

**total** NEW! 84 PAGES OF ACTION!



# GAMEBOY

100% NINTENDO GAME BOY COLOR GAME BOY ADVANCE



**EXCLUSIVE REVIEW!**

## THE SIMPSONS Night of The Living Treehouse of Horror

**AYE, CARUMBA!  
THIS GAME WILL  
SCARE YOUR  
PANTS OFF!**



MATT GROENING

**TOP SPEED FUN!**

## TOY STORY RACERS

**WE TAKE YOU TO 200 MPH AND BEYOND!**

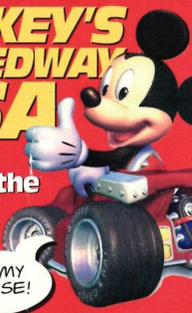
**WIN!  
YOUR WEIGHT  
IN JAMMIE  
DODGERS!**



**ZZOOOM!**

### MICKEY'S SPEEDWAY USA

Burn rubber the Disney way!



EAT MY CHEESE!

**SHOCK!**

### SONIC THE HEDGEHOG

The spiky blue one jumps ship!



WATCH OUT MARIO!

**PLAYED!**

### ZELDA'S BACK!

We've got the new games and they're looking great!



**PLUS...**

- Scooby Doo Classic Creep Capers!
- Legend of the River King 2!
- Aliens: Thanatos Encounter!
- Pokémon Gold & Silver guide!
- 271 games reviewed! and more!

Issue 17 www.totalgames.net £2.99

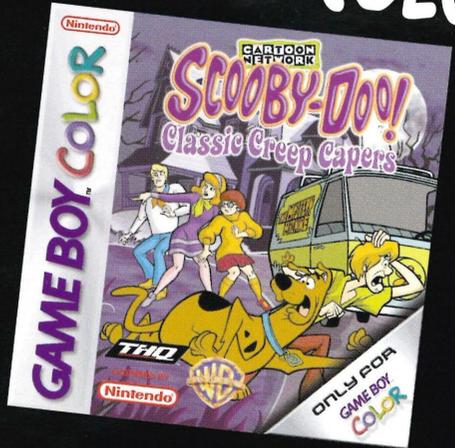


17

9 771464 590048



WELCOME TO THE **G-CLUB** WORLD OF COLOR



WHY NOT JOIN THE THQ G-CLUB FOR FREE AND GET GOODIES, EXCLUSIVE INFO AND DISCOUNTS ON NEW RELEASES.



CUT OUT THIS COUPON AND SEND IT TO: THQ G-CLUB, FREEPOST NE8297, SHEFFIELD, S3 7ZZ

please join me to the G-club.

No stamp required within UK.

Name:  Boy or girl:  Address:

postcode:  date of birth:  Age:

if you are under 13 years of age, please get a parent or guardian to sign this form:

© 2001 Viacom International Inc. All rights reserved. Nickelodeon, Rugrats and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. The Simpsons (GBC): The Simpsons TM and © 2001 Twentieth Century Fox Film Corporation. Game and software © 2001 THQ Inc. Developed by Software Creations (New Concepts) Limited. Fox Interactive and its logo are trademarks of Twentieth Century Fox Film Corporation. Software Creations and its logo are trademarks and/or registered trademarks of Software Creations Limited. Exclusively co-published and distributed by THQ Inc. Game and Software © 2001 THQ Inc. © 2001 Hanna-Barbera. Scooby-Doo and all related characters and elements are trademarks of Hanna-Barbera. Scooby-Doo is exclusively licensed by Warner Bros. Consumer Products. © 2001 THQ Inc. © 2001 Viacom International Inc. All rights reserved. Nickelodeon, Nickelodeon Rocket Power and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks are the property of their respective owners. All Rights Reserved. © 2001 Nintendo Co., Ltd. Inc. NINTENDO ®, GAME BOY™ AND ARE TRADEMARKS OF NINTENDO CO., LTD.



www.Gclub.net

**THQ**  
www.thq.co.uk



**Nick**  
Fave game...  
Pokémon Yellow

Big boss Nicko naturally demands only the finest games, being far too busy to waste time on 'Microsoft Dice Rolling 4' and such. He still can't pronounce 'schedule'.



**Russell**  
Fave game...  
Dukes of Hazzard

Our resident sports game fanatic, we usually force Russ to spend hours and hours doing rigorous physical exercise... although only on a Game Boy screen of course.



**Karen**  
Fave game...  
Mickey's Speedway

Karen always grabs the girliest games of them all - Barbie, Totally Angelica, Hello Kitty - if it's cute, she wants it. She knits socks for us all.



**Ange**  
Fave game...  
Return Of The Ninja

Ange usually needs a lot from a game to give it a good review, but she's been hooked on Return Of The Ninja all month, with disturbing sounds of 'Hi Ya!' and less printable shouts coming from her corner.



**Jem**  
Fave game...  
Martian Alert

Jem is a hard working, extremely good looking loveable rogue of a man with the best taste in everything. He writes all these kind of bits.



**Nerys**  
Fave game...  
Aliens Thanatos...

The tallest member of the team at over 7 foot, Nerys had to kneel down to fit in the photo. We give her all the best games, because otherwise she'd eat us all!



**A message from the Games Editor...**

Wot I've been mostly doing this issue...  
Eating jam

Go on, feel the difference. Have you noticed how much heavier this magazine feels in your shaking hands? Yes, TOTAL GAME BOY is now bigger, better value and more in-depth than any other handheld publication out there - without doubt! Just see for yourself, with the biggest bag of exciting features and reviews we've ever laid before you. All the big names are now heading for the shelves - groovy but spooky goings on with Scooby Doo and The Simpsons, Mickey's Speedway USA Vs Toy Story Racers and exclusive looks at Alone In The Dark and the duo of long-awaited Zelda titles. Plus, you can check out exactly what's happening in the world of Game Boy Advance (Only 90 odd sleeps left!), nominate your favourite game for the G-Club Oskars and win your weight in Jammie Dodgers. Find me one other mag that offers you all that and I will be your slave for a week. And I mean that.



# What's In

AVE, CARUMBA!

## THE SIMPSONS Night of The Living Treehouse of Horror

MATT GROENING

PAGE 30



REVIEWS

PAGE 32

Homer and family are back from the dead... Is it a case of Woo-Hoo! Or Doh!?



WIN!  
YOUR WEIGHT  
IN JAMMIE  
DODGERS!

PAGE 46

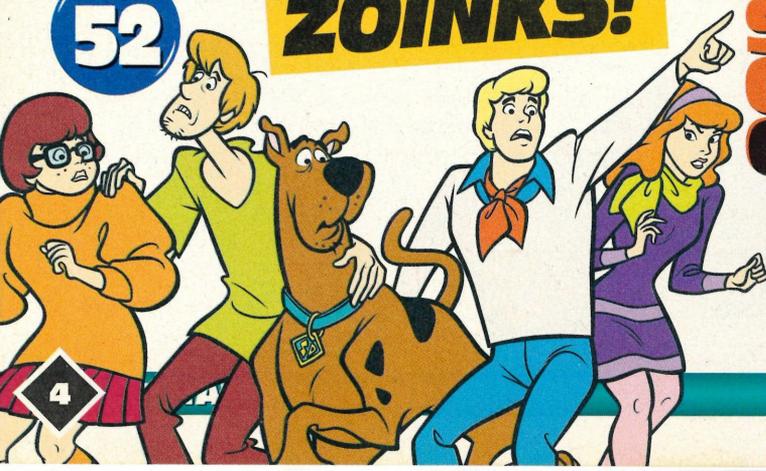


PAGE 52

ZOINKS!

## Scooby-Doo's Classic Creep Capers

After months of waiting, the Mystery Machine gang make their debut on the Game Boy Color. Was it worth the wait?



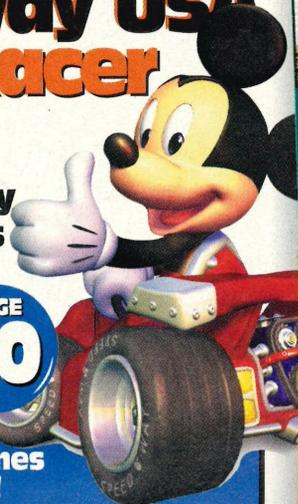
# side

**BRRRM!**

## Mickey's Speedway USA Vs Toy Story Racer

Woody and Buzz Lightyear go head to head with Mickey and his pals in this month's racer blitz. Who'll be first past the post?

PAGE **30**



Only the freshest Game Boy games reach the Total Game Boy table!

Toy Story Racer	26
Mickey's Speedway USA	30
The Simpsons: Night Of The Living Treehouse of Horror	32
Scooby-Doo: Classic Creep Capers	52
Extreme Sports: Berenstain Bears	55
Player Manager 2001	56
Legend of the River King 2	58
Aliens: Thanatos Encounter	60
Return of the Ninja	62
3D Pocket Pool	6

### PLUS!

**Simpsons, Toy Story & Scooby-Doo Posters!** 41

**Snoop** 06  
All the hottest news and previews, including exclusive stuff on the Legend of Zelda, Kirby Tilt 'n Tumble and Alone In The Dark!

**Link-Up** 36  
All your opinions and rants await.

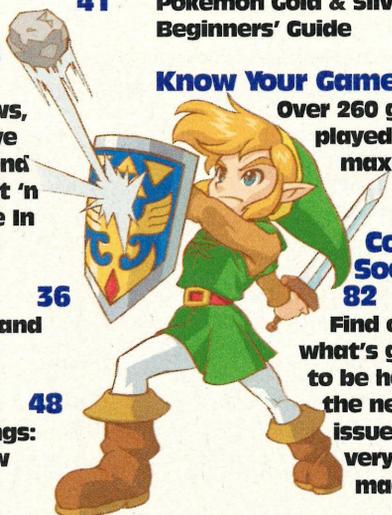
**The Gallery** 48  
No more Scribblings: Now we just show your finest art!

**Help!**  
Help! Cheat Bonanza 66  
Pokémon Gold & Silver Beginners' Guide 68

**Know Your Games** 74  
Over 260 games played to the max!

**Coming Soon...** 82

Find out what's going to be hot in the next issue of this very magazine!



## Bits and Bobs Explained!

TOTAL GAME BOY has every last drop of info you folks need to make the right choice next time you're selecting a new game. Here's what the new Verdict box is all about...

**Game Boy Verdict**

Price £24.99  
From Electronic Arts  
Release March  
Genre Shoot-'em-up  
Players 1-2  
Web www.nintendo.com

**Extras**  
 Link-up  Battery save  
 Passwords  Infra-red  
 Printer  Rumble Pak

Here you can see whether the game has any of those all-important extras that make it so special. We've also got links to the official Web site for you, and most important of all, the price!

We've also suggested other games that may take your fancy... and they might be cheaper!

One of the team may be yumming up a new title, but sometimes it's a matter of opinion, so let's see if we're all in agreement!

**Boss Hogs**

- Too much love and I don't wanna lose it... I don't wanna lose it, yet!
- Chocolate in the box, I know you want another sez Matt and Luke!

**Dirty Dogs**

- Chocolate in the box, I know you want another sez Matt and Luke!
- When will I, will I be famous... I can't answer... I can't answer that!

**Or you could try...**

**Monkey Puncher**  
From Electronic Arts

Top turkey gobbler from the makers of Roger and Oli go to Bali for a good time!

**In my opinion...**  
Karen is talking utter rubbish! Again!

**Graphics** ★★★★★  
There's a cat among the pigeons there's a pain in my heart...

**Sound** ★★★★★  
I get up and dry my hair with a little touch of gel...

**Playability** ★★★★★  
I read all the newspapers but still reads my mail... whoa whoa...

**Lastability** ★★★★★  
Drop the boy... I'm a man, yes I am, but they still call me boy...

She gave the game 100%, but all it is is a monochrome version of Pong without the ball! To be honest, I just think she's been working too hard recently. And I happen to know that if she reads this she'll attack me with a huge ball again. Anyway, what are you doing reading this? Get on with the rest of the mag. We worked really hard on it!  
Jem

**Final Rating**  
**89**

We've tested the strength of every title in the issue. It may be fun, but will it last more than a day's playing? If it gets over 90% it's a Hum Dinger!

"This is a good two-player shooter - it's far too on your own."

**It's a Hum Dinger!**

**NOW TURN OVER AND GET ON WITH YOUR MAG!**



↑ There she is in another pickle!

# SNOOD!

FLIPPIN' WOMEN!

**total The Game Boy BIG Story!**

# The Legend of ZELDA Mystical Seed of Wisdom

**"In Wisdom, Princess Zelda, not on her guard as per usual, is kidnapped by Ganon!"**

Since we gave you a sneaky peeky at the brand new *Zelda* titles soon to be appearing on the GBC, we've actually had the privilege to play them! Unfortunately, nobody in the office speaks Japanese, so although we know that it looks better than ever on a handheld console, and plays like a dream, we still can't tell what's going on. The idea seems to have evolved since the first rumours went about,

and now it seems that we're going to be treated to two games instead of three. Both *Seed of Wisdom* and *Power* have complete adventures, but you're not going to be able to piece together every bit of the story unless you buy both titles, like in *Pokémon*. The two games are linked together via special passwords, so you'll either have to get a pal to buy whichever game you haven't got, or shell out for them both!

**She's Gone Again!**

In *Wisdom*, Princess Zelda, not on her guard as per usual, is kidnapped by Ganon. The seasons of the land of Hyrule and the Triforce of Power have all kind of gone haywire, so Link is forced once again to come to her aid and save the land. The Triforce is split into eight pieces, scattered throughout the land. Link must find them all, and the Rod of Seasons,

which is crucial to completing many of the puzzles. For instance, if a special sword is trapped in ice, Link must change the season to Summer and thaw it out. This technique also applies to *Power*, but as in *Ocarina of Time* on the Nintendo 64, Link must travel through past, present and future to solve puzzles. There's still a few months wait for you, so here are some lovely shots to be going on with. It's a beauty!

## TotalGames.net Launches!

On 14 February 2001 Paragon launched its new, improved videogaming Web site, TotalGames.net. Packed with news, previews, reviews, tips, charts, top tens, solutions and downloads for every console, including Game Boy and Game Boy Advance, the site has already clocked up over a million hits a week! Check it out for yourself – you'll never need another Web site again!



## Zelda Ancient History Lesson

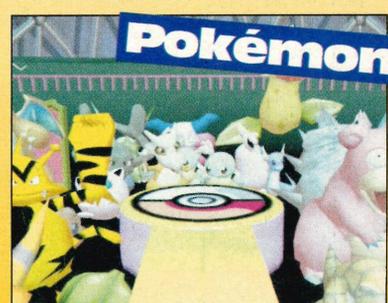
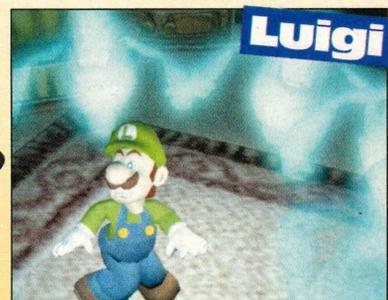
There have been many versions of the adventures of Link on Nintendo consoles, from the early days of 8-bit consoles and blocky graphics to the latest, state-of-the-art adventure on Nintendo 64. Here's a brief history of where Link and Zelda have been up until now...

<b>The Legend of Zelda</b>	<b>NES</b>	<b>1986</b>
<b>Zelda II: The Adventure of Link</b>	<b>NES</b>	<b>1987</b>
<b>The Legend of Zelda: A Link to the Past</b>	<b>SNES</b>	<b>1991</b>
<b>The Legend of Zelda: Link's Awakening</b>	<b>GB</b>	<b>1993</b>
<b>Zelda DX</b>	<b>GBC</b>	<b>1998</b>
<b>The Legend of Zelda: Ocarina of Time</b>	<b>N64</b>	<b>1998</b>
<b>The Legend of Zelda: Majora's Mask</b>	<b>N64</b>	<b>2000</b>



## Nintendo Favourites On GameCube 21st Century Nintendo Stars!

The latest screenshots released by Nintendo prove that all of your favourite videogame heroes are far from dead in the 21st Century. Mario, Luigi, all the Pokémon and, of course, Link and Zelda are waiting in the offing to make their Nintendo GameCube debut in this country early next year, although Japan will be able to see them in July – boo! In the meantime take a look at these shots and salivate. Just don't make too much of a mess!



# Link

## Mystical Seed of Power



↑ Ooh! It's all gone wrong again! The land's in trouble and Link's fallen to Earth with a bump!



↑ It all starts off very peacefully, with this banging rave. Look – Link's on the pull!

## Total Game Boy Gamefile

<b>Publisher</b>	Nintendo
<b>Developer</b>	Capcom
<b>Players</b>	1
<b>% Complete</b>	100%
<b>Release</b>	29 June

## Anticipation rating



• **THEY SAY:** Zelda makes a welcome return to the GBC in two great new games!  
 • **WE SAY:** The new games are going to be the best you can get for your Game Boy!



## total Game Boy Charts

Here's what's hot and what's not on the Game Boy courtesy of CharTrack!

- 1 Pokémon Pinball**  
Nintendo
- 2 Super Mario Bros**  
Nintendo
- 3 102 Dalmations**  
Disney Interactive
- 4 Pokémon Trading Card Game**  
Nintendo
- 5 Sabrina Zapped!**  
Havats Interactive
- 6 Thunderbirds**  
Sci
- 7 Buzz Lightyear of Star Command**  
Disney Interactive
- 8 Rayman**  
Ubi Soft
- 9 Mario Tennis**  
Nintendo
- 10 Warioland 3**  
Nintendo

### TOP GAME THIS ISSUE!



**No.1**

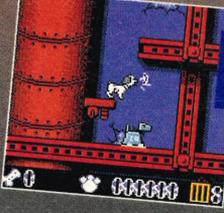
### POKÉMON PINBALL

### OTHER BIGGIES!



### SUPER MARIO BROS

**No.2**



### 102 DALMATIONS

**No.3**

# Kirby Tilt 'n' Tumble

That old man pinkie, he just keeps rollin' along!



These screenshots in themselves show that this isn't like most other games, but the strangest thing of all is controlling Kirby without the D-Pad. Be careful going for a big jump or you're bound to have someone's eye out!

If you remember, way back in Issue 14 we told you all that Nintendo had decided to pull its innovative new Kirby title in order to re-make it as a Pokémon game. It turns out that those Japanese boffins have decided to go ahead with their original game after all, and use the same technology for the Poké-title.

Already on sale in Japan, and heading this way very soon, Kirby's *Tilt 'n' Tumble* boasts a built-in tilt sensor on the game pak which senses the motions of the Game Boy Color, which it will interpret into actions performed by everyone's favourite pink blob (nobody liked Mr. Blobby, did they?). It's not all

about tilting, though – players can also shake the game to power up the hero, and a sharp snap of the console makes him jump. It's a unique control method that we were lucky enough to test out at last year's European Computer Trade Show in London, and it is a totally new gaming experience and three quarters!

The game follows Kirby's adventures as he once again attempts to collect a variety of stars stolen from Dreamland. Unsurprising perhaps, but the plethora of enemies, levels, pick-ups and secrets will have you pelting to your nearest videogame emporium before you can say 'Muuuuuuuum!'



**total Game Boy Gamefile**

<b>Publisher</b>	Nintendo
<b>Developer</b>	In-house
<b>Players</b>	1
<b>% Complete</b>	80%
<b>Release</b>	Summer

**Anticipation rating**

It is Cold? Or is it Red Hot?

● **THEY SAY:** You'll be tilting and tumbling thanks to a magical advance in technology.

● **WE SAY:** This sounds ingenious! The control method should give it a real boost!

## RETRO RULES!

# Jet Set Willy AND Manic Miner Are Back!

A real hero of his time, Willy was. None of your little yellow rats here – the star of *Jet Set Willy* and *Manic Miner* on the ZX Spectrum (and other lesser computers) back in the early Eighties was a real videogame star. And now, after a prolonged absence, the wanderer Willy is set to return to the fray in a series of new adventures.

Jester Interactive has scooped the rights to the two retro masterpieces and plans to release them some time this year for the Game Boy Color, opening up the field for a whole host of other classic games to appear on new consoles. Chairman of Jester, Gavin Morgan commented, "*Jet Set Willy* and *Manic Miner* date back to the days when gameplay was king and these are two of the finest examples of this. This is a fantastic opportunity to see these classics make a comeback, rejuvenated to delight a whole new generation of gamers." The same company is bringing out *Pocket Music* for the Game Boy Color in the summer.



## Barbie On The Boy!

Mattel Interactive is releasing a new GBC adventure starring Barbie. *Barbie: Pet Rescue* is aimed at 4-8 year old girls and sees Barbie and her sister Stacy rescuing animals. Once you've found your kittens and puppies you can treat and groom them back to health.



# Alone In The Dark

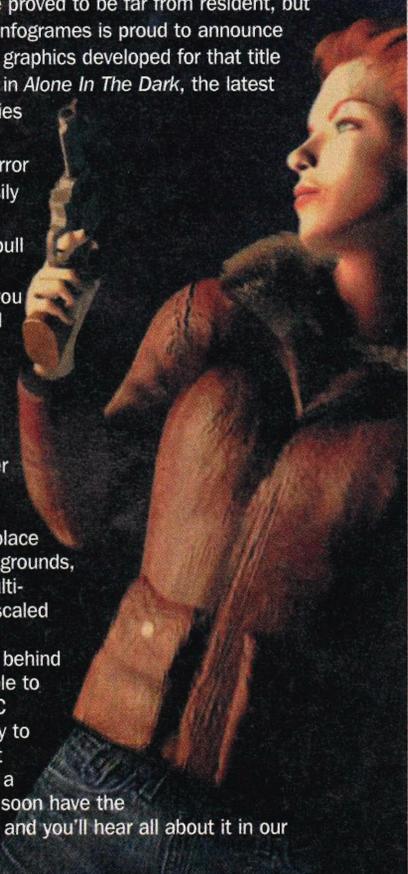
## The New Nightmare

Infogrames' earth-shattering new title out to impress on the GBC!

**R**esident Evil may have proved to be far from resident, but don't worry because Infogrames is proud to announce that the breathtaking graphics developed for that title are going to be in abundance in *Alone In The Dark*, the latest in the terrifying adventure series inspired by the tales of H P Lovecraft. Grim foreboding horror is not something that you easily associate with the GBC, but Infogrames is determined to pull it off.

In this latest instalment, you play the haunted and hunted detective Edward Carnby, as you search for the secret behind three ancient tablets (with the ability to unleash a dreadful dark power, obviously) that had the power to end the life of his best friend, Charles Fiske.

His eerie adventures take place against fantastic moving backgrounds, and the game also boasts multi-camera angles and graphics scaled down from original PC and PlayStation games. The team behind the game really have been able to achieve wonders with the GBC technology, and we were lucky to have an early look at it at last year's ECTS. But rumours are a thing of the past, as we shall soon have the finished version in our hands, and you'll hear all about it in our exclusive review next issue.



↑ Yes. These are game shots. Look impressed or else.



### Total Game Boy Gamefile

Publisher	Infogrames
Developer	Pocket Studios
Players	1
% Complete	90%
Release	May

### Anticipation rating



- **THEY SAY:** It has incredible designs created by pros from the comic and cinema world.
- **WE SAY:** We were gutted to see Resident Evil scrapped - this should make up for it.

# My Little Pikachu

Yellow Pokémon star stands alone...

**G**et a load of this! Another new gadget from Nintendo and this time it's a mini Pikachu you can take everywhere! The new *Pokémon Pikachu* is a Tamagotchi-style game where you must look after the little yellow rat, pamper him, feed him and let him have a good scrap now and then. The great thing about this new virtual pet is that the screen is in colour, bringing Pikachu's world to life! Look out for these in the shops soon priced at £29.99.



↑ Well, you can never have enough Pikachu gadgets can you? As long as you can still fit in your room after wading through them all, that is.

# Tweety Still Flying High

High Flying Adventure: The Movie!



**W**ith the Game Boy platformer *Tweety's High Flying Adventure* still riding high in the charts, Warner Bros has released a full-length movie of the game on video! Just like in the game, the story follows everyone's favourite faintly camp canary as he flies around in the world in 80 days to collect cat paw-prints and win Granny's bet.

The movie contains over 50 Looney Tunes buddies popping up along the way, including the detpicable Sylvester and (shock, horror!) Aogah, Tweety's love interest! All this, plus two extra episodes of the original *Tweety & Sylvester* cartoons, make this not only the first time an exclusive Game Boy game has made the leap to 'dramatisation', but a crucial Easter viewing treat as well. We certainly can't wait!

### Japanese Import GBA Prices Revealed!

The 21 March Japanese Game Boy Advance release is the most anticipated handheld console launch date ever. TotalGames.net will be bringing you details of the launch games and system as soon as the machine debuts but we've discovered that an imported Japanese unit could be as cheap as £99, according to Simon Leung of UK import shop Project K.



↑ We tried to nick these, but there were too many people around.



↑ Jem tries desperately to look intelligent... and fails!

# Snap! Snap!

## Grin Grin, Wink Wink!

**T**hey're not all fun fun fun, you know, Game Boys. We all have this image of bouncy, colourful sprites leaping about in fantastical worlds, but the handheld does have an artistic side to it as well. Or at least, that's how Nintendo would have us see it.

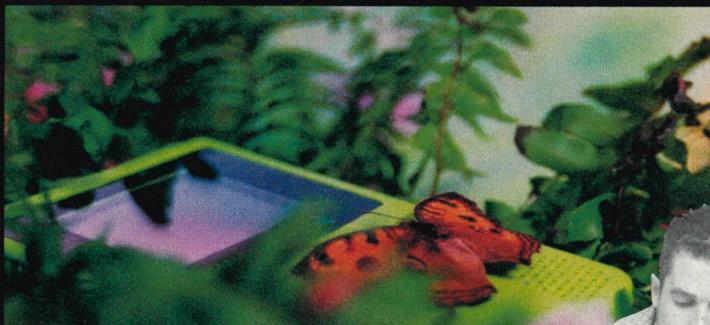
Which is why one night in February we packed up our Game Boys and swapped our shabby office clothes for something a little smarter to attend the Inaugural Game

Boy Color Photographic Awards at the Candid Arts Centre in Islington. Well... you know, there was free champagne!

