUILDER

Enter any of the following as a Park Name

PARK NAME	EFFECT
Bonus-Park	Start with Max Money
Luckybus-20	Start with 20 Buses
Items-park	Start with All Shop Items
Zero-Park	Start with No Dinosaur DNA
men's-park	Men will Love Your Park
love-park	Everyone will Love Your Park
Isla Sorna	No Trees

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

YIE-AR KUNG FU

In order to access new characters enter the following at the games title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. Once this has been done you will have access to special new characters at the end of the game. Or alternatively, if you're playing in the two player mode, than you can select the new characters to fight against your opponent.

GYRUSS

To give a little boost to the somewhat dated graphics enter this code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. The game immediately begin with improved graphics.

FROGGER

As in Gyruss; Frogger allows you to update the graphics; just follow these commands at the Frogger title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. The game will begin with much improved graphics over the original version.

SCRAMBLE

Not as exciting but you can alter the graphics on this title to. In order to improve the visuals in put these commands whilst on the games title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.

RUSH N'ATTACK

To get more lives for Rush N'Attack, go to the title screen of the game and enter the Konami Code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This will hook your soldier up with extra 1-Ups. Cool Huh!

TIME PILOT

Whilst at the Time Pilot title screen, enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This will unlock a special prehistoric level later in the game.

KONAMI KRAZY RACERS

UNLOCK BEAR

Bear is a secret character hidden within one of the courses in the game. To get him, begin a race (not a free race, an actual competition) on Cyber Field 2. As you approach the finish line, grab the blue diamond that sits between the two gaps. Complete the race and save, and Bear will be available on the Character Selection screen.

UNLOCK KING

King is a secret character hidden within the Sky Bridge 2 course. To get him, begin a race (not a free race, an actual competition) on Sky Bridge 2. Grab the Blue Bell and use it to make a blind leap to the right at the first large gap, landing on a distant platform. Here, you'll find the blue diamond. Grab it, finish the race, and save. King will now be available on the Character Selection screen.

UNLOCK VIC VIPER

Vic Viper is a secret character hidden within the Moon Road course. To get him, begin a race (not a free race, an actual competition) on the Moon Road. At the first long gap, use a boost to make a blind jump to the right (instead of going straight over the gap). Land on a long platform with the blue diamond on it. Once you collect it, finish the race and save the game. Vic Viper will now be selectable on the Character Selection screen.

KURU KURU KURURIN

EASIER STICK SIZE

Press select in the starting area to shorten your stick and make the game a good deal easier.

LADY SIA

BONUS LEVELS

If you get a Perfect rating on every level in a kingdom, you will unlock a special bonus level for that kingdom.

LEGO BIONICLE TALES OF THE TOHUNGA

GALI MINI GAME

Enter "9MA268" as a name to unlock the Gali mini game.

KOPAKA MINI GAME

Enter "V33673" as a name to unlock the Kopaka mini game.

LEWA MINI GAME

ONUA MINI GAME

Enter "8MR472" as a name to unlock the Onua mini game.

POHATU MINI GAME

Enter "5MG834" as a name to unlock the Pohatu mini game.

TAHU MINI GAME

Enter "4CR487" as a name to unlock the Tahu mini game.

MARIO KART SUPER CIRCUIT

BOOST FROM STARTING LINE

As veterans of the series will know; if you press the accelerator button as soon as the green light comes on your character will be given a slight advantage in the way of a boost start.

NEW TITLE SCREEN

In order to see an altered title screen just complete all the circuits in 50cc, 100cc and 150cc.

UNLOCK CLASSIC SNES TRACKS IN GP MODE.

In order to unlock the classic Snes tracks you need to complete all the circuits winning gold on every track and then to ensure that the tracks are unlocked you need to return to the heats and collect 100 coins on each track.

UNLOCK CLASSIC SNES TRACKS IN TIME TRIAL

Once you have unlocked the SNES tracks in 150cc you will then be able to play through them in the Time Trail mode.

UNLOCK SPECIAL CUP

To unlock the final circuit, Special Cup (which includes Star Road), all you need to do is get a gold trophy in each of the earlier races.

MEN IN BLACK THE SERIES

Even if you've managed to torture yourself enough to play this game, you might find that you're having trouble reaching those later episodes. Well, don't worry – that's what we're here for!

PASSWORDS

Episode 2	Forest Landing Site FCHTRMNS
Episode 3	Alien Technology Lab HSDSHSBS
Episode 4	Rocket Silo MXNMSNNG
Episode 5	MIB Safehouse THXBXSCK
Episode 6	Halloween In Manhattan NNTNDWNY
End	Ending NFNTMMDD

MONSTERS, INC

LEVEL	PASSWORDS
02	YMB2VN
03	LRB13G
04	4RB97C
05	7QCZB9

NAMCO MUSEUM

GALAGA "NO SHOOTING" FOR THE ENTIRE GAME

On the FIRST level, you must eliminate all enemies but the 2 left-most bees (the left-most being the 2 bees that are all the way to the left where one is above the other). Let these two bees continue to attack you. DO NOT SHOOT THEM! Continue to dodge their bullets and after about 2-3 minutes you'll notice that they only shoot 1 bullet each. Keep waiting. After about 5-7 minutes, they will stop shooting at you altogether. Let them come down the screen at least 10 times in a row without shooting at you. Kill them. That's it... If you waited long enough, no enemy will shoot at you the rest of the game!

NBA JAM 2002

UNLOCK EXTRA COURTS

To unlock the Beach and Street Courts, enter LHNGGDBLBJGT as a Password.

NFL BLITZ 20-02

MATCHUP SCREEN CHEATS

Enter these codes in VS screen.

321 – No Random Fumbles
432 – Infinite Turbo
132 – Ogre Field
313 – Shadow Players
225 – Snow Field

UNLIMITED TURBO

Once you select teams, enter the following code to scroll the Blitz icons and unlock unlimited turbo LX4, BX3, AX2, then R.

PAC-MAN COLLECTION

PAC ATTACK PASSWORDS

Here are the passwords for all levels of Pac Attack:

1: STR	2: HNM
3: KST	4: TRT
5: MYX	6: KHL
7: RTS	8: SKB
9: HNT	10: SRY
11: YSK	12: RCF
13: HSM	14: PWW
15: MTN	16: TKY
17: RGH	18: TNS
19: YKM	20: MWS
21: KTY	22: TYK
23: SMM	24: NFL
25: SRT	26: KKT
27: MDD	28: CWD
29: DRC	30: WHT
31: FLT	32: SKM
33: QTN	34: SMN
35: TGR	36: WKR
37: YYP	38: SLS
39: THD	40: RMN
41: CNK	42: FRB
43: MLR	44: FRP
45: SDB	46: BQJ
47: VSM	48: RDY
49: XPL	50: WLC
51: TMF	52: QNS
53: GWR	54: PLT
55: KRW	56: HRC
57: RPN	58: CNT
59: BTT	60: TMP
61: MNS	62: SWD
63: LDM	64: YST
65: QTM	66: BRP
67: MRS	68: PPS
69: SWT	70: WTM
71: FST	72: SLW
73: XWF	74: RGJ
75: SNC	76: BKP
77: CRN	78: XNT
79: RNT	80: BSK
81: JWK	82: GSN
83: MMT	84: DNK
85: HPN	86: DCR
87: BNS	88: SDC
89: MRH	90: BTF
91: NSM	92: QYZ
93: KTT	94: FGS
95: LTG	96:YLW
97: PNN	98: SPR
99: CHB	100: LST

PITFALL THE MAYAN ADVENTURE

CHEAT MODE

Enter this code at the main title screen, to unlock cheat mode L, SELECT, A, SELECT, R, A, L, SELECT.

GET ALL WEAPONS

Unlock cheat mode, then start playing the level of your choice. During play, hold SELECT and press B to get 99 of each weapon.

INFINITE CONTINUES

In order to continue forever, use up all of your lives in the first level, then tap B B B when the continue screen comes up. The counter will stop counting down and you'll be able to continue forever.

UNLOCK FREE MOVEMENT

Unlock cheat mode, then start the level of your choice. Hold SELECT and press the D-Pad in any directly to move freely. Weird!

VIEW ALL LEVELS

To view all levels, enter the following button presses at the title screen L, SELECT, A, SELECT, R, A, L, SELECT. Press SELECT and R or L to scroll through the levels. Then press LEFT to make the boomerang appear around the word "Start."

POWER RANGERS TIME FORCE

To defeat the object of playing at all; (which is probably a good thing) enter the following password: 8QSD and you will start at the very last level.

RAMPAGE PUZZLE ATTACK

LEVEL PASSWORDS

Tokyo 1-1	GQGGHKGBHF
Tokyo 1-2	LLMLMPLQMT
Tokyo 1-3	GJJBHKGBHF
Tokyo 1-4	BDFGCFBGCK
Tokyo 1-5	GSBBHKGBHF
Delhi 2-1	LPRQMPLQMT
Delhi 2-2	QKNLRTQLRP
Delhi 2-3	BFKGCFBGCK
Delhi 2-4	QBGLRTQLRP
Delhi 2-5	LQCQMPLQMT
Helsinki 3-1	GLSBHKGBHF
Helsinki 3-2	BGPGCFBGCK
Helsinki 3-3	GBLBHKGBHF
Helsinki 3-4	LQHQMPLQMT
Helsinki 3-5	QLDLRTQLRP
Paris 4-1	BKTGCFBGCK
Paris 4-2	LMLRMPLQMT
Paris 4-3	GJHCHKGBHF
Paris 4-4	BDDHCFBGCK
Paris 4-5	GSKCHKGBHF
Hollywood 5-1	LPQRMPLQMT
Hollywood 5-2	QKMMRTQLRP
Hollywood 5-3	BFJHCFBGCK
Hollywood 5-4	QBPMRTQLRP
Hollywood 5-5	LQBRMPLQMT
Washington D.C. 6-1	GLRCHKGBHF

RAYMAN ADVANCE

For some, a few handy cheats. For most, the only possible way to complete this massive game. All cheats are entered while the game is paused.

ALL LEVELS

U, L, R, D, R, L button.

BONUS CONTINUES

L Button, D, R, U, D, R button.

INVINCIBILITY

R, U, R, L, R, R button.

99 LIVES

L, R, D, R, L, R button.

ALL POWERS

D, L, R, L, U, L button.

EXTRA TINGS

R button, U, L, R, L, L button.

READY 2 RUMBLE BOXING ROUND 2

UNLOCK MICHAEL JACKSON

At the main menu, highlight the "Arcade" option, then press LEFT 2 times, RIGHT 2 times, LEFT, RIGHT, L+R to get Michael Jackson. You'll hear cheering if entered correctly.

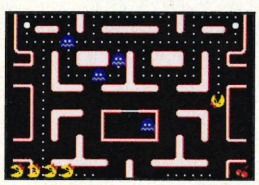
UNLOCK RUMBLE MAN

When you go to the menu, highlight CHAMPIONSHIP. Then, press LEFT twice, the RIGHT once, LEFT once, RIGHT twice, LEFT

















once, RIGHT once, and LEFT one more time. Then, press L and R at the same time. You should hear some cheering and then you'll be able to play as Rumble-man.

UNLOCK SHAQUILLE O'NEAL

At the main menu, highlight the "Survival" option, then press LEFT 4 times, RIGHT 2 times, LEFT 2 times, RIGHT, then press L+R to get O'Neal.

ROCKET POWER DREAM SCHEME

LEVEL PASSWORDS

4GWD!KL1	Ocean Shores Beach
MFKGTB!R	Mad Town
2V74BFDG	Elementary School
6!LN99V5	Town Square
?FXX6BLJ	Neighborhood
2L!DZHS8	Spooky Woods

RUGRATS – CASTLE CAPERS

LEVEL PASSWORD

To start at the very last level in the game, enter the following password at the password screen: JSJRJKSLXCFJ.

SONIC ADVANCE

UNLOCK TAILS

Tails will follow you around during your missions with the help of this code. To do it, go to the character select screen. Highlight Sonic, then highlight Tails and press down. Next, highlight Knuckles and press L. Finally, highlight Amy and press R. Then go back to Sonic and press A. Now, Tails will tail you wherever you go.

SPONGE BOB SQUARE PANTS – SUPERSPONGE

LEVEL CODES

01 Jelly Fields (start)	BGNR
02 Sandy's Tree Dome	CLMB
03 Fish Hooks Park	KYNF
04 Downtown Bikini Bottom	WKGR
05 Cavernous Caverns	PFYJ
06 Thermal Tunnels	NGPS
07 Acrid Air Pockets	WMCY
08 Lava Fields	XNRP
09 Precipice Canyon	HDJQ
10 Desert Wasteland	QHDG
11 Kelpazoic Jungle	WFXM
12 Inside The Whale	MNTL
13 Road to the Bottom of Rock Bottom	QGRV
14 Lonely Souls	LXHK
15 Graveyard	HGCD
16 Last Stop	CNXK
17 Jelly Fields	LKKV
18 Man Ray's Lair	PYHS
19 Oil Rig	JRST
20 Canning Factory	WMBT

SPYRO THE DRAGON SEASON OF ICE

LEVEL SELECT

To enable level select, press UP, UP, DOWN, DOWN, LEFT, RIGHT, UP, DOWN, A when START shows on the title screen.

LOTS OF LIVES

To get 99 lives, go to the Press Start screen and press LEFT, RIGHT, RIGHT, RIGHT, DOWN, UP, RIGHT, UP, A.

STAR WARS JEDI POWER BATTLES

LEVEL PASSWORDS

Level 1	You always start the game at level 1.
Level 2	WB1BCPF You have to play as Mace Windu
Level 3	VCJMBFF You have to play as Mace Windu
Level 4	VC1MBPF You have to play as Mace Windu
Level 5	VCJNBYF You have to play as Mace Windu
Level 6	VC1DBYF You have to play as Mace Windu

MACE WINDU CODES

Here are codes from level 7 through 10 (since 1-6 have already been shown above)

level-7 VCGYCFH 6 LIVES
level-8 VCXYCFH 6 LIVES
level-9 VCDZCPH 6 LIVES
level-10 VCVZCPH 6 LIVES

HOW TO BE DARTH MAUL

The code that everypone wants! Enter the code VMT3BYJ

STAR X

Aquess Part 1:	ZEKEC0C3
Aquess Part 2:	3AGEA40Z
Aquess Orbit:	3AMMA01V
Egaon Part 1:	ZCEOA0PV
Egaon Part 2:	CKG3AKK4
Egaon Orbit:	CKOVAKL0
Wolf x 2 Part 1:	WKEVAK1U
Wolf x 2 Part 2:	HKMVAL1C
Wolf x 2 Orbit:	DIG5ALOK
Hades Part 1:	1KM5AYMB
Hades Part 2:	OIG5AY21
Hades Orbit:	PIMXAY3H
Tritopia Part 1:	SCB3QPKM

SUPER DODGE BALL ADVANCE

DREAM TEAM B

Successfully complete championship mode to unlock special championship mode and Dream Team B (Rockets).

DREAM TEAM C

Successfully complete special championship mode to unlock Dream Team C (Iron Men).

QUICKLY CLIMB RANKS

The quickest way to move up in the rankings is to challenge the number one team.

SUPER THROW

Get the ball and back up slightly from the line. Then, press Forward(2) to run. On the third footstep or crunch, press Throw. You will perform a Super Throw. There are 50 Super Throws in all. You can also do a Pass Super Throw and a Running Jump Super Throw. Note These can be blocked.

SUPER MARIO ADVANCE

INSTANT RESET

To trigger the game's built-in soft reset and restart the game without using the power switch, simply hit the following buttons at the same time Select + Start + A + B.

LEVEL WARPS

WARP TO WORLD 4

In level 1-3 go to the area just before the brick background. Pick up the plants until you get a bottle. Then go past the brick background until you find a pot and throw the bottle on it. Go through the door and down the pot into World 4.

WARP TO WORLD 5

To warp to level 5, first get to level 3-1. When you enter the first door, fall all the way down. You have to be in the middle as you fall. When you stop, you will find a platform with a door. Enter the door, then look for the potion in the grass. Pick it up, then throw it on the ground, enter the door in cyberspace, and go into the vase and you will be at level 5.

WARP TO WORLD 6

In level 4-2 In the area with the whales find a bottle and throw it on the next pot. Enter the doorway and go down the pot into World 6.

WARP TO WORLD 7

Work your way to level 5-3. (It would be a good idea to choose Luigi for this level because of his superb jumping skills.) Go up the ladder at the beginning of the level, and then jump up onto the ledge above the ladder. As soon as you get on top of the ledge, grab the first grass on the right. It is a potion. Use the potion and go through the door. Now, while in sub-space, go down through the jar and voila! Now you're in Level 7!