Over 250 photographic students nationwide entered the competition, which required them to create an image involving the Game Boy that represents one of the six GB colours – Cerise, Green, Yellow, Turquoise, Clear purple and Purple. Cerise, for example, represented passion and lust and Turquoise suggested cleanliness and communication. Or so 'Colour Research' would have us believe.

For the final heat, the art gallery was transformed into a multi-coloured brick

road, with the work of the 30 finalists on display. These pictures ranged from the risqué (A naked man playing the GB in a train station) and the soppy (Aw! A butterfly lands on the GB screen) to the disturbing (Great big bald bloke licking a GB with his big red tongue) and the downright rude (Lady showing her pants!). A truly colour coded evening, with even the security dressed in half-colours, and the inevitable amount of sad, poncey artiness. They even went to the lengths of decorating each and every table with Game Boy Colors placed in a full glass of water! What a waste!



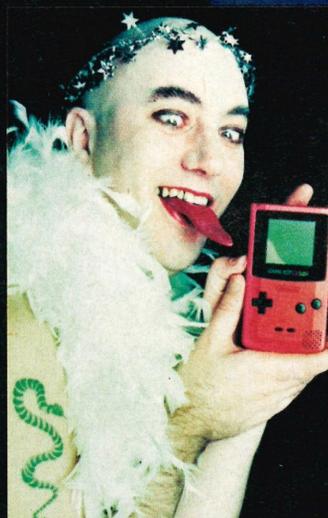
The machine is relatively cheap compared to software prices, however. The games will cost around £35 in Japan and imports are likely to cost £50. Nintendo has confirmed that Game Boy Advance games will cost slightly more than current GB games in all countries.



↑ A load of arty people going on about arty things...

A splendid time was had by all, but you would have been shocked to read some of the artist's approaches to drawing our favourite colourful little slab of plastic. Most of them probably hadn't even heard of Mario, and couldn't even spell Game Boy!

Luckily, despite the huge amount of pretension on display, the winner, and receiver of £2500, was a Mr Paul Abbit, whose take on the whole 'Arty Game Boy' thing wasn't that serious. Nevertheless, let's hope that Nintendo decide to repeat the success of the awards next year – that champagne was bloomin' lovely!

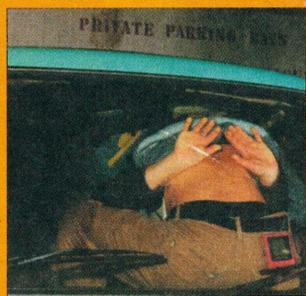


↑ Out of work ex-art students, we reckon. But hey! Nice suits.



## Winning Entry

And here's the winner! The photographer, Paul Abbit, describes it thus: 'I thought that a dark atmosphere would help bring out the colour of the Game Boy and help emphasise the aura... My main two intentions were to avoid any obvious physical contact which represented the atmosphere of the Game Boy...' Yes. Looks like a couple getting up to no good in a car to me.



# Pokémon Frenzy at USA Toy Fair!

## Yanks go mad for blokes in suits!

The Pokémon bandwagon has never been one to slow down but Nintendo unveiled a new range of Pokémon toys at the New York Toy Fair 2001 recently (February 11th). Thousand of onlookers watched as a Pikachu branded 'yellow' Volkswagen Beetle drove down Madison Avenue while hundreds of costumed people danced in a reproduction of the recent US Pokémon stage show! The real 'Misty' is pictured here, looking much like a ginger Britney Spears.

The firm stated that the brand would live on and that millions of new Pokémon fans would be created by the arrival of new

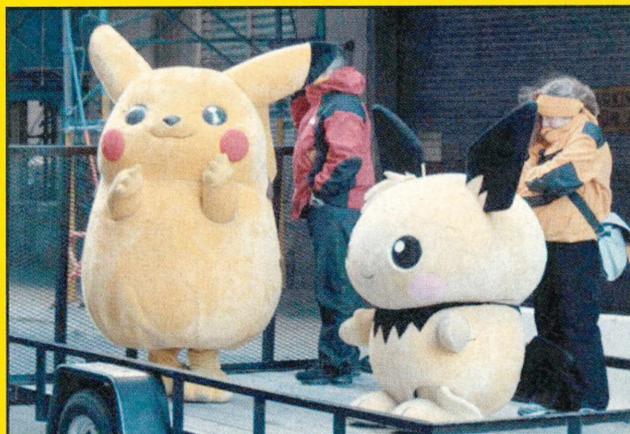
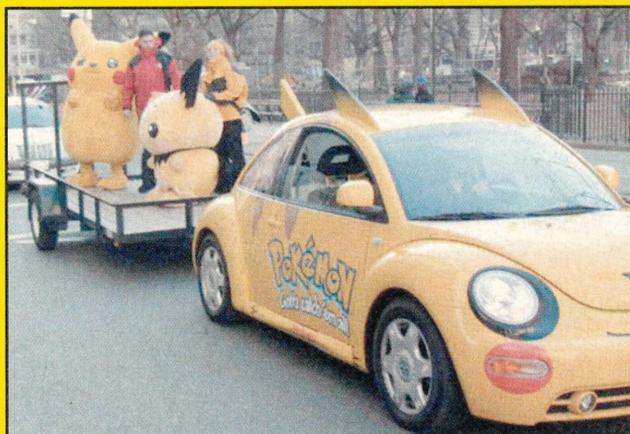
platforms such as Game Boy Advance and the GameCube. Gail Tilden, VP of Nintendo America commented, "Pokémon is much more than a phenomenon – it's now a children's entertainment staple globally."

Gail neglected to mention that adults are partial to a bit of Pikachu too as the Total Game Boy team would illustrate. The massive toy show introduced soft toy versions of the new Pokémon seen in the recent US version of *Pokémon Stadium 2* on the Nintendo 64 and *Pokémon Gold and Silver* Game Boy Color games. But Pikachu and 'mini me' Pichu stole the show!



← Just when you thought it was safe to wander the streets again – a bloke in a Pikachu suit jumps out!

↓ "Whatever you do, don't brake hard or Pikachu is going to become much flatter!"





# Advance

The Game Boy is about to take the leap to the next level - Game Boy Advance. It has a larger screen and high quality sound - it's a handheld videogame heaven! TOTAL CONTROL takes you through this new era of videogaming and it all starts right here! Nic...



**Look!**  
It has new L  
and R  
buttons for  
extra  
control!

**Look!**  
It'll play all  
your old  
games!

**Look!**  
Same  
batteries,  
more time!

# Once To The Next Level

ance. More colours, a wider  
GAME Boy will be here to guide  
Roberts investigates...

**Look!**  
It's widescreen!

It's an exciting time for fans of handheld gaming. The world's favourite portable videogame console is about to evolve into a new, funky looking widescreen incarnation! This is the Game Boy Advance... Nintendo's hope for capturing the future of handheld gaming.

Set for launch in Japan at the end of March, USA in June and over here for July, the Game Boy Advance has already won the first battle in the videogame war – it has wooed game developers the world over into writing games for it. All the top companies are signed up, and many already have games ready for release. Of course, all the Nintendo favourites will get the Advance treatment – *Mario*, *Wario*, *Kirby* and *F-Zero* but there are some rarer names in the list too. Namco is making a *Tekken* game would you believe? Then there's the shock news that Sega are going to release *Sonic* and *Chu Chu Rocket!* for the console. We can all shed a tear for the Sega Game Gear and play the excellent *Sonic* games on our all-new Game Boys instead!

## The Rumour Mill

Since we first learned that Nintendo would be launching a successor to the Game Boy Color, there have been various rumours about its capabilities and looks.

"Is it just a Super Nintendo in a smaller box or is it a handheld PlayStation?" The truth is that the Game Boy Advance is somewhere between the two. It has a 32-bit processor, similar to that in the PlayStation and Sega Saturn, but can't throw around polygons at the kind of speed you might be used to on the PlayStation. The screen is wider than that on the Game Boy Color, giving things a great new widescreen feel which is perfect for the kind of games that always do so well on handhelds – why, platformers of course!

"Will it need loads of batteries to power this new technology?" Nope! Amazingly the new console runs on the same batteries as the Game Boy Color,

and in fact will out-last the original for an extra five hours!

"Will I have to throw away all my old games?" No again! Nintendo has been in this game long enough to know how to play, and it has ensured that the Game Boy Advance can play all Game Boy Color and original Game Boy games, so that you can keep your ever-growing cartridge collection with good reason. Phew!

## Games Galore

We've put together previews of the best games coming up and we think you'll agree they're some of the best looking ever to be created. This console is going to redefine the handheld, and you can bet that TOTAL GAME Boy is going to enjoy the roller coaster ride every bit as much as you!

## Meet Big Brother

So what has Nintendo's new offspring got under the bonnet? Here is a spec-by-spec comparison between the new Game Boy Advance, and the console we've grown to know and love...

	<b>CPU</b>	
32-Bit ARM with embedded memory		8-bit Z80
<b>Screen</b>		
240x160 resolution		160x140 resolution
2.9" TFT reflective screen		32,000 possible colours
40.8mm x 61.2mm screen size		56 simultaneous colours
32,768 possible colours		
511 simultaneous colours in character mode;		
32,768 simultaneous colours in bitmap mode		
<b>Size (mm)</b>		
82 x 144.5 x 24.5mm		75 x 133 x 27 mm
<b>Weight</b>		
140g		138g
<b>Power</b>		
2 AA batteries		2 AA batteries
<b>Battery Life</b>		
15 hours		10 hours
<b>Cartridge format</b>		
Game Boy and Game Boy Color compatible		Game Boy compatible

**Look!**  
32-bit - The same as PlayStation!



# Mario Kart Advance

**Nintendo**

One of the most exhilarating games from the Super Nintendo era is about to make a comeback! *Mario Kart Advance* is a souped-up version of the SNES original, with all the favourite characters, tracks and power-ups that made the game so popular. You get to select a go-karter from an impressive line-up that includes Mario, Luigi, Donkey Kong and Wario along with Princess Toadstool for the more sensitive players. Their differing weights and driving skills mean you can select one that perfectly suits your playing style. The twisting tracks are all based around levels from the classic *Super Mario World* with the Mario Raceway, Creepy Ghost House and Bowser's Castle being some of the most tricky to race! Fast, fun and making a welcome return with special multiplayer options using the new link-up cable – we can't wait!

**Race Order**  
Who is in the lead?

**Lap**  
How many times have we been around this track?



**Karter**  
Shell power-ups spin around your kart and pop off the opposition!

NO WAY! I'M GONNA WIN THIS RACE!



↑ There's ghosts and ghoulies aplenty to try to frighten you off course. But hey – you're Mario, nuffin' scares you!

↑ The princess is a mean karter as she's lightweight and goes really fast! Knocking her off course with a shell is very satisfying!



# ince

### Power-Up

Collect 'em by running over them then letting rip on an enemy!

### Time

In Time Trial games this counter will become vital for shaving seconds!

### Map

Just where exactly is that first place racer hiding?

HEY! WAIT FOR ME LUIGI!

IF I WERE ST!

# Sonic the Hedgehog

Sega

What's all this? How can Sonic appear in a Nintendo mag? Well it's true, Sega has given up on the console hardware market and decided to concentrate its efforts on being the world's number one software company. Part of this change in direction includes making games for the GBA! Sonic Team has released the first screenshots of its new game, and it's looking mighty fine! In fact here at TGB, we think Sega is pushing the new console much further than Nintendo is bothering to with its new Mario games. There's only one screenshot so far though... check it out!



# All Star Racing

Konami



Yup! It's Mario Kart, but Konami has replaced the Nintendo characters with those from its own back catalogue. *Mystical Ninja*, *Gradius*, *Parodius*, *Metal Gear Solid*, *Pop 'N Twinbee* and *Castlevania* favourites battle it out around the race track and actually... it looks better than *Mario Kart Advance*! It seems that while Nintendo has simply converted its old game, Konami has had to start from scratch, with the result being far more effort and a far better game!

It's even more karting Jim, but not necessarily as you know it...



# Pinobee Quest of Heart

**Hudson**

**W**elcome to the next level of platform game – *Pinobee Quest of Heart*. This game is simply gorgeous, outshining anything Nintendo has got to offer! It kind of has the look of *Rayman*, but the star of this game is part robot, part bee with super powers! We expect great things from *Pinobee* because Artoon, the developer, is made up of ex-members of Sonic Team, the guys responsible for Sonic's adventures on the Mega Drive, Game Gear, Saturn and Dreamcast.

With multi-levels of scrolling in the beautifully painted backgrounds and some really original animation on the main character, *Pinobee* looks set to redefine the platform game for GBA. The Japanese will be able to pick up a copy of the game on launch day. A UK release date is yet to be confirmed.

**Flowers**  
Sonic has his rings, Mario his coins and Pinobee collects flowers!

**Power Ups**  
Floating fruit give Pinobee his special powers.

**Special Moves**  
When Pinobee performs one of his moves, it flashes up on the screen!

**Energy bar**  
Energy is all-important – you really have to keep this bar high.



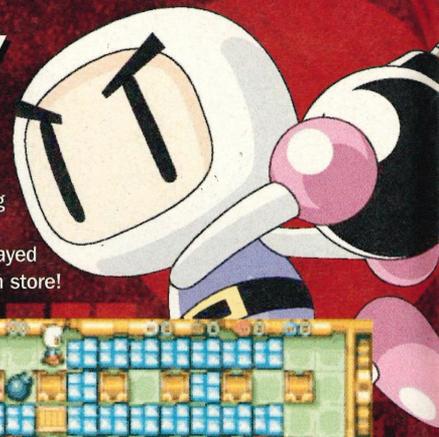
# Bomberman Story

**Hudson**

**A**nother classic that hasn't seen the light of day for a while now is *Bomberman*. He's seen a resurgence in 3D on the Nintendo 64, but his first Game Boy Advance game sees

him return to a two-dimensional world. It's classic *Bomberman* gameplay, which is good because this is what makes the game so addictive. Up to four people, linking their Game Boy Advances together,

can run around the mazes, planting bombs and blowing up walls to be the last man standing. If you've never played before, you've got a treat in store!



# Castlevania

**Konami**

**A**nother classic from yesteryear makes a return. *Castlevania* from Konami has its own cult following and looks set to win a whole new fan-base with its return on Game Boy Advance. It's a game of vampires, fiery swords and wave after wave of vicious enemies to destroy. Okay, so it's a platform game, but forgive it this one fault and you are guaranteed to enjoy its hack 'n' slash delights.



↑ Pinobee zipping through the air at gut-wrenching speeds... well pretty fast anyway!

## Coming Soon...

Here is the full list of games scheduled for release on Game Boy Advance. As soon as we know which ones will make it to the UK, you can bet we'll let you know!

### THE GAMES

Advanced Fire Pro Wrestling	Spike
Aerial Aces	Majesco
Baketsu Daisakusen Horse Racing	Nintendo
Bomberman Story	Hudson
Caesar's Palace	Majesco
Castlevania: Circle of the Moon	Konami
Digi-Communication	Media Works
Dokapon	Asmik Ace Entertainment
Doraemon	Asmik Ace Entertainment
Earthworm Jim	Majesco
F-18	Majesco
Fire Emblem - Maiden of the Dark	Nintendo
Flower Blooming Competition	Nintendo
Fortress	Majesco
F-Zero	Nintendo
Game Boy Wars Advance	Nintendo
Golden Sun	Nintendo
Golf Master	Konami
Hatena Satena	Hudson
Hello Kitty Miracle Collection	Imagineer
I Am An Airport Controller	Tamu
Iridion 3D	Majesco
Jelly Belly	Majesco
Konami's Wacky Racing Adventure	Konami
Kuru Kuru Kururin	Nintendo
M&Ms: Lost in Time	Majesco
Magical Vacation	Nintendo
Mail de Cute	Konami
Mario Advance	Nintendo
Mario Kart Advance	Nintendo
Minna to Ishyoi!	MTO
MLB Sluggers	Midway
Momotaro Festival	Hudson
Monster Breeder	Konami
Morita Shogi Advance	Hudson
Ms. Pac-Man Advance	Namco
Namco Museum Advance	Namco
Napoleon	Nintendo
NBA 2001	Midway
NFL Blitz 2002	Midway
NHL Hitz	Midway
Pac-Man Advance	Namco
Paintball	Majesco
Pinobee Quest of Hearts	Hudson
Pitfall	Majesco
Pocket GT Advance	MTO
Ready 2 Rumble Boxing Round 2	Midway
Reiji Matsumoto's Space Hexcite X	Jordan
Rockman EXE	Capcom
Sansara Naga	Victor Interactive Software
Silent Hill	Konami
Star Communicator	Konami
Super Block Bus 4 Advance	Starfish
Tactics Ogre: Gaiden	Nintendo
Tekken Advance	Namco
Top Gear GT	Kotobuki System
Tweety and the Magical Jewel	Kotobuki System
Unlimited Mystery Zero Tours	Media Ring
Wario Land 4	Nintendo
Winning Post	KOEI



↑ Yeah, it might look a bit on the bland side, but the already wicked controls are even better on the GBA!

# F-Zero

Nintendo

Grab your mates and get ready to race the ride of your life because the Super Nintendo classic is back on Game Boy Advance. Nintendo claims to have set this new game 25 years on from the first, with new tracks and new vehicles, but if you ask us it looks remarkably similar to the original. Not that this matters much though,



because F-Zero has always been a real adrenalin-pumping game - and one that is welcomed back with open arms. It works particularly well with the Advance's L and R buttons, as you can slide your craft around the corners with precision skill. Nice one!

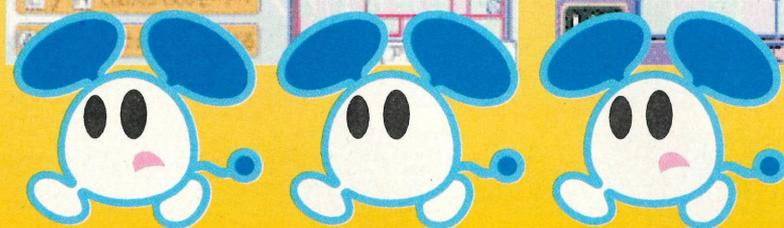




# Chu Chu Rocket!

## Sega

This is the game that kicked off the Dreamcast online gaming experience last year and now it's ready to rock on Game Boy Advance! Sonic Team has been extremely busy with the GBA development kits with two of their greatest games converted already. *Chu Chu Rocket!* is fast and frantic with the objective being to help the little mice into their rockets whilst keeping them away from the cats! The Japanese version of the game will work with the mobile converter Nintendo is launching for the Game Boy Advance, to give multiplayer online gaming. Whether this function will make it over to these shores or not is as yet unknown, but *Chu Chu Rocket!* makes a great stand alone game too!



↑ These little mouse-ish chaps need your help to get them into their little spaceship and away from those nasty cat-ish chaps. Or something like that...

# Kuru Kuru Kururin

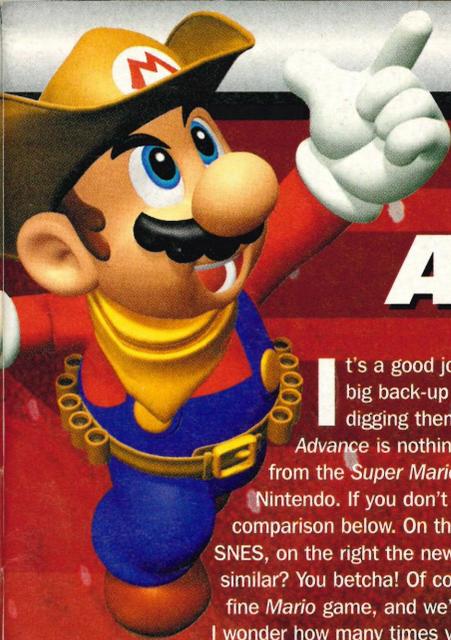
## Nintendo

This is one of those games that the Japanese go mad for, but very rarely make it over here. Believe it or not Kuru Kuru is actually a Japanese word for the sound something makes when it spins. We're

glad to say that *Kuru Kuru Kururin* will be released here, but we imagine it may see a name change before then. It's a wildly addictive game - you control a spinning stick that represents a helicopter (stay with me here) and

the objective is to manoeuvre it through multi-coloured mazes avoiding a bizarre collection of obstacles. Perform well and the game's hero, Kururin (who actually looks like a kind of duck) will jump up and down with glee. Hit the sides of the maze though and he'll be well cheesed off! Weird!





# Mario Advance

Nintendo

It's a good job Nintendo keeps all its old games on a big back-up disc, because they certainly believe in digging them out as many times as possible! *Mario Advance* is nothing more than the *Mario Land 2* game from the *Super Mario All-Stars* compilation on Super Nintendo. If you don't believe us take a look at the comparison below. On the left is the original game from the SNES, on the right the new Game Boy Advance version. Look similar? You betcha! Of course, this doesn't stop it being a mighty fine *Mario* game, and we're all looking forward to playing it again. I wonder how many times you can review the same game though?



## Wow! Double Take!



Super Nintendo



Game Boy Advance



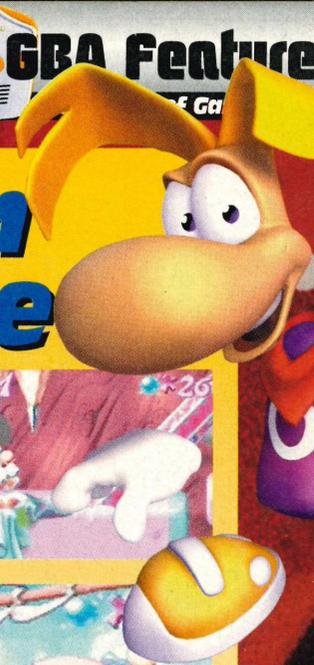
↑ There aren't many videogames that let you play as a stick!



↑ You need a very steady hand to win in *Kuru Kuru Kururin*!

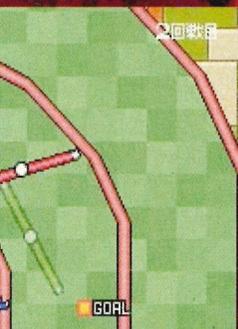


# Rayman Advance



## Ubi Soft

Not to be outdone by *Pinobee*, Ubi Soft is releasing a new version of its nine million-selling hero *Rayman* for Game Boy Advance. This game is gonna be based on the original *Rayman* that was released on the PlayStation and Saturn a few years back, with more than 30 levels of exhilarating action and a special new Capture the Flag mode for two-player link-up games. It's a shame they didn't go the whole hog and create an all-new Game Boy Advance adventure, because most of you will probably have played the levels in this version already! Ho hum.



↑ Think of this weird Japanese game as something similar to those wire and buzzer games you get at school fêtes!



# Mr Driller 2

**Namco**

**W**e've just reviewed the Game Boy Color version and now the sequel is all set for release in Japan. Higher definition graphics, new levels and a great twist on the original – this time the levels spin as well as go up and down! Little Mr Driller will certainly have his work cut out hammering his way through the multi-coloured rocks with his mini-pneumatic drill. Namco has polished up the game in all areas and it's looking like a right little cracker!



↑ Namco's Mr Driller 2 adds a new twist to this great arcade game – quite literally!



↑ The basic gameplay is similar to the original, but there are lots of surprises in store!



↑ If you've been used to the simple colours on a GBC screen, you'll go mad for this!



↑ It's fast, furious and will drive you around the bend! Hooray for Mr Driller!

## Plug Into A GameCube!

Here's another cool thing about the new Game Boy Advance – it's all set up ready to be an extra joypad for the Nintendo GameCube when it's launched over here in 2002. If you're rich enough you can get your hands on one in July though – that's when they come out in Japan.

**Next Gen Console!**  
Forget PlayStation2 and Xbox – the GameCube will show them who's boss!



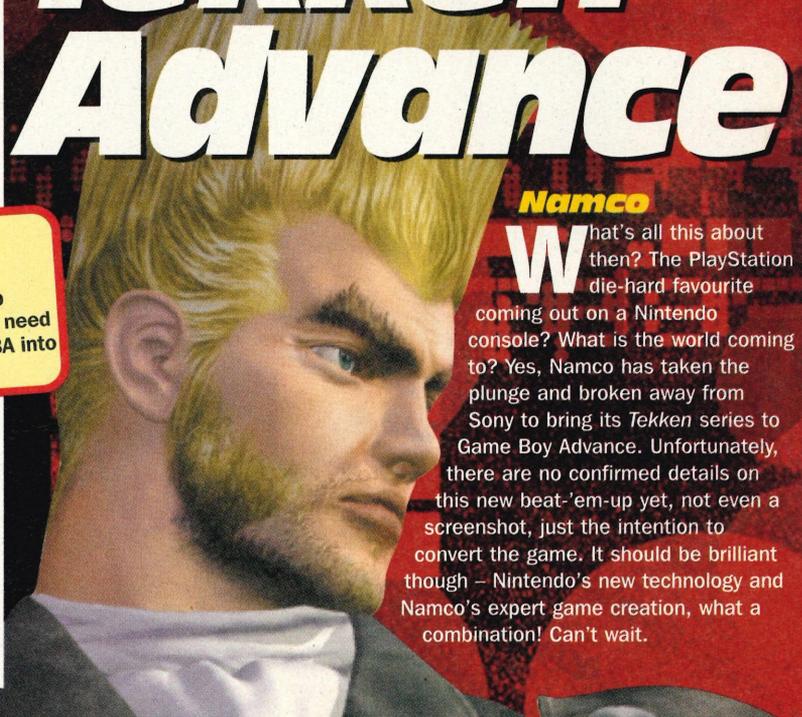
**Plug In Here!**  
A simple link-up cable is all you need to plug your GBA into a Cube!



# Tekken Advance

**Namco**

**W**hat's all this about then? The PlayStation die-hard favourite coming out on a Nintendo console? What is the world coming to? Yes, Namco has taken the plunge and broken away from Sony to bring its Tekken series to Game Boy Advance. Unfortunately, there are no confirmed details on this new beat-'em-up yet, not even a screenshot, just the intention to convert the game. It should be brilliant though – Nintendo's new technology and Namco's expert game creation, what a combination! Can't wait.



# Megaman EXE

Capcom

He's known as Rockman in Japan and he's got a whole new adventure lined up for the launch of the GBA over there. Megaman games have always been side-scrolling platform affairs, but Capcom has chosen to break the mould with this new version by allowing the hero to move around the levels more in a turn-based role-playing game. No longer will Megaman only be able to move from left to right! There is gonna be a four-player link-up mode bolted on too, which should attract a whole new set of fans to the hard-born hero.



↑ This is a whole new kind of game for Megaman to star in!

## Also On The Cards For Game Boy Advance

### Napoleon Nintendo



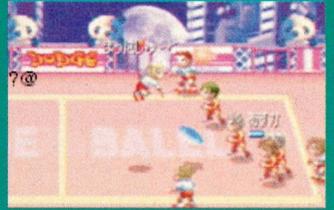
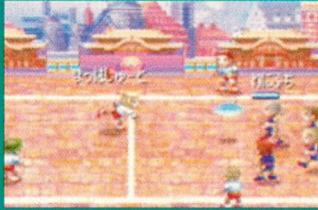
### Wings Nintendo



### Pocket GT Adventure MTO



### Red Hot Dodgeball Fighters Atlas



### Game Boy Wars Nintendo



### Golden Sun Nintendo



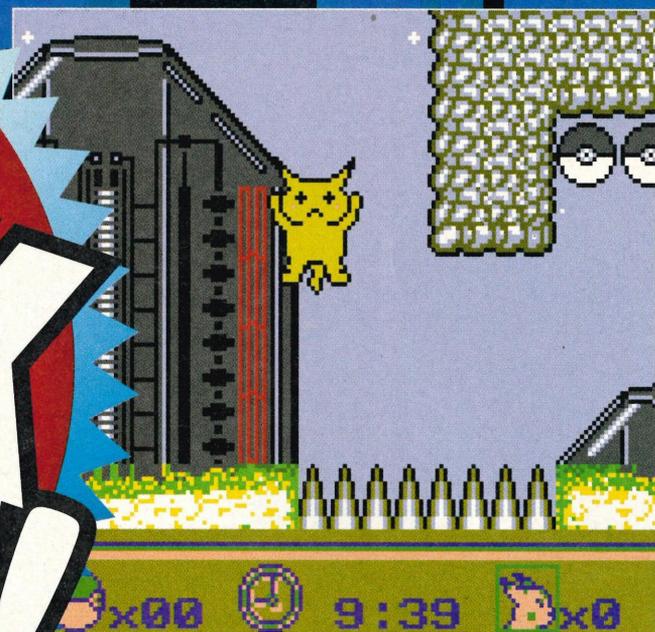
### Star Communicator Konami



### Tactics Ogre Gaiden Nintendo



# total Game Boy HACK WATCH!



## Sham Pokémon Shocker!

In the heady old days of the Sinclair Spectrum, anyone could create games on whatever subject they wished. All you needed was a detailed knowledge of computer programming, a lot of time spent in a dark bedroom, and an idea. Games could be hacked, dodgy illegal titles were widely available, and it was all rather fun. Nowadays it's jolly hard to do unless you have a great team of lawyers and a million-dollar games engine. But our own little Nintendo Game Boy is starting to prove a hot-bed for illicit game creation – or theft, to be quite frank. **Jem Roberts** takes a look at the dodgy hacks doing the rounds...

## Pokémon Adventure

Right-ho, let's kick off with the worst. *Pokémon Adventure* has to be an original game design, because it's so awful! It's such an awkward-looking platformer it takes quite a while to work out that it's basically a rip-off of *Sonic The Hedgehog*. Backed

up with absolutely no options, or anything in the way of introduction, you play a nasty looking yellow-ish rabbit that you can only presume is meant to be Pikachu. You bounce around a dull scrolling area filled with spikes, lobster things and evil blobs, only some of which

you can kill, and even then only some of the time. Otherwise, you're forced to pick up Pokéballs (rather than rings) which act as an extra life if you get hit by something. But you can't pick them up again, and there are very few, so you inevitably end up dying horribly every second of the way, and then it's right back to the start!

Plus the rubbish way that Pikachu moves, and the fact that everything blocks his pathetic little jumps, doesn't make this one worth persevering with. Probably a good job you can't buy it!



↑ One day Pikachu's ugly twin brother was walking along...



↑ ...when he decided that he could be a videogame character as well. So he set to work collecting stuff...



↑ ...and discovered that if he jumped he looked like a bit of banana peel. Then he died. The end.

↑ Oh no! Poor little Badly Drawn Pikachu's come a cropper! Serves him right, he looks rubbish. But he sings a nice song.

## total Game Boy Verdict

Price	Cheap!
From	Some Japanese teenager with too much time on their hands
When	Never. Unless you go to Japan
Genre	Platform
Players	✗
Extras	✗ Link-up ✗ Battery save ✗ Passwords ✗ Infra-red ✗ Printer ✗ Rumble Pak

**Graphics** ★  
Pikachu and pals Etch-a-sketch style. Badly Drawn Boys!

**Sound** ★  
Can't say I noticed, to be totally honest. Never mind.

**Playability** ★  
Rubbish Sonic rip-off, far too difficult and as exciting as church.

**Lastability** ★  
Consider yourself lucky you can't buy this in the shops.

### Final Rating

# 23

If you like utter rubbish then this is the game you been yearning for!

# Pokémon Go! Go! Go!



↑ Cor! It's an animated Meowth! Kill it now, it's nasty!

If you're lucky enough to stray into some far away, black market games boutique, perhaps this may be the most attractive hacked game a Pokémon freak could spend their hard-earned pennies on. If you remember *Smurf's Nightmare* – a challenging and fun platform adventure from Infogrames, or indeed even if you don't, the amount of work that's been put into this version is quite impressive.

Where before you were a lone Smurf collecting leaves while travelling through your fellow Smurfs' nightmares, and delivering them from evil possession, now



↑ Unfortunately, they couldn't be bothered to change this text.

you're – surprise surprise – Pikachu! You have to roam around mystical Pokémon levels, jumping on Meowths, Oddishes, Bellsprouts and other Pokémon. Pikachu grabs thunderbolts to jump higher, collects carrots for rabbits and learns to fly, in his mission to achieve not very very much in all honesty. But it's fun doing it!

The Smurf's mushrooms are transformed into Purple Star Houses or

something, and the background's totally reworked as well, but the game plays in exactly the same way, so the good news is, you can still complete it using our A-Z of Help complete guide!

It's also worth booting up just so you can hear Meowth's touching prologue – "Every night in my dreams, I see you, I feel you..."



## Spot the Difference



↑ If you're going to totally rip-off a game, you might as well choose a good game. And rip it off well, as these chaps have.



↑ When the game reaches these kind of high-speed racing rounds, the hacked graphics pretty much give up the ghost and the pixels get buggy.



↑ It's always nice to stop off mid-level for a relaxing jacuzzi.



↑ You'll believe a Pikachu can hold his breath for 20 minutes!



↑ Cool! Now you can do something or other with that rope.

## total Game Boy Verdict

Price Nuffin'

From Another Japanese bloke who really should get out more

When Dunno. Probably never okay?

Genre Platform

Players ✕

### Extras

✕ Link-up ✕ Battery save  
✓ Passwords ✕ Infra-red  
✕ Printer ✕ Rumble Pak

Graphics ★★★★★

You'll be surprised – well designed illegal game creation!

Sound ★★★

Pretty much the same as the original game.

Playability ★★★★★

It always was an involving adventure.

Lastability ★★

But it's completed rather quickly nonetheless. Never mind.

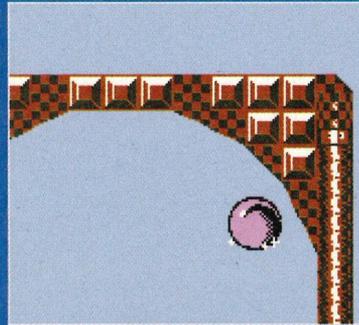
### Final Rating

# 75

A good reworking of a classic Smurf adventurer

# total Game Boy HACK WATCH!

↓ This could be a shot of the GBC Sonic game that never was...



↑ ...Except that it never was. Unlike Sonic, just jumping at the enemy is no sure way of killing them. You're more likely to get hurt yourself.

# Jurassic Boy 2

Imagine a game in which you play a speedy character zooming around levels filled with robotic insects, deadly spikes and tropical palm trees. When you jump, you spin really fast, and can kill enemies. You also speed around loop-the-loops, and collect golden objects to give yourself protection from enemies – they spin out when you're hit. Of course, what else could I be talking about other than *Jurassic Boy 2*?

Personally, none of us have even heard of the original *Jurassic Boy*, but it's no

surprise, because this out-and-out total Sonic rip-off isn't an awful lot to text message home about. It's far better than *Pokémon Adventure*, and very similar to *Sonic*. It's fast, and you get a chance to re-collect your coins and that, but this game is absolutely buzzing with bugs, and not just the robotic killing variety. The cart has been quickly knocked together in some dark bedroom, and thus it's practically impossible to play. Anyway, who needs these total *Sonic* rip-offs when *Sonic* himself will soon be making his GBA debut?



↑ It was a lovely day as Jurassic Boy set out to collect coins and stuff.

↑ There's no answer to that. Except for 'No', obviously.

## total Game Boy Verdict

- Price** Who'd pay for this?
- From** Probably a large spotty person who knows about programming
- When** Don't you get the message?
- Genre** Platform
- Players** 1
- Extras**
  - X Link-up
  - X Battery save
  - X Passwords
  - X Infra-red
  - X Printer
  - X Rumble Pak
- Graphics** ★★★★★  
A reasonably okay look at what Sonic GBC might've been like.
- Sound** ★  
Not a scratch on the jaunty *Sonic* theme.
- Playability** ★  
Absolute rubbish, designed simply to irritate.
- Lastability** ★★★  
Big game, if you're mad enough to persevere with it.

### Final Rating

# 22

Who needs these buggy hacks when we'll soon get *Sonic* himself?

## Why Don't You?

If you're tired of playing the same old officially released titles, why don't you have a go at creating your very own Game Boy games? Apart from the fact that it's totally illegal, of course? All you need is an existing game, quite a lot of expensive software and hardware, and some contacts in the illegal videogame industry. Just think of all the new titles that could see the light of day! *Sonic Vs Mario* – a *Street Fighter* rip-off. Take *Donkey Kong Country* and swap the Kong and Diddy for sprites of Prince Charles and William. Or how about this: *South Park Pac-Man*. All it takes is *The Grinch* and a little bit of ingenuity!



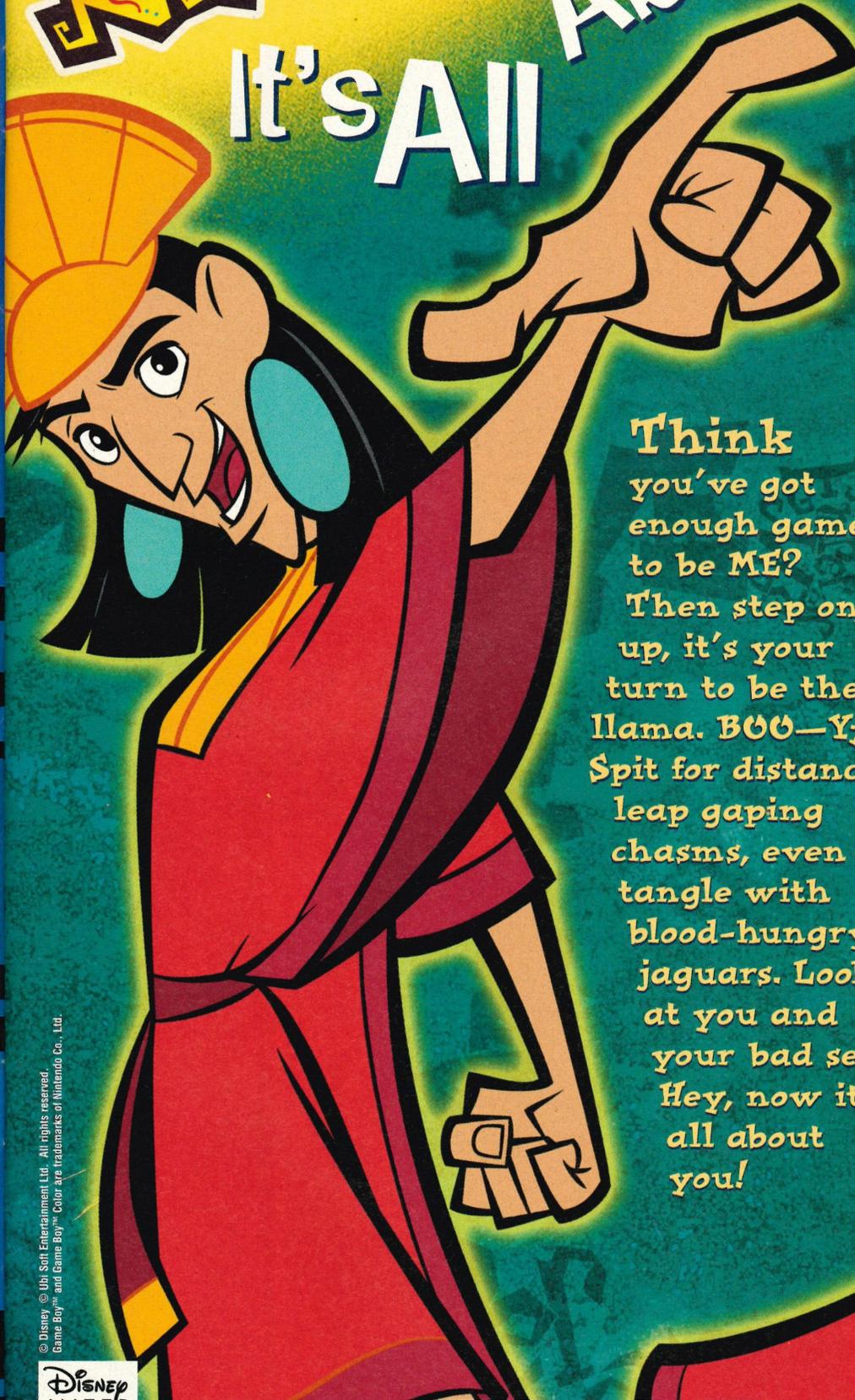
Disney's

THE EMPEROR'S

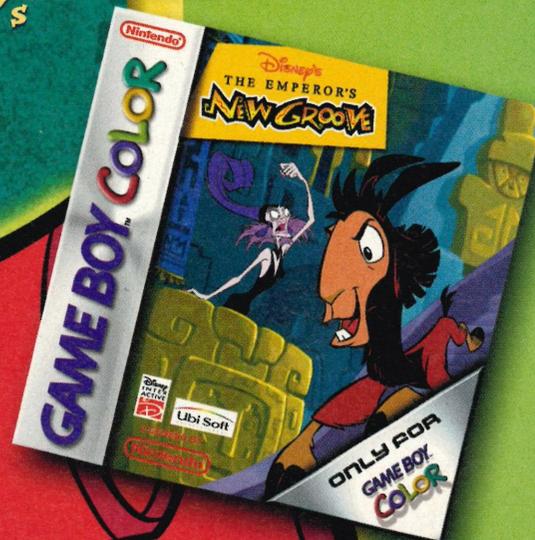
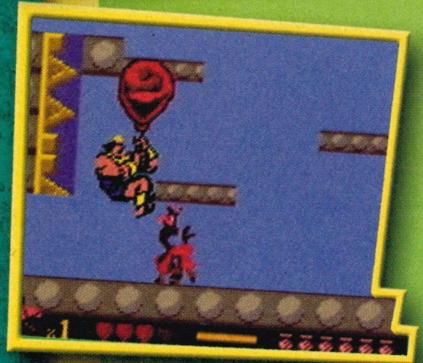
# NEW GROOVE

## It's All

# About Me!



Think you've got enough game to be ME? Then step on up, it's your turn to be the llama. BOO-YA! Spit for distance, leap gaping chasms, even tangle with blood-hungry jaguars. Look at you and your bad self. Hey, now it's all about you!



© Disney © Ubi Soft Entertainment Ltd. All rights reserved. Game Boy™ and Game Boy™ Color are trademarks of Nintendo Co., Ltd.



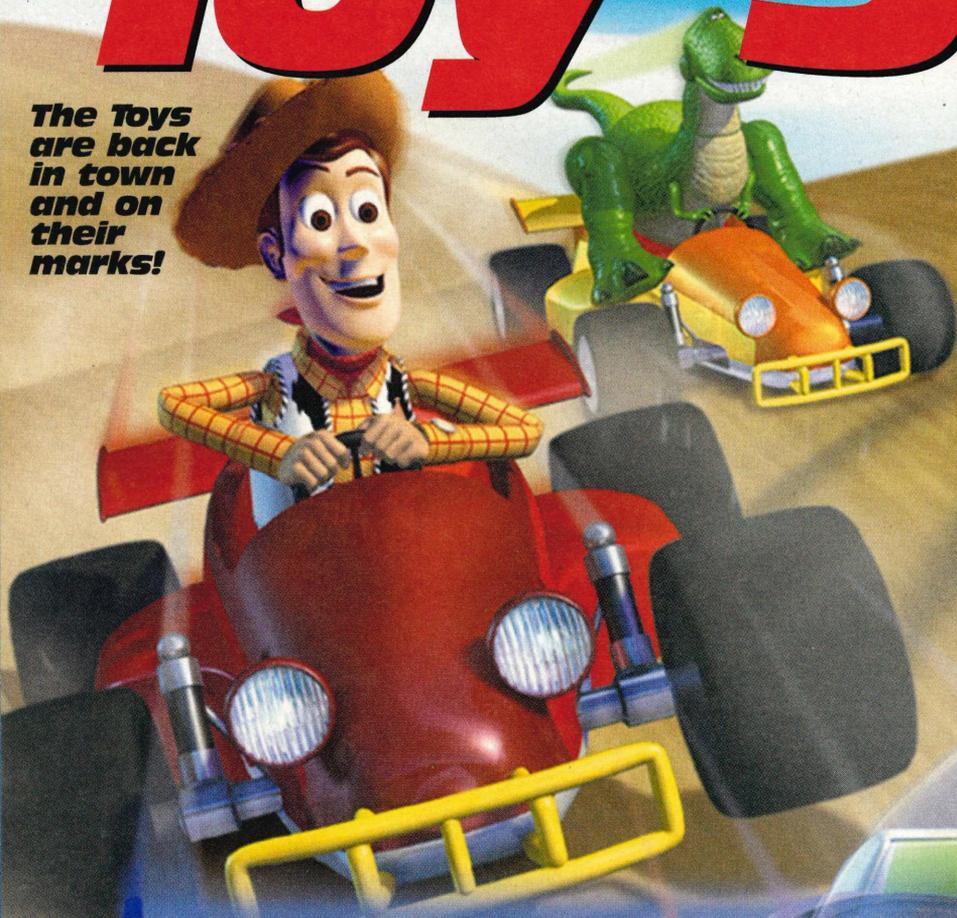
[www.disney.co.uk/disneyinteractive/](http://www.disney.co.uk/disneyinteractive/)

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



# Toy Story

The Toys are back in town and on their marks!



# Toy Story Racers



↑ You'll believe a potato can reach speeds of over 150 mph!



↑ A nice touch is the different screen design for each character. Wa hey!



**T**here's a lot of it about. The Game Boy equivalent of TV gardening, cookery and interior design programmes, fun racers have absolutely swamped the GB screen in recent months. However, this month the big boys have joined in the race of races: Mickey and co and the inimitable Toy Story crew.

**Yeee-Ha!**

And who better than Woody, Buzz and pals to front another fun, colourful racing game? Comprising the excitement of the movies and the miniaturised tracks of Micro Machines,

it's bound to be a hit with fans of the sub-genre and the movie alike. Avoiding the obvious overhead gameplay of Micro Machines, the three-dimensional racing looks excellent on the tiny screen, which definitely places it ahead of most cartoony racers visually. You get to choose between Buzz Lightyear, Woody, Bo-Peep and Mr Potato Head to race through several tracks, from the floor of Andy's Bedroom to the traffic cone-strewn streets. Unfortunately, the characters' cars and abilities are pretty much indistinguishable, and the tracks are all rather similar.

**"The game really is breath-taking at first glance, boasting as it does, fantastic pixels, fun races and also great sound!"**

## Choose Your Toy!

**WOODY**

Everyone's favourite happy cowboy acts sort of like Mario in *Mario Kart* - a nice all rounder that isn't really very good to play as.

**BUZZ LIGHTYEAR**

Playing as Buzz is far more likely to bring home the bacon, cos he's sturdier and grips the track better.

**BO-PEEP**

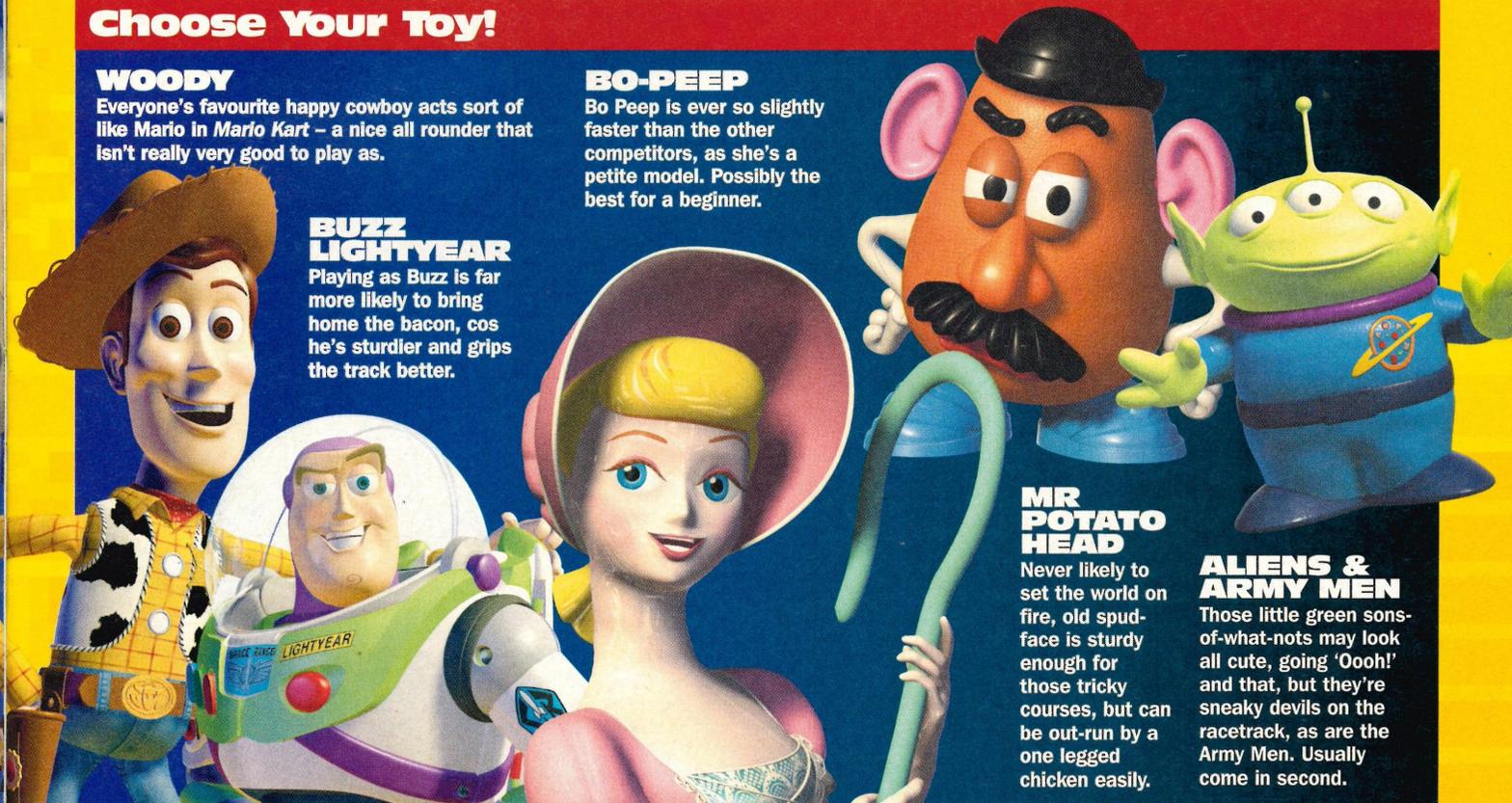
Bo Peep is ever so slightly faster than the other competitors, as she's a petite model. Possibly the best for a beginner.

**MR POTATO HEAD**

Never likely to set the world on fire, old spud-face is sturdy enough for those tricky courses, but can be out-run by a one legged chicken easily.

**ALIENS & ARMY MEN**

Those little green sons-of-what-nots may look all cute, going 'Oooh!' and that, but they're sneaky devils on the racetrack, as are the Army Men. Usually come in second.





### Maximum Tips!

No matter how determined you may be, never bump a competitor, as it'll bring you to a stop, and you're back where you started! Get a good idea of where all the bum bonuses are littered throughout the track, and above all, avoid them the next time around! It's always a good idea to take your thumb off the accelerator when going around corners, and remember – a horseshoe is the ultimate power-up, but go nowhere near wheels, anchors, and snails!



↑ The screenshots can't ever do this game justice. The spectacle of these little playthings soaring through the air is like nothing seen before on the GBC.

RIDE 'EM IN,  
RAWHIDE!

What there is in the game is breathtaking at first glance. Fantastic pixels, fun races, great sound etc, but there could possibly have been more crammed onto the cartridge. There are three difficulty levels, which is good, but it's a really difficult challenge even on the first, so excellent racers will get more out of it than most. The aliens and the army men are there later in the game (where's Hamm and T-Rex?), and the way that you get to play all characters in Tournament mode, with each character crossed out when they come last, (making it crucial to race consistently well) is a great idea.

### To Over There -And Beyond!

It can be a daunting task to get ahead of the bunch, as there are a ridiculous

amount of nasty things on the tracks to ruin your race. Tyres prevent you from steering, snails slow you down, oil patches make you crash, and there are hardly any positive pick-ups. This means that there's no way of fighting *Mario Kart*-style against foes, which is a shame. To win through, you have to carefully keep up with the bunch while making mental notes of where the nasties lie on the first lap or two, before speeding your way around them in the last lap.

### You've Got A Foe In Me

On each lap there are great obstacles and leaps which look really impressive, even on such a small scale. Bumping down stairs, flying through the air, diving down water pipes, now and then the

### Dr Shrew Reminisces...

Good night to you all. Yes indeed. It was only a matter of time before those old friends of mine, Woody, Buzz and everyone reappeared on the GBC with a rip-roaring racing title. I remember the last time they appeared, in *Toy Story 2*. In this

crazy platform game, you play Buzz Lightyear on your quest to save Woody from the Prospector and life in a museum. It was a fun title, if slightly repetitive, and was rewarded with a rating of 80%, if I recall correctly. I also seem to remember a very useful cheat, which may help you. If you crouch down on any of the elevator levels, you can collect hundreds of coins without dying! Which is always nice. If only there was such a cheat for collecting coins in this game. Hello.