LOTS OF LIVES IN 1-1

Want as many extra lives as you can be bothered to collect? On World 1-1 at the right-hand end of the level, enter the upper door into the cave with the line of spiky jobbies (easiest to do this with Luigi, as you can just jump up to it without having to go the long way round). To the left of the spiky things are three plants. Pull up the right-most plant to reveal a giant turnip, and throw it at the bad guys. If you kill them all with one shot, you get an extra life. Leave the cave, re-enter it, and do it all over again as many times as you want until you have enough lives to keep you going...

MAKE BIRDO BALD

When you fight a green or red Birdo, jump on her head and pick up her bow and throw it away. Voila! Bald Birdo. Note this doesn't work on all Birdos in the game.

SLEEP MODE

So you're in the middle of playing Super Mario and the telephone rings... Or let's say you feel the sudden urge to check TGN for new GBA stories, but you're in the middle of a level – what do you do? How about putting your GBA to sleep to preserve batteries? Press the Select and R buttons at the same time and the game will drop into deep sleep. To wake it up again, press Select and L.

99 LIVES

In world 5-3 come up to the surface and throw the shell on the ground there, it will keep bouncing off of the walls back and forth. Jump and land on the shell and wait for the birds to drop the bombs. The shell will kill the bombs, and after you get a certain amount you start getting 1-UPS, you can do this for as long as you want until you have 99.

SUPER MARIO ADVANCE 2

UNLOCK PRINCESS COINS

More of a hint than a cheat– once you collect all of the Dragon Coins in the entire game, they will turn into Princess Coins.

SUPER STREET FIGHTER 2X REVIVAL

EASY SPECIAL MOVES

While fighting in a single player battle, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If you entered the code in the right way then you will hear a sound. This allows you to pull off special moves with easy movements. For Instance, wen playing as Ryu press Forward + Punch to send out a fireball. This will make the game easier to play with the small arrow pad. Press Select to toggle "easy special mode" on or off.

TEKKEN ADVANCE

UNLOCK ALL CHARACTERS

At the main menu, press and hold A and B. Then press L, R, R, L, L, UP, UP, R. This will give you every fighter in the game.

TETRIS WORLDS

In order to unlock the original and arguably the best version of Tetris; hold down the left shoulder button whilst on the Main Menu screen and highlight the Marathon option then press select. Now on the Marathon game selection screen there will be a new game option called Popular. This is the classic version of Tetris that we all love so. We just wonder why they hid it away so deep...

THUNDERBIRDS INTERNATIONAL RESCUE

Thousands, well, hundreds, well, oodles of super-useful passwords for you to hump to any point in this F-A-B GBA adventure and allow you try a little cheating!

SAUDI ARABIA

Tin-Tin	Island	Hood	Jeff
Scott	TB5	Hood	Jeff
Parker	Virgil	Mole	Mole
Tin-Tin	Penny	Island	Alan
Kyrano	FAB2	Island	TB4

AMSTERDAM

Alan	Fab1	Brains	John
TB3	TB5	John	Kyrano
Tin-Tin	Brains	FAB1	Brains
Parker	Hood	Kyrano	TB5
John	TB2	Scott	FAB2

LONDON

TB4	TB5	Brains	Parker
Hood	FAB1	Mole	TB4
Gordon	TB1	Virgil	Hood
Gordon	Penny	Alan	Brains

LONDON

Mole	Jeff	TB5	Scott
Virgil	Island	John	Fab1
Alan	Parker	FAB1	FAB2
TB3	Parker	FAB2	Penny

SOUTH AFRICA

Jeff	Fab1	Kyrano	Tin-Tin
Jeff	Penny	TB1	Penny
Kyrano	Gordon	John	John
Virgil	TB3	TB2	Mole
TB4	Gordon	Brains	Brains

LONDON AGAIN

Island	TB5	Penny	Tin-Tin
TB3	TB3	Parker	Alan
Gordon	Gordon	FAB2	FAB1

RUSSIA

Mole	Brains	Tin-Tin	TB1
Island	John	Brains	Alan
Alan	Alan	Island	Penny
Penny	Kyrano	Alan	TB1
TB2	TB4	Island	TB4
FAB2	TB2	Hood	Virgil

SILICON VALLEY

Tin-Tin	Hood	TB5	John
Scott	TB4	Scott	TB4
Gordon	Scott	TB3	TB1
Hood	TB5	Kyrano	Hood
TB5	Mole	TB3	Jeff
Scott	TB5	Scott	Mole

LONDON FINAL

TB2	Scott	Jeff	Virgil
Gordon	TB1	Scott	

END SEQUENCE

FAB1	FAB1	Penny	Virgil





BONUS HOVERBIKE
FAB2 Virgil TB1 TB2
(Start the first level, then die, then you will go to the hover bonus level)
CHEATS
ULTIMATE SPEED
Jeff Island Virgil Jeff
ENDLESS TIME
Parker Alan TB4 TB2
INVINCIBILITY
TB2 Mole Jeff Gordon

TOM AND JERRY: THE MAGIC RING

PASSWORD LIST
Enter the following passwords in order to advance through the games levels:
Level 2: 3783
Level 3: 5423
Level 4: 5348
Level 5: 5126
Level 6: 8238
Level 7: 8143

TONY HAWK'S PRO SKATER 2

UNLOCK SPIDER-MAN
Can't wait for the Spider-Man movie or the GBA game of the same name? To unlock Spider-Man as a playable character, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.
ALL LEVELS UNLOCKED AND MAXIMUM MONEY
To unlock all of the levels in the game and max out your money, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press B, A, LEFT, DOWN, B, LEFT, UP, B, UP, LEFT, LEFT.
HAPPY FACE BLOOD
To unlock Happy Blood, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press START, A, DOWN, B, A, LEFT, LEFT, A, DOWN.
SET TIME TO ZERO
To set the time to zero, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press LEFT, UP, START, UP, RIGHT.
TURN OFF THE BLOOD!
To clean up the game and turn off the spouting claret, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press B, LEFT, UP, DOWN, LEFT, START, START.
UNLOCK ALL LEVELS
To unlock all of the levels in the game, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN.
UNLOCK CHEATS
To unlock all of the Cheats in the Cheat menu (in the Options screen), enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press B, A, DOWN, A, START, START, B, A, RIGHT, B, RIGHT, A, UP, LEFT.
UNLOCK DISCO ZOOM
To unlock the crazy disco zoom feature (which makes your game look a bit like a seventies episode of Top Of The Pops before they got more sophisticated visual effects), enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press LEFT, A, START, A, RIGHT, START, RIGHT, UP, START.



UNLOCK MINDY
To unlock female cop Mindy, hold R and press A, Left, Left, Up, Right, B, A, and Start at the main menu.
UNLOCK SPIDER-MAN WALL CRAWL
To unlock the Spider-Man Wallcrawl feature, enter the following button presses at the main menu or while paused during gameplay.
Press and hold R, then press RIGHT, A, DOWN, B, A, START, DOWN, A, RIGHT, DOWN.
UNLOCK UNLIMITED AIR
To unlock unlimited air at the game menu screen, enter the following combination.
While holding the R button press LEFT, A, START, A, RIGHT, UP, START. Now every time you ollie, hold B and you'll be able to fly. It's a bit hard to control at first, but you can use L and R to go left and right, UP and DOWN to go forward and back B to rise and A to hover. It needs a bit of practice!

WILD THORNBERRYS CHIMP CHASE

LEVEL	PASSWORD
Jungle 2	4S7JXTJ3
Jungle 3	473H1SZD
Plains 1	B147T3B2
Plains 2	4DZZFB7F
Plains 3	Y5TSGWK2
Arctic 1	6GRHJ74W
Arctic 2	KF3W?6JR
Arctic 3	MR8594NJ
Outback 1	8!YJCDH4
Outback 2	!!2VKJFS
Outback 3	NDC4SJ3S
End	M661M8LB

WWF BETRAYAL

Everyone knows that the well-oiled boys in the WWF are a tough bunch, so you might need a bit of help giving the smug muscle-heads the beating up they deserve... even if you can smell what The Rock is cooking.
PASSWORDS

STAGE	THE ROCK	STEVE AUSTIN
Level 2	1314	1344
Boss 1	1411	1441
Level 3	2413	2443
Level 4	2214	2244
Boss 2	2412	2442
STAGE	**TRIPLE H**	**UNDERTAKER**
Level 2	1324	1334
Boss 1	1421	1431
Level 3	2423	2433
Level 4	2224	2234
Boss 2	2422	2432

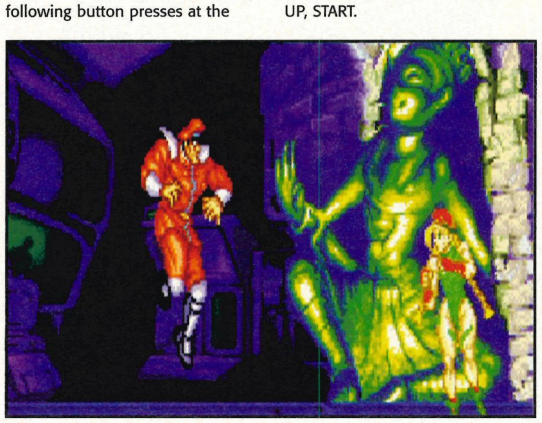
WARIO LAND 4

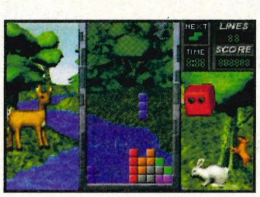
LISTEN TO CDS
Whenever you get a CD during gameplay, it will be available to listen to later. Once you get one, go to the Sound Room to hear it.

WWF ROAD TO WRESTLEMANIA

STONE COLD PASSWORDS
HHMBCQ84
HMQ6H2R4
HMHM3QR4
CMVO23WC
CCOO3VWC
CRWC73CW
CHH2WVWW
CHZQH3C4
HCWMQZR4
60LBL786
68MCM876
DEFENDING ALL BELTS
OOCBBZ84
O8CCC874
6RLBM686
O8BMMO74
O8BMC874
68MBLQ86
O8CMCO74
O8CCMO74
OOCCM874
O8CLM874
OOLBB284
OOMCC874
GET A WEAPON
Start a match in hardcore mode. Go up to the crowd and press Right, L.
WEAKENING YOUR OPPONENT
Beat up your opponent until they start to bend over (indicating that they are hurt). You can now use any maximum damage move, if you pick them up off the ground.
RIKISHI MAY, 1ST WEEK
When you are given a choice between password and new game, go to Password. Then enter CLXWV9OC. You would be taken to be taken to play as Rikishi in the first week of May. Then get yourself ready to rumble...











Namco's big-eared hero flaps his way onto the GBA, so put on your thinking cap and come with us as we guide you through his land of precarious platforms and puzzles.

KLONOA

Empire of Dreams



TOTAL ADVANCE

INFORMATION

KLONOA: EMPIRE OF DREAMS	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM/PUZZLE
PLAYERS:	1
PRICE:	£34.99

CONTROL

HOW TO PLAY

ARROWS KEY

Known as the D-Pad to its friends
LEFT/RIGHT: Move Klonoa
UP: Enter doors / Read Signs
UP/DOWN: Climb ropes etc

A BUTTON

PRESS: Jump **HOLD DOWN:** Flap
Hit **A** again in mid-air while carrying an object to double-jump (written in this walkthrough as **dub-jump**).

B BUTTON

Shoot a Wind Bullet; and use to pick up enemies / items.
Make sure that your thumb knows where this is – you'll need in a hurry!

R BUTTON

Shoot a Wind Bullet with it if you want to, or use the **B** button and let your **R** button sit back and relax, you won't need it!

L BUTTON

Give your **L** button sat all the way up there on the shoulder of your GBA a bit of a holiday – it doesn't do anything in this game!

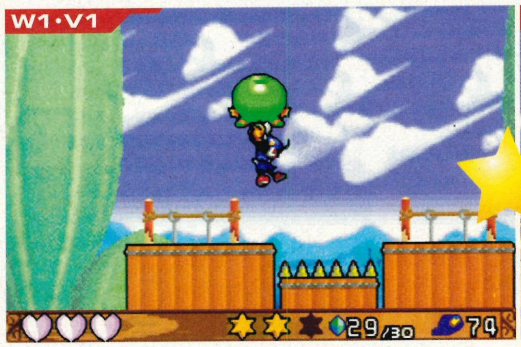
COMPLETE SOLUTION

Lots of tricky puzzles, so expect to be using that 'Retry' option quite often...

DIFFICULTY RATING

EASY MEDIUM HARD

8/10







WORLD 1 FIGHTING CITY: GHAZZALAND

■ **VISION 1-1:** Read all the signs, as they tell you how to use skills. The first enemy is the **Moo**; this red space hopper creature is hardly intimidating, but like its green relative (the winged **Flamoo**) it's needed to perform dub-jumps (press **A** in mid–air while holding an enemy to fling it down for extra jump height). Go through this level grabbing all the gems. **Star 1** (you need all three of these in a stage to open final exit doors) is on a bridge a few screens in, but you'll need to dub-jump up to it. Keep going right and **Star 2** is on a floating wooden platform, and again dub-jump for it. Continue right and grab the **Heart** if you need it (it restores one point of your health gauge, so save it if you're on full health), then dub-jump up to the wood platform with spikes. To get the goodies on the other side, you'll need to grab the **Flamoo** and jump across the spikes while carrying it. At far side, dub-jump to get another **Heart** and more importantly **Star 3**, your ticket out! Once you have third star, drop down and go through door to finish this first area.

■ **VISION 1-2:** Straight away there's the **Moo Box**. Klonoa can pick these up and either dub-jump or throw them; a thrown **Moo Box** will kill all enemies in its path, stopping only when it hits a wall. At the end of a first room is the first real practical use of the **Moo Box**... you'll need to place it in the bottom right corner of the pit, then grab the **Moo** and jump out of the pit with it. You can then dub-jump up to **Star 1** and head right into the next room. Use the box to dub-jump up to **Star 2** on the right, then drop down and dub-jump up to the left. Follow this passage round and use the box at the end in the same way as before; place it in the bottom right and dub-jump up off of it and out of the room. Keep going down and right and you will be able to dub-jump using a **Moo Box** up to **Star 3**, then dub-jump up and head left to the door.

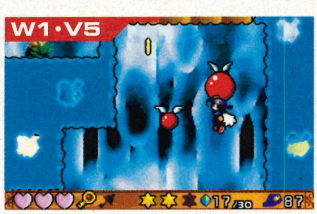
■ **VISION 1-3:** Run right as far as you can and dub-jump up to the ledge. Here you will find the **Keys**. There's three kinds – Red Circle, Blue Triangle and Green Heart. You can see which of these are used in a level from the silhouettes next to your health level so you can see that this level has both red and blue keys, the first is right next to you! Move the **Moo Box** to the right-hand side of the pit and jump up to the platform above. Grab the **Moo** there and use it to get to the door, where you can dub-jump up to the **Red Key**. Use it and pass through the locked door to continue right. Run right and pick up the **Flamoo**, then go back left and dub-jump up to **Star 1**. You can then head back right (past the blue door), where you will have to use the **Flamoo** three times to dub-jump up the series of platforms to a red door, which you can now go through. In the next room, use the **Moo Box** to dub-jump up to the **Blue Key** then throw it right under the platform. Use it again to dub-jump up to **Star 2** then go back the way you came to the blue door. Follow the next room over the wooden bridge and out the other side to a new area, where you should take the **Flamoo** all the way right to dub-jump up onto the higher level, where you will find **Star 3**. Go back into the previous room and dub-jump up to the end door.

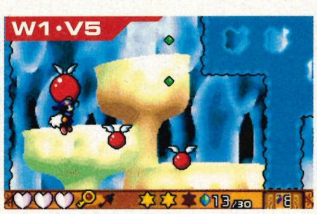
■ **VISION 1-4:** A hover–boarding stage. There's no way of slowing down or speeding up here so the only thing you control is jumping and shooting, and luckily there's no keys or stars to worry about either! Using 'Retry' takes you all the way back to the start. There's very little help that can be given for these levels; it's all down to timing and jumping so it's up to you! For future hover–board levels, we only give you the gem count for each section so if nothing else, you'll know what you're aiming for!