**In my opinion...**

**A racer that manages to feel like a racer!**

Visually, *Toy Story Racer* is a true marvel and a sight for sore eyes too! Compared to other Game Boy racing titles, *Toy Story Racer* is a near perfect example of what this handheld can do if pushed. It's just a pity that there aren't more tracks really!

**Russ**



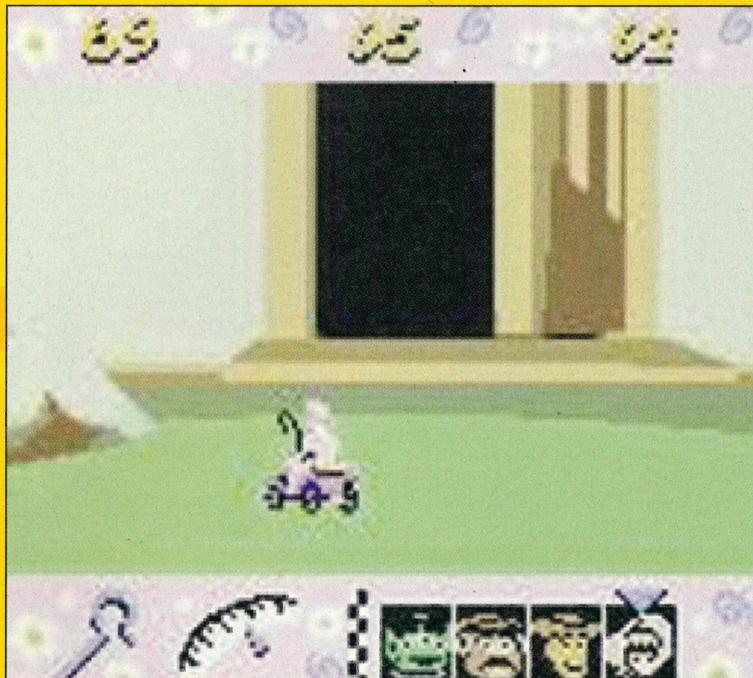
**A1 Smart-Speed Challenge!**

With three-dimensional races and tracks, brilliantly designed even when you're raring around at top speed, it cannot be overstated that the graphics are the main selling point of this title, although you really have to see it in action to get the best effect. Game designers Tiertex have used propriety techniques that bring three-dimensional graphics with realistic ground interaction never before used on a handheld platform. The *Mario Kart 64* style rear camera view really does impress. The game also boasts something called the A1 Smart-Speed Challenge, which apparently 'learns' from players' ability and adjusts by increasing or decreasing the challenge to the performance. So if you think the game's too hard, it just means that you're too good a racer! Or something.



game really takes you to another place, and graphically sets a new standard for GBC racers. If only there were a few more options, and simply more to do in the game, it would be Hum-Dinger to end Hum-Dingers. As it is, it's simply a case of quality rather than quantity. Small, but perfectly formed.

**Jem**



**Total Game Boy Verdict**  
**TOY STORY RACER**

Price	£24.99
From	Activision
Release	2 March
Genre	Racing
Players	1
Web	www.activision.co.uk

- Extras**
- X Link-up
  - X Battery save
  - ✓ Passwords
  - X Infra-red
  - X Printer
  - X Rumble Pak

**Toy Boys**

- Fantastic graphics and excellent three-dimensional gameplay
- A brilliant challenge that will keep you playing for donkey's years

**Bad Boys**

- Not many tracks to choose from, and the characters all have similar skills
- There's no link-up options or any other extras at all... which is a bit poor!

**Or you could try...**

**Mickey's Speedway USA**

From Nintendo  
Plenty more big boys racing fun - check out our review in this issue!



**Graphics** ★★★★★  
Pixar's characters brought to life with good 3D effects.

**Sound** ★★★★★  
Perky tunes and usual racing FX with options.

**Playability** ★★★★  
The tricky tracks make it a very difficult challenge.

**Lastability** ★★★  
It lasts mainly through its difficulty settings.

**Final Rating**

**88**

So, you like Toy Story? Well... Ready... Set... Get it!



↑ Things can get pretty nasty on the road when you're battling for a place! Go on Mickey, ram him!

↑ Hang on, is that Donald up at the front there? Who let the duck take the lead?! Come on chaps, put some welly into it...

It's a  
**HUM  
DINGER!**

# Mickey's Speedway

**Fresh from an exhilarating romp on the N64, Mickey and friends are whizzing towards your Game Boy at high speed for some serious racing fun! But do the Disney daredevils cut the mustard in miniature?**

**T**here are certain games that you just know are going to be good. Games from top developers (like Rare) starring cool characters (like the Disney crew) in a groovy format (like cartoon racing), for example. These are games that set your heart racing before you've even slotted them into your Game Boy... and in the case of *Mickey's Speedway USA*, there's not an inkling of disappointment to be found!

## Hey Mickey You're So Fine

From the word go, this is clearly a game that oozes quality. Okay, so it may not be an original concept, but when it's been done as well as this, we can put up with that! You are offered a choice of six characters to race with, each with their own unique attributes, including our mate Mickey and pals Minnie, Daisy, Donald, Pete and Goofy. There are also a number of modes of play to choose from – in addition to the bog-standard one-player

mode, which takes you through five levels, each with four races and locations, there's a Driving School and Time Trial mode too, along with a two-player link-up mode and some cool extras, like an infra-red link for transferring data and, of course, the cart's built-in rumble pak!

## Underhand Tactics

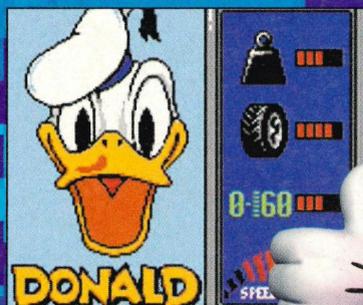
And if all that choice doesn't have your head spinning, the action on the track certainly will. The courses range from the heat of the Texas track to the frozen straights of Colorado and the splendour of Washington, and with stacks of quirks and twists, like race-winning short cuts, you'll have plenty of fun charging around!

But of course, this race is all about winning (hey, the weasels have kidnapped Pluto, so you need to be as quick as you can!) and to do that, you've gotta be mean. The tracks – which you view from an overhead perspective – are littered

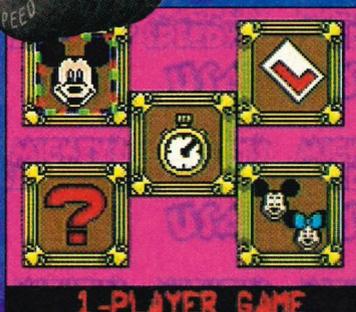
### Is This Déjà Vu Or What?

The Game Boy has played host to a whole stack of cutesy cartoony racers in recent times. Flick through the pages of this very magazine, for example, and over on page 26 you'll spot a review of Activision's fab Toy Story Racer. In fact, there are a whole host of past titles along similar lines, like Wacky Races, Woody Woodpecker Racing, Looney Tunes Racing, Antz Racers

and Rare's very own Mickey's Racing Adventure! The point is, though, that tearing around crazy tracks as our favourite cartoon characters is generally a guaranteed blast, and when games are as good Mickey's Speedway, we couldn't give two hoots of a comedy horn if we've seen the format before. We're just happy to clamber aboard the bandwagon and go racing!

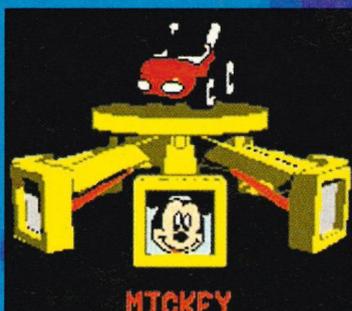


# USA



**"You'll have plenty of fun charging around!"**

with pick-ups, like bouncing balls and oil slicks, to help you get one over on the other competitors, although a spot of



good old-fashioned barging doesn't go amiss either. Watch out though, because those little Disney devils will use them against you too! With a variety of difficulty levels and some challenging tracks, even budding Michael Schumachers won't tire of Mickey's Speedway USA quickly. This is cartoon racing at its best, and even if you already own a similar title, it's well worth checking out - after all, poor old Pluto needs saving, and you're just the person to do it!

Karen



↑ There are stacks of options in the game. Hmmm, what to do...



### In my opinion...

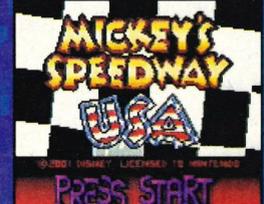
**When You Race Upon A Car...**

...Your dreams come true! Well if you dream of racing across the USA with a group of mutated animals, that is. Flipping Rare has gone and done it again, creating a top quality, value-for-money GB adventure. How are other companies supposed to carry on churning out the same rubbish when games like this are on the shelf? Do, however, be prepared for a very annoying drive style, which suggests that each vehicle in the game is made out of rubber. That gets a bit annoying.

Jem

## Total Game Boy

## Verdict



Price £24.99

From Nintendo

Release 23 March

Genre Racing

Players 2

Web www.nintendo.com

Extras

- ✓ Link-up
- ✓ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✓ Printer
- ✓ Rumble Pak

### Nice Mice

- Cool, colourful tracks
- Incredibly cute yet competitive racing

### Head Lice

- The bird's eye view can be awkward
- It's been done before

### Or you could try...

#### Wacky Races

From Infogrames

More cartoony racing, this time starring the crazy cast of the classic Sixties series.



#### Graphics ★★★★★

Top notch! The tracks and characters looks great, and help make this game the bright young thing that it is!

#### Sound ★★★

Okay, so nothing's perfect! The audio accompaniment is the usual repetitive Game Boy fare

#### Playability ★★★★★

You just can't beat the kick you get from barging Minnie out of the way to take first place!

#### Lastability ★★★★★

There's plenty to get through, and a range of difficulty levels to keep the challenge up

### Final Rating

# 90

Rare has done it again with a top title that keeps the flag flying for cartoon racers!



# THE SIMPSONS Night of The Living Treehouse of Horror

**Excellent... after years of neglect of the portable videogame world, Homer, Marge, Bart, Lisa and Maggie return in a horrifying Game Boy Color adventure. But was it worth the wait?**

NO MORE DUFF BEER!?!

WHAT D'YA MEAN MY HAIR'S BLUE?!?!





**"It's beautifully designed and the creepy theme that plays throughout isn't bad"**



NOTHING SCARES ME, MAN, HONEST!



↑ Everyone's out to get you as you stroll around the spooky Springfield!

**M**ore than ten years since they first came to fame, any Simpsons title that graced the Game Boy was always going to be a big event. But there's a growing trend in games these days not only to have about as much longevity as an inch long candle burning on a hotplate, but worst of all, to hide these faults by making it so offensively difficult that the game presents a ridiculous challenge. This tragically disappointing title is yet another offender in the field.

off while telling ghost stories one dark Halloween night. As Homer dozes off (wondering whether his tale of the ghostly Legless Horse is entirely accurate), Bart, Lisa, Maggie, Marge and Homer himself are caught up in a group nightmare, and each character has to fight their own demons in each level (based on stories from the annual 'Treehouse of Horror' Halloween TV specials), working their way up the treehouse until they can wake up.

**Mmm... Corpses**

Although there isn't a glimmer of an introduction in the game itself, we are led to believe that the multi-genre adventure is kicked off as the inimitable yellow-skinned family nod

**Eat My Shorts!**

Cue seven different adventures featuring familiar zombies, possessed vacuum cleaners, villainous teachers and the Prince of Darkness himself, Mr Burns. The title screen shows the family on the couch, as per usual, and



**Seven Deadly Dreams**

**Bad Dream House**

The first level has Bart exploring his own strangely demonic house, fighting possessed hoovers and toasters, and trying to free Santa's Little Helper before he becomes Satan's Little Helper! This is scary stuff you know!



**Flying Tonight**

Maggie's genes have been spliced with a housefly! Now the dummy-sucking baby must fly around the kitchen, avoiding wasps and snails, and switching on all the bug-zappers to fuse the electric, and find the transporter!



**Plan 9 From Outer Springfield**

All of Springfield have turned into Zombies, and now Marge must make her way home, through crowds of the living dead, blowing away all her neighbours, including Apu, Skinner, Mo and Krusty the Clown.



**Vlad All Over**

Burns isn't just a miserly old capitalist, he's also the Prince of Darkness and has some very sharp teeth! Guide Homer through his boss's haunted castle, flicking switches until you reach the blood-sucking vampire himself.



**Nightmare Cafeteria**

Five pupils have disappeared from Springfield Elementary school, and Lisa smells a rat! She must find all of her classmates, imprisoned by the teachers for cannibalistic reasons, before she's eaten herself! Could be nasty!



**King Homer**

Homer has been turned into a great big ape, he must find his way to the top of the Empire State Building to save the lovely damsel in distress Marge. On his way, there are endless planes, helicopters and such like to hamper his mission.



**If I Only Had A Body**

Mr Burns has stolen Homer's body and put his head onto a robot! You must make your way through the Nuclear Power station looking for Homer's limbs etc and put yourself together again – only then will you wake up!





the house design of the options screens is rather clever. The directions to each level are given to you by the Telly too, which echoes the TV show's credits well... but you'd have thought a few jokes could have been thrown in at the start, to really capture the spirit of *The Simpsons*. No, however, we're straight into the first platform-style level, as Bart makes his way around the poltergeist-infested Simpson house.

### Yum Yum, Thanks!

He moves a little awkwardly, with every jump a major effort, and a catapult fire that's as useful and

accurate as a one-handed watch. In fact, all of the platform sections control so stiffly that the characters look like robots.

There's so much that's right with this game though. Apu, Skinner, Mo, Krusty, Burns et al are all in place, it's beautifully designed and the creepy version of the theme that plays throughout isn't bad. But if you've shelled out so much money for it, there just aren't enough fun gags, useful options or interesting secrets to explore. We're not gonna have a cow, man, but it's a screaming shame.

Jem



## Treehouse Of Horror

Never mind that the game has about as much to keep you entertained as a brick, you can always catch up with the animated series on Sky or BBC 2 (when they bother to show new episodes that is). Now in its eleventh season in the States, Bart, Homer and co have been through, yes, you guessed it, eleven different Halloween specials, with three or four stories in each. The aliens Kang and Kodos are always included, and film spoofs so far have included *I Know What You Did Last Summer*, when Marge runs over Ned Flanders, *Twilight Zone: The Movie*, when the Springfield School Bus is attacked by a gremlin, and Edgar Allen Poe's *The Raven*. Homer has even been through a vortex and come out three-dimensional!



**In my opinion...**  
This is sooo close to being right on!

I think Jem might be being a bit harsh here. It's true that this game is cripplingly difficult, but it sure makes a challenge. The graphics are excellent, and there's so many different places to go! If it wasn't for the slow jumping and annoyingly persistent baddies, this game would be tops!

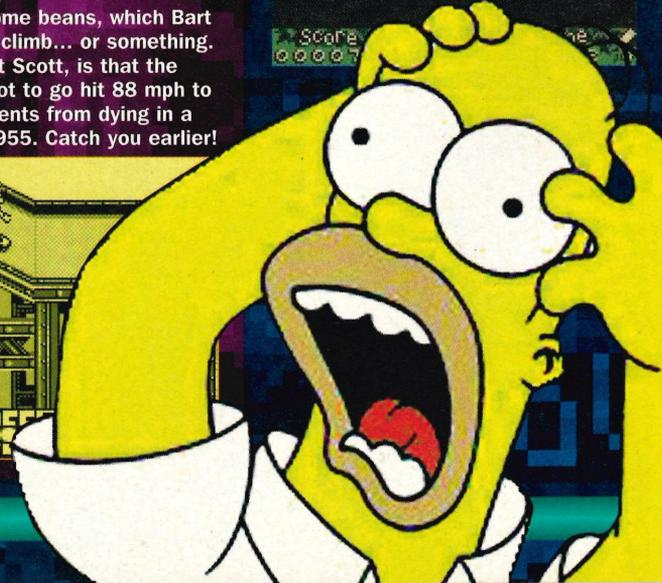
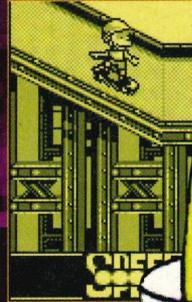
Ange

## Marvin McFly on The Simpsons

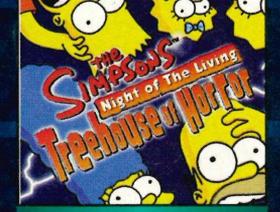
Hi! My old time-travelling buddy Dr Shrew can't be expected to be in two places at the same time (actually he can, but never mind) so he asked me to step in here and tell you all about the history of *The Simpsons* on the Game Boy. Going back in time to 1991, there was the almost forgotten *Escape From Camp Deadly*, which led to possibly the best and most difficult monochrome Simpsons adventure *Bart Vs The Juggernauts*, where you have to raise money by competing in all sorts of wacky events, from skateboarding to self-electrocution. Strangest of all was *Bart & The Beanstalk*, where the Simpsons sell their cow to Monty



Burns for some beans, which Bart then has to climb... or something. Heavy. Great Scott, is that the time? I've got to go hit 88 mph to stop my parents from dying in a jam jar in 1955. Catch you earlier!



## Total Game Boy Verdict



Price	£24.99
From	THQ
Release	April
Genre	Adventure
Players	1
Web	www.thq.co.uk

- Extras**
- Link-up
  - Battery save
  - Passwords
  - Infra-red
  - Printer
  - Rumble Pak

### Woo-Hoo!

- Great graphics and loads of your favourite faces form the cartoon.
- Fine music and sound. And there's plenty of places for you to explore.

### D'oh!

- Seven levels – count 'em – SEVEN! If there were more this would be top!
- Awkward character controls and stupid difficulty level.

### Or you could try...

Scooby-Doo: Classic Creep Capers  
From THQ

Another lovely looking, nice sounding, initially fun cartoon title with short lifespan.

**Graphics** ★★★★★  
All your faves are here... in miniature!

**Sound** ★★★★★  
It's the Simpsons theme, but in a repetitive mobile phone style.

**Playability** ★★★  
Awkward controls and silly difficulty.

**Lastability** ★★  
It only lasts because it's so ridiculously difficult!

### Final Rating

# 70

Woo Hoo! The Simpsons are back! But it's a tiny game for 25 quid!

Welcome to the  
wonderful world of...

# Game Boy Crazy!

Scooby-Doo,  
The  
Simpsons &  
Toy Story  
Posters  
start on  
page 41!

## Link-Up

Letters, Emails, Jokes

36

The postbag has been overflowing with letters and our email inboxes are beeping all the time - thanks for the great response and keep it up. You can read what all the other Game Boy fans are thinking about over on the Link-Up pages.

## Stuff

Gadgets, gizmos, toys and videos!

40

Part of the great new Game Boy Crazy section of the mag includes a look at the latest toys, videos, gadgets and thingamejigs that might be of interest to you, our beloved reader. Quick, get over there and take a look!

## Dr Shrew

Go all retro with the Doctor!

37

Our time travelling rodent will spin us back in time each issue so that we can reminisce about games gone by... this issue we check out an aging Game Boy classic starring a rather famous cat!

## Win! Win! Win!

Win your weight in Jammie Dodgers!

46

You can enter all of our competitions in one go by filling in a handy voucher. This issue grab some great *Buffy*, *Battle Of The Planets* and *Digimon* videos and scoff yourself silly by winning your weight in Jammie Dodgers!

## Osmondle

A new kind of videogame star!

38

It's the dawn of a new era in videogame stars - Osmondle the Frog! Follow his adventures as he battles through the realm of videogameland. Each issue we'll continue the epic story and keep you on the edge of your seat!

## The Gallery

Your pictures, hangin'!

48

We just love getting all your pictures in - there are some incredibly artistic types among you lot! You'll find the best we've received hanging in the all new Gallery section, with a very special lady to introduce them!

## G-Club Oskars

Which games will win?

39

This is your chance to make a difference! The people at THQ G-Club want you to vote for the best Game Boy and Game Boy Color games of 2000. All you have to do is look at the categories and let us know!

## Puzzles

Get your brain whirring!

50

Another new addition to TOTAL GAME BOY - a regular puzzle section where we'll tease and twist your brains with some tricky crosswords, wordsearches, spot the difference - you know the kind of thing!

# Link-Up

## Link To Us!

Keep all your thoughts, rants and opinions on everything even vaguely Game Boy coming in. Your silliest jokes would be appreciated too!

**MAIL:** Link-Up, Total Game Boy, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS

**EMAIL:** Or email us at [jem@paragon.co.uk](mailto:jem@paragon.co.uk), marking your mails 'LINK-UP'.

**TEXT:** And we really want all your text messages too! Send in your thoughts to us on **07941 921 854!**

Plus, if you've got any carrier pigeons at all, we'd be happy to see them!

## Letter Stats!

Amount of letters praising the mag to the hilt	<b>63%</b>
Amount of letters slagging us off	<b>2%</b>
Amount of letters about Pokémon	<b>20%</b>
Amount of letters shamelessly requesting Xploders	<b>15%</b>
Amount of Pokémon pictures	<b>100%</b>

**Total Game Boy**

## Star Letter

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

Dear Total Game Boy

Issue 15 was totally awesome. The reviews were hilarious. I opened the mag and it was review city! I read every section EVEN *Maya The Bee!* My rating for TOTAL GAME BOY mag is 10/10. I love your magazine so much that I've decided to do my own review.

## Total Game Boy Magazine



Price £2.99  
From Paragon Publishing  
Release Every six weeks  
Genre Cool mag

Final Rating

**100**

"Reviews are the highlight of issue 15 - they're cool and informative!"

## Reviews - Awesome and Hilarious

The kind of mag every Game Boy lover should have. From reviews to general help, this mag is No 1! Reviews are the highlight of Issue 15, they're funny and informative. The help this time was based on *Pokémon Trading Card Game*. It tells you everything you need to know. By the way, which game would you recommend: *Tomb Raider* or *Lego Stunt Rally*?

Jojo Bonham, Burley-in-Wharfedale

Dear Jojo,

Just a note to all readers - this isn't us blowing our own brass instrument, Jojo's review just made us all laugh so much we think she deserves the XploderGB this issue! Here's a thought - why not send in your own reviews of games we've covered, to get a totally different perspective? The writer of the best review will win some lovely Game Boy stuff scraped out of the back of our cupboards. And by the way - you'll probably get more play out of *Lego Stunt Rally* - it depends how strong the allure of *Lara Croft* is.

Quick tip!

This mag is so hot don't be left in the cold at the back of the queue.



You're joking?!

Q: What invention allows you to see through walls?  
A: A window.

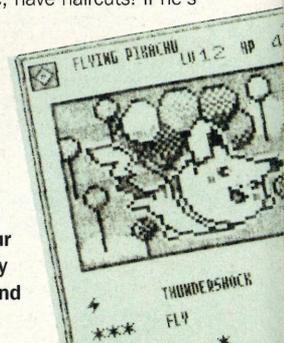
## Silver Tips

Dear Total Game Boy,

Hi I'm back. I've come writing again to give advice... First, in the *Pokémon Trading Card Game* for the GBC, I've printed some er... stuff. Secondly, advice for *Gold* and *Silver*. If you're not too good at training Pokémon, listen up! The best monster to start with is *Cyndaquil*. If you don't then catch a *Magmar* or other Fire Pokémon - they will be useful against the Steel monsters. The Radio Tower in Goldenrod City is Team Rocket. Beat Team Rocket and you get a Silver Wing that is related to *Lugia*. *Suicune*, the Legendary dog Pokémon can be found near the Miltank farm. And finally, for *Togetic* to evolve into *Togetic*, have haircuts! If he's unhappy - trouble!

Michael Ofler, Durham

Dear Michael, Who said real Pokémans were a dying breed? You obviously know your stuff. We've already completed *Silver* and *Gold*, but more top tips are always useful! And you're certainly onto something with *Cyndaquil* - he can become lethal in the right hands!



**LEGO** **Stunt Rally**



**THE MUMMY™**  
**PLAYGAME**  
**PASSWORD**  
 TM & © Universal Studios  
 ©2000 KODAMI. ALL RIGHTS RESERVED.  
 LICENSED BY NINTENDO.



## Wheels or Bandages?

**Dear Total Game Boy,**

I would just like to say that I absolutely love your magazine. I get it every single time it comes out. I never buy a game without seeing if it is in your magazine. But I'm having a little bit of trouble - I have just had my birthday recently, and have some money left over, and I do not know which game to get - it's got to be either *Lego Stunt Rally* or *The Mummy* which I saw advertised in the same edition. If you could help me decide I would be grateful for your help. Oh, and keep up the good work, cos I think the mag is absolutely brilliant.

**Sarah Ellis, Goole**

**Dear Sarah,**

It's a bit late, but happy birthday! Both games have loads going for them, so it's hard to tell you what to buy. *The Mummy* is an incredibly hard and deep platform-type puzzler. It won't last forever, but if you liked the movie, and like the style, many of the puzzles are hard enough to keep you dipping in for a very long time. *Lego Stunt Rally* on the other hand, isn't as engrossing but has more lastability, cos you get to design your own tracks and race round 'em. This means there are more tracks than any other game, but no two-player. Hang on, we've just made it even more difficult. Sorry!

## A Stirring Tale

**Dear Total Game Boy,**

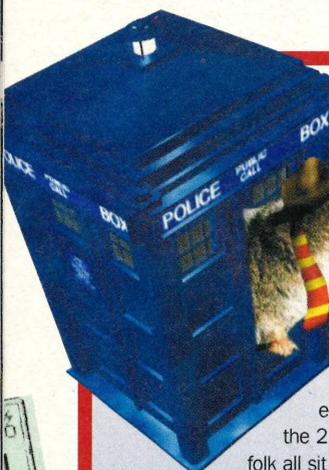
I was once a boy looking for a Game Boy magazine. I went to my local newsagent one day and found your magazine on the shelf at the back of the shop and ever since then I have bought every issue. Every time I buy your magazine I can't wait to get back home and read all your reviews and check out the cheats pages. I am also a big *Zelda* fan, and can't wait for the new game after seeing your preview last issue.

**David Silence, Northfield**

**Dear David,**

There's no answer to that! Have you told your friends what you think of the magazine, especially now that it's almost twice the size? Over the next few issues, we're going to start building in guides to Game Boy Advance games, and your opinions and input are always deeply appreciated. And there's only a couple of months to wait for *Zelda* now!

**You're joking?!**  
**PATIENT:** What do the X-rays of your brain show?  
**DOCTOR:** Nothing.



# It's Dr. Shrew!

**The time travelling rodent recalls some of the best and most confusing Game Boy Games from times past...**

**H**ello and Happy Halloween to you all. In the 21st century, you folk all sit back awaiting your Game Boy Advances and remember the old monochrome Game Boy games with fondness. Those were the days, eh? You didn't have to buy link cables or mobile plug-ins - you'd just sit back and enjoy a simple

adventure. Well, you can rest easy, for I have just returned from the turn of the Nineties, and to be honest, they were rubbish.

But the odd few do shine through. One enjoyable little adventure I dug up recently was *Felix The Cat*, released by Hudson in 1993. This great *Mario*-inspired romp sees you chasing after something nasty that has kidnapped your female counterpart, as per usual. The platform adventure has all the usual nice pick-ups, weird enemies and

difficult leaps, but the great bonus is that as you collect Felix icons, every now and then you go up a level, from carrying a boxing glove, to magic man, to crazy UFO, and a massive tank. If you get hit, you go down again, but that's the fun. You need to reach the boss with the best ammo available, so self-preservation is the key. I believe it to be a Hum-Dinger of its time. I shall see you with another GB classic next issue, which will be in roughly thirty seconds for me. Here I go...



# Link-Up

## Gift Giggles

**Dear Total Game Boy,**  
I think that issue 15 totally ruled. I completely adored the stupid looking face of that strange

creature Gift. But what really made my head turn into the shape of his was the quote 'It could prove to be God's Gift'. Bah – a slob like him, no way... I'd rather kiss a toilet seat!

Ever since as I saw issue one in the shops I have been buying the mag, but issue 15 was the best it has to be said. Thanks for the giant Mario Tennis poster, I've got it on my wall right now but I can't put my Lego Alpha Team poster up as well because it's on the back!

By the way I'm stuck on what to buy – DKC which I loved on the N64 or Zelda which I also love. I don't know which to get, it's hurting my brain. I know you GB Geniuses have the answer!

**Christopher Collins-Georgio, Stevenage**

**Dear Christopher,**  
**No. We wouldn't fancy a tongue sandwich with an**

annoying little perisher like Gift either. As for your Donkey Kong Country/Zelda problem, it kind of depends on how much cash you've saved up. Zelda is now due out in late June, so there's more time to afford that title – and of course you can get DKC right now!

## Poké-Not!

**Dear Total Game Boy,**  
A boy in my class got a 15-in-1 game including Pokémon Silver and, wait for it – Pikachu Land! You may be thinking, 'Oh my God! Where do I get it? When can I get it?' I'm definitely not insulting Pokémon, but talk about rip-off! It is exactly like Marioland 1. Same start, same levels, the mushrooms, flowers and hearts are little thunderbolts – and remember the flies in the first level that Daisy transforms into? In Pikachu/rip-off land, they are Jigglypuffs. When/if it comes out, buy it because it's a good game, but don't bother if you have Marioland! I have some questions for you...

- 1 Are there any Digimon or Charmed GB Games coming out?
- 2 Why can all the fantastic 15-in-1 games be found in America or Spain, but never Ireland?

**3** How much money do you think I should sell my original Game Boy for?  
**Owen Sheehy, Dublin**

**Dear Owen,**  
A-ha, you see, these darned blatin' hacks are everywhere! See our 'Hack Watch' feature this issue to see just how low these people can get (although even we'd never heard of Pikachu Land!). These 15-in-1 games are obviously completely illegal, which is why you're not likely to get them anywhere over here – we get the quality, genuine games, not something that some little fool has rigged up in their spare time.

As for Digimon and Charmed, there are no plans at all for Game Boy Color games on them, but who knows about the Game Boy Advance, now that Sonic's on board? As for Charmed, if you remember the Buffy The Vampire Slayer game, perhaps it put people off those kind of games altogether.

Finally, Owen, your old Game Boy? Keep it. It's not really worth more than a fiver to anybody, unfortunately, and it's something to show the grandkids when they're flying around in their space modules!

**You're joking?!**  
**Q:** What did the scientist prove when he found bones on the moon?  
**A:** The cow didn't make it.

## OSMONDLE THE FROG



EVERYONE HAS HEARD OF MARIO, SONIC, RAYMAN AND LARA CROFT, BUT THERE IS ONE BOLD PLATFORM ADVENTURER WHOSE STORY IS YET TO BE TOLD...

IN THE SHINING LAND OF AMPHIBIA LIVES OSMONDLE...



THE GREATEST VIDEOGAME CHARACTER OF THEM ALL!

BUT BEFORE HIS GAME CAN START, OF COURSE, OSMONDLE HAS TO GO THROUGH THE USUAL HOURS OF BACKGROUND PLOT! HIS UNCLE, KING ASCANDLE, SEES HIM OFF ON HIS FIRST ADVENTURE...



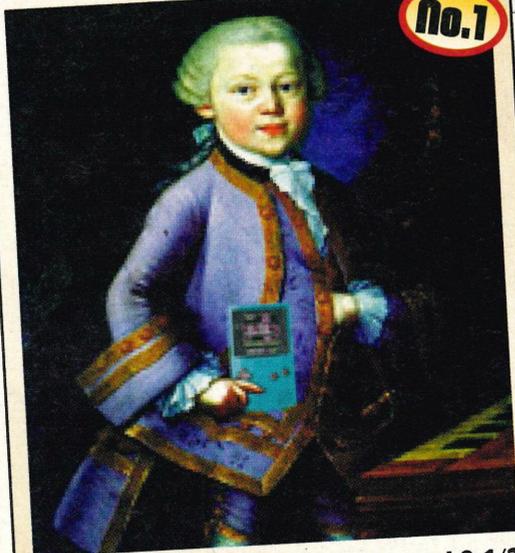
VERY WELL, UNCLE - I WILL UNDERTAKE ANY DANGER TO SAVE THE PRINCESS AND RESTORE THE BALANCE OF GOOD & EVIL & THAT... I SHALL FIGHT THIS EVIL! WHAT MUST I DO?

WELL, FIRST YOU'VE GOT TO JUMP ACROSS A FEW LEAVES, BOUNCE ON A SNAIL'S HEAD AND PICK UP A MUSHROOM!



## Me And My Game Boy

No.1



By Wolfgang Amadeus Mozart, aged 9 1/2

Venn I am touring ze courts and ladies chambers of Europe showing off my skills on ze piano und violin, it always gets kinda boring, you know? Zat is venn mein Schpieljunge comes in handy. All I haff to do is stick in meine Tomb Raider of Varioland Drei Cart and play away until ze next movement begins. It is the cool thing, baby!

Next month, Marilyn Monroe gives tips on Pokémon Silver.

## WHY DON'T YOU...?

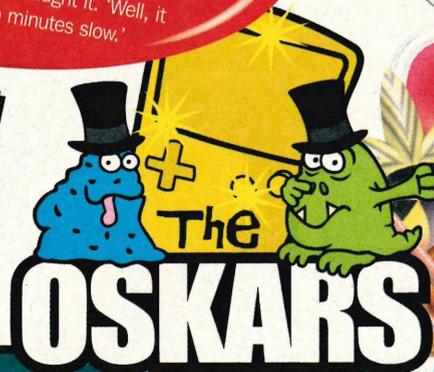
Ever read a GB review and thought we were too hard on a game? Or have we given a great review to a cartridge that you wouldn't use as a doorstop? We're offering a free Game Boy title to YOU when you send in your own review of a recent GBC title. Whether it's your fave game of all time, or a waste of space, we want to know what you think. Just make sure your review is no more than 150 words and give it a final rating out of 100. Then email it to us at... [jem@paragon.co.uk](mailto:jem@paragon.co.uk) or send it in to the usual address. Beat us at our own game!

### You're joking?!

Three men were having a competition to see who could drop their watch off a cliff, run down and catch it before it hit the ground. The first man dropped his watch, ran down and missed. The second man dropped his watch, ran down and missed too. Then the third man threw his watch over the cliff, ran down and caught it. The other two men asked him how he caught it. 'Well, it was easy. My watch is two minutes slow.'

# G-CLUB OSKARS

Snotty and Greebo, and everyone at G-Club are proud to announce their first annual Nintendo Game Boy Oskars – where every G-Club member has the chance to nominate their favourite Game Boy game of the last twelve months or more (2000 basically) and win loads of nice stuff in the process! The categories for this year's award ceremony are as follows...



**Best Visual Effects**

**Best Sports Game**

**Best Shoot-'em-up**

**Best Platformer**

**Best Racer**

**Best Puzzler**

**Best Adventure**

**Best Soundtrack**

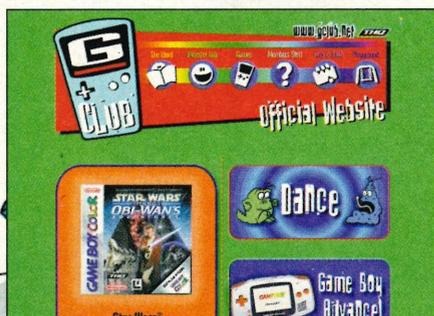
**Best Magical Moments**

**Best Hidden Levels**

**Best Actor**

**Best Actress**

**Overall Best Game**



All you have to do (apart from join the coolest videogame club in the universe, if you're not already a member) is log onto the Official G-Club Web site at [www.gclub.net](http://www.gclub.net) and cast your votes! All members of G-Club can enter their nominations while catching up on the latest news, reviews, tips etc. Members who have entered will be placed in a prize draw to win a number of Game Boy goodies, including Game Boy Advances and goodie bags bursting with brilliant games! We'll be joining our hosts Snotty and Greebo for the results in the next issue of TOTAL GAME BOY!

# STUFF!

There's so much cool stuff around these days... and you'll find all the best goodies on these pages.

**Stuff Yourself Silly!**

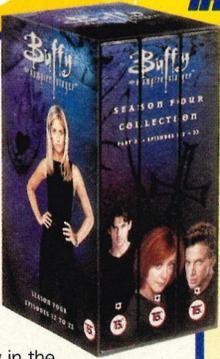
# Videorama!

Here's a selection of the best videos coming to a small screen near you very soon. You can win them all by filling in the form on page 45!

## Buffy The Vampire Slayer

Season 4, Episodes 11-22

■ Certificate 15  
 ■ Published by 20th Century Fox



It's Buffy. What more do we need to say? The only TV show in the history of the universe to combine the normal trials and tribulations of teenage America with sticking stakes in vampires and slaying demons. The last part of season four, episodes from eleven to twenty-two, features some of the hottest action yet as both Buffy and Willow find themselves torn between both old and new loves. Angel makes a special guest star appearance and throws a spanner in the well oiled cogs of Buffy's blossoming new relationship, while Oz rocks back onto the scene, making Willow wonder just who she really cares about.

### Win!

Can you live without it? No, of course you can't. So answer this question, and you could be the lucky winner of one of five glossy, beautifully boxed sets, courtesy of 20th Century Fox.

**What is the name of Buffy's non-college student, vampire-slaying friend?**

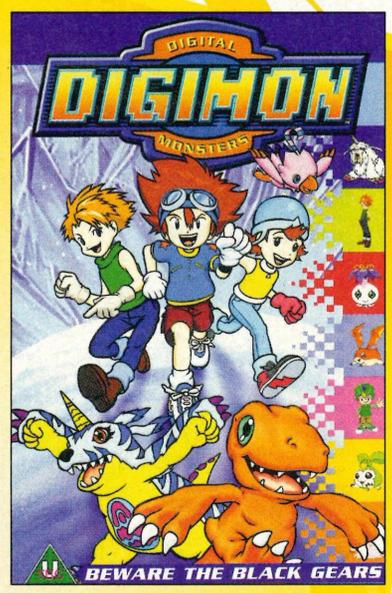
- A. Whitley
- B. Xander
- C. Ralph



## Digimon Digital Monsters Volume 3

■ Certificate U  
 ■ Published by Fox Kids Video

The seven heroes from Digimon – Tai, Sora, Matt, TK, Izzy, Mimi and Joe – are off to face danger and adventure again in this, the third video collection of their travels. Currently the number one kids show State-side, *Digimon* is the Fox Kids Network's top programme. Featuring such tremendous classics as Ikkakumon's Harpoon Torpedo, in which Joe and Gomamon are attacked by Uniom, and Subzero Ice Punch, in which the kids get stuck on Freeze Land and meet Snowman Yukidarumon, this is a must for Digi-fans everywhere!



### Win!

One of five copies of *Digimon Digital Monsters: Volume 3*, courtesy of Fox Kids Video. All you have to do is answer this simple question:

**What colour egg does a Koromon digivolve from?**

- A. Orange
- B. Green
- C. Red and green spotted

## Battle Of The Planets

Videos 2 and 3

■ Certificate U  
 ■ Published by Mollin Video Ltd

Wow! After the astounding success of the release of the first *Battle Of The Planets* video, the fighting five are back! In the groundbreaking animé 'toons, G-force (Mark, Jason, Princess, Tiny and Keyops) and their cerebonic superpowers, were the Earth's only defence against the evil and scheming Zolta from the planet Spectra. With their ability to tranmute and use the fiery phoenix spaceship, the G-force were indestructible!

### Win!

A copy of *Volume 2: Rescue Of The Astronauts* and *Volume 3: The Jupiter Moon Menace*, thanks to Mollin Video, just by answering this question:

**What is Zolta's planet called?**

- A. Blod
- B. Spectra
- C. Mistry



# SCOOBY-DOO!



LIKE, WHERE ARE THE SCOOBY SNACKS?!

IT'S SCRAPPY-DOO - EVERYONE HIDE!

ROOBY ROOBY ROO!

total  
**GAME BOY**  
POSTER!





# THE SIMPSONS

**total**  
**GAMEBOY**

The Simpsons™ & © 2001 Twentieth Century Fox Film Corporation. Game and software © 2001 THQ Inc. Developed by Software Creations (New Concepts) Limited. Fox Interactive and its logo are trademarks of Twentieth Century Fox Film Corporation. Software Creations and its logo are trademarks and/or registered trademarks of Software Creations Limited. Exclusively co-published and distributed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. © Nintendo of America Inc.

total  
**Game Boy**  
**POSTER!**



WHERE ARE YOU GRANNY?

## Boglins

- Manufacturer Vivid Imaginations
- Web site [www.vivid.demon.co.uk](http://www.vivid.demon.co.uk)
- Cost £9.99-£14.99

Remember this ugly little thing, do you? No? Well you can't be as old as us then, because the one abiding memory we have of these is running around like little imps and scaring grannies witless. Well, maybe. Anyway, it's revival time for these beautifully formed (or not, as the case might be) lumps of rubber, with their lecherous little hands and slobbering tongues – so not the sort of toy you cuddle up to in bed then... unless you're Jem, of course.

WHAT'RE WE DOIN' HERE?

## Chirpy-Chi

- Manufacturer Tiger Electronics
- Web site [www.tigertoys.com](http://www.tigertoys.com)
- Cost £24.99

First there was an electronic dog, then there was an electronic cat and now we have an electronic bird. What next, an electronic horse? So what does this virtual bird actually do then? Well, apart from flapping its wings and bobbing up and down, it sings eight songs and chirps another 40. But like any bird, it needs feeding and seeing as it can't fly, you need to help the little blighter by providing it with a stable, balanced diet – that'll be where the ear of corn comes into play. They even interact with other Chirpy-Chis thanks to infrared technology, which is nice – just so long as they don't start singing at five o'clock in the morning with the rest of the birds!

GETTIN' A FIVER AN HOUR!

SO SHUT UP AND SMILE!

# Win! Win! Win!

## Voucher!

You can enter all the competitions in TOTAL GAME BOY by using this one, easy to find voucher. Just jot down the answers to the questions on the competition of your choice, then put your name and address and cut out the coupon to send it off. No mess, no fuss and you can choose whether you want to enter just one compo, or the whole lot with one stamp!

### Buffy The Vampire Slayer

What is the name of Buffy's non-college student, vampire-slaying friend?

- A. Whitley
- B. Xander
- C. Ralph

### Digimon Digital Monsters

What colour egg does the Koromon digivolve from?

- A. Orange
- B. Green
- C. Red and green spotted

### Battle Of The Planets

What is Zolta's planet called?

- A. Blod
- B. Spectra
- C. Mistry

## Jammie Dodgers Compo!

What is Fumanchew's catchphrase?

- A. Ooh Dad, spread a little butter on my crumpet
- B. Ooh Nan, drizzle a bit of olive oil on my bread
- C. Ooh Mother, spread a little evil on my toast!

What do Americans generally call jam?

- A. Jelly
- B. Red Bunkum
- C. Shmooky Sauce

Who was the UK's greatest ever wrestler?

- A. Pope John Paul XIII
- B. Big Daddy
- C. Medium Sized Auntie

My name is .....

I live at .....

My postcode is .....

My telephone number is .....

My email address is .....

I was born on .....

From time to time you may be sent news about exciting new products and opportunities that are of interest to TOTAL GAME BOY readers. If you do not wish to receive such information please tick this box.

## Total Game Boy 17

cut out this voucher and send it in to...

### Compos 17

**Total Game Boy  
Paragon Publishing  
St Peter's Road  
Bournemouth  
BH1 2JS**

**It must arrive here with us  
no later than 17 May!**

## Chibibotto

- Manufacturer Tiger
- Web site [www.tigertoys.co.uk](http://www.tigertoys.co.uk)
- Cost £12.99

If you speak a word of Japanese you'll know that Chibibotto literally means 'little robot', which is sweet... as is the actual toy. Although essentially nothing more than a fancy alarm clock, Chibibotto does a whole lot more as you interact with it. Not only does it make faces, but when it gets all excited it wiggles its little legs and arms which is cute in a sickly kind of way. Even so it's guaranteed to put a smile on your face and put you off doing any work!

**Win! Win! Win!**

**BE A JAM HEAVY WEIGHT WITH... JAMMIE DODGERS!**

**W**e've had some compos in our time, but this (ahem) takes the biscuit! The purveyors of everyone's favourite jam-filled chewy biscuit proudly announce their latest venture – *Jam Wrestling!*

In the sticky world of the JDWWJWF, contenders battle it out in a huge Jammie Dodgers wrestling ring filled to the brim with gooey jam. The contenders include the Good, in the guise of current champion The Rat, the Bad – Fumanchew and his Evil Hordes, and the downright smelly, aka Dr Pongadoo. They'll be battling it out under your very nose at the end of the month, but in the mean time, those nice people at Jammie Dodgers are offering you your own weight in Jammie Dodgers! PLUS! A complete Jammie Dodgers wrestling kit comprising head gear, knee and elbow pads, vest and shorts. If you want this strange mix of gluttony and exercise, simply answer these three questions and send it into the usual address no later than 17 May.



What is Fumanchew's catch phrase?

- A. Ooh Dad – spread a little butter on my crumpet!
- B. Ooh Nan – drizzle a bit of olive oil on my bread!
- C. Ooh Mother – spread a little evil on my toast!

What do Americans generally call Jam?

- A. Jelly
- B. Red bunkum
- C. Shmooky Sauce

Who was the UK's greatest ever wrestler?

- A. Pope John Paul XIII
- B. Big Daddy
- C. Medium Sized Auntie



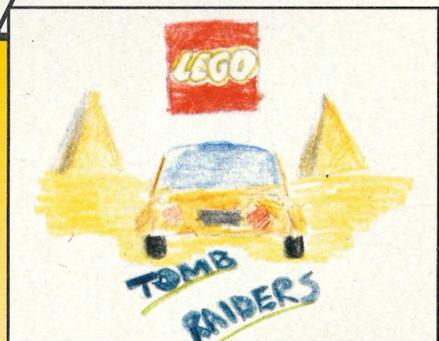
## Won! Won! Won!

### SABRINA: ZAPPED!

You're a soft lot, ain't ya? The amount of people that thought that practitioners of white magic are known as 'Practitioners of white magic' seriously outweighed the amount of sensible people who knew they were called Wiccans. Never mind, copies of the fun *Sabrina* game will soon be winging their way to: Matthew Watts of Essex, James Urquhart of Solihull, Eugene Wallser of Teignmouth, Matthew Smith of London and Sarah Ellis of Goole. Magic!

### LEGO COMPO

People who wanted to get their hands on the brand new Lego Truck Rally set, plus all three of the fantastic Game Boy titles, include young Alex Bestwick of Sandyford, who sent in a Star Wars Lego idea, and Joe Willis of Banbury, whose Harry



Potter design will surely soon see the light of day anyway. A bizarre late entry comprising of a 'Hinge-Belly Pig' came in from Robert Hughes of Norwich, and they all get copies of Lego Alpha Team, with the star prize going to Thomas Barrett of Hexham, who sent us pages and pages of carefully crafted *Tomb Raider* designs. And he very carefully and sneakily avoided getting sued by Core design! He wins both the jackpot, and a chance to see his design in print. Yay!

# XPLODERGB

THE ULTIMATE CHEAT CARTRIDGE

Cheats Pre-Loaded for over  
400 Games including all  
Pokemon Series  
& stores new cheats



THE UK'S  
**NO.1\***  
BEST SELLING  
CHEAT SYSTEM  
\*OFFICIAL CHART TRACK FIGURES  
2000

PLUS!  
BUILT IN  
CHEAT  
TRAINER

**XPLODERGB**  
C O D E L I N E  
THE LATEST XPLODER CHEAT CODES  
0900 7779757  
LINE OPERATED BY THE NATIONAL TELEVISION AND SOUND BROADCASTING CORPORATION. NOT FOR SALE IN THE UK ONLY  
www.xploder.net



# XPLODERLITE

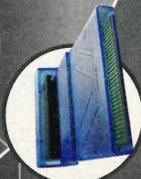
CHEAT CARTRIDGE FOR GAMEBOY™  
COMPATIBLE WITH GAME BOY™ SYSTEMS



INCLUDES CHEATS  
FOR OVER 200 GAMES  
INCLUDING POKEMON™  
RED, BLUE, YELLOW,  
GOLD & SILVER,  
INCLUDING  
MEW™ & CELEBI™



INCLUDES  
MASSIVE  
POKEMON™  
CHEAT SHEET



# BLAZE

FOR USE WITH GAMEBOY COLOR, GAMEBOY POCKET AND GAMEBOY CLASSIC

The only Cheat System compatible with Xploder™ Action Replay™ and GAMESHARK™ cheat codes.  
**BLOW YOUR GAMEBOY GAMES WIDE OPEN!**

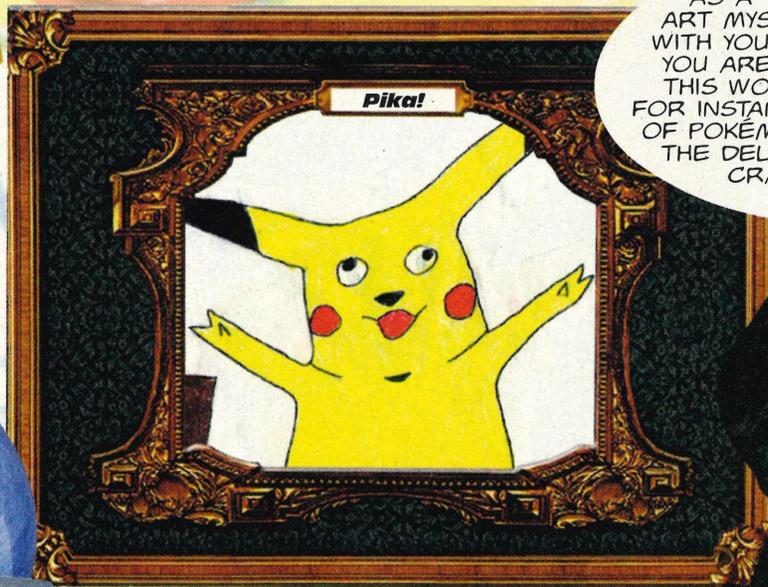
BLAZE, Xploder Lite, Xploder GB, Xploder Boy and Blow your games wide open are trademarks of Fire International Ltd.  
Fire International Ltd, Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster, DN2 5TB, Tel: 01502 321855 Fax: 01502 322061 Email: blaze@fire-international.ltd.uk  
Check out our websites: <http://www.xploder.co.uk>, <http://www.blaze.de>, <http://www.blaze-gear.com>, <http://www.xploder.net>  
Gameboy is a registered trademark of Nintendo of America. GameShark is a registered trademark of Game Electronics Ltd.

# The GALLERY



**Poké Trainers**

**David Thomas**



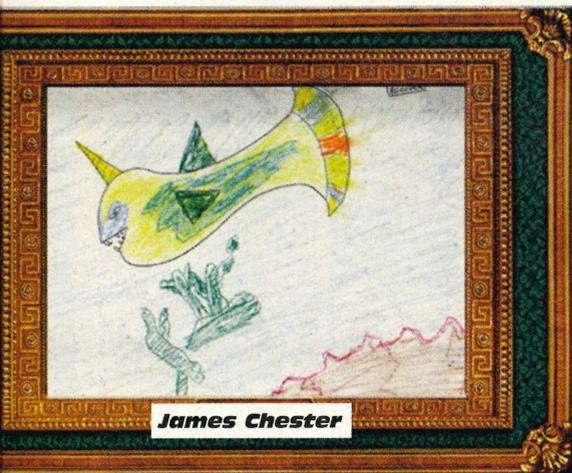
**Pika!**

HOWDY! SPEAKING AS A TIMELESS WORK OF ART MYSELF, I MUST SAY THAT WITH YOUR ENTRIES THIS WEEK, YOU ARE REALLY SPOILING US! THIS WORK BY DAVID THOMAS, FOR INSTANCE, IS A MASTERPIECE OF POKÉMON COLLAGE. NOTICE THE DELICATE USE OF PENCIL CRAYON ON MISTY'S PANTS!