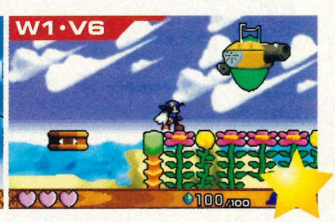
● **GEM COUNT:**
SECTION 1: 33 • SECTION 2: 67 • SECTION 3: 100

■ **VISION 1-5:** Back to the normal puzzle–platform type of level now, so run right and put one of the two **Moo Boxes** on top of the other, just left of the far right hollow wood platform. You should now be able to pick up the **Moo** and climb up to the top right using your newly–made box tower, where you can dub-jump up to **Star 1**. Head right into the next room to meet the **Goomi**. These are flying red blobs that Klonoa can hang from by grabbing them, so get used to this skill by jumping between these two a few times. Follow the **Goomis** right to the red rope, which you can climb using up and down on the D-pad. Climb to the top and jump off to the left to get **Star 2** then continue left all the way to the moving **Goomi** (yes, they can move!), which you can use to get to the next room. Dub-jump up then follow the trail of **Goomis** again, using them to cross the spikes all the way left. Drop down and dub-jump to get the **Red Key** and go down the ladder on the right. From here go left to the moving **Goomi**, and use it to descend to four others... jump off to the right and go through the red door. Use the moving **Goomi** in here to get up to **Star 3**, then pick up the **Moo Box**, throw it left and follow it. Drop down and carry it to the right, where you can dub-jump up to the **Blue Key**. Go right and you will be back in the first room, so just use the **Moo** to jump up to the ropes and cross them left to the exit door.

■ **VISION 1-6:** Another type of level is showcased here; the auto–scrolling level. These are usually quite tricky since you die instantly if you fall or if you are crushed, so be very careful and keep moving. Again there are no stars or keys but there are a hundred gems, a lot of which are rather deviously placed. The good news is that the 'Retry' option in these stages takes you back to the start of the section rather than the whole level. Stay as close to the front of the screen as you can to get all the gems, and keep hold of an enemy wherever you can in case you need to dub-jump. Some of the tougher gems also require you to get to a place early and







SECRET VISIONS

On top of the game's 35 normal levels, there are three hidden levels for those who dare to delve deep enough into Klonoa's world. These are a huge leap up in terms of difficulty from the rest of the game and will really put your skills to the test. Here's what to do to get them:

VISION EX 1: Simply complete all 35 basic levels.
VISION EX 2: Complete at least 25 levels with all gems.
VISION EX 3: Complete every other level in the game with all gems (including Ex 1 and Ex 2)



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BOARD GAMES

If you're running low on lives (or if you just want more!), the first hover-boarding stage is a great place to stock up; it's over pretty quickly and there are three 1-Ups to be had!

backtrack a bit to reach them. Gem count is all that will be given for these levels from now on due to their similar and obvious nature. If you are short when the section stops moving, use 'Retry' to try the section again if you're after the gems.

● GEM COUNT:
Section 1: 37 • Section 2: 72 • Section 3: 100

■ VISION 1-7: Right at the start, pick up the **Moo Box** and jump onto the moving platform with it. Take it into the little cave on the left and dub-jump to get the **Red Key**, then drop back down and go through the red door. Jump up to the left using the spring (press and hold A when it's fully depressed for extra jump height) and collect **Star 1** then drop back down and go right, where you can use the **Moo** to dub-jump right from the highest point and leave to the right. Follow the cave to the moving platform, which you should use to go up, then go left and pick up the **Moo**. Use it to dub-jump up to the **Goomis**; the one on the right takes you to a ladder out of this room. Use the next **Goomi** to jump up left over the block and throw the box back right. You can now use it to dub-jump up to **Star 2**, then throw it back left again and use it to reach the ladder down on the far left. Climb down and go left again, then go down the rope and use the springs to traverse the spikes. Use the **Moo** on the far left to dub-jump up to the **Goomi**, then jump left and out of the room. Drop down on the far left to get **Star 3** (don't miss it!) and drop down left again to reach the exit door.

■ BOSS: CHIPPLE

Just pick up a **Moo** as soon as one appears and move when you see boss prepare to jump, then throw **Moo** at his back. When you hit him, he'll jump very high and hit the ground hard unleashing a fire wave; jump over it or keep your distance (it only travels around half the length of the stage) and get ready to hit him again. Sometimes he'll just walk at you, usually after you've hit him a couple of times. If he does this, just throw an enemy at him to stop him in his tracks and he'll probably try to jump at you again. Hit him three times and this first boss will be history.



He may be big, but he ain't that scary now – later on though...















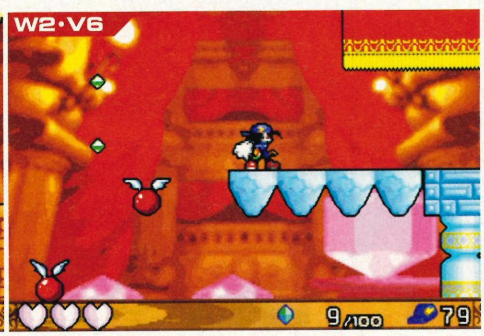
WORLD 2 OPERA TOWN: PRIAMILL

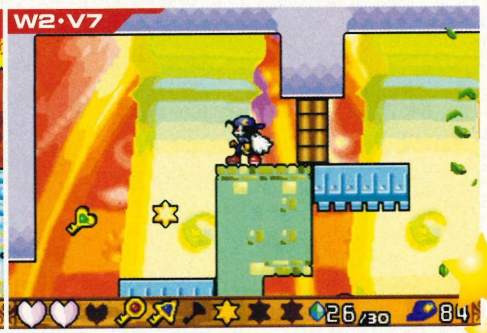
■ VISION 2-1: Head right. When you step into fans you cannot leave until you hit the top. Head right past first fan. Just after second fan, pick up **Moo** and go back up fan carrying it so that you can dub-jump at top to reach **Star 1**. Continue right past third fan and read sign (boxes can block fans), so pick up **Moo Box** on the right, drop down and place it on fan. You can now leave to the right. Go right past two fans and past **Flamoo** on right and leave through door. Use the moving platform to go up and right and dub-jump up to the **Moo Box**, which you can then carry left to pass through the fan. Follow the next area left, making sure to bring the **Moo** from the start so you can dub-jump up to **Red Key** on left. Go up the fan and right until you reach second fan. Step into it and wait at top; the moving platform will come and block the fan and you fall onto it.

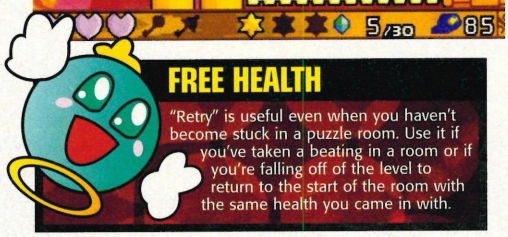
Go right and grab **Moo Box** and, as it says on the sign, drop the box onto the **Spiker** to make it slowly fall – use it to go down. At the bottom take back the box and position it in the bottom right of the pit; this way you can pick up the wandering **Moo**, jump up to the right and dub-jump to **Star 2**. Back in previous room, pick up the **Flamoo** and go up the fan, then use it to dub-jump up to the red door and climb the ladder. Go left here until you reach the moving platform; go up on it and grab **Moo Box**, which you should throw left at ground level to block the fan. Past the fan, dub-jump up to **Star 3** then again left past the **Spiker** and go down ladder. Go left, drop down and pick up the box, then go right where you should dub-jump for the **Blue Key**. Go left now and pass through the blue door and climb down the ladder to the exit door.

■ VISION 2-2: Pick up a **Moo** and go right. Dub-jump over the block, then over the spikes and pick it up the **Flamoo** when it reappears to dub-jump over this next block. A little way right you will find another new "enemy" called **Teton**; grabbing it lets you fly briefly, so take hold of this one and see for yourself, then go right. Continue right, using the **Moo** to dub-jump over the high block to reach the switch. Hit this with either a Wind Bullet or a thrown box or enemy to open the brown doors. Be aware that some later doors are on timers so you'll have to get to them extra quick after hitting switch. Go through the door and jump into fan (which takes you all the way up) and go right into the next room. Use **Moo** to reach the box on the left, then you can use **Moo Box** as a step to carry up the **Moo** so you can dub-jump up to the **Teton**. Grab it to go up and step into the fan to go up, then follow the platforms round until you reach a switch over some spikes. Wait here until the









Flamoo comes up and throw it at the switch, then grab yourself another and dub-jump up to **Star 1** using it. Drop down right and go all the way left, use **Flamoo** to dub-jump up to ledge and leave to the left.

Pick up the **Red Key** and jump into fan, and go left at the top through red door. The moving platform will take you up, so jump off left at top and pick up the **Moo**. Carry it left past **Spiker** and dub-jump over the big hole using it. Go down ladder, place **Moo Box** over fan then climb back up and go left into the next room. Go up on the moving platform and pick up the box; you need to throw it left when the green grated platform is under where it'll fall. Once the block is on there, run left and go up in the fan and hold left. When the block passes below, you'll fall slightly and land next to **Star 2**; grab it and continue left using the **Moos** to advance and to get to the **Blue Key**. Pass through the one–way gate, open blue door on the left and go on through to the first timed switch. Just throw a **Moo** at it and quickly go up and left on the fan to get **Star 3**. From here go through the one–way door, pick up the **Moo Box** and jump down the ladder. Take the box left and put it over the fan, then use the **Teton** to fly up and left to the goal door.

■ VISION 2-3: Make your way all the way right to the area with the blue platforms; these disappear about a second after you step on them, so you'll have to be quick. Pick up the **Flamoo** from down below and carry it to the third platform where you can dub-jump up to **Star 1**. Drop down and grab another one, but this time cross all the way over the platforms and dub-jump up into the next room. Use the **Goomi** and the moving platform to climb to the top then carefully drop down right past the spikes to the bottom level. Position the box so it blocks fan and grab **Teton** to go up to leave this room to the right. Dub-jump up to the disappearing platforms and go right past the fan to the **Moo Box**. Pick it up and float down, go left past fan, and use combination of blue platforms and **Goomis** to reach **Star 2**.

Continue left then go down further and right and use the **Goomis** to cross the spikes so you can then go down the ladder into next room. One there, go left to another set of disappearing platforms. Drop down and take the **Flamoo** across with you so you can dub-jump up to **Star 3** on the far side. Continue left to the **Moo** and carry him back and up the moving platform. Dub-jump across this gap, making sure the thrown enemy hits the switch on the way down. This skill is used a lot in later levels! Get through the door quickly and flap over to the **Red Key**, then you can drop down and go left and up the ladder. Open the red door at the top to let out the **Moo** and use it to dub-jump up and climb up another ladder. Follow the steps up and left then drop all the way down to the bottom, where you can find a **Moo Box**. Block fan with it, climb back up the ladder, using the blue platforms to get to the **Flamoo**, which you can use to reach the exit door at bottom.

■ VISION 2-4: Hover–boarding stage.
● GEM COUNT:
SECTION 1: 33 • SECTION 2: 66 • SECTION 3: 100

■ VISION 2-5: From the start, go right past the **Balance Platforms** (step or put a block on one side and the other rises) and dub-jump over spikes. On the far right, dub-jump up to the second set of **Balance Platforms** and up to the **Goomi** above to reach **Star 1** on the right, then go left again and get on the moving platform. Head right into next room, past more **Balance Platforms** and place the **Moo Box** from the far left on the one on the right. Get up on the raised left platform, grab **Flamoo** and quickly jump up and left. Dub-jump up to the door, making sure **Flamoo** hits the switch on its way down to open it and drop down the hole to get **Red Key**. Follow the same route again (you've gone back a little way) to get back to where the key was and jump the gap. Use the spring to bounce right through the hole and pick up the **Moo Box**; jump and throw the box right to raise the left platform. From here, pick up **Flamoo** on left and use it to reach the red door on the right, which you should pass through into the next area.

Drop down ladder and use the **Goomi** to reach the ladder on the left. Climb down it and carefully jump to moving platform, then at first **Balance Platform,** stay on the left platform until it's fully depressed and jump to the right hand platform and quickly again to the brown moving platform… this may take a few goes. Once you do manage it you are rewarded with **Star 2**, so head right and move on to the next area. Collect the **Blue Key** from the staircase and climb the ladder on the right, then go all the way left to the blue door. Open the door and take the **Moo Box**, which you should use to dub-jump up to the right. Climb up past the two sets of platforms and use the **Flamoo** to cross the gap and pass the goal door. As the sign says the next room rotates when you hit the switch, so hit it once and grab **Star 3**, then hit it three more times to leave and use the exit next door.

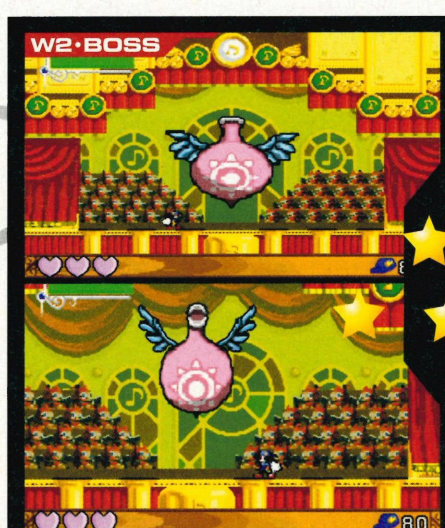
■ VISION 2-6: Auto–scrolling stage.
● GEM COUNT:
SECTION 1: 34 • SECTION 2: 66 • SECTION 3: 100

■ VISION 2-7: dub-jump up to the left over the one–way door, go left and go up in the fan. From the top, jump own and pick up the **Flamoo** which you should take back to the fan and carry all the way right along the top, dub-jumping on the far right to reach the **Red Key**. Drop back down to the very bottom and go through the red door, climbing down the ladder in the next room to advance. Go left and pick up the **Flamoo** and carry it over the platforms to the closed door; throw the **Flamoo** at the switch to open this. Grab the **Moo Box** from the little room and throw it out the one–way door, then head right to pick it up again and drop it on the **Spiker** a little further right. At the bottom, take back the box and use it on the **Spiker** to the right to get to **Star 1**, then grab the box again to leave to the left. Just follow this section round and you will eventually reach the **Blue Key** so continue up the stairs and ladders to leave via the ladder in the top left corner. You're now back in the starting room again so go all the way right until you reach familiar territory and climb back up to the fan. You can now go through the top door of the three, so go on through the blue door and go up the ladder.

In this room, wait on the first of the **Balance Platforms** until it's all the way down then jump to the high one and straight over to the moving platform. From here, grab the **Moo** and throw it left to hit the switch as you go up in the fan and quickly run through the door to get **Star 2** and the **Green Key**, then go down the ladder. Use the moving platform to go down (there's a secret are through the top right wall) and right and continue until you come out in the starting room again. Once again, take the fan up and this time use the middle (green) door on the right to advance. Go all the way right and take the **Moo** up in the fan the where you can dub-jump to **Star 3** and drop down to the left with the **Moo Box**. Throw it right into the **Spiker** so it falls down, then drop down yourself and put the box on the fan. You'll need to take the **Moo** with you into the next room and dub-jump to the blue platform, then quickly pick up the **Flamoo** to dub-jump to the exit door.

■ BOSS: MUZIKA

Muzika starts by sucking up **Moos** and spitting them out as musical notes. Either wait for these to hit the ground and turn back or you can grab them out of mid air to instantly catch a **Moo**. Either way you need to throw it at Muzika's belly, which will send it into a spinning rage. Simply run left and right to avoid this and Muzika will suck up more **Moos**. Again, throw one at her belly to make her spin like crazy once more, only this time it's a lot faster and harder to avoid. Once she calms down, one more thrown enemy to the belly will shut her up for good!









WORLD 3 FOOD LAND: JIOBOB

VISION 3-1: Go all the way right, going up the third fan to the ladder, which you need to climb. There is a new enemy – the **Boomie**. Once picked up it explodes when the timer over its head reaches zero! Dub-jump off the first one to reach **Star 1** then dub-jump right to leave the room. Follow this next room all the way right and use the **Boomie** at the end to dub-jump to **Red Key** and drop down right to a ladder down. Pass the fan and cross **Goomis** to reach the **Boomie**; this can then be used to blow up the brown box and reach **Star 2**. You'll need to grab another one when it appears to dub-jump up to the ladder above and after climbing up, you'll be back in the first **Boomie** room so go all the way left and through the red door. Grab the **Boomie**, run left and throw it before you drop down; you can then dub-jump using the lower **Boomie**, then using the higher one to reach the top. Drop down and go down the ladder where you'll find a **Moo Box**, so grab it and drop down. You're back at the start of the level again, so run through the first fan and dub-jump to **Star 3** and continue all the way right. Dub-jump in the third fan to reach the exit door.

VISION 3-2: Drop down either side and throw the arrow block right; these affect the blasts of **Boomies**. Place a **Boomie** next to the arrow and when it blows up, the explosion destroys the brown box above, so climb up on the left and go right to the newly opened passage. Drop down before the first fan and grab the **Moo Box**; use this to float down the second fan and reach the **Red Key** on the left and **Star 1** on the right. Leave by the way you came in (you need the **Flamoo** to dub-jump out) and open the red door in the bottom left. Pick up the arrow block and throw it at the **Boomie** when it starts walking towards you to hit the switch above, then continue left using another **Boomie** to reach the **Flamoo**. Dub-jump to the left and climb the ladder, then take the box off the fan and ride it up to get **Star 2** on the left. Pick up the **Boomie** and use the fan to reach and destroy the brown box and go right. Pick up the **Boomie** and place it next to the switch then climb to the last vine; when the **Boomie** explodes the door will open briefly so dash through and get the **Blue Key** before dropping down and opening the blue door below.

Jump and flap over the gap to blue door opposite. In this room, go up fan and right to get the winged **Boomie** then take it up in the vent and dub-jump at top. Drop down left and get the arrow block, then fall down and pass the fan and throw the block right while standing on the switch (it holds the door open). When the block is in place use the same strategy with a **Boomie** to hit the switch and open top right door. In here are **Star 3** and a **Moo Box**; get both and throw box left to block the vent. Leave the way you came in and drop down to exit door.

VISION 3-3: Go left and go down the ladder and fall down past the fan in the next room. Go up in the fan and grab the **Goomi** on the left on the way up then drop down and go left. Take the **Boomie** all the way left to blow up the brown box, then go back for another one. Use it to dub-jump up just past where the brown box was and go right to another **Boomie**. Use it to destroy the brown box and reactivate the fan and use it to go up and left to the **Red Key**. Drop down and grab another **Boomie**, go up in the fan and go right then throw the **Boomie** right. The newly opened route takes you back to the first fan so jump in and climb up to the starting room again, and take a right through the red door. Drop down and use the **Boomie** to blow the fan open, then go up and drop down to the right. Pick up the arrow block, take it up the spring and place it under the brown box then go back down and get another **Boomie**. Take it up the fan and place it next to the arrow block and once it blows, drop down for yet another **Boomie**; use this one to dub-jump up to where the brown box was to get **Star 1** and go right into the revolving room.



DOUBLE TROUBLE

Wherever possible, you should try to carry an enemy or a block with you; you never know when you will need them to throw or dub-jump for puzzles and getting to gems and extra lives.

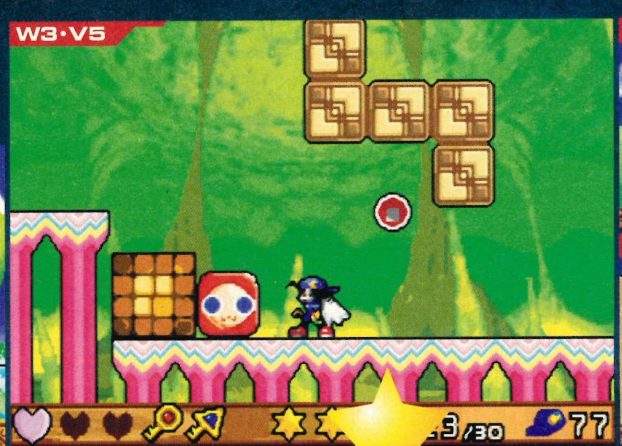
Hit the switch once and go right; there's only one **Boomie** in this room but you'll have to keep re-using it. First, destroy the brown box then dub-jump up to the arrow block. Put it where the brown box was and use another **Boomie** to destroy it and hit the switch, then dub-jump up to the **Blue Key**. Go back to the rotating room and hit the switch again, then use the top right door (now open) to get **Star 2**. Back in the rotating room again, hit the switch twice and leave to the left. Cross straight through the next room and go up the vent on the far side of the room after; from here bounce up the springs and go through the blue door at the top for **Star 3** then drop down to the exit door.

VISION 3-4: Hover–boarding stage.

GEM COUNT:
SECTION 1: 33 • SECTION 2: 66 • SECTION 3: 100

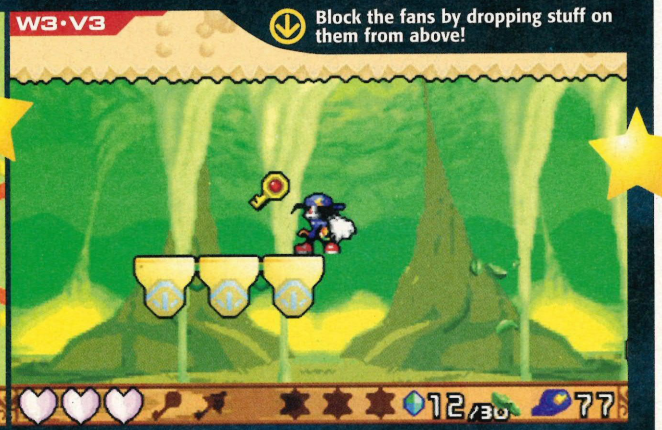
VISION 3-5: Run right and hit the new inflator switch; this will expand or contract the special brown blocks so jump up to the new block and go right. Continue right and hit the next inflator switch, pick up the **Moo Box** and climb up. Leave the box next to the collapsed block and throw the **Boomie** right from the inflator block on the ground, then quickly jump up and left to get past the block. You can then take the box to the top level and leave it on the switch, allowing you to go through to **Star 1** and the next room. Go up in the vent and climb the rope and go left; in the next room you can dub-jump up and over using the box and hit the inflator switch. Climb back up the rope and drop down the gap,











grabbing the **Moo Box** on your way down. Leave the box here and go hit the switch again, then return to the box and throw it left. You can now dub-jump up to the **Red Key**, so pick it up and leave by the way you came in. A **Moo Box** should fall down in the next room; use it to float down the vent and go right at the bottom where you need to go up in the fan and right through the red door.

Run straight through the next room and go up the fan in the next. Go left at the top to get the **Blue Key**, then you'll need to drop down and hit the inflator switch as you fall. This means you can use the vent to reach the **Triple Switches**; all three of these need to be hit in a short space of time to open a door so hit them, then press the inflator switch again and go up the fan and right. Fall down here to get **Star 2** and leave to the left. Pass through the **Balance Platforms** room again (hit the inflator switch so you can leave) and in the next room the fan will take you up to the blue door. Hit the **Triple Switches** as you rise in the vent to release a **Boomie** at the top; use it to destroy the brown block below and go on through to reach a **Moo Box**. Drop down and put the box on the right hand **Balance Platform** then jump up to **Star 3** and fall back down. Take the box left and after you collapse the brown block using the switch, use the box to leave. Jump left out of the fan (it should be blocked halfway up) and grab the **Goomi** to reach the end of this level.

VISION 3-6: Auto-scrolling stage.

GEM COUNT:

SECTION 1: 33 • SECTION 2: 65 • SECTION 3: 100

VISION 3-7: Go all the way right and go up in the fan, then use the **Moo Box** to float down to get **Star 1**. Go to the bottom and leave the box, grab a **Boomie** and go back up the fan. Use it to dub-jump up to the top right ledge and climb the ladder. Go up on the moving platform and place the **Boomie** next to the switch and drop down. Go left and hit the inflator switch in the next room and climb to the top right, where you can pick up a **Boomie**. Carry it all the way to the bottom left and blow up the brown block to continue left. Pick up the **Boomie** and immediately jump and throw it left. Drop down and get **Star 2** from just below you and carry the box left and place in on the **Spiker** and continue out to the right. Jump up to the **Boomies** platform and place it next to the switch then quickly get to the first brown block and use the **Flamoo** to jump to the pillar (between the two inflator blocks) and when the one in front of you disappears, continue down the ladder to the right. Go all the way left past the fan and pick up the **Boomie**; you need to place it by the switch and run back to the vent and hold right. Get **Star 3** and go all the way right, up in the fan and then all the way left (past the inflator blocks) to the exit.

BOSS: CHIRIN

Following the trend of this game, this boss is pretty easy once you've seen his pattern. Grab a **Flamoo** from the air and when Chirin is about to emerge from the ground (one layer of dirt to go), jump over him and dub-jump so that you throw the **Flamoo** down onto him. When he falls back down, it will rain rocks for a little while but these are easy to avoid. Once they stop, you'll see Chirin fly up in the distance; run left and right across the area to stop him from falling on you! After he falls again, an arrow will point to the pillar he is about to come up under, so use that to get yourself ready for another attack. Use the same strategy to hit him again, then avoid the rocks and avoid him falling and hit him one more time (no arrow this time, so keep your eyes open) to send him packing.





TRY AND RETRY

If a room is going particularly badly or you get stuck due to a failed puzzle attempt, use the "Retry" option from the Pause menu to return everything to how it was when you first entered.

WORLD 4 FOREST VILLAGE: SANTAL

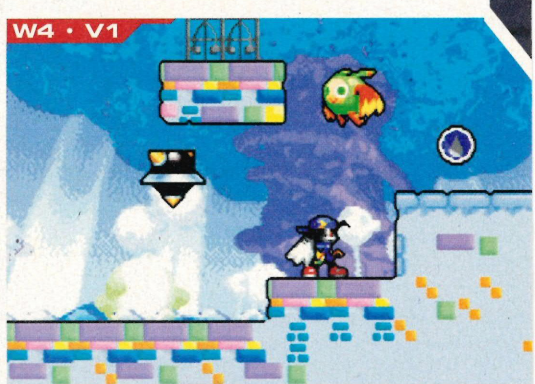
VISION 4-1: Klonoa can't swim, so use the **Flamoo** to clear the pool and wait for it to reappear and grab it again. Carry it right over the platforms and dub-jump up and go right. Pick up the **Flamoo** and jump over the **Spiker** when it comes near then dub-jump up the other side. Go up over the fountain platforms and dub-jump up to **Star 1** at the top, then take the **Moo** left and dub-jump to the next room. Go left to the **Moo Box** and carry it a little way up and right so you can throw it left over the little platform, and use it to jump up on the far left. Go up the fountain platforms to reach **Star 2**, then take the **Flamoo** right to reach the next room. Drop down and hit the **Water Switch** to drain pool and use the **Flamoo** to reach the **Red Key**. Use it again to climb back up to red door on right and go through.

Drain the water and jump down and move the **Moo Box** to about 1–2 box lengths from the left side of the pit. Jump out and hit the **Water Switch** again, grab the **Moo** and jump to the box; from here dub-jump up and continue right. Take **Flamoo** up on the fountain platform to reach the rotating room, where you should hit the switch once and go right. Climb the fountain platforms to the top and climb the vine above the exit door past the **Spiker** and the two **Glibz** (shell-type creatures that fire at you) and go left. Drain the water and dub-jump up to platform above then pick up the **Flamoo** and go left to reach **Star 3**. Now it's a simple trek into the previous room to use the exit door at the bottom of the vine.

VISION 4-2: Go right until you reach the water switch. Hit it, move the **Moo Box** to the middle at the bottom and jump up to the goal door.

VISION 4-3: This is the first appearance of arrows; throw a box or enemy at one of these to make it change course, and blue arrows can be rotated with a Wind Bullet. Hit the blue arrow once so it faces up and dub-jump the box over it; it will carry you to the way out. Do the same in the next room and go right and hit the inflator switch to open your path. Take the **Flamoo** right and throw it back left at the switch to free up the **Moo Box** in the next room. Again, make the blue arrow point up and dub-jump over it to get up to **Star 1** then go right and up the ladder. Once again the blue arrow must point up; dub-jump over it to reach the door and the **Flamoo** you used should hit the switch and open it. Go left, getting the **Red Key** on your way and grab the **Teton** on the far left to reach the red door.

Hit the switch and go left and down the vine to a room with many arrows; make the bottom left one face up and dub-jump the **Moo Box** to ride it round to **Star 2**. Hit the switch and climb the vine to the top, where you should make the arrow point up and throw the **Flamoo** at it. Continue up to the right then at the top go all the way left past exit door and down other side. Make blue arrow point up (again) and dub-jump **Moo Box** to ride it to **Star 3**. Throw box





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Army Men S's Heroes
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Atlantis: The Lost Empire
Avenging Spirit
Azure Dreams

B = 02
B. Bunny Crazy Castle 4
Bart Simpson: E.Camp D.
Bart Simpson: Thouse H.
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Batman Beyond
Batman Chaos Gotham
Battle Tanx
Battletoads
Betrayal (WWF)
Blade
Blaster Master
Bob The Builder
Bomberman
Buffy The Vampire Slayer
Bugs Bunny Crazy Castle
Bugs Bunny Op. Carrot P
Burai Fighter
Burger Time in Bedrock
Buzz Lightyear

C = 03
Camelot (Quest for)
Cannon Fodder
Captain Planet
Carmageddon
Casper
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 = 04
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 = 05
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ECW Hardcore Rev.
Elevator Action
Episode 1: Obi Wan
Evel Knieval

F = 06
F Zero
F1 Race
F15 Strike Eagle
Fairy Tale (Shrek)
Final Fantasy 3
Final Fantasy Adv
Final Fantasy Legend
Final Fantasy Legend 2
Flintstones
Flipper & Lokapa
Force 21
Frogger

G = 07
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Game & Watch Gallery 3
Game and Watch Gallery
Game Boy Camera
Game Genie
Garfield: Caught in Act
Gauntlet 2
Gex Enter the Gecko
Godzilla
Godzilla The Series
Goin' Quackers
Gold Pokemon
Golf
Grand Theft Auto
Gremlins 2

H = 08
Harry Potter
Harvest Moon
Harvest Moon 2
Hercules
Home Alone 2
Hot Wheels Stunt Driver

I = 09
I. Jones & Last Crusade
I. Jones: Infernal Machine
In Your Face
Inspector Gadget

J = 10
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Jelly Boy
Jungle Book
Jurassic Park
Jurassic Park 2: C. Cont.

K = 11
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Kirby's Dream Land
Kirby's Pinball Land
Kirby's Star Stacker
Kirby's Tilt 'N' Tumble
Knight's Quest
Krusty's Fun House

L = 12
Legend of Zelda: Ages
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Links Awake. DX (Zelda)
Links Awakening (Zelda)
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Looney Tunes Twouble
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M = 13
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Mario Bros DX
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Mario Land
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Mario Tennis
Mat Hoffman's BMX
Maximum Velocity F-Zero
Megaman Xtreme 2
Men in Black
Men in Black 2
Metal Gear Solid
Metal Mayhem: R. Wars
Metroid 2
Mickey's Racing Adv.
Mickey's Speedway USA
Micro Machines
Monopoly
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Mortal Kombat 3
Mortal Kombat 4
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Mulan
Mummy Returns
Mystic Quest

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Navy Blue
NBA Jam '99
Nemesis
NFL Blitz
Ninja Boy
Ninja Boy 2
Ninja Gaiden Shadow
Nintendo World Cup

O = 15
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Oh Behavel (A. Powers)
Olympic Hockey Nagano
Operation C

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Parodius
Penguin Boy
Perfect Dark
Personal Organiser
Pitfall: Beyond The Jungle
Pitfighter
Play Action Football
Pocket Bomberman
Pocohontas
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Popeye 2
Portal Runner
Power Modeller
Power Puff Girls
Power Rangers
Power Rangers T. Force
Powerpuff Girls: Bat. Him
Prince of Persia
Project S-11
Puzzlemaster

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Road Champ Stunt Biking
Robin Hood
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Roswell
Rugrats
Rugrats in Paris
Rugrats: Time Travellers

S = 19
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Scooby Doo: C. Capers
Shadowgate
Shamus
Shrek: Fairy Tale Freak.
Silver Pokemon
Simpsons: Tree. Horror
Small Soldiers
Snoopy Tennis
Space Invaders
Speedy Gonzales
Spiderman
Spiderman 2: Sinister 6
Sponge Bob Square Pants
Spy vs Spy
Spy vs Spy: Op. B. Trap
Star Trek: Beyond Nexus
Star Wars Racer
Star Wars: Obi Wan
Star Wars: Yoda Stories
Street Fighter: Alpha
Super Mario Bros DX
Super Mario Land
Super Mario Land 2

T = 20
Teenage Ninja Turtles
Tetris
The Grinch
The Legend of Zelda
The Lion King
Thunderbirds
Tom and Jerry
Tomb Raider
Tony Hawk's Pro Skater
Tony Hawks Pro Skater 2
Top Gear Pocket
Toy Story 2
Turok
Turok 2: Seeds of Evil
Turok Shadow of Oblivion
Turok: Rage Wars

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Wario Blast
Wario Land 3
Wolverine's Rage
Worms Armageddon
WWF Betrayal
WWF Wrestlemania 2000

X = 24
X Men Mutant Academy
X Men Mutants Wars

Y = 25
Yellow Pokemon

Z = 26
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Zelda: Links Awake DX
Zelda: Oracle of Ages
Zelda: Oracle Seasons

0-9 = 27
007 James Bond

GAMEBOY ADVANCE

A = 01
Advance Wars
Army Men Advance
Atlantis: The Lost Empire

B = 02
Back Track
Batman Vengeance
Bomberman Tourn.
Boxing Fever
Breath of Fire
Britney's Dance Beat
Broken Sword

C = 03
Castlevania: C of Moon
Chimp Chase
Chu Chu Rocket
Crash Bandicoot XS

D = 04
Donald Duck Advance
Doom
Downforce
Duke Nukem Advance

E = 05
Earthworm Jim
Ecks vs Sever
ESPN Final Round 2002
ET The Extraterrestrial

F = 06
F-14 Tomcat
Final Fight One
Final Round Golf
Fire Pro Wrestling A
F-Zero: Maximum Velocity

G = 07
Golden Sun
GT Advance Champ.