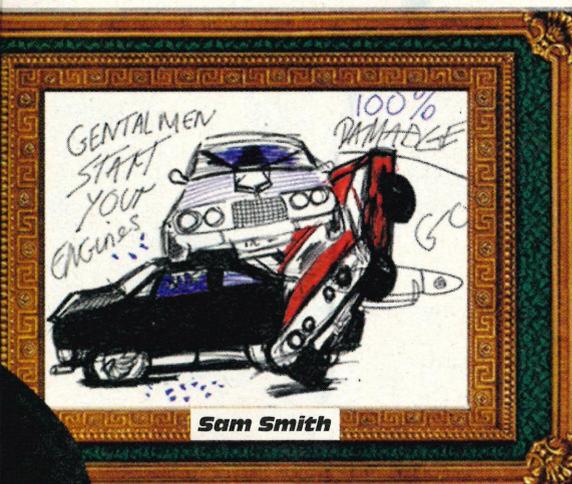


# RY

**Now it's time for us to take a back seat and put our feet up, as you do all the work, and we take a little walk through The Gallery, with your host, the Mona Lisa...**



**James Chester**



**Sam Smith**



**James Crawford**



**Nick Hoth**

## Why Don't You?

Keep your piccies coming in, we love 'em! But remember - there are more things to draw than just Pokémon! Send 'em to...

The **GALLERY**

Total Game Boy,  
Paragon Publishing,  
St. Peter's Road,  
Bournemouth,  
Dorset  
BH1 2JS



**See you next issue!**

# PUZZLES

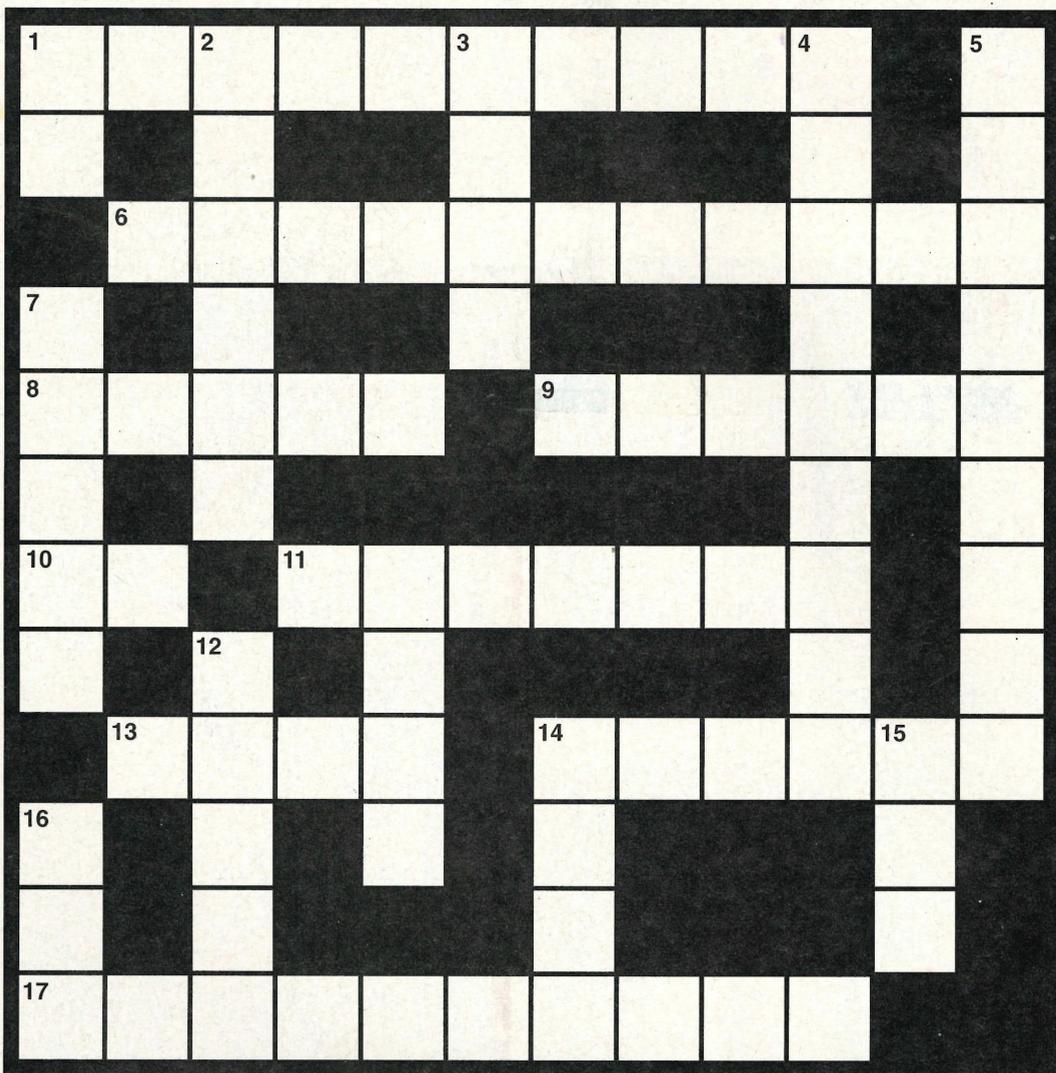
## CROSSWORD

### DOWN

1. The Driller's marital status. (2)
2. Tintin's recent Temple adventure. (6)
3. What you do in an RPH hotel. (4)
4. The webbed wonder recently on GBC. (6-3)
5. The fiery Pokémon No. 155. (9)
7. Mario's scaly, cookie-loving mate (5)
12. Pressing A and B all the time hurts your... (5)
14. He's helped Zelda out a few times. (4)
15. Alfred Chicken can lay one of these Dizzy things. (3)
16. Everyone's favourite GB builder! (3)

### ACROSS

1. Scooby & Co always explore the most... cases. (10)
6. Rayman first appeared on this console. (11)
8. Popeye's oily girlfriend. (5)
9. A snappy GB accessory. (6)
10. The crucial Pokémon moves. (2)
11. Ash's surname! (7)
13. The Marvel God of Thunder. (4)
14. The Simpsons' rubbish lawyer, Mr Hutz. (6)
17. British actor that played Mario. (3, 7)



## SPOT THE DIFFERENCE

**Dastardly and Muttley have got more evil doppelgangers! Can you spot the ten differences between the two?**

The answers are over on page 82!



# TELEGAMES

CREATING GAMES FOR GAMERS

## GAMEBOY COLOR

BRINGS YOU SHAMUS - TOWERS  
- YARS AND RHINO!



### TOWERS -

- FIRST-PERSON MOVEMENT THROUGHOUT A REAL-TIME 3-D WORLD
- BECOME ONE OF FOUR CHARACTERS, EACH WITH DIFFERENT ATTRIBUTES
- HUNDREDS OF MONSTERS TO BATTLE AND ITEMS TO FIND
- 15 COMPLEX LEVELS TO EXPLORE
- BATTERY BACK-UP TO SAVE TWO SEPARATE ADVENTURES

**BEST SELLING CLASSIC GAME GOES PORTABLE.**

- LARGE SCROLLING SCREENS WITH NON-STOP EXCITEMENT
- GRAPHICALLY ENHANCED, BUT FAITHFUL TO GAMEPLAY
- MORE THAN 250 LEVELS WITH PASSCODE ACCESS
- REFLEX-TESTING ARCADE ACTION FOR EVERYBODY

**'INTENSE ARCADE ACTION!'**

- FOUR LEVELS
- 128 ROOMS
- PASSCODE ACCESS
- NERVE-RACKING EXCITEMENT
- REFLEX-TESTING ACTION

**'RHINO RUMBLE SEES THE ADVENTURES OF ROCKY THE LITTLE RHINO, ON HIS QUEST TO QUENCH HIS THIRST, AFTER HAVING EATEN TOO MANY PEPPERS AT A JUNGLE PARTY.'**

- NINETEEN LEVELS
- SECRET AREAS
- SEVEN CHALLENGING WORLDS
- THIRST QUENCHING ACTION



## ALSO NEW FOR



- FULLY DESTRUCTABLE ENVIRONMENT: DESTROYS EVERYTHING ON SCREEN
- THREE ROBOT TYPES AVAILABLE: IRON SOLDIER, SATYR WALKER OR CE TECH
- 15 MOUNTABLE WEAPONS
- 25 SINGLE PLAYER MISSIONS + ARCADE MODES
- TWO PLAYER DUAL MODE AND COOPERATIVE MODE
- ENHANCED DESTRUCTION EFFECTS FOR BUILDINGS AND ENEMIES AMID ROLLING TERRAIN
- FULLY TEXTURED MAPPED & SHADED 3-D WORLDS

ALSO PLAYS ON THE

**N64 OR DREAMCAST JOYPAD ONLY £5.00**

WHEN BUYING ANY GAME FOR N64 OR DREAMCAST FROM US

### 2 FANTASTIC MONEY SAVING BARGAINS

**LYNX 16 BIT COLOUR HAND HELD WITH BATMAN AND CHESS GAMES AND FREE MAINS UNIT - ONLY £39.99. LOADS OF EXTRA GAMES AVAILABLE.**

**JAGUAR CONSOLE WITH 2 GAMES, CONTROL PAD ETC PLUS FREE DOOM GAME £39.99**

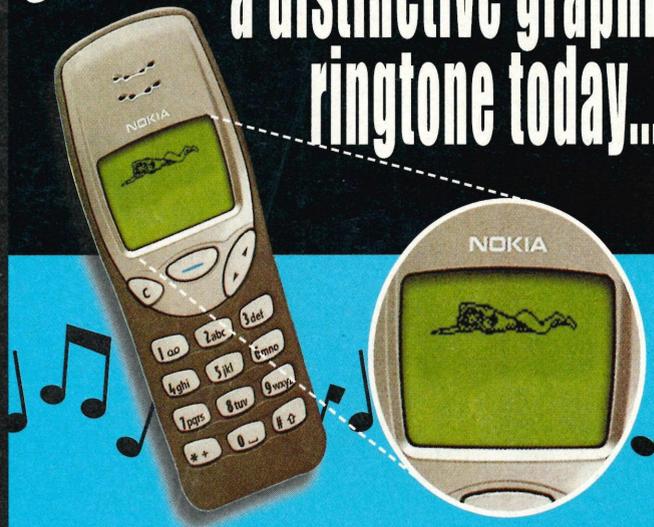
ALL THE NEW GAMES IN STOCK FOR JAGUAR AND LYNX - TELEGAMES HAVE OVER 20 YEARS EXPERIENCE SUPPLYING GAMES AND CONSOLES FOR ALL SYSTEMS - INCLUDING - ATARI 2600, 7800, XE/XL GAMES, GAME GEAR, SATURN, MEGADRIVE, MASTER SYSTEM, SUPER NINTENDO, VIRTUALBOY, GAMEBOY, LYNX, 32X, PC ENGINE - (GT HANDHELD BACK IN STOCK), COLEVISION, JAGUAR, INTELLIVISION, NINTENDO 8 BIT, PLAYSTATION 1 AND 2, 3DO, MEGA CD ...

AVAILABLE AT ALL GOOD GAME SHOPS NOW - IF IN DIFFICULTY CONTACT MAIL ORDER OR SHOP

KILBY BRIDGE, WIGSTON, LEICS, LE18 3TE  
TEL: (0116) 2813606 SALES@TELEGAMES.CO.UK

GET THE VERY LATEST GRAPHICS & RINGTONES

Give your Nokia Phone a distinctive graphic or ringtone today...



Just choose a new ring tone or graphic from the selection below, or for more see the website. Then call the order line on **0907-787-0177** and follow the instructions.

Calls last 2 minutes on average.

### CHOOSE A RING TONE...

- 257 - 2 Times - Anna Lee
- 268 - Angel - Robbie Williams
- 280 - Believe - Cher
- 283 - Blue - Eiffel 65
- 284 - Boom boom boom - Venga Boys
- 299 - Don't call me baby - Madison Avenue
- 317 - Genie in a bottle - Christina Aguilera
- 340 - Livin' on a Prayer - Ricki Martin
- 342 - Mambo No. 5 - Lou Bega
- 346 - Millennium - Robbie Williams
- 382 - Sweet like chocolate - Shanks & Bigfoot
- 395 - Thong song - Sisqo
- 402 - What a girl wants - Christina Aguilera
- 296 - Crazy - Britney Spears
- 312 - Flying without wings - Westlife
- 274 - Baby one more time - Britney Spears
- 355 - King of my castle - Wamdue Project
- 397 - Tragedy - Steps
- 259 - I only kiss when the sun don't shine - Vengaboys

### CHOOSE A GRAPHIC...

- |  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

For 1,000s more graphics and tones see the website

**www.mobile-tone.co.uk**

or use the faxback service by calling 0702-16-00-617

The following Nokia handsets can receive both tones and graphics:

Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/9110. The Nokia 51xx can only receive graphics.

This service is available to Nokia users on the Vodafone and Orange network. Calls cost £1.50 per minute, maximum cost is £3.00.

I.L.N. SERVICES, PO BOX 107, KNUTSFORD CHESHIRE, WA16 6AG.



↑ Would you hide in a suit of armour to hide from this man?



↑ Daphne decides to have a bit of a kip before solving the mystery.



↑ Shag and Scoob, look out! Oh dear, broken bones are on the way.

# Scooby-Doo: Classic Creep Capers

Zoinks! It's finally arrived! Like, Scooby-Doo adventures on your Game Boy Color. But is it a groovy buy, or an impostor? Jinkies!



It's going back a bit now, but cast your minds back to our Halloween special. We were so excited about the forthcoming launch of *Scooby-Doo: Classic Creep Capers* on the Game Boy Color that we gave it a massive preview, and a free poster inside! Now, more than four months on, we've played the game. I don't think there's been such a time of jubilation followed by extreme disappointment since Millennium Eve!

### Rooby Rooby Rip Roff!

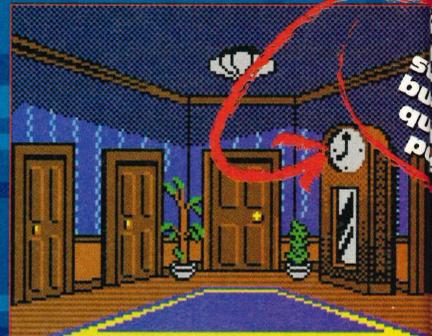
After years of being consigned to the cheesy old Seventies cartoon scrapheap, Scooby-Doo is deservedly

hot property again. After three up-to-date feature length cartoons, and work beginning on the live action movie, the cowardly gluttonous great dane has become the ultimate in groovy cartoon entertainment. So *Classic Creep Capers* on both the N64 and the GBC had a lot to live up to. Sadly, the designers have shot themselves right in the foot in a bizarrely extreme way.

### Meddling Gits

When the game first starts, real Scooby fans will be overjoyed at the sheer quality of the graphics and sound. The theme music has been brilliantly captured in two versions. In

fact, you don't want to start the game until the whole song has finished. You're treated to some



## The Ristory Rof Rooby Roo

Hanna Barbera introduced Scoobert Doo to the world in 1969. They took elements from the Forties radio programme *I Love a Mystery* and sitcom *The Many Loves of Dobie Gillis*, to create *Mystery 5*, which revolved around four teenage detectives who travelled the country in a van solving mysteries in dangerous situations. A great dane accompanied the foursome but was not a prominent character. Eventually, they decided to bring the dog centre-stage (naming him after a Frank Sinatra ad-lib) and replace the scary design with more comedy. The team have never looked back, with

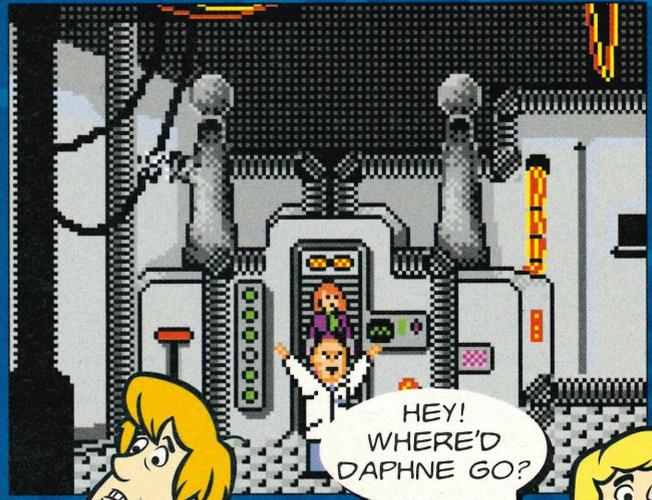
over 30 years of freaky goings on, and a new movie currently filming in Australia, co-scripted by Mike Myers, and starring Sarah Michelle Gellar, Freddy Prinze Jr and Matthew Lillard as Shaggy. Scooby-Doo himself is going to be totally CGI, so the film is bound to be awful. But there you go.



### Red Herring And Other Fish

Like any good role playing game you're bound to find many odds and ends as you make your way around the spooky Jekyll mansion. Just a few of the objects that you have to find a use for are a frozen sausage, a red towel, some cow extract, an astronaut pen and Velma's glasses.

The trouble is, most objects won't come into use until the very end of the game, so it's no use shoving them into keyholes or anything - you're gonna have to find another way!



HEY!  
WHERE'D  
DAPHNE GO?

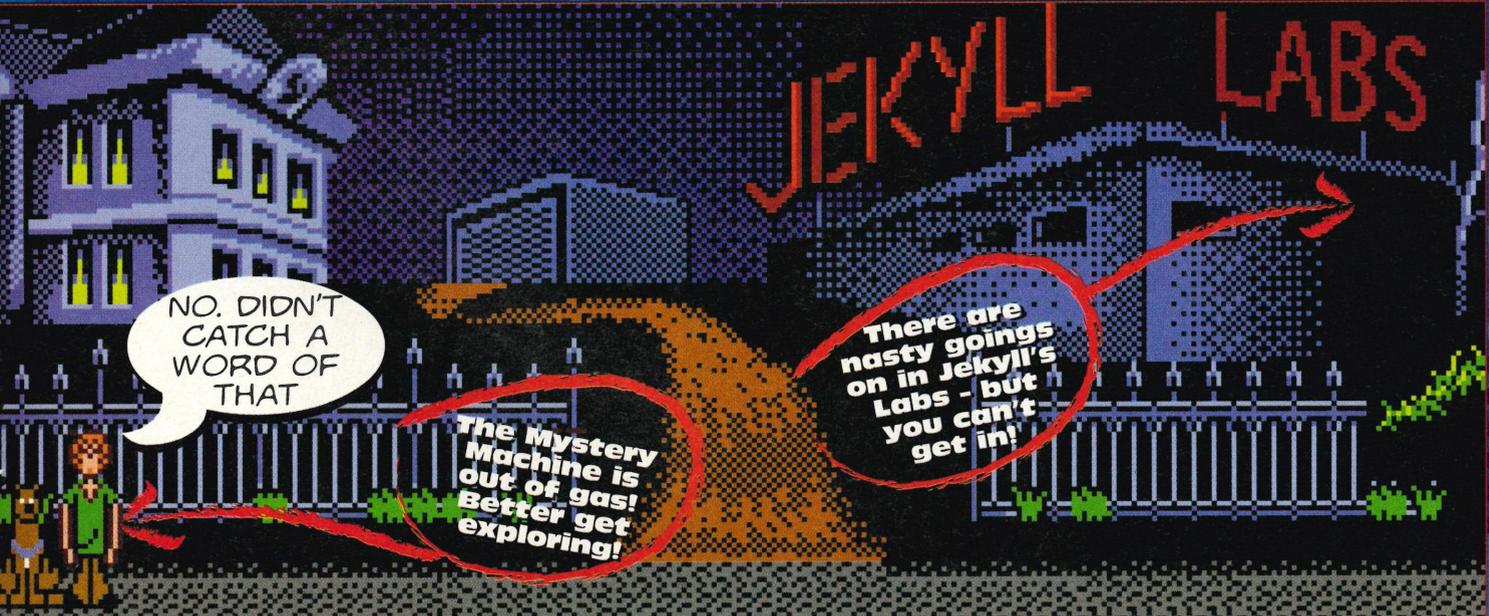


I'M SURE I  
SAW A G-  
G-GHOST!

These  
symbols are  
the key - but  
only Velma  
understands  
them!

I'LL CHECK  
OUT THE  
LIBRARY

The clock  
keeps  
ticking -  
it's a  
matter  
of  
time!



# JEKYLL LABS

NO. DIDN'T  
CATCH A  
WORD OF  
THAT

The Mystery  
Machine is  
out of gas!  
Better get  
exploring!

There are  
nasty goings  
on in Jekyll's  
Labs - but  
you can't  
get in!



great cartoon introductions, with funny dialogue and great animation that is brilliantly close to the original cartoon. The Mystery Machine breaks down outside the laboratory of Dr Jekyll while chasing a famous ghost thief, so Scooby, Shaggy, Fred, Daphne and Velma are forced to take cover in the spooky Mansion until they've worked out the identity of the thief. Even though you're pretty much told who it is at the start. What follows is the usual mix of clue-hunting, grisly ghouls, cowardly chases and cheese.

### Zoinks! Heavy!

The gameplay itself is almost as good as the graphics and sound suggest. It's a great old-style puzzle-adventurer, where you're faced with



↑ The symbols come in useful for passwords later on!



the task of finding objects and using them to solve problems. This is a great idea, and it's fun to switch between the four human characters. But, aside from the fact that the characters don't have individual skills, which is a shame, this game takes a full two hours to complete!



↑ If you saw a dog laugh in real life you would surely be disturbed.

With only six levels making up the framework of a single story, once you've solved the mystery, you can whiz through it in less than half an hour. There are no further options, no link capabilities, nothing!

It's a great game, but the sort that ten years ago would have cost a mere £2.99 for the Spectrum. This costs a rather more substantial £24.99. It's incredibly heavy that this great idea and game design, coupled with the coolest ghost-hunting dog in the world, should have turned out to be a total rip-off. Like, Zoinks! And they would have gotten away with it too, if it wasn't for this meddling reviewer.

Jem

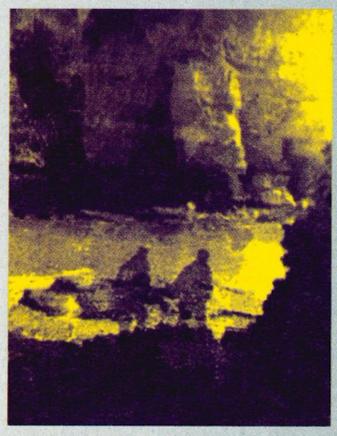


↑ Shaggy and Scooby find Velma pilfering crucial clues.

## Ghosts Don't Exist

By Prof Boo Shaky-Chain

As a scientist, I can conclusively tell you all, sad though it is, that ghosts do not exist. It's all very well travelling round the country in a brightly painted van eating Scooby Snacks and hiding in suits of armour (I myself can be found doing this every other Thursday), but in my paranormal experiments I found that any documented case of paranormal activity can be explained easily. If you hear clanking chains and moans during the night, you've been eating too much cheese. Ectoplasm is nothing more nor less than everyday human mucus, and if one night in an abandoned monastery, you are confronted by an enormous white sheet of a thing with stinking breath that hovers in the air, it's probably just Mr Williams from the Off-License messing about as usual.



Prof Boo Shaky-Chain is Emeritus Professor of Scooby Snacks at the University of Life.

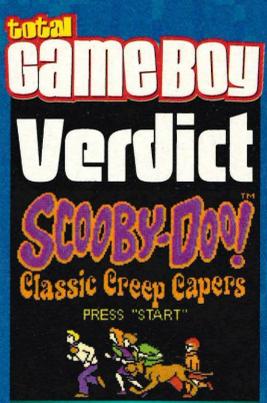


### In my opinion...

Wow! My childhood favourite in a game!

This new Scooby-Doo game from THQ looks fantastic. The sprites are perfectly animated, the levels are linked with great cartoon strips and the music is straight out of the TV show! In fact, as Jem says, everything is perfectly set up for a brilliant game - but then you start playing and realise that it's so easy, you will complete it in no time at all. Shame, this could have been the game of the year!

Nick



Price	£24.99
From	THQ
Release	March
Genre	Adventure
Players	1
Web	www.thq.co.uk
Extras	X Link-up X Battery save X Passwords X Infra-red X Printer X Rumble Pak

### Zoinks!

- The animation is fantastic and there's super groovy graphics!
- This is a great version of what was a superb original theme!

### Jinkies!

- Unfortunately this game is about twenty levels too short!!!
- There's not really enough of a challenge here for grown-up fans!

### Or you could try...

**Xena: Warrior Princess**  
From Virgin

Another famous license with plenty of puzzles, but slightly faulty execution.



**Graphics** ★★★★★  
Great groovy graphics that can knock your flares off!

**Sound** ★★★★★  
Super scooby sounds, sure to keep you singing along.

**Playability** ★★★★★  
Pretty pleasant puzzles, just not very many at all.

**Lastability** ★  
Waste of bleedin' time, though it's a shame to admit it.

### Final Rating



Scooby-Doo!  
What did they do?

# Extreme Sports: Bernstein Bears

**Fuzzy wuzzy fun on the piste and on your bike with America's favourite Ursine 2.4 collective!**

**N**obody's ever really heard of the Berenstain Bears in this country. Unless you have, of course. They may have been as much a part of your upbringing as Marmite on toast and flicking spitballs at the supply teacher. But whether you've heard of the fuzzy family or not, you may want to consider this singular offer starring the imaginatively named Mama, Papa, Brother and Sister bears!

## Bear On A Bike!

There's no way you can mistake the fact that this is mainly a kids' game, a kind of 'Baby's First Sports Compilation'. However, it's not as expensive as most other sports games available, and is

certainly the most colourful and quirky! There are no options of any kind, with even the opportunity to save denied, but what that does is make this the ultimate time-wasting title. You can slot in the cart when you're bored, fiddle about with it a bit, beat a personal record and put it down quite happily.

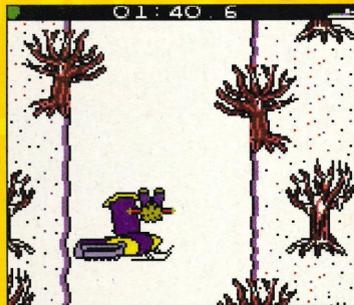
## Berenstainiacs!

You just start up the game, choose your sex, choose between three difficulty levels and choose the event you want to try. There are six different well-designed choices, and they change dramatically with each difficulty setting, so there are plenty of choices of tracks. There are a few stunts to learn as well, but not many.



The best fun can be had by beating your best score in Time Trial and challenging your friends to beat it. If you have real time on your hands though, there's always the Championship option. Basically, this is cheap and cheerful fun. Give it a whirl!