H = 08
Harry Potter
High Heat Baseball '02

I = 09
International Super Soccer
Iridion 3-D

J = 10
Jackie Chan Adventures
Jedi Power Battles
Jurassic Park 3
Jurassic Park 3: Park Build

K = 11
Konami Arcade Advanced
Konami Krazy Racers
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L = 12
Lego Bionicle

M = 13
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Mario Kart Super Circuit
Mat Hoffman's BMX
Men In Black: The Series
Metal Gear Solid
Monsters Inc

P = 16
Pac Man Collection
Pitfall: The Mayan Adv.
Pokemon Crystal
Power Rangers: T. Force
Prehistorik Man

R = 18
Rayman Advance
Razor Freestyle Scooter
Ready 2 Rumble Round 2
Road to Wrestlemania

S = 19
Sonic Advance
Spiderman
Sports Ill. for Kids Baseball
Sports Ill. for Kids Football
Spyro: Season of Ice
Street Fighter 2 Revival
Super Dodgeball Advance
Super Mario Advance
Super Mario Advance 2

T = 20
Tekken Advance
Tetris Worlds
Tony Hawks Pro Skater 2
Tony Hawk's 3

W = 23
Wario Land 4
Wolfenstein 3D
WWF Road Wrestlemania

Z = 26
Zelda Links Awakening DX
Zelda Oracle of Ages
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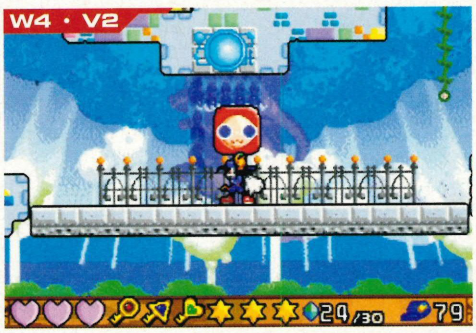
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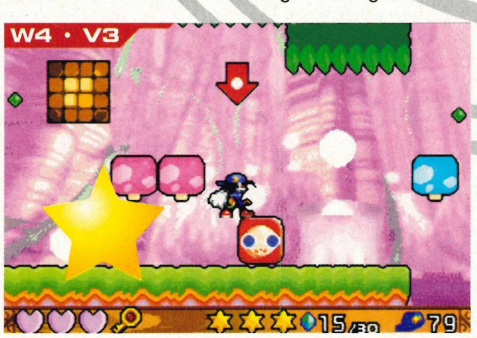


right and use it to get back out the way you came in then hit the switch and climb the stairs to the exit.

■ **VISION 4-4:** Hover-boarding stage
● **GEM COUNT:**
SECTION 1: 33 • SECTION 2: 66 • SECTION 3: 100

■ **VISION 4-5:** Use **Boomie** to reach the water switch and hit it; grab another **Boomie**, throw it right, then quickly raise the water, grab it, jump and throw it right to destroy the block and go right. Point blue arrow up and dub-jump the box over it to turn it into a handy lift. From here, grab the **Boomie** and throw it left to clear another block and go left. Drain water and throw the Boomie left to get it caught in the arrows, then quickly take **Moo** left and use it to reach **Star 1**. Pick up **Boomie** and throw it left, then go left and up and leave to the top left. Make blue arrow point up and dub-jump the arrow block over it and use it to take **Boomie** right into the alcove. Leave it there and carefully grab arrow block mid-flight and throw it right to destroy the block. Grab another **Boomie**, dub-jump it over the arrows and collect it from the other side to reach top right. Take **Boomie** up fountain platforms to clear a path. Dub-jump to **Red Key** and carry on to right. Use **Boomie** to destroy the block in the ground and go down and left.

Make blue arrow face left and drop down. Throw arrow block right at ground level and climb vine to block its path; it should fall to ledge by the switch – drop down and position it a little closer. You then need to do the same with **Boomie**, only this time you must catch it out of mid-air or you'll be blown up. Place it by the arrow block and drop down to get **Star 2**, then leave by way you came in. Use **Boomie** to dub-jump up to red door and go right; drop down and drain the water then place the arrow block directly below the brown block. Run and get a **Boomie** and quickly place it on top of the arrow block and raise the water again. Now get the **Blue Key** at the top and leave to the left. Drop down and go right through the blue door, where you need to dub-jump the **Boomie** over the arrow and grab it back at the top. Throw it right to destroy the block then hit the water switch and repeat the pattern, only this time use the **Boomie** to dub-jump over the drained pool to get **Star 3**. Leave by the way you came in and use the exit in the previous room.



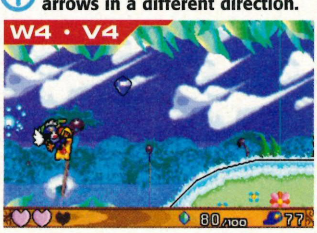
Wind bullets are what you need to turn the blue arrows in a different direction.

■ **VISION 4-6:**
Auto-scrolling stage
● **GEM COUNT:**
SECTION 1: 34 • SECTION 2: 67 • SECTION 3: 100

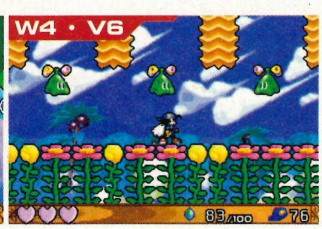
■ **VISION 4-7:** Throw **Moo** at the arrow (past the **Spiker**) to drain water, then take another **Moo** left and leave room. Hit blue arrow until it points up and dub-jump **Moo Box** over it to ride through the fan then use it to pass under waterfalls to **Red Key**. Leave by way you came in and go right through red door. Drain water, drop down and pick up **Moo Box** on the right and jump up to highest left hand platform, jump and throw block right. It will block the fan so drop down and throw the other box right and take the **Flamoo** all the way left to reach **Star 1** and next room. Go up ladder then go left and place **Moo Box** over spikes. Drop down and get **Blue Key** and wait for the **Moo** to come to you then use it to reach the door; another **Moo** will fall shortly and wander over the switch to open the door for you, so grab **Star 2** and go back out. Head right and go up fan and through blue door and out the right side. Make blue arrow face up and dub-jump the box over it to ride it; do this at right time and the box will land on grated platform. Ride this to the **Green Key** and leave to the left.

Take **Moo Box** down and block fan, then open green door and use the **Flamoo** to hit water switch and go right. Point blue arrow up and ride the **Moo Box** up; jump off and right at the top and take it back. Do the same with the next blue arrow, only this time stay on it as it goes up and down and throw the **Flamoo** at the red arrow on the right to drain the water and go right. Grab **Moo Box** and float down the fan, then throw box left. Jump and hit the blue arrows so that the bottom one points up and the top one points left and throw the **Moo** at the bottom one to drain water. Drop down and get another **Moo** and go left to get **Star 3** and leave through green door. Open next green door and throw the **Moo Box** right; continue left and jump over to the exit door.

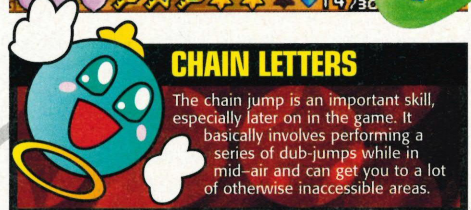
■ **BOSS: MEDIM**
You can only hit Medim by throwing an enemy around the system of arrows around him as he has to be hit from above, so when he spits out **Moo** bubbles, grab one and throw it round the loop of arrows next to him to hurt him. Once you've hit him he vanishes, and he flies out of the background towards you three times. He flies to the opposite side of the platform to that which he appears on. If you see him on the horizon on the left, stand on the left because he'll fly in on the right. The only exception is when he appears in the centre... he'll fly straight down the middle so stick to the sides!











CHAIN LETTERS

The chain jump is an important skill, especially later on in the game. It basically involves performing a series of dub-jumps while in mid-air and can get you to a lot of otherwise inaccessible areas.

Eventually he'll reappear on the platform with some more arrows but this time the second arrow will be moving, meaning that you'll have to time when to throw the **Moo** well. The best way to hit him this time is to throw the opposite way to where he is; you've got a better chance of hitting him. Once you do, he'll vanish again and fly at you a few more times before reappearing one more time and this time it's the top arrow that moves. He has a new attack that he uses now – he slams down on the platform sinking one end, but stay away from him and he probably won't do this much! Throw a **Moo** underneath him as the top arrow is about halfway across (moving towards him) and it should hit him for the third and final time.









WORLD 5 IMPERIAL CITY: LELJIMBA

■ **VISION 5-1:** Pick up **Magnet Block** (carry to green one to a white one and it will stick there) and go left, jumping over everything to reach the next room. Climb up using **Magnet Block** and jump right to get **Star 1** then go left again. Go up on far left moving platform and use the **Moo** to reach exit on left. Throw **Magnet Block** left and use it to reach **Red Key**, then leave. Drop all way down and go left through red door; use **Magnet Block** on far left (attach it to left side of white blocks) to reach **Star 2** then use it on right and jump up and go right. Hit **Inflator** switch and go to top right; the fan is now blocked. Cross it and get **Star 3** and continue right through rotating room (there are gems in one side room; if you want them, hit switch twice) and out other side. Open red door and throw **Magnet Block** right, then jump down and throw it right again; it'll stick to white block and you can reach the exit door.

■ **VISION 5-2:** Throw the **Magnet Block** left and go through Door 1. Hit the inflator switch and go through Door 2, then through Door 3 and finally through Door 4. Go right and use **Magnet Block** to stop fan and get **Red Key** then take it up on spring to get **Star 1**. Climb chain and open red door then go through Door 5. Use the **Flamoo** to get to top then dub-jump to throw second **Flamoo** down to hit inflator switch and get **Star 2**. Go back through Door 5 and then through Door 4; block on the right will be gone, so climb up to Door 6 and go through. Take **Magnet Block** left and use it with white block to make a ledge. Throw arrow block to this new ledge and grab **Boomie**; wait for timer to hit 2 and throw it right then climb back up and drop down to Door 7. Use **Magnet Block** on right and jump over to the left, where you should use **Flamoo** to reach **Star 3**. Hit switch then jump and throw block right so that the two are stacked and dub-jump over to Door 8. Take **Magnet Block** up to top right and throw it left, then make your way over to it to get **Blue Key**. Go back through Door 8 and drop down to blue door and Door 9, which leads back to the start room so grab the block and use it to get up to the exit door on left.

■ **VISION 5-3:** Go up in the fan and go through Door 4. Drop down carefully to the right and pick up **Magnet Block**; stick it to the right of white block and go back up in vent. Grab a **Boomie** and drop down to new ledge and throw it left then drop and throw it left again to destroy the block, then go left through Door 1. Drop to bottom right and make blue arrow point up then drop down and pick up bottom **Moo**. Climb up and jump to throw it left at arrow, then quickly take other **Moo** and dub-jump (the **Moo** should hit the second switch) and hit third switch as you fall. This opens the door at the bottom so go through and take block and dub-jump in the vent to reach Door 3. Drop down and right and go through Door 5 to another puzzle room. Drop to the bottom and take **Magnet Block**; attach it to white block on roof and make your way back up. Throw arrow block left then drop down and cover fan with it. Retrieve **Magnet Block** from the roof and place it on the left side of the pit with the **Boomie** in then take arrow block and place it in the gap on far left. You can now collect a **Boomie;** throw it left from top to open the door, so collect **Star 1** and leave.

Drop down and left and place **Moo Box** on the **Balance Platform**; this will raise the one on left so climb up and go through Door 2. Jump over and take **Magnet Block** and drop down, then throw it left and follow it. Make bottom arrow point up and throw block into it, then go back right. Dub-jump the **Moo** over the arrow and collect it at the top. Do this again to cross over to left and pick it up again to get up to **Magnet Block**. Take this up and right to get **Star 2** and leave through Door 2 again. Jump right and go back through Door 3 and drop back down to **Triple Switches**. Take block right and drop it on edge of the platform, where you can dub-jump on it using a **Moo** to reach Door 6. Take **Moo Box** left and make the two blue arrows on the far left point up and dub-jump over lower one to ride up to Door 7. Take block down in the fan and go left, where you can dub-jump up to **Star 3**, then go up in the fan to the exit door.

■ **VISION 5-4:** Hover-boarding stage.
● **GEM COUNT:**
SECTION 1: 33 • SECTION 2: 66 • SECTION 3: 100

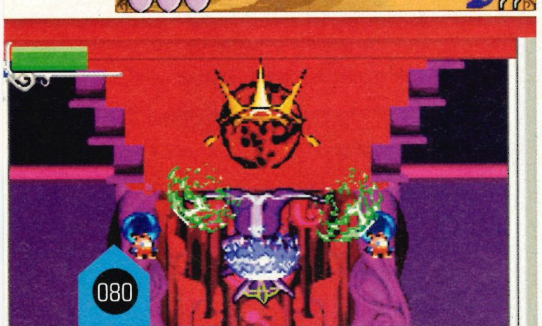
■ **VISION 5-5:** Run all the way right and use **Teton** to go up and continue right. Run right and collect block then take it up on moving platform on left and throw it right from grated platform. Hit the switch and jump over to the inflated block and grab **Flamoo**; dub-jump over the gap to throw it down and inflate the platform you are jumping to. Do the same with the block, back across to the left and up to reach **Star 1**. Repeat the process to get the block back to the pipes on the right and use it to jump up and right into the next room. Run through this room (unless you need all the gems), and in the next room use the **Flamoo** to get on top of the bridge. Cross to the right and throw the block left so it hits the **Spiker**, then drop down and use it to pass under the waterfall and get **Star 2**. Head right to leave, then quickly grab the **Moo** and run to the door. Throw it left to hit the switch and get through, then climb the chain and throw the **Magnet Block** left. Pick it up at the bottom and throw it right from the raised platform (so it hits the switch), then pick up a **Moo** and follow it shortly after. Use the block to pass under the waterfall and jump up to the **Red Key**, then head back to the room with the one-way door and jump up to the red door on the left.

Avoid the shots from **Glibz** and grab it, then go left a little and dub-jump up to **Magnet Block** on platform above. Place this on left of white block and climb the chain, then grab it at top and dub-jump to the exit on left. Make sure inflator switch is pressed (darkened), jump and place the **Magnet Block** on left side of the white block then jump on the moving platform and collect block again. Take it to top and throw it left then drop down with it. Throw it right so it sticks then drop down and hit switch again. Go up in fan on left and drop down again to get **Star 3**, then drop down (take **Magnet Block** with you) and hit switch again. Take block all the way left so that it covers vent and go back and hit the switch again. Now go back to block, pick it up, stand on vent and throw it right. You'll rise for a few seconds then the block will hit the switch and you'll fall back down to the goal door.

■ **VISION 5-6:** Auto-scrolling stage.
● **GEM COUNT:**
SECTION 1: 35 • SECTION 2: 65 • SECTION 3: 100

■ **VISION 5-7:** Ignore first room and head right. Run right to **Moo Box** and place it on raised platform to right of it then go back and throw **Magnet Block** right. Put it on right of white block and jump up onto blue pipe in the middle, then grab block again and throw it right to get to **Star 1**. Drop down and use box to leave to the right. Hit inflator switch and use the











Last auto-scrolling stage before final bosses – grab those gems!

Flamoo to climb to the top where you should get the **Red Key**; drop down and open the red door with it. Take the **Magnet Block** and throw it at the red arrow; this will now hit the inflator switch again and again. Use these blocks and the **Flamoo** to get up to the **Boomie** then drop down and blow up the brown block. Use the fan to get up to the top and drop down to get **Star 2** and go back left, using the bouncing block to get out and make your way back to the rotating room again. Hit the switch again and go right through the red door, then drop down and make the bottom blue arrow point right and dub-jump to throw the **Moo** down on the up arrow. It should start flying round the loop of arrows so catch it and use it and dub-jump to the middle, throwing it back down on the arrow. Catch it again and jump to the far right; it doesn't matter where it falls this time.

Go all the way right and get a **Boomie**, then leave it in the middle of the platform just to the left. Drop down to the right and take the arrow block left; dub-jump and ride it up, then quickly get off and grab it at the top. Throw it right from here to hit the **Boomie** and activate the switch, then drop down and get the **Blue Key**. Make your way back to the rotating room again (you'll need to set up the loop for the Moo again), hit the switch and go left through the blue door. Before you get the **Boomie**, drop down and get **Star 3** from where the Moos are spawning. Head back to the **Boomie** and carry it all the way to the bottom; at the end, dub-jump over the one–way gate and pick up the **Boomie** while actually standing in the gate to hold it open. Throw it left from here and wait for it to blow, but don't move until it does! In the next room, hit the switch and make the blue arrow face left. Drop down and pick up the **Moo** then dub-jump up to the platform on the right, throwing it down on the blue arrow. Catch it when it come around again and dub-jump over to the inflated blocks around the door; again, the **Moo** must be thrown down onto the arrow. Stay on the right hand block and hold left, and when the **Moo** hits the switch you will be right on top of the exit door.

■ BOSS: EMPEROR JILLIUS

Carry a **Moo** when possible for this boss encounter. When Jillius shoots a white energy ring at you, throw a **Moo** at it to send it flying into the big red eyeball. When this gets hit, it turns the stage upside down and takes over attacking you. Avoid fireballs and throw an enemy at the two smaller eyes if they try to attack. When the big eye swoops down, throw a **Moo** at it to hurt it; this is the only time the boss actually takes any damage! The stage will revert to normal and Jillius will take over, but now he has a new attack – lightning strikes from the top of the screen. You can see where it will strike shortly before it does, so get in a safe spot and wait for your chance. Repeat pattern until you've hit the big eye three times and the battle will be won.

■ FINAL BOSS: BAGOO, KING OF DESPAIR

The floor keeps you constantly moving, so compensate as best you can. When he finally forms, he will have one of three different coloured faces. This corresponds to the colour of the **Moo** you have to throw at him to hurt him. This changes after a short time and also changes instantly if you hit him with the wrong colour enemy so there's a strategy here: kill all **Moos** until one of the correct colour appears; or grab an enemy of any colour and wait for his face turn that colour (this works best later on when he changes a lot). Occasionally (when he pauses) a fireball will fly along the ground so jump it and once you manage to hit him, he will melt and leave some slime and a wheel. Throw a **Moo** of any colour at the wheel to hurt him. After this (and from now on as you try to fight him) things will fly up the screen but like Jillius' lightning, these are quite easy to avoid as you can see where they are going to come from. He also has another attack where he disappears into the background and flies towards you (the same as in the Medim boss battle in the last stage) but this is also pretty easy to keep away from. Avoid these until he reappears and repeat the pattern to hit him another two times to finish the boss and to finish the game! Finish?! Well, almost…





VISION EX 1 EXTRA LEVEL!

■ Start by dub-jumping all the way up the platforms, hitting the inflator switch on your way to release more **Moos**. From the top go all the way right past the fan and hit the switch. Stand on the block that now obstructs the fan and jump to the **Goomi** when it comes down. Get off and go right at the top, grabbing **Teton** on your way down to carry you over the big gap. Dub-jump up using the **Flamoo** on the far side to get **Star 1** and continue right. The next room is where it really starts getting nasty so dub-jump using the **Flamoo**, making sure it hits the inflator switch on the way down and land on the new platform. From here you have to chain jump across the next two enemies, throwing the last one down onto another switch and landing on the new platform again (you may need to grab the second **Flamoo** twice; to do this, throw yourself past it once then turn round and grab it as it respawns to dub-jump to the platform) and from here it's just a quick jump right into the next room. Again, it's chain jumping time so jump up the three **Flamoos** to the small blue platform (use the last enemy twice again if you need to) and use the **Goomi** to cross over the hill to the right. Wait here on the blue platform for a moving **Goomi** to come along and grab it, jumping over the **Spikers** and catching it again on the other side. Jump from the **Goomi** to the right and chain jump off the **Flamoo** to reach **Star 2** and leave to the right.

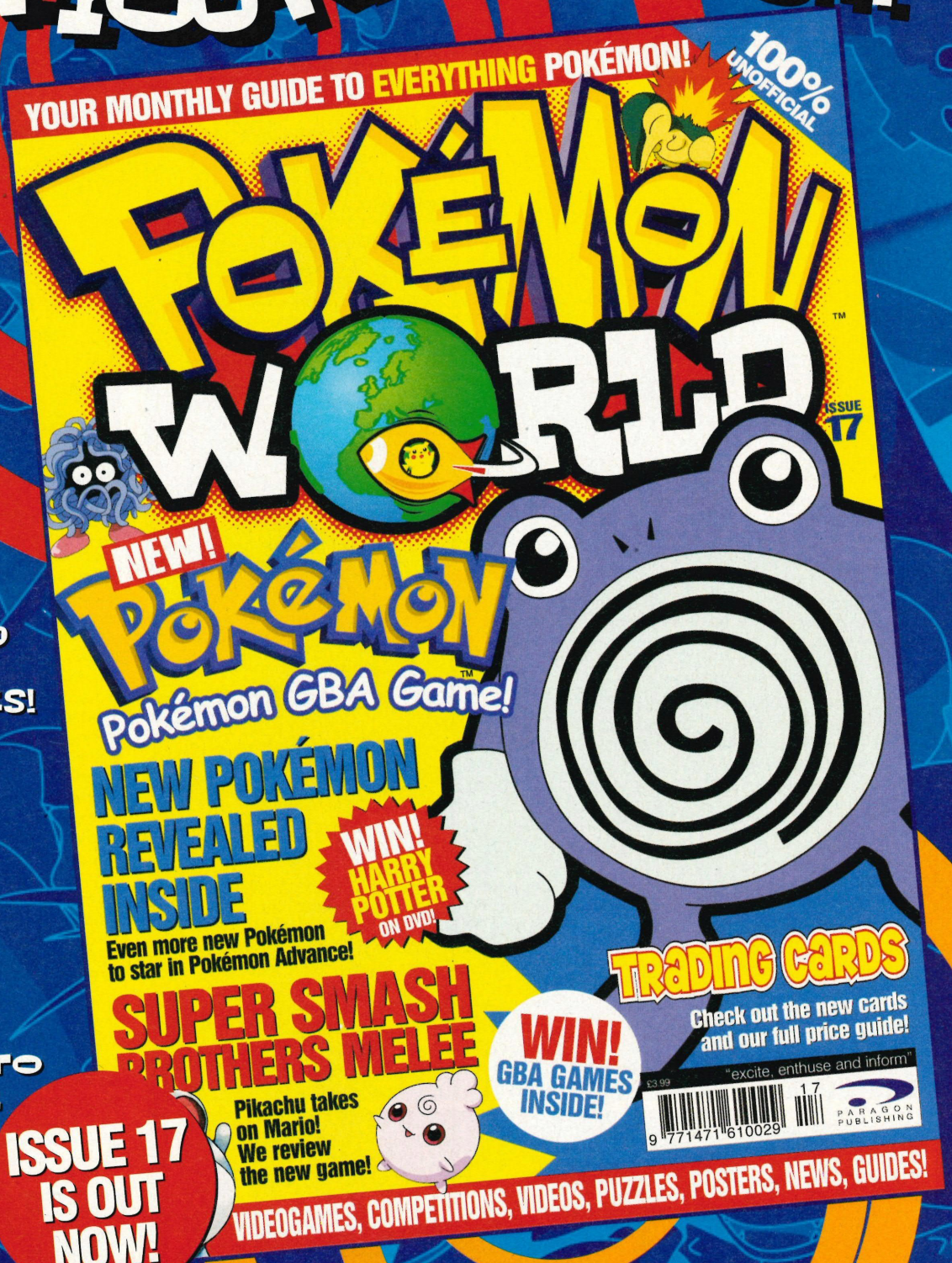
Follow this room until you reach the spring, where you should pick up the **Flamoo** and use the spring. Dub-jump at the top to reach the next room, where you need to chain and dub-jump all the way along the top of the room to reach the exit and **Star 3**. In the next room, dub-jump to the grated platform and you'll need to catch the **Moo** as he falls to dub-jump up three separate times to reach the top. Head right from here to reach the goal.



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VISION EX 2 EXTRA LEVEL!

■ Go up and place **Moo Box** on the switch then pick up **Boomie**, drop to lower left platform and throw it left through door before it closes. Take box off switch and wait on left with it; when new **Boomie** walks over switch, throw the box left and quickly jump after it. Take it all the way left and jump up to doorway. Hit the switch in rotating room twice and continue left and use the **Moo** then the **Flamoo** to reach spring in the next room; take another **Flamoo** up on the spring with you to reach top and climb ladder. Go up fan and past box and drop down, hitting switch at the bottom then go back up fan. Grab box and run left out of fan and as you start to drift down, dub-jump up to left and go up on the moving platform. Then comes the combination of **Triple Switches** and disappearing platforms– tricky! Stand on left side and quickly jump across all three platforms, grabbing **Flamoo** on way. From the third, jump left to block between first and second platforms and dub-jump over left hand switch. Catch **Flamoo** as it reappears and slam it down on middle switch and quickly drop down and hit third with a Wind Bullet. Once door is open, drop down and throw **Moo Box** left, then take it up on moving platforms to the top of previous puzzle section. Jump across to second block (between last two disappearing platforms… don't mind **Flamoo** as box kills it) and jump on the last platform to make it disappear then jump slightly and throw the box right through door. Follow it and grab box as you drop down, then leave it on switch to open door. Go through and drop down to bottom left, use **Flamoo** to dub-jump up to **Teton**; ride it up and right to second one; grab ASAP to reach **Star 1**.

Drop down to left and go down ladder, but don't hit switch in rotating room just yet; go left and get **Blue Key** first. Return once you have it and hit switch once, to go right to another nasty **Triple Switch** section. This time the switches are quite spaced out, so hitting them all quickly is difficult. Take **Moo Box** right, jump onto a lower blue platform and throw it left. Go to it and position it so it slightly hangs off left of left disappearing platform. Once it's in place, grab **Moo** and jump on top of box. First, jump to top disappearing platform and quickly fall down just next to box, then get back on top of box, throw the **Moo** left and jump to hit switch on right with a Wind Bullet. If done correctly, box will fall and hit third switch and door will open, so go left to **Red Key** and go back to rotating room. Hit switch and drop down and you fall into another rotating room; leave switch and go right into first room again. Get to **Boomie** and use it to dub-jump up from box to reach a blue door and **Star 2**.

Go left and hit the switch twice in the rotating room to go left. Dub-jump up right and open the red door, then go up in the fan but be sure to grab the **Goomi** on left to get out of it; if you don't, you'll need to go through the two rotating rooms again (hit both switches twice) to get back. Jump left and hit switch to release the **Boomie** above and go through one–way gate. It should fall down the hole above spring (if this is blocked you need to hit the inflator switch on bottom left and destroy **Boomie** so it respawns up the top. Follow it as it falls to bottom right and use it when it is very near brown block (timer is very short) to free up **Moo Box**. Take box left, jump up to inflated block and up to right, then throw it right. Drop down and dub-jump after it and throw it right again to block fan and get **Star 3**. Go back left and hit inflator switch again, then leave to bottom right. Run back into room, grab **Moo Box** and run left. This is a race against time to redirect the wandering **Boomie** to bottom left corner in order to get to the exit door. Take box all the way to inflator switch, which you should hit then climb up blocks to left. Stand on edge of top left platform and a **Boomie** will walk over the block you're holding; quickly drop down into pit. Stand just left of middle and **Boomie** should hit box and turn around. Leave box here and follow **Boomie** left, then grab it when it is as far left as possible. Drop it by the brown box and leave through the exit door once it's accessible.





VISION EX 3 EXTRA LEVEL!

■ Cross bridge and collect six extra lives (loads more littered around this level) and go right. Chain jump up **Flamoos** then use **Moos** to dub-jump round outcrops and leave to top right. Chain jump up **Flamoos** here; sometimes you need to flap and wait for one to reappear to get high enough. The exit is in the top left; next room is more dub-jumping round outcrops, this time you may have to grab **Moo** on ledge above too as you can't always reach platform. At top are **Flamoos** to chain jump up and **Star 1** is at very top. Grab it and go right. Next room is about throwing enemies down as you dub-jump; make sure they always hit arrows below! Dub-jump to the ledge, catch the enemy as it bounces, jump over and catch it on the other side. This is tricky, but stick at it and you should get it! A few nasty jumps later and you'll be in the next room; this is very similar to the last only this time with a **Boomie** for added danger! Dub-jump up to middle platform and catch **Boomie** from the loop then dub-jump up to right by blue arrow. Wait for **Boomie** to explode and hit arrow until it faces right. Now you'll have to be a lot quicker to catch the **Boomie** once you reach the middle, as it doesn't loop anymore. Jump over to right and slam it down and it'll come back round at you and you'll have to catch it face–on. Do so and dub-jump one last time up to the exit.

Here's where the fun really begins. There are staircases made of arrows and you need to throw an enemy down, move right, catch it and throw it down again until you reach far side. The first set isn't overly difficult as the arrows are quite close, but the arrows in the second section are more spaced out and if you miss arrows, it's all the way back to the start for you! Carefully jump up the arrows and at the end of the first two sections, you are forced to do the same thing with a **Boomie**! Just play it safe and throw it away if the timer gets low and you should make it up the three arrows with ease if you've made it this far. Set the **Boomie** down next to the brown block and stand on the very edge of the platform to avoid the blast then continue right, grabbing **Star 2** on your way. Dub-jump up to the brown block and grab the **Boomie** as it reappears. Leave it next to the block and jump back, then dub-jump back up and get another **Boomie**. Throw it right at the **Flamoo** as it passes the brown block to destroy both and jump across. Grab the **Flamoo** and dub-jump up to the right, picking up the **Boomie** as you rise then throw it right from the pillar just after the timer reaches 2 and it will blow up the brown block. You then have to dub-jump over the gap then get another **Boomie**, dub-jump to the high right ledge and catch it immediately as it comes back up. Carry it right and again, throw it when the timer reaches 2 to clear the block. Jump and carefully flap over to the far side, where there is yet another evil section. You have to pick up the **Boomie** and dub-jump over the far right arrow, then quickly grab the **Flamoo** and run right. You need to throw the **Flamoo** at just the right time to hit the **Boomie** and destroy the block on the far side. You'll need to go back and get another **Flamoo** to get across that gap and once you clear it, you finally get to leave the room! The next couple of areas just have blue disappearing platforms and many **Flamoos**, so speed is of the essence as you chain jump across the top of the level; remember you can turn round and catch them again as they respawn for a little extra distance. On the top right of this horrible section is **Star 3** and in the very next room is the goal door! **Success!** ■











Drop the enemies right onto the arrows below or you'll have to start again!