Ange



## In my opinion...

**Packed with sports and bears too!**

Ange is right, as usual, with this one - it's impossible to take it seriously! You just switch on and race or pull stunts to your heart's content. It's not hard on the wallet, and can provide you with hours of pointless fun if you're waiting for a bus or something. You'll never look at skateboarding bears in the same way again!

Jem

## Choose Your Vehicle!

### Toboggan

Fun for the whole family shooting at top speed down an icy hill, avoiding parked sleds, doing stunts off the end of ramps and spinning on thick ice!



### Sled

You're on your own with this one. There are plenty of chances for backflips and such, as long as you keep off the thawed patches and take those ramps head on.



### Raft

The whole family joins in again on the Raft as you go down the rapids, leaping off mini-waterfalls and avoiding those nasty rocks! It's a bit of a squeeze though!



### Kayak

Another solo effort, where you can perform Eskimo rolls and flat spins at any time. Watch out for the fallen logs and whirlpools that you will encounter.



### Bicycle

The Bicycle gives you the chance for some great, easy stunts, rattling your way as speedily as possible down the dirt-tracks. Swing out or do a backflip!



### Skateboard

A really cool option. Watch the dirt and water fly as you soar your way through gnarly 360 and 720 degree spins. Watch for the mud on a time trial though.



## total Game Boy Verdict



Price £24.99

From TDK Interactive

Release Out now

Genre Sports

Players 1

Web www.bernsteinbears.com

### Extras

- X Link-up
- X Battery save
- X Passwords
- X Infra-red
- X Printer
- X Rumble Pak

## Fuzzy Fun

- Bright colourful graphics and perky tunes make it fun, fun, fun.
- Plenty of nicely designed races for your character to compete in.

## Grizzly Goo

- Absolutely no form of extras or options - no save at all!
- There's very little feeling of achievement if you win a race!

## Or you could try...

ESPN Int Track & Field

From Konami

Another multi-sporting Game Boy game, but this time slightly more on the realistic side!



Graphics ★★★★★

Bright and colourful fun - impressive stuff!

Sound ★★★★★

Bright and tuneful fun - pretty funky stuff!

Playability ★★★

Bright and playable fun - enjoyable stuff!

Lastability ★★★★★

Bright and re-playable fun - long-lasting stuff!

## Final Rating

# 80

It passes an idle hour - and, guess what? It's actually really good fun!

# Player Manager 2001

**Fancy yourself as a Keegan, Ferguson or Wenger? Have you got what it takes to take on football's most difficult job? Well here's your chance to prove it!**

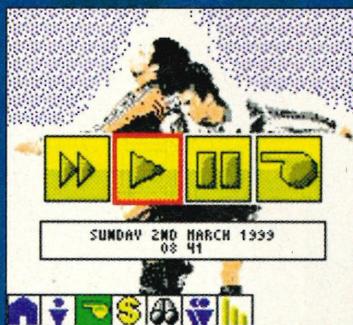


↑ It's Germany. Not a problem. You're playing 'em in the next round! Ah!

**E**ver watched a footie game and thought that you could do better? Well now's your chance! *Player Manager 2001* puts the fate of your favourite football team quite literally into your very own hands.

## Manage This!

This is a superb attempt at engendering the complexities of managing a footie team, though of course everything has to be simplified to fit onto the cart, but somehow a compelling game is still to be found. To do this, *Player Manager 2001* concentrates on good old-



↑ You've trained your team, you've spent your money, and now it's time to test your team's skills!

fashioned gameplay. It might look a little on the basic side, but the effective series of menus and options offer players as much or as little depth as they can cope with. As Manager you can opt to scout for players, manage the finances and train the players or leave it to your trusted colleagues as you try to make it through the season.

If you love football or simply have a competitive streak, *Player Manager 2001* comes highly recommended!

Simon



## In my opinion... How To Get Ahead In Management...

I wasn't sure about a game like this on the Game Boy, but once you suss out how the menu system works, this is actually pretty good fun! Just make sure the power doesn't go to your head, and that you look good in a sheepskin coat of course!

Karen

## Say What?

Think that you're Manager material? Well, after you've spent a good old while playing *Player Manager 2001* you'll start thinking that you are indeed capable of running your favourite team. However, the qualities needed for management are many and varied and a quick look at some of the real-life footie managers reveals that to be really successful you have to relinquish all powers of speech. Our personal favourite, King of gibberish, is Glenn Hoddle, a man with much to say, most of it utter nonsense...

'With hindsight, it's easy to look at it with hindsight'

'When a player gets to 30, so does his body'

'I think In International football you have to be able to handle the ball'

'His tackle was definitely pre-ordained'

'International football is one clog further up the football ladder'

'75% of what happens to Paul (Gascoigne) in his life is fiction'

'We didn't have the run of the mill'

'Okay, so we lost, but good things can come from it - negative and positive'

'Robert Lee was able to do some running on his groin for the first time'

'I have a number of alternatives, and each one gives me something different'



## Total Game Boy Verdict



Price	£24.99
From	THQ
Release	23 March
Genre	Simulation
Players	1
Web	www.thq.co.uk

- Extras**
- Link-up
  - Battery save
  - Passwords
  - Infra-red
  - Printer
  - Rumble Pak

## Goal Post

- Loads of options means that you can tailor your game to your ability.
- Once you complete your first season you're gonna be hooked!

## Lamp Post

- Initially it's a bit difficult to get the hang of.
- Not really suited to gamers who like a bit more wham bam thank you mam in their gaming.

## Or you could try...

**O'Leary Manager 2000**  
From Ubi Soft

Another top Management sim from the creators of *Rayman*.

**Graphics** ★★★  
A bit lacking, but the menus are easy to negotiate

**Sound** ★★★  
Nothing to shout about, but they are atmospheric

**Playability** ★★★★★  
Once you get the hang of it, you'll be well and truly hooked!

**Lastability** ★★★★★  
It's definitely gonna last you more than one season!

**Final Rating**

# 85

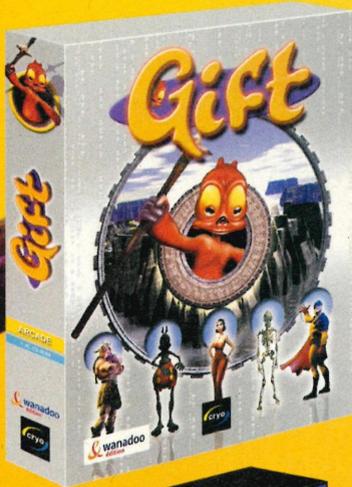
Action fans steer clear, but everyone else should give this one a kickabout!

# Gift

A small GIFT but a BIG surprise!

Fighting... Humour... Puzzles...

Tremendous Graphics  
Great Animation



A stunning 3D Arcade  
Action/Adventure on PC



A fantastic Dungeon Adventure  
on GameBoy Color

**"It could prove to be God's Gift"**  
PC Gamer

**"One Gift you won't want to return"**  
PC Gaming World

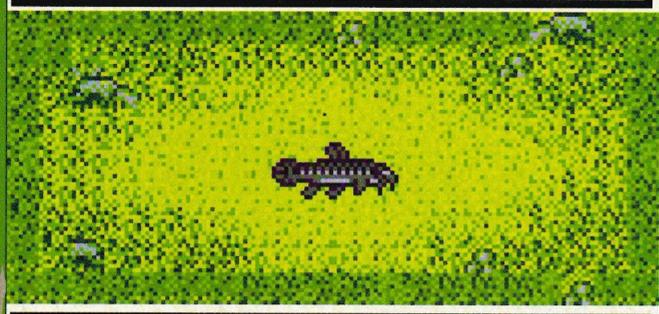
Get Gifts:  
A full level and more goodies on [www.gift-game.com](http://www.gift-game.com)



Copyright: ©2000 Cryo and Wanadoo Edition  
Developed by Cryo and Eko - all rights reserved

# The Legend of Th

LAKE		COOL	
HP	50	VOLUME	8
G	90	TOTAL	0
PM	03:55		



Caught a  
S. Eel!

↑ Hmm... A fish, lying on the ground, gasping for air, crying for water. We're cruel, we are!

SHORE		ORDER	
HP	59	ROD	BAIT
G	100	LR	FLY
AM	10:30	TKL	TLS

you need anything

↑ Yes yes... how much for one of your special rub downs then?



**Are you so keen on fishing that you're constantly dangling string into the bathtub? Well stop that, because the Game Boy can now bring fishing into the palm of your hand!**

**F**ishing. Not the most obvious sport to turn into a video-game, is it? Footy has skill and non-stop action, boxing has strength and agility, and fishing? Well, it's got sitting down and wet weather. Oh yeah, and it's got maggots too!

### Worm Bait

Whatever the reason, someone somewhere decided to take the relatively fun-free ritual of dangling a fishing line in the local canal with a desire to catch anything but the plague, and instead turn it into an RPG-style adventure to save nature from destruction. A bit of a step, no? As a legendary local fisherman, it's your job to rescue a powerful jewel

that's been stolen by two very powerful fish (gods, in fact!).

### Gawn Fishin'!

However, it's not that easy. At the start you don't have the right kind of equipment to take on such a task and so must go about your environment, doing odd jobs, catching smaller fish and beating enemies in order to build up your fishing skills and tools. For those of you who have played the original, little has changed. Most of the controls are the same and some of the same abilities apply. To those who haven't come across this type of game before, then this control system will take some getting used to, as the game gets quite tricky in parts.



↑ Fishing is as dull as getting hit on the head with a hard sponge!



↑ Under no circumstances put toilet cleaner in this fishtank. Like this.

LAKE		ORDER	
HP	21	PICK	
G	90	WATER	
AM	04:00	LEAVE	



A flower.  
What to do?

# Legend of the River King 2

## total gameboy Verdict



**Price** £24.99  
**From** Ubi Soft  
**Release** March  
**Genre** Fishing RPG  
**Players** 1  
**Web** www.ubisoft.com

**Extras**  
✓ Link-up ✓ Battery save  
✗ Passwords ✓ Infra-red  
✓ Printer ✗ Rumble Pak

### Fly Fishin'!

- You can swap your wares with Harvest Moon 2 for goodness sake!
- There are plenty of tasks lined up for you to keep things interesting

### Maggot

- Unfortunately the game can tend to become quite boring
- Some of the fishing sequences can get a bit annoying too

### Or you could try...

**Harvest Moon 2**  
From Natsume

This is a brilliant companion to your fishing adventure but without the fighting!



**Graphics** ★★★★★  
Zelda-like and large enough for your small screen.

**Sound** ★★  
What sound? Oh that? That's sound? Ok, if you say so!

**Playability** ★★★  
The controls can tend to be a bit on the tricky side.

**Lastability** ★★★★★  
You'll be hooked on this for absolutely days.

### Final Rating

# 82

If you're a big, big fan of the original, this may be an essential purchase!



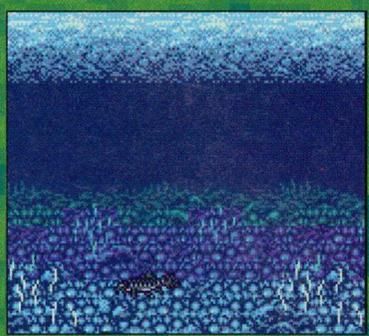
↑ This flat has hot and cold running misery plus en-suite apathy! The graphics in the game do remind us of *The Legend of Zelda* too!

Visually *LOTRK2* is perfect, although its style owes a lot to a *Zelda* game, and (coincidentally) if you are a fan of that licence, then there's a good chance you'll find something in here to please you. For non-fans of this type of game, the best advice is to stay away, as it

requires lot of patience and hard work. This slow and quite massive task will not lure many new fans, but for fishing fans everywhere else, this may well get you hooked. Just don't expect a lot of realism!



**"It requires a lot of patience and hard work"**



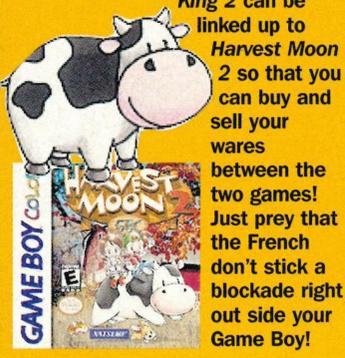
↑ It's deep, it's blue and it's wet. Oh, and it's got some fish in it.



↑ "Hello everyone! I'm fishing for small red balls. Come join me!"

### Funny Farm

Here's a thought! Imagine you could collect a whole lot of stuff from your adventure and then (you know, to make some cash) you sell it on to another game and vice versa! Well, you know what? You can, because *River King 2* can be linked up to *Harvest Moon 2* so that you can buy and sell your wares between the two games! Just prey that the French don't stick a blockade right out side your Game Boy!

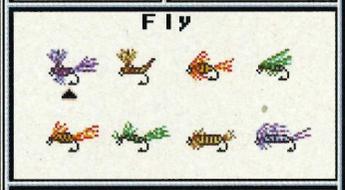


LAKE	4	COOL	8
HP	90	VOLUME	8
G	05:15	TOTAL	0
PM			



Caught a Killifish!

LAKE	1	ORDER	
HP	90	ROD	BAIT
G	09:05	LR	FLY
AM		TKL	TLS



May Fly (W) 30G

### The Life and Times of J R Hartley

He was the world's most famous fly fisher (which sounds like a very peculiar pastime indeed) but he never actually existed. In a funny turn of events, the imaginary book he was searching for eventually went into print and became a real life book. A bit like *Pinocchio* in that respect. All this thanks to a Yellow Pages advert that spawned a whole legacy of old codger adventures. Like that one about him going golfing, "at his age?!" We ask you. Still, if you're too young to remember him, don't worry - your parents aren't! Nag them constantly for information about his whereabouts until you get the answer, "Dead, for all I care! Now go away!"



### In my opinion... The search for the elusive tench...

An RPG based on relentlessly pursuing fish?! This game is duller than watching an entire series of *Ground Force* in one horrifically painful sitting. Catching fish in real life is hardly riveting, so why would you want to catch 'virtual' fish?! If you're a fan of bad RPGs or freshwater fish, you might like this. Or you might just hate it with a passion. All I can say is approach with caution!

Russ

# Aliens: Encounter

**Deep in a backwater of the galaxy, the freighter Thanatos drifts silently, a vast, eerie structure supposedly abandoned by all human life. But something else far more sinister lurks in its corridors...**

**O**n your return from a Commando mission into the outer reaches of the galaxy, your ship picks up a distress signal. It seems there is trouble aboard the gigantic vessel Thanatos – but when you send signals to them, you get no response. Would you go and investigate? Not if you'd seen the *Alien* movie, you wouldn't. But this is the game that has the *Alien* licence – and it wouldn't be complete without a close encounter with a few of those nasty Face-Hugger things!

## Creepers

As you begin the game, you have five colonial marines to choose from, each of which has a different level of stamina and speed. Obviously you want to be the fastest and the strongest, but the back-ups thin out as you come into contact with more and more aliens, gradually syphoning off your first choices with their acid touch. You'll encounter loads of different types of aliens, including the infamous Face

Huggers, as well as Chest Bursters, Soldiers and many, many more.

## They're All Around!

As you search the ship for survivors and aliens to battle, you travel through a massive twelve levels, and pick up loads of different weapons including a Flame Thrower, Grenade Launchers and Movement Scanners. Although you can affix a weapon to each hand, you'll find that the bullets will only fly from one side, meaning that you need to keep an eye on just were those fast and wriggly aliens are. As you get further into the game, the aliens get bigger, but your guns go up in power to keep up with them.

*Aliens Thanatos* is a tense and creepy Game Boy leap into the unknown world of evil aliens with acid for blood, and is a great challenge for any extra-terrestrial fanatic out there.

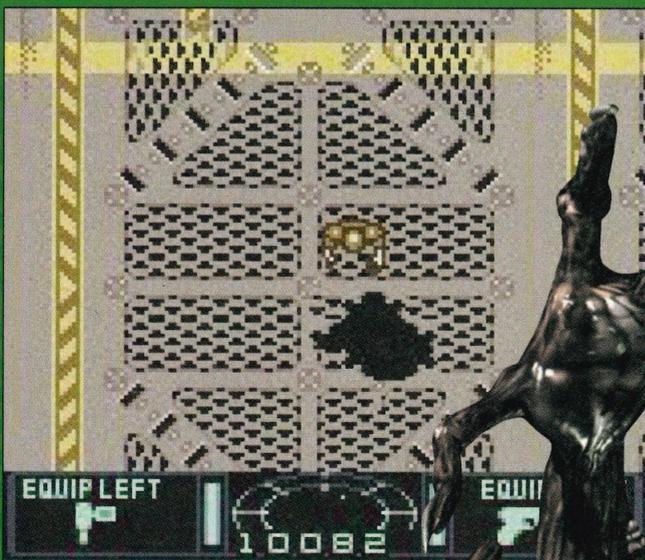
**Nerys**



**In my opinion...**  
**Geek! I'm scared!**  
**What was that noise?**

The original *Alien* movie was ace, but all those nasty slimy creatures lurking in the shadows gave me nightmares for weeks! This game's pretty cool, though – the super-quick aliens are devils to catch, but you'll have plenty of fun along the way. Be warned, though – it's not an easy ride!

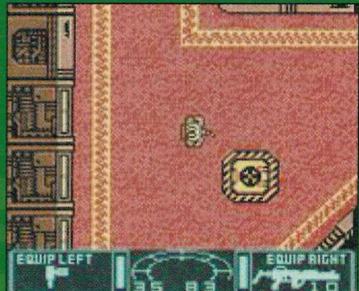
**Karen**



I'M GONNA EAT YOU, LITTLE PIG!



↑ The Password Entry screen gives you a cool retina scan effect – check it out.



↑ As soon as you approach the doors, they slide open and those aliens will jump you. Aagh!

# Thanatos Encounter

## Total Game Boy Verdict



Price	£24.99
From	THQ
Release	23 March
Genre	Adventure
Players	1
Web	www.thq.com

- Extras**
- ✗ Link-up
  - ✗ Battery save
  - ✓ Passwords
  - ✗ Infra-red
  - ✗ Printer
  - ✓ Rumble Pak

### 👊 Nuking Scuds 👊

- Loads of weapons including shotguns, handguns and grenade launchers.
- Plenty of different and terrifying aliens to come up against.

### 👊 Acid Blood 👊

- The marines, for some reason, walk faster when going diagonally. Odd.
- The colours can appear a little dull and washed out.

### Or you could try...

#### Revelations: The Demon Slayer

##### Aitus

Top slaying adventure action featuring a menagerie of demons rather than slimy aliens!



**Graphics** ★★★  
What it lacks in colour it makes up for with the detail on the aliens.

**Sound** ★★★★★  
Eerie music helps to build up the nerve-jangling tension.

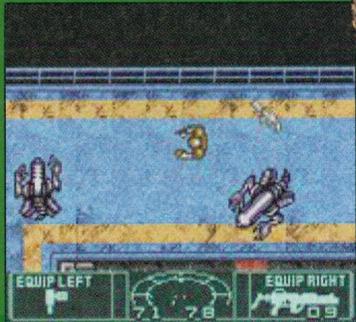
**Playability** ★★★  
Will challenge even the most experienced of players.

**Lastability** ★★★★★  
With a massive 12 levels, you'll be fixated for a space age.

### Final Rating

# 78

Makes great use of a good licence in a taxing but sadly colourless game!



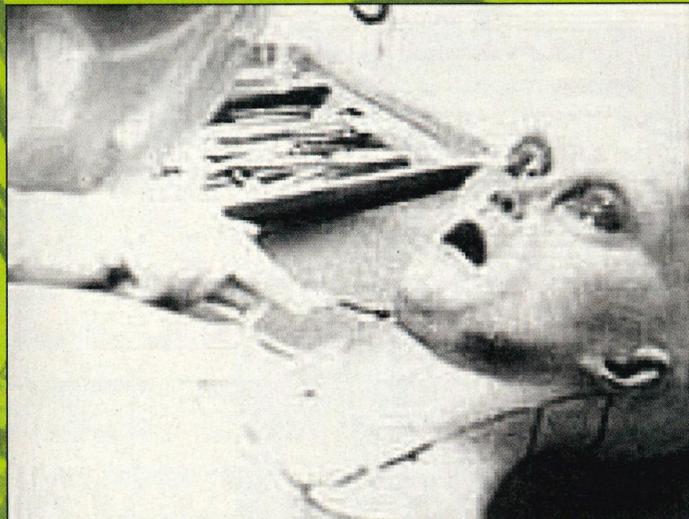
↑ These solidier aliens will make light work of you – you'll need the flame thrower to fend them off.



↑ Private Vanora is one of the five marines to choose from and the only girl on-board!

### Do Aliens Exist?

Of course they do! Where do you think crop circles come from? Who do you think brought us Alien Eggs? Who hasn't been abducted and experimented on by travellers from another galaxy? We know we have – and here's some photos of really life genuine aliens to prove it.



# Return Of The Ninja

The ninjas are back, but they ain't no turtles!



multitude of nasty ninjas trying to take you out, and vicious beasts to poison you. For help there are the various Ninja Powers to learn (Earth, Wind, Fire and Water) and you can collect CG Ninja cards according to your sword skills.

This is a great game. Fast action and skilled gamesplaying is essential, but it's all in the name of fun!



Angie

**R**e-tur-n of the N-in-ja. Doesn't sound a particularly exciting prospect, does it? We've seen it all before – that's what you're thinking. Well, you're wrong...

## Hieee Ya!

As with any new platforming game, the folk at Ubi Soft had a challenge on their hands to make it original. The amazing thing is that they succeeded. This is an

exciting game, with absolutely tons of levels, different challenges and unique adventures to embark upon.

## Haw So!

The land of Koga has been attacked and the peoples' ancient scroll stolen. Taking the role of either the female or the male ninja, you have to make your way to the enemy's lair and retrieve it. Simple eh? Not at all! Along the way there are a



Whirlwinds and ninjas falling from the sky. It's all go here, you know!

**"This is an exciting game with absolutely tons of levels and different challenges!"**



In my opinion...

**Most Honourable – I really enjoyed this game!**

Who's up for a bit of mindless murder against an idyllic Japanese landscape? Well, me for one, because this is a genuinely thrilling piece of martial arts entertainment. The miniaturised graphics and presence of an actual story certainly make this stand out among other titles of its ilk, and there are real moments of 'Oooh!'-type excitement. With link options and loads to do, this is a welcome return to value-for-money addictive adventure gameplay.

Jem

## total Game Boy Verdict



**Price** £24.99  
**From** Ubi Soft  
**Release** 1 March  
**Genre** Platform  
**Players** 2  
**Web** www.ubisoft.co.uk

### Extras

- ✓ Link-up
- ✗ Battery save
- ✓ Passwords
- ✓ Infra-red
- ✗ Printer
- ✗ Rumble Pak

## Kung Fooey!

- There's bags of fast, exciting action and colourful settings
- You actually need to use your brain to get through the levels!

## Tomfoolery!

- There's no blummin' rumble pak! We wanna feel the battles!
- Some of the fights are a teeny bit simple right at the beginning

## Or you could try...

**Metal Gear Solid**  
 From Konami

Another gripping strategy game, although the RPG elements let it down.



**Graphics** ★★★  
 A tad basic, but good enough for a game of this kind.

**Sound** ★★★  
 Nice and oriental – not half bad for a Game Boy Color!

**Playability** ★★★★★  
 It's just so darned playable. Keep practising and you'll go far!

**Lastability** ★★★  
 It ain't that easy – you have to keep working at it...

## Final Rating

# 82

An excellent adventure game that you won't be able to put down!

## Kowabunga Dude!



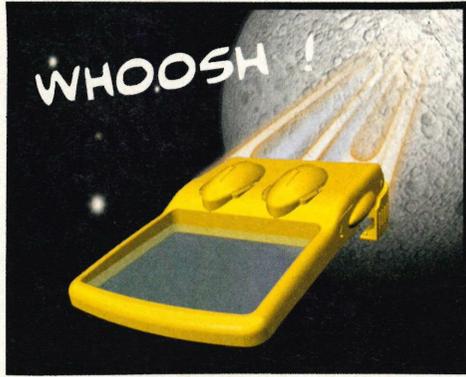
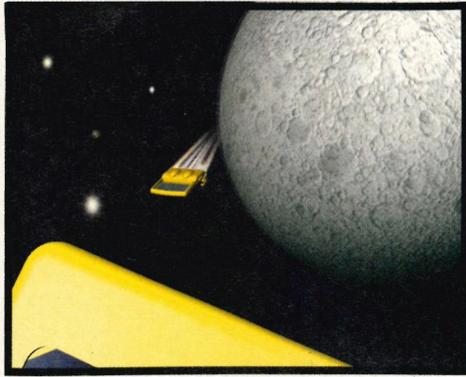
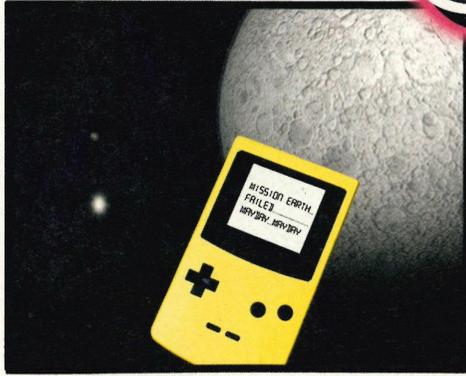
The Teenage Mutant Ninja Turtles are back! Well not so much back as just still hanging around. If you don't remember these tall, green chaps, they lived in the sewers and solved crime... as you do. Splinter the rat was their mentor (he taught them the martial arts you know!) and Amy was the mandatory foxy friend.

These guys were all the rage in the early Nineties, and we just can't understand why their popularity dropped. Perhaps it was the release of their theme tune into the pop charts. That's always a cartoon killer...

GAMESTER

# Lightmag

RADICA:



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



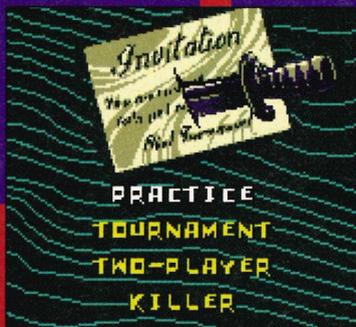
CUSTOM FIT FOLDING LIGHT MAGNIFIER FOR MAXIMUM VISION AVAILABLE NOW!

ZING...

**the end**



↑ There are a number of strange looking aliens to choose from!



↑ You can play lots of different pool games including Killer.



↑ A pool cue can be a deadly weapon in the wrong hands!