KNOW YOUR GAMES

GAME BOY SUPER DIRECTORY

GAME BOY ADVANCE



ALEX FERGUSON'S PLAYER MANAGER 2000
90%



Genre	Sports
Publisher	Ubi Soft
Issue	28

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%



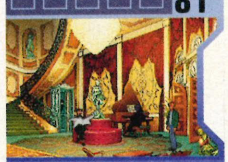
Genre	RPG
Publisher	Ubi Soft
Issue	24

BRITNEY'S DANCE BEAT
88%



Genre	Puzzle
Publisher	THQ
Issue	28

BROKEN SWORD: SHADOW OF THE TEMPLARS
81%



Genre	Adventure
Publisher	BAM!
Issue	27

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%



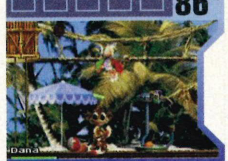
Genre	Puzzle
Publisher	SEGA
Issue	24

CRASH BANDICOOT XS
88%



Genre	Platform
Publisher	Vivendi
Issue	27

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



E.T. THE EXTRA TERRESTRIAL
75%

Genre	Adventure
Publisher	Ubi Soft
Issue	28

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

GOLDEN SUN
95%



Genre	RPG
Publisher	Nintendo
Issue	27

GT ADVANCE CHAMPIONSHIP RACING
55%



Genre	Racing
Publisher	THQ
Issue	19

GT CHALLENGE
89%



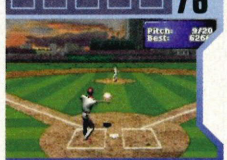
Genre	Racing
Publisher	Kemco
Issue	19

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

HOT WHEELS: BURNING RUBBER
87%



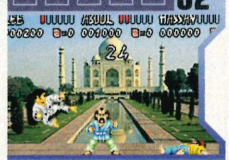
Genre	Racing
Publisher	THQ
Issue	27

ICE AGE
42%



Genre	Platform
Publisher	Ubi Soft
Issue	28

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

JIMMY NEUTRON: BOY GENIUS
83%



Genre	Platform
Publisher	THQ
Issue	27

JURASSIC PARK: DINO ATTACK
86%



Genre	Adventure
Publisher	Konami
Issue	27

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

KLONOA: EMPIRE OF DREAMS
92%



Genre	Platform
Publisher	Infogrames
Issue	27

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

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

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GAME BOY ADVANCE



LUCKY LUKE: WANTED!
80%



Genre	Platform
Publisher	Infogrames
Issue	24

M & M'S BLAST!
79%



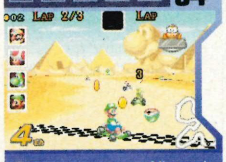
Genre	Puzzle
Publisher	THQ
Issue	28

MANIC MINER
85%



Genre	Platform
Publisher	THQ
Issue	28

MARIO KART: SUPER CIRCUIT
94%



Genre	Nintendo Racing
Publisher	
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

MIDNIGHT CLUB
70%



Genre	Racing
Publisher	Digital
Issue	27

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%



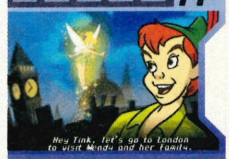
Genre	Platform
Publisher	TDK
Issue	24

PAC-MAN COLLECTION
90%



Genre	Puzzle
Publisher	Infogrames
Issue	25

PETER PAN: RETURN TO NEVER LAND
77%



Genre	Platform
Publisher	Ubi Soft
Issue	27

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%



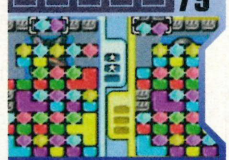
Genre	Action
Publisher	THQ
Issue	25

PUYO POP
80%



Genre	Puzzle
Publisher	Infogrames
Issue	27

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: THE 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

SCRABBLE
79%



Genre	Puzzle
Publisher	Ubi Soft
Issue	27

SHAUN PALMER SNOWBOARDING
90%



Genre	Sports
Publisher	Activision
Issue	23

SHREK SWAMP KART
09%



Genre	Racing
Publisher	TDK
Issue	27

SNOOD
83%



Genre	Puzzle
Publisher	Digital
Issue	23

SONIC ADVANCE
96%



Genre	Platform
Publisher	Infogrames
Issue	26

SPIDER-MAN: MYSTERIOUS 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 MARIO ADVANCE 2
90%



Genre	Platform
Publisher	Nintendo
Issue	27

SUPER STREETFIGHTER II TURBO REVIVAL
94%



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

TEKKEN ADVANCE
92%



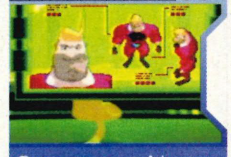
Genre	Beat-'em-up
Publisher	Infogrames
Issue	27

TETRIS WORLDS
90%



Genre	Puzzle
Publisher	THQ
Issue	23

THE RIPPING FRIENDS
58%



Genre	Adventure
Publisher	THQ
Issue	28

THE SCORPION KING: THE SWORD OF OSIRIS
77%



Genre	Platform
Publisher	Vivendi
Issue	28

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 CLANCY'S RAINBOW SIX: ROGUE SPEAR
93%



Genre	Adventure
Publisher	Ubi Soft
Issue	27

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

TONY HAWK'S PRO SKATER 3
94%



Genre	Sports
Publisher	Activision
Issue	27

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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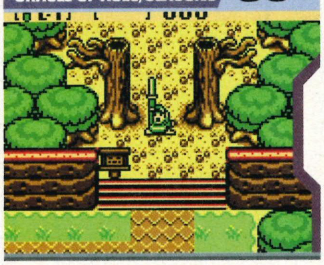
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GAME BOY COLOR

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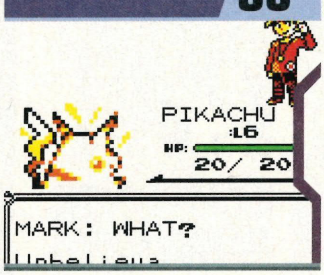
LEGEND OF ZELDA: ORACLE OF AGES/SEASONS 95%



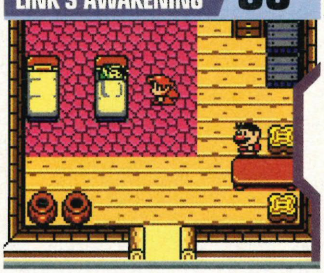
POKÉMON GOLD/ SILVER/CRYSTAL 95%



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%
1942	Shoot-'em-up	Capcom	20	82%
3D Pocket Pool	Sports	Virgin	17	85%
720 Degrees	Arcade	Nintendo	03	43%
A Bug's Life	Platform	THQ	02	58%
Action Man	Platform	THQ	16	78%
Adventures of the Smurfs, The	Adventure	Infogrames	14	55%
Airforce Delta	Flight Simulation	Konami	14	70%
Aladdin	Platform	Disney	13	75%
Alfred's Adventure	Platform	SCi	11	80%
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	Sports	Acclaim	04	86%
All Star Tennis '99	Sports	Ubi Soft	05	86%
Alone In The Dark	Adventure	Infogrames	18	85%
Animorphs	RPG	Ubi Soft	14	60%
Antz Racing	Racing	EA	16	70%
Antz	Platform	Infogrames	05	75%
Antz World Sportz	Sports	Big Ben Int	24	8%
Asterix: Search For Dogmatix	Platform	Infogrames	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
Baby Felix Halloween	Platform	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%
Bear In The Big Blue House	Party	Ubi Soft	27	70%
Beauty And The Beast	Puzzle	Disney	06	68%
Black Bass Lure Fishing	Sports	Majesco	14	78%
Blade	Shoot-'em-up	Activision	15	67%
Bob The Builder	Puzzle	BBC Int.	14	68%
BSX Road Champs	Sports	Activision	16	85%
Bubble Bobble Classic	Puzzle	Taito	08	86%
Buffy The Vampire Slayer	Platform	THQ	12	55%
Bugs Bunny Crazy Castle 4	Platform	Kemco	09	47%
Bust-A-Move 4	Puzzle	Acclaim	04	75%
Buzz Lightyear Star Command	Shoot-'em-up	Activision	15	66%
Cannon Fodder	Strategy	Codemasters	15	90%
Carmageddon	Racing	SCi	03	36%
Castlevania Legends	Platform	Konami	01	84%
Caterpillar Construction Zone	Simulation	Mattel	12	85%
Catwoman	Platform	Kemco	10	68%
Catz/Dogz	Virtual Pet	Mattel	09	58%
Centipede	Shoot-'em-up	Take 2	02	64%
Chase HQ: Secret Police	Adventure	Metro 3D	05	75%
Chessmaster	Puzzle	Mindscape	04	79%
Chicken Run	Adventure	THQ	14	83%
Colin McRae Rally	Racing	THQ	20	96
Commander Keen	Platform	Activision	20	70
Conker's Pocket Tales	Adventure	Nintendo	03	90%
Cool Bricks	Puzzle	SCi	11	86%
Cool Hand	Puzzle	Take 2	02	85%
Croc	Platform	THQ	10	90%
Croc 2	Adventure	THQ	12	91%
Cyber Tiger	Sports	EA Sports	13	91%
Daffy Duck: Fowl Play	Platform	Sunsoft	09	88%
Daikatana	RPG	Activision	15	92%
Déjà Vu 1 & 2	Adventure	Kemco	08	90%
Dexter's Lab: Robot Rampage	Platform	Ubi Soft	20	70
Dinosaur	Adventure	Ubi Soft	12	83%
Dinosaur'us	Platform	EA	15	73%
Disney's Atlantis	Platform	THQ	22	79%
Disney's Magical Racing Tour	Racing	Activision	15	79%
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's Lair	Adventure	Capcom	20	48
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%

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



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
F1 World Grand Prix	Racing	V System	04	74%
F18 Thunderstrike	Simulation	Take 2	11	28%
FA Premier League Stars	Sports	EA Sports	19	60%
FIFA 2000	Sports	EA Sports	07	73%
Final Fantasy Adventure	RPG	Sunsoft	01	85%
Final Fantasy Legend	RPG	Sunsoft	01	78%
Final Fantasy Legend II	RPG	Sunsoft	01	86%
Final Fantasy Legend III	RPG	Sunsoft	01	90%
Fish Files, The	Adventure	Microids	22	89%
Flintstones: Burgertime In Bedrock	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%
Harvest Moon 3	RPG	Ubi Soft	28	86%
Hello Kitty's Cube Frenzy	Puzzle	Ubi Soft	15	58%
Hercules	Adventure	Virgin Int.	19	74%
Hexite	Puzzle	Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Hot Wheels: Stunt Track Driver	Racing	Mattel	11	85%
Indiana Jones: Infernal Machine	Adventure	THQ	18	89%
Inspector Gadget	Platform	Ubi Soft	14	72%
International Karate	Beat-'em-up	Studio 3	07	92%
International Superstar Soccer	Sports	Konami	01	79%
ISS Pro '99	Sports	Konami	05	78%
Jeremy McGrath: 2000	Racing	Acclaim	12	55%
Jeremy McGrath Supercross	Racing	Acclaim	09	71%
Jim Henson's Muppets	Platform	Take 2	09	75%
Joust/Defender	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%
Mary Kate & Ashley Get A Clue	Puzzle	Acclaim	28	67%
Mary Kate & Ashley Winner's Circle	Sports	Acclaim	28	55%
Mat Hoffman's Pro BMX	Sports	Activision	18	95%
Matchbox: Emergence Patrol	Simulation	THQ	19	79%
Maya The Bee	Platform	Acclaim	04	82%
Maya The Bee: Garden...	RPG	Bonsai	15	50%
Megaman Xtreme	Platform	Capcom	19	89%
Men In Black	Shoot-'em-up	Interplay	02	80%
Men In Black 2	Platform	Crave	11	42%
Merlin	Platform	EA	15	54%
Metal Gear Solid	Adventure	Konami	09	94%
Mickey's Racing Adventure	Racing	Nintendo	07	95%
Mickey's Speedway USA	Racing	Nintendo	17	90%
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin...	Racing	THQ	08	93%
Micro Maniacs	Racing	THQ	22	59%
Mission Bravo	Strategy	THQ	19	65%
Mission Impossible	Racing	Infogrames	07	90%
Monkey Puncher	Platform	Ubi Soft	15	80%
Monopoly	Board Game	Konami	01	90%
Monsters, Inc.	Adventure	THQ	25	70%

RPG | Simulation | Sports/Racing | Strategy | Star Game

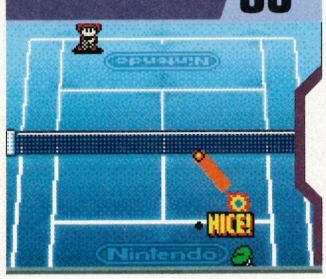
MICKEY'S RACING ADVENTURE 95%



TOMB RAIDER 95%



MARIO TENNIS 95%



MARIO GOLF 95%



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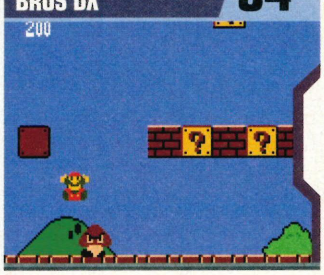
PERFECT DARK 94%



METAL GEAR SOLID 94%



SUPER MARIO BROS DX 94%



MICRO MACHINES: TWIN TURBO 93%



HARVEST MOON 93%



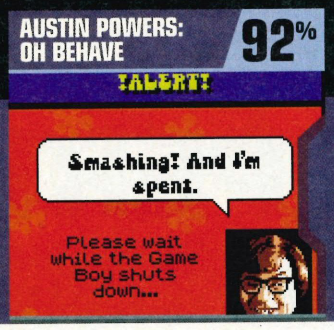
GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Montezuma's Return	Platform	Take 2	01	79%
Moomin's Tale	Adventure	Sunsoft	09	82%
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	02	51%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports 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%
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 Naseem Boxing	Beat-'em-up	THQ	20	70
Prince Of Persia	Platform	Red Orb	04	90%
Pro Pool	Sports	Codemasters	10	70%
Project S-11	Shoot-'em-up	Sunsoft	13	75%
Puchi Carat	Puzzle	Taito	10	65%
Quest For Camelot	RPG	Titus	02	84%
Rainbow 6	Strategy	Red Storm	08	82%
Rainbow Islands	Platform	TDK	19	87%
Rampage World Tour	Arcade	Midway	02	58%
Rayman	Platform	Ubi Soft	07	90%
Rayman 2 - The Great Escape	Platform	Ubi Soft	27	80%
RC Pro-Am	Racing	Nintendo	01	83%
Ready 2 Rumble Boxing	Sports	Midway	07	73%
Reservoir Rat	Platform	Take 2	02	84%
Resident Evil Gaiden	Adventure	Virgin	24	83%
Return Of The Ninja	Platform	Ubi Soft	17	83%
Revelations: The Demon Slayer	RPG	Atlus	05	89%
Rhino Rumble	Platform	Telegames	26	77%
Road To El Dorado	Platform	Ubi Soft	11	77%
Robin Hood	Adventure	EA	16	83%
Robocop	Shoot-'em-up	Titus	20	79
Robot Wars	Bash-'em-up	BBC Int.	14	75%
Rocket Power	Sports	THQ	18	52%
Roland Garros French Open	Sports	Cyro	12	60%
Ronaldo V-Football	Sports	Infogrames	07	65%
Roswell Conspiracies	Adventure	Ubi Soft	18	80%
R-Type DX	Shooter	Infogrames	04	60%
Rugrats In Paris	Puzzle	THQ	15	71%
Rugrats The Movie	Platform	THQ	02	87%
Rugrats: Time Travellers	Platform	THQ	06	72%
Rugrats: Totally Angelica	Puzzle	THQ	13	71%
Sabrina: Spooked	Platform	Vivendi Universal	24	69%
Sabrina The Teenage Witch...	Platform	Havas Int.	15	60%
Santa Claus Junior	Platform	JoWood	24	83%
Scooby Doo: Classic Creep...	Adventure	THQ	17	77%
Scrabble	Puzzle	Ubi Soft	24	92%
Shadowgate Classic	RPG	Kemco	03	48%
Shanghai Pocket	Puzzle	Sunsoft	01	79%
Shaun Palmer Pro Snowboarder	Sports	Activision	25	85%
Shelly Club	Puzzle	Vivendi	26	82%
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
Simpsons: Treehouse of Horror	Platform	THQ	17	70%
Smurf's Nightmare, The	Platform	Infogrames	03	78%
Snoopy Tennis	Sports	Infogrames	19	85%
Snow Cross	Sports	Vicarious	23	30%

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

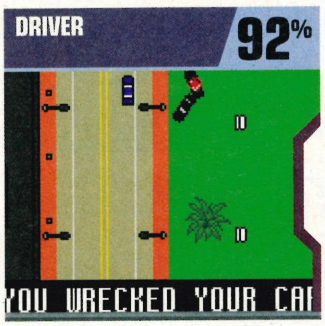








GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Snow White And The Seven Dwarves	Adventure	Ubi Soft	24	60%
Soccer Manager	Sports	Acclaim	11	69%
Space Invaders	Shoot-'em-up	Activision	06	69%
Space Station Silicon Valley	Platform	Take 2	05	90%
Speedy Gonzales: Aztec...	Platform	Infogrames	09	75%
Spider-Man	Platform	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%
Suzuki Allstar Extreme	Racing	Ubi Soft	06	72%
Swiv	Shoot-'em-up	SCi	16	85%
Tarzan	Platform	Activision	05	90%
Tazmanian Devil: Munching Mad	Adventure	Infogrames	07	85%
Test Drive 6	Racing	Infogrames	08	78%
Tetris DX	Puzzle	Nintendo	01	92%
The Land Before Time	Platform	Virgin	20	72%
The Nations – Land of Legends	RPG	JoWood	24	70%
The World Is Not Enough	Adventure	EA	23	83%
Three Lions	Sports	Take 2	05	82%
Thunderbirds	Adventure	SCi	13	93%
Tiger Woods PGA Tour 2000	Sports	EA Sports	08	43%
Tintin: Le Temple Du Soleil	Platform	Infogrames	15	71%
Tiny Toons: Buster Saves...	Arcade	Virgin Int.	19	56%
Tiny Toons: Dizzy's Candy Quest	Puzzle	Virgin	20	79%
Titus The Fox	Platform	Titus	13	53%
TOCA	Racing	THQ	11	92%
Tom & Jerry	Platform	Warner Bros	06	48%
Tom & Jerry: Mouse Attacks	Platform	Ubi Soft	13	85%
Tomb Raider	Platform	Core Design	08	95%
Tomb Raider: Curse of the Sword	Adventure	Activision	20	70%
Tonic Trouble	Platform	Ubi Soft	09	88%
Tonka Raceway	Racing	Hasbro	11	31%
Tony Hawk's Pro Skater 3	Sports	Activision	23	90%
Tony Hawk's Skateboarding	Sports	Activision	09	64%
Toonsylvania	Platform	THQ	11	71%
Tootuff	Puzzle	Infogrames	20	82%
Top Gear Rally	Racing	Nintendo	03	55%
Top Gun Missions	Shoot-'em-up	Titus	20	77%
Toy Story 2	Platform	THQ	07	80%
Toy Story Racers	Racing	Activision	17	88%
Trick Boarder	Sports	Natsume	18	55%
Turok 2	Platform	Acclaim	02	40%
Turok 3	Shoot-'em-up	Acclaim	11	50%
Turok Rage Wars	Adventure	Acclaim	06	70%
Tweenies: Doodle's Bones	Platform	BBC Int.	22	78%
Tweety's High Flying Adventure	Platform	Kemco	12	79%
UEFA 2000	Sports	Infogrames	11	82%
Ultimate Fighting Championship	Beat-'em-up	Ubi Soft	16	33%
Ultimate Paintball	Shoot-'em-up	Take 2	11	50%
Universal Monsters: Dracula	Adventure	Cryo	22	81%
UNO	Party	Mattel	14	75%
VIP	Shoot-'em-up	Ubi Soft	19	60%
V-Rally Championship Edition	Racing	Infogrames	03	90%
Wacky Races	Racing	Infogrames	10	90%
Wario Land	Platform	Nintendo	01	85%
Wario Land II	Platform	Nintendo	01	90%
Wario Land III	Platform	Nintendo	09	93%
Wave Races	Racing	Nintendo	01	66%
Wendy: Every Witch Way	Platform	TDK	22	84%
Wetrix GB	Puzzle	Infogrames	11	48%
Wings of Fury	Shoot-'em-up	Red Orb	09	79%
Winnie The Pooh: 100 Acre...	Adventure	Disney	10	60%
Winnie The Pooh And Tigger	Platform	Ubi Soft	25	75%
Woody Woodpecker Racing	Racing	Konami	16	60%
World Cup '98	Sports	EA Sports	01	80%
Worms Armageddon	Strategy	Infogrames	06	48%
WWF Attitude	Beat-'em-up	Acclaim	04	80%
WWF : Betrayal	Beat-'em-up	THQ	21	75%
WWF Wrestlemania	Beat-'em-up	THQ	07	48%
Xena: Warrior Princess	Adventure	Virgin	15	74%
X-Men Mutant Academy	Beat-'em-up	Activision	11	70%
X-Men Wolverine's Rage	Platform	Activision	19	66%
Zelda: Link's Awakening	RPG	Nintendo	01	95%
Zelda: Oracle of Ages/Seasons	RPG	Nintendo	21	95%









RPG | Simulation | Sports/Racing | Strategy | Star Game

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2025749 Britney Spears - Not A Girl, Not Yet A...
2025750 Ali G & Shaggy - Julie
2025751 J Lo - Ain't It Funny
2025752 Blue - Fly By
2025753 Will Young - Evergreen
2025754 Marilyn Manson - The Nobodies
2025755 Enrique Iglesias - Hero
2025756 So Solid Crew - Ride With Us
2025757 S Club 7 - You
2025758 R Kelly - Worlds Greatest
2025759 Ladies First - Can't Wait
2025760 DB Boulevard - Point of View
2025761 Beverly Knight - Shoulda, Woulda...
2025762 Pink - Get This Party Started
2025763 Kylie Minogue - In Your Eyes

rock chart

2025764 Marilyn Manson - Tainted love
2025765 POD - Alive
2025766 Linkin Park - Crawling
2025767 Puddle of Mudd - Control
2025768 Metallica - Enter Sandman
2025769 Rage Against Machine - Guerilla Radio
2025770 The Hives - Hate to Say i Told You So
2025771 Sum41 - In Too Deep
2025772 Alien Ant Farm - Movies
2025773 Limp Bizkit - My Way
2025774 Slayer - South of Heaven
2025775 System of a Down - Toxicity
2025776 Slipknot - Wait & Bleed
2025777 A - Nothing

film & tv themes

2025778 Captain Scarlet Theme
2025779 Flintstones Theme
2025780 Happy Birthday
2025781 Inspector Gadget Theme
2025782 Rainbow Theme
2025783 Star Wars Theme
2025784 Mission Impossible Theme
2025785 James Bond Theme
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Mad Dash	Dead or Alive 3
Bloodwake	Tony Hawk's Pro 3
Max Payne	Oddworld: Munch's Oddysee
Transworld Surf	Amped
Wreckless	and more...

Advance

Tekken Advance	Street Fighter Alpha 3
Golden Sun	Sonic Advance
Breath of Fire 2	Dark Arena
Crash Bandicoot:	Mario Advance 2
animal Forest	Robopon: Cross Version
Scorpion King	Robopon: Ring Version
Broken Sword	and more...

GameCube

Fifa 2002	Luigi's Mansion
Sonic Adventures 2	Wave Race: Blue Storm
Rogue Leader	Super Smash Bros. Melee
Pikmin	James Bond: Agent under Fire
Turok Evolution	NBA 2k2
Super Monkey Ball	and more...
StarFox Dinosaur Planet	

PS2

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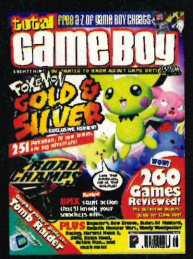
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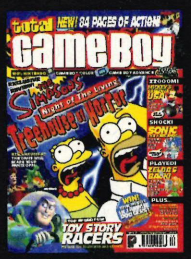
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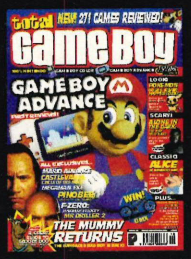
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Reviews: Pokémon Gold & Silver, Swiv, Robin Hood, Dragon Wings, Mr Driller, Ultimate Fighting Championship



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



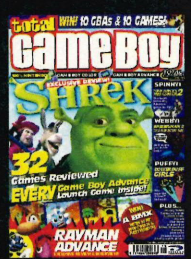
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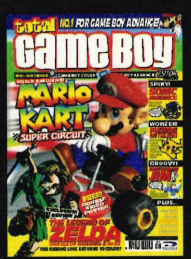
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Reviews: Sonic Advance, Mortal Kombat Advance, Mech Platoon, Dark Arena, Extreme Ghostbusters



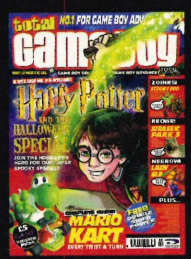
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Reviews: Rayman Advance, GT Challenge, Ready 2 Rumble Boxing: Round 2, Ghosts N' Goblins, VIP



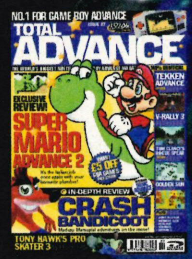
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Reviews: Mario Kart: Super Circuit, Earthworm Jim, Pitfall: The Mayan Adventure, WWF Betrayal, Spider-Man



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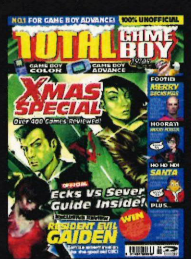
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Reviews: Super Mario Advance 2, Crash Bandicoot XS, Tekken Advance, Golden Sun, Broken Sword, Tony Hawk's Pro Skater 3



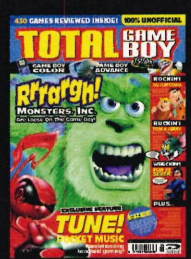
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Reviews:ISS, The World Is Not Enough, StreetFighter 2 Revival, Tony Hawk's Pro Skater, Doom, Driven, Warioland 4



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



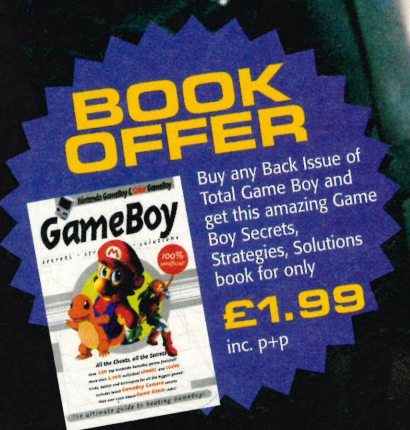
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Reviews: E.T., Ice Age, The Scorpion King, Britney's Dance Beat, Manic Miner, M & M's Blast, Alex Ferguson: Player Manager



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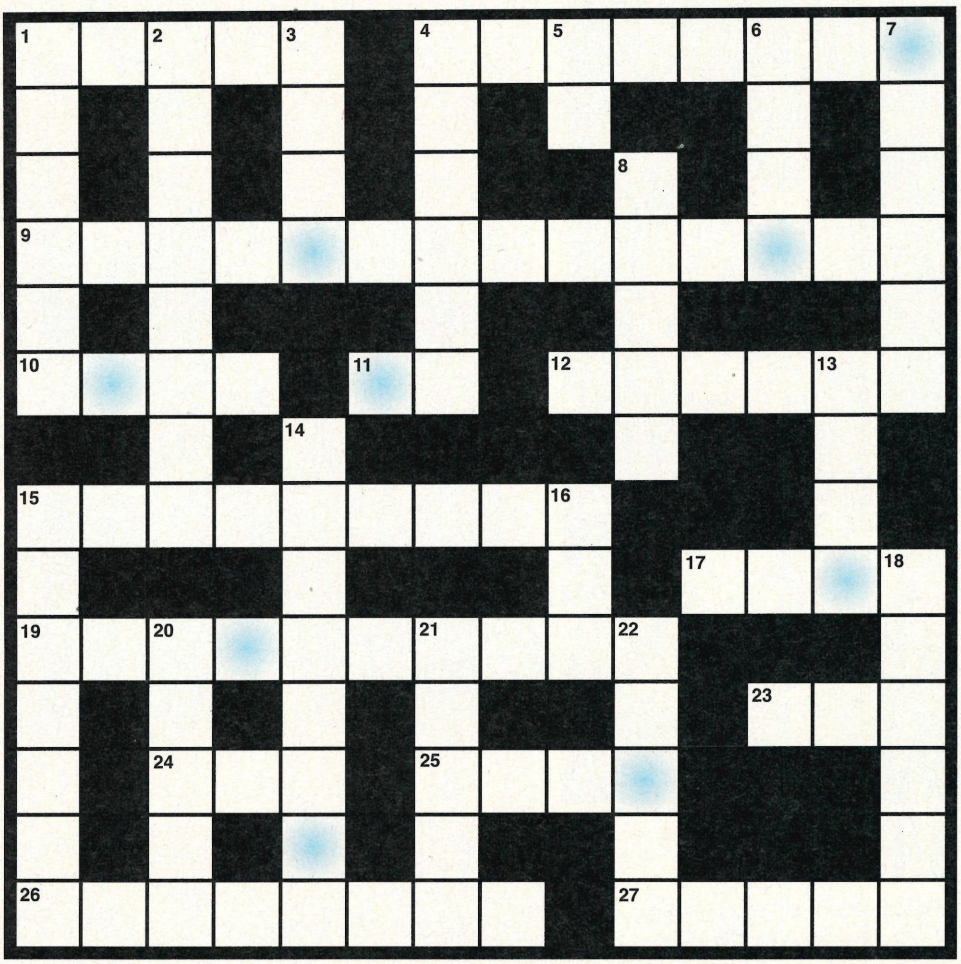
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ACROSS

1. (And 1 Down) *Spider-Man's* alter-ego. (5, 6)
4. Wooden clothes receptacle. (8)
9. Woefully clichéd antipodean platform star. (3, 3, 8)
10. Videogame geniuses what brought you *Banjo Kazooie*. (4)
11. (And 23 Across) Legendary UK TV Sci-fi hero. (2, 3)
12. (And 7 Down) Cartoon dogs who play tennis on the Gameboy! (6, 6)
15. Full-tilt racer from Titus. (9)
17. You don't want to be Alone in this! (4)
19. Soap opera set in Walford. (10)
23. See 12 Across. (3)
25. *Pokémon* number 63. (4)
26. *Pokémon* number 78. (8)
27. Shell-bound Mario foe. (5)

DOWN

1. See One Across.
2. According to Bond, this Never Dies. (8)
3. Hasty or skin affliction. (4)
4. One who breaks into computer databases. (6)
5. Trademark, or *Pokémon* technique. (1, 1)
6. Slightly open. (4)
7. See 12 Across.
8. Secret–; News–; – of Satan (5)
13. Stony broke! (4)
14. Went against someone's feelings. (8)
15. This type of person is a criminal in 17 Down's latest adventure. You may say Lennon was one! (7)
16. To do this is human. (3)
18. Floppy-eared cat bloke in Infogrames adventure. (6)
20. Our smaller scoop of news? Hint – see page 8! (5)
21. Illustrates, or pulls a gun. (5)
22. Quick meal, especially favoured by Scooby. (5)

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STAR WARTS AND ALL!



The small screen adaptation of *Star Wars: Attack Of The Clones* finally lands in the office. We'll be battling from the rooftops of Coruscant to the final battle with Count Dooku for you folks, and report back on the trip!



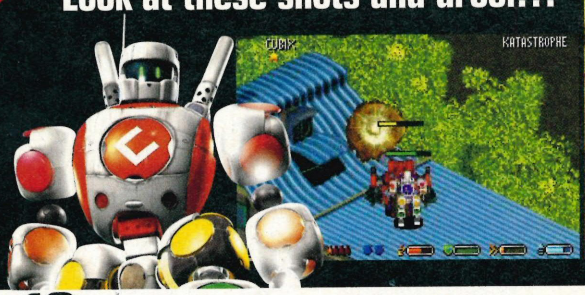
RALLY ROUND

V-Rally 3 has been pipped to the post by THQ's GT Championship Rally, but will Infogrames' rough road racer prove that the first racer off the starting line doesn't necessarily get the top place?

ALL THEY NEED IS LOVE...

It's a game that's selling itself on images of lamb chops, freaky flattened flocks and even Beatles spoofs. And it's all about... sheep herding. Will *Sheep* deserve to be played by more than One Man And His Dog?

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You know how it is – it looks like this will be what the next issue looks like, but we reserve the right to just shout 'No it's not going to happen! Lalala!' with our fingers in our ears.

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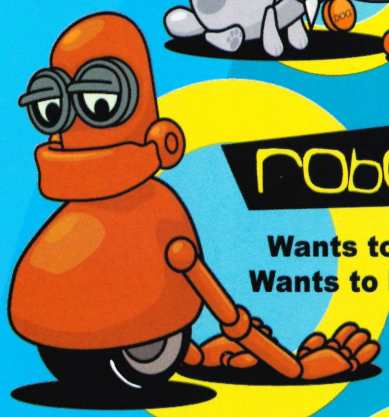
kat

Clever, cool, snide and sneaky



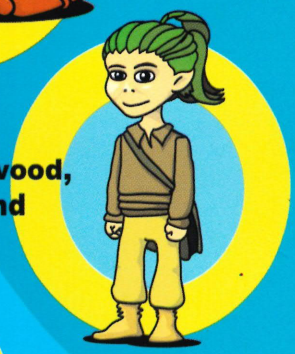
dog

Enjoys chasing stuff & eats anything



robot

Wants to be loved
Wants to be human



Pixie

Lives in a wood, raps in a band

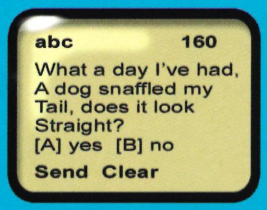


nymph

Sassy and street cool luvs Media and being on TV

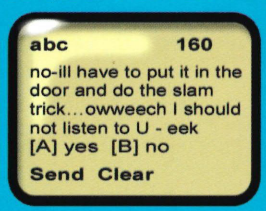
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OP - Get a logo

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