# 3D Pocket Pool

The classic pub game of pool is about to make a 3D debut on the Game Boy Color. Grab your cue, but remember to leave your drinks on the bar!

**P**ool is a pub favourite and up till now no-one has managed to produce a decent videogame. Virgin however, has designed a 3D pool extravaganza, which has everything a young shark could need.

## Split The Pack

There are several different ways to play, including traditional pub rules, but you can also try your luck at American eight ball if you prefer. You can watch where the ball will go when aiming your shot, but you must be quick, as there is a strict thirty-second time limit.

## Firm Wrist Action

With zany characters and everything in 3D, *Pocket Pool* is well worth the entrance fee. The animation is fairly smooth and although the ball control is a



little tricky at first, you soon get the hang of the way the balls move. This is quite simply the best pool game available for your Game Boy at the moment, and with plenty of options you could be playing for a quite a while.

Russ



## In my opinion...

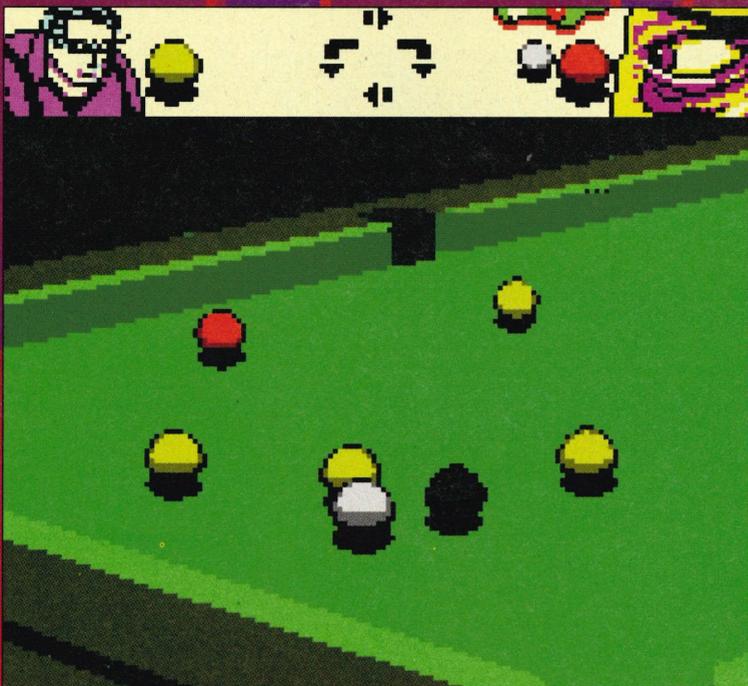
This game's got wonky cues and cross eyes!

I thought this was a terrible game! It's true that there are very few decent pool games about, but that doesn't mean that this one any good!

The graphics are very shaky, and it's near impossible to control where your ball goes. There are some cool characters in the game to play with though.

Ange

**"Best pool game available for the Game Boy Color!"**



## What's the angle?

When aiming your shots you can watch where the balls will travel but you should also try to imagine where the cue ball will end up. Hitting the ball harder or softer will change the angle of the shot, slightly enabling you to pot pretty much any ball on the table. Remember – practice makes perfect!



## total Game Boy Verdict



Price	£24.99
From	Virgin Interactive
Release	Out now
Genre	Sports
Players	2
Web	www.vie.co.uk

- Extras**
- ✓ Link-up
  - ✗ Battery save
  - ✓ Passwords
  - ✗ Infra-red
  - ✗ Printer
  - ✗ Rumble Pak

## Big Break

- There are loads of weird and wonderful characters to choose from
- Different game modes including both UK and American rules

## Foul Shot

- There is a strict 30-second timer – which makes it real hard!
- You cannot see the whole table, making it difficult to second-guess the ball

## Or you could try...

**Pro Pool**  
From Codemasters

Good long lasting pool game using American rules. This one is in 2D instead of 3D.

**Graphics** ★★★★★  
Really bright and colourful with good character animation!

**Sound** ★  
You're gonna need to keep the volume turned right down!

**Playability** ★★★★★  
You'll be hustling at all the local pool haunts in next to no time!

**Lastability** ★★★★★  
It's winner stays on, so there's even more incentive not to lose!

## Final Rating

# 85

No need to go to the pub as you can play a game of pool on your Game Boy!

To Advertise In

**TOTAL GAMEBOY COLOR**

Marcus Reeves  
On: 01202 209 366

**the gamestore**

Dreamcast, PlayStation, N64, Gameboy and PC CD Rom  
New and Pre-Owned Games for Sale and Exchange  
Consoles, Games and Accessories

Mail Order Now Available

83-85 Holme Lane, Hillsborough, Sheffield S6 4JP Tel: 0114 2345002  
Open Mon - Sat 10am - 5.30pm - All Major Credit Cards Accepted

**NEW AGE CONSOLES**  
283 THE HIGH ST, CROYDON, SURREY  
TEL 0208-686-1680  
WWW.NEWAGECONSOLES.COM

GAMEBOY ADVANCED MACHINE CALL  
GAMEBOY ADVANCED ACCESSORIES/PERIPHERALS CALL  
MARIO KART ADVANCED CALL  
MARIO ADVANCED CALL  
DRACULA X CALL  
ROCKMAN CALL  
FORMULA ZERO X CALL  
OTHER TITLES CALL

GAMEBOY COLOUR SECTION

GAMEBOY COLOUR MACHINE £53.99  
GAMEBOY COLOUR MACHINE USED £32  
POKEMON GOLD £23.99  
POKEMON SILVER £23.99  
POKEMON TRADING CARD GAMES £17.99  
POKEMON CRYSTAL JAP £39.99  
POWERRUFF GIRLS VOLUME 2 US VERSION £29.99  
GAMEBOY WORMLIGHT 2 £4.99  
GAMEBOY LIGHT MAGNIFIER 2 IN 1 £7.99  
GAMEBOY RADIO £8.99  
GAMEBOY LINK CABLE 4 HEADS £4.99  
GAMEBOY BATTERY BACK £5.99  
GAMEBOY MAINS ADAPTOR £5.99

WE ALSO SELL PS2/PBX/DC/N64/SATURN GAMES/PERIPHERALS  
CALL FOR PRICES OR VISIT WEBSITE

Change that Ringtone, Personalise Your Nokia Mobile!

**NEW RINGTONES & GRAPHICS**

only 60p per min SENT STRAIGHT TO YOUR NOKIA MOBILE

There's 1000s to choose from!

"Simply call the number select your tone Press 9 and order it!"

Call: 09065 899 977  
Visit: www.iconaphone.com

Calls cost 60p/min. Av. call duration 3 mins. Iconaphone Box 1896 London WC1N 3XX

**Cheapest Games On-Line**  
We Are The Cheapest, Prices Checked Daily!

Pokemon Red/Blue	£19.99	Perfect Dark	£24.00
Pokemon Pinball	£22.98	Donkey Kong Country	£20.50
Gameboy Color	£58.98	Mr Driller	£16.99
Mario Golf	£20.99	Super Mario Delux	£20.50
R Type DX	£14.99	Thunderbirds	£20.99
Chase HQ	£19.99	Blade	£20.50
Seven 20 Skateboarding	£19.99	Rayman	£21.46
Bust A Move	£23.55	F1 Racing Championship	£17.10

PLAYSTATION 2 CONSOLES IN STOCK NOW... £CALL  
POKEMON GAMES... FROM £19.99

**Computers 2 Games**  
Call for lots more titles or visit our website: www.computers2games.co.uk  
E-mail: sales@computers2games.co.uk  
Sales Hotline: 01923 256060 - Fax: 01923 241913  
Free Delivery Anywhere In The UK

**GAMETRON EXCHANGE**

**GAMEBOY ADVANCE**

PRE-ORDER GAMEBOY ADVANCE NOW!!!  
**ARRIVING IN MARCH**  
TRADE IN YOUR COLOUR GAMEBOY TO GET MONEY OFF, OR PUT DOWN A DEPOSIT FOR YOUR NEW MACHINE NOW!

**www.gametron-exchange.co.uk**  
Mail-Order Hotline: **01223 462825**  
43 Burleigh Street, Cambridge, CB1 1DJ

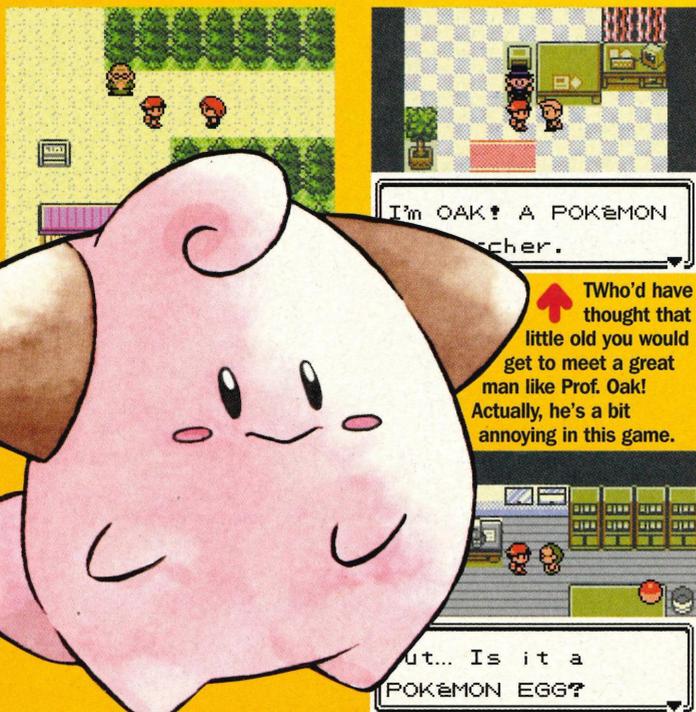
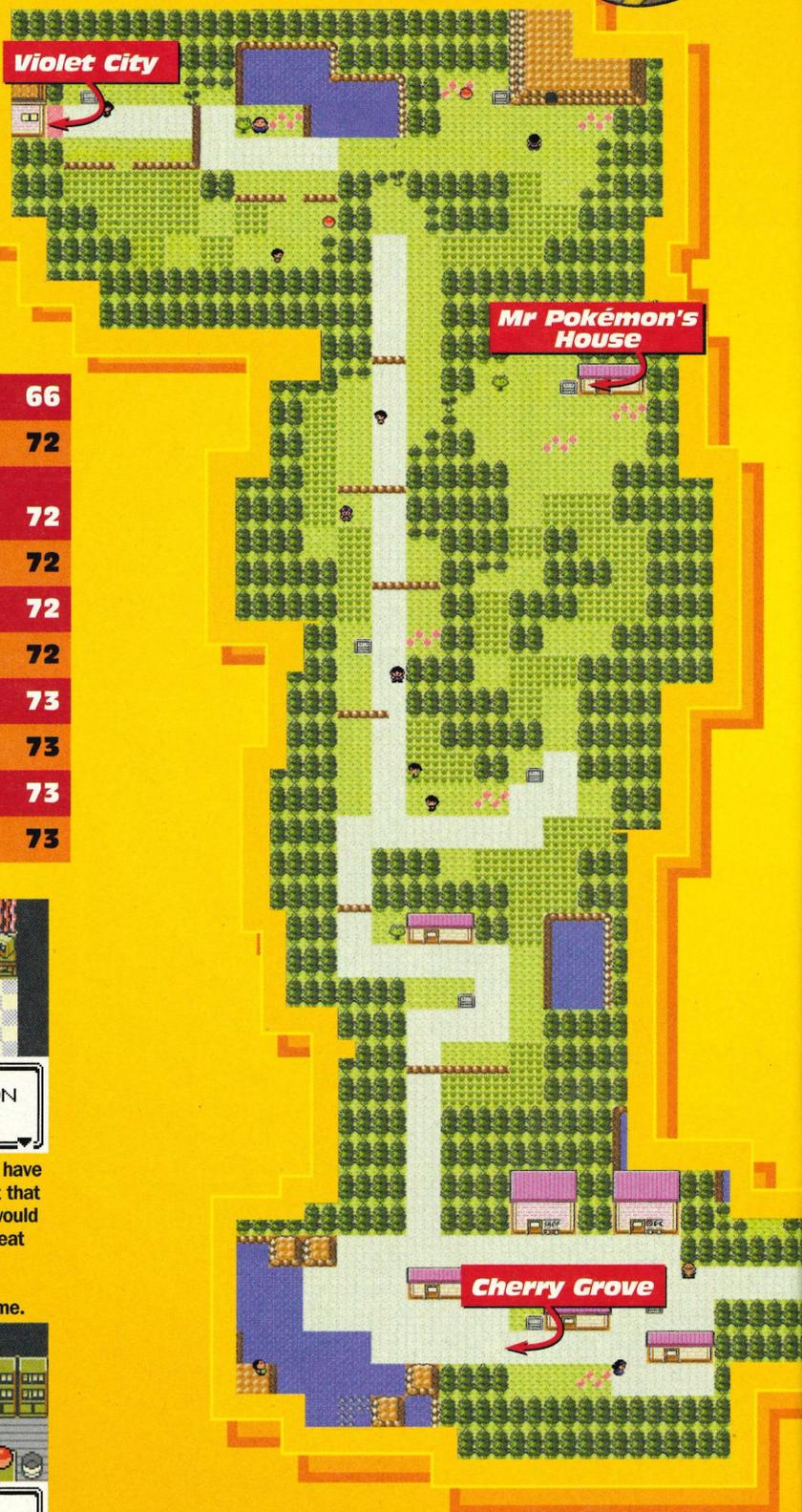
# Help!



In this packed **TOTAL GAME Boy** tips section we've got this great beginners' guide to **Pokémon Gold & Silver**, a whole load of new cheats and codes and cheats for the brilliant **Xploder!**

## TIPS CONTENTS

<b>Pokémon Gold &amp; Silver</b>	<b>66</b>
<b>Driver</b>	<b>72</b>
<b>102 Dalmations: Puppies to the Rescue</b>	<b>72</b>
<b>Batman of the Future</b>	<b>72</b>
<b>Buzz Lightyear of Star Command</b>	<b>72</b>
<b>Buffy the Vampire Slayer</b>	<b>72</b>
<b>The Mummy</b>	<b>73</b>
<b>Donkey Kong Country</b>	<b>73</b>
<b>Star Wars: Obi Wan's Adventure</b>	<b>73</b>
<b>XploderGB &amp; XploderLite Codes</b>	<b>73</b>



# Pokémon Gold & Silver

## Beginners' Guide

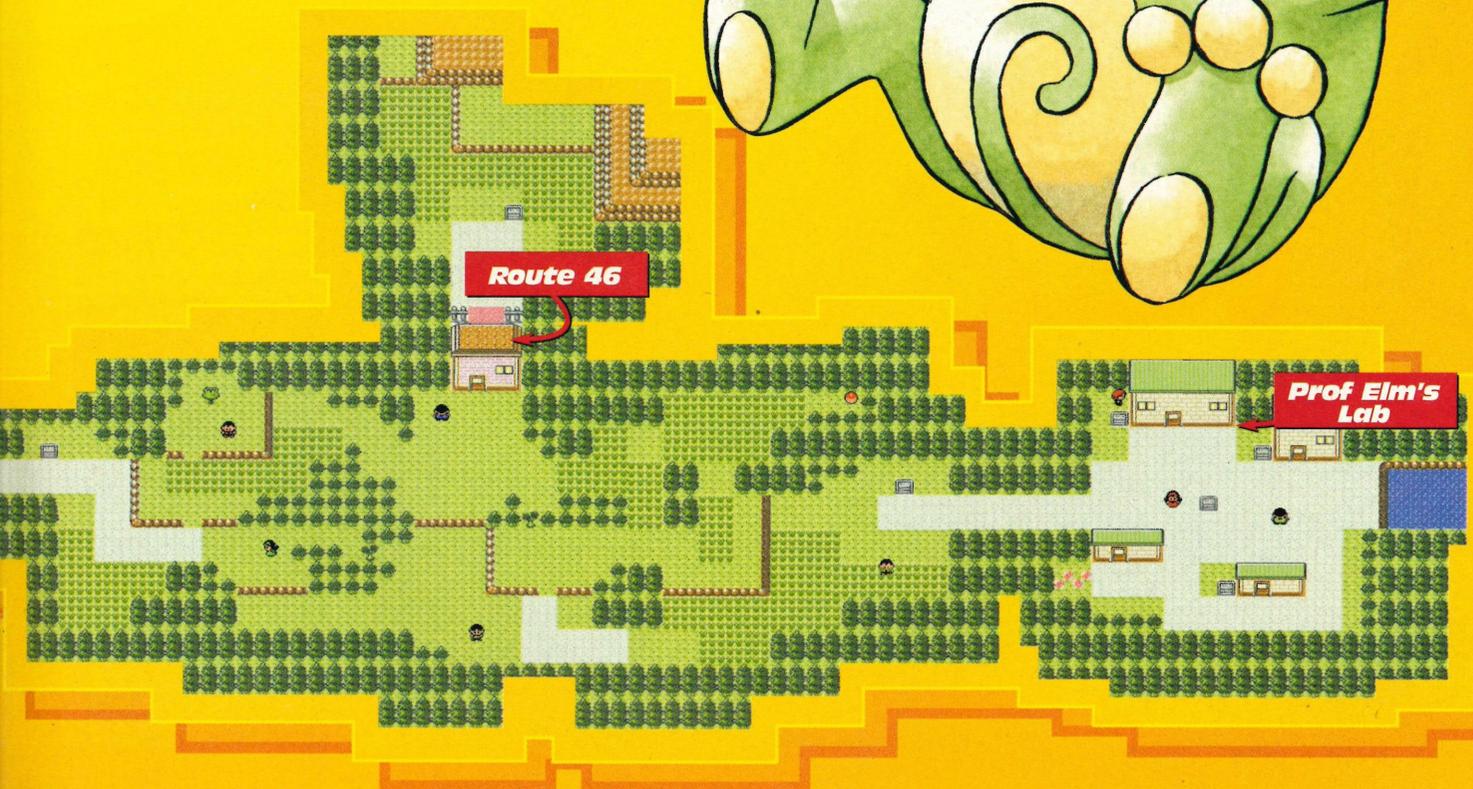
**These great new Pokémon games for the Game Boy Color take the Pokémon experience to new heights! So you'll probably need some extra help to get yourself through this new gaming experience. We've put together a special beginners' guide to the first area of the games to help you along...**



↑ He's a bit of a pushover, unless you've neglected to train up!



↑ The Everstone is for stopping evolutions. Dull!



## Area 1 - New Bark Town

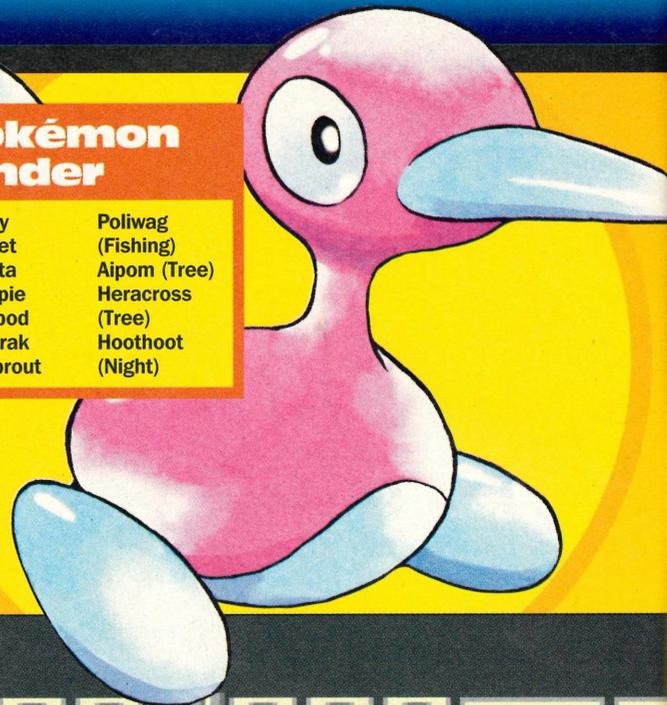
### Violet City

At the very beginning of the game you will be asked to input the correct time and your name. The time is very important in *Pokémon Gold and Silver* (G&S) as there are now Pokémon that only appear at night and events which occur at certain times of the day. Once you have registered the correct time, you can head downstairs and say goodbye to your mum. Before you leave she will ask which day of the week it is and hand you your all-important Pokégear.

Visit Professor Elm to receive your new Pokémon partner and get details on the errand he wants you to run for him. When you are ready grab a Potion from Elm's Aide and head out into the wilderness. You are unable to catch any Pokémon at this moment, so concentrate on getting to Cherry Grove safely. Upon arriving in the small town, speak to the elderly gentleman and he will give you a short tour taking in all the sights. Use the Pokémon Centre to heal your Pokémon and then continue north to a small cabin. Speak to the man inside to receive a berry, then continue up the path and through the woods on the right. You'll soon arrive at Mr Pokémon's house.

## Pokémon Finder

- |            |              |
|------------|--------------|
| Pidgey     | Poliwhg      |
| Sentret    | (Fishing)    |
| Rattata    | Aipom (Tree) |
| Caterpie   | Heracross    |
| Metapod    | (Tree)       |
| Spinarak   | Hoothoot     |
| Bellsprout | (Night)      |



## Rival

Your rival is about to enter the game and he has stolen one of the other Pokémon that were left at Professor Elm's Lab. Providing you have healed your Pokémon you should have no problems winning this duel as your partner should have gained enough experience to advance a couple of levels. Defeat this lunatic and you will be rewarded with a sum of cash and plenty more experience for your Pokémon partner.



PROF. ELM:



Please get back here now!



I'm OAK! A POKÉMON researcher.

Grab the Psncureberry from the FBT outside and then speak to Mr Pokémon to receive a mystery egg. Professor Oak is also inside and he will give you your Pokédex. You are nearly ready to start catching wild Pokémon. When you have finished step outside the house and Professor Elm will call you on the phone with some terrible news – you had better get back there quick. As you reach Cherry Grove take the time to heal your Pokémon at the Pokémon Centre – you are about to meet your rival for the first time.

After the battle head back to New Bark town and visit Professor Elm. Inform the local policeman about the name of your rival – it's your choice – then show Elm the mystery egg. As you leave the lab Elms' Aide will give you five Pokéballs – you can now start to catch a few wild Pokémon. Before heading out to start catching stop by your house and speak to your mum – she will offer to save some money for you each time you battle. This gives you a small reserve of cash, which can be really convenient at times for urgent purchases.

### Choose A Partner

Before leaving to start your adventure you must stop by at Professor Elm's research lab to claim a Pokémon partner. Without a Pokémon by your side you have no means of protecting yourself from attacks of wild Pokémon. You are offered a choice of three top class specimens and each one has unique skills, but which one will you choose to become your companion?

-  Cyndaquil  
Type – Fire
-  Totodile  
Type – Water
-  Chikorita  
Type – Grass



But... Is it a POKÉMON EGG?

When you are ready, leave your house and take instructions on how to catch wild Pokémon from the trainer just outside the town. You can now start to explore a little and look for a few more Pokémon partners to aid your adventure. Head north and grab a Potion from inside a Pokéball, then follow the path west back to Cherry Grove. Visit the shop to buy some more Pokéballs if necessary and then heal your Pokémon ready for the next small journey. Follow the path north and battle the trainers standing along route 30. Most of them use Bug Pokémon, so catching a Pidgey may be advantageous.



For you right now,  
just ¥1,000,000!

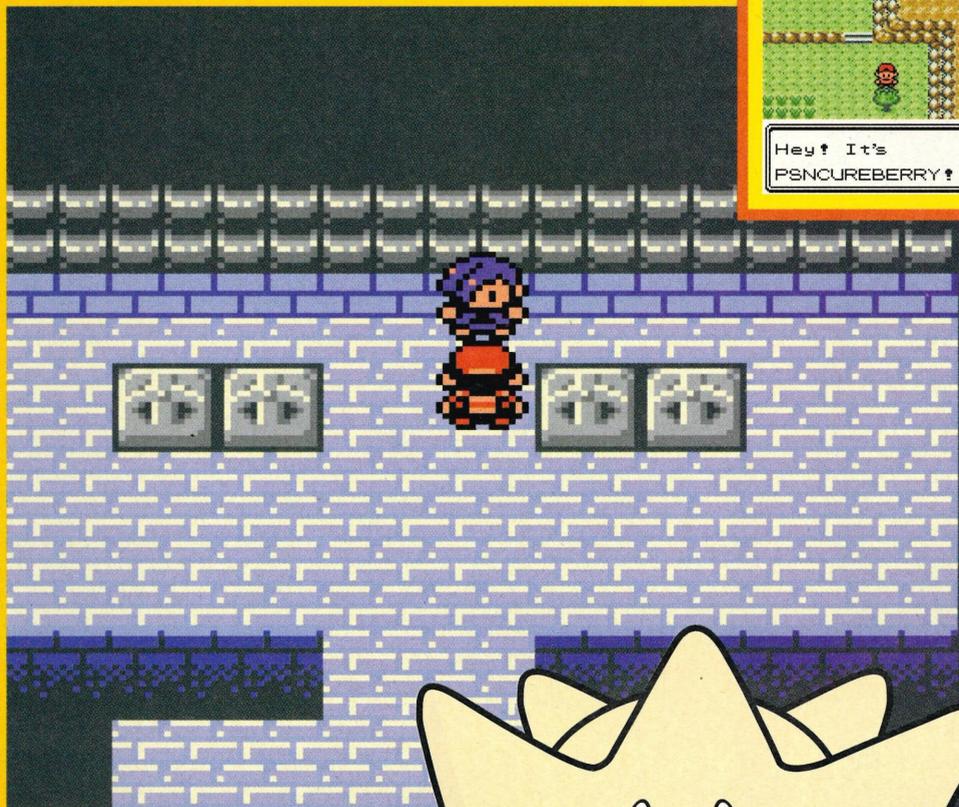
Continue north until you reach Dark Cave, then grab an Antidote from inside the nearby Pokéball. Search the FBT for a Bitter Berry and then walk south to battle another trainer. Grab a Pokéball lying in the nearby grass and then follow the path west to reach Violet City.

### Pokégear

Your Pokégear is a new aid designed to help you on your adventure. To begin with your Pokégear is fitted with a mobile phone enabling you to keep in constant contact with your friends and family. Later in the game you can add a map and a radio to your Pokégear, making it a very handy piece of equipment indeed.



GOLD received  
HM05.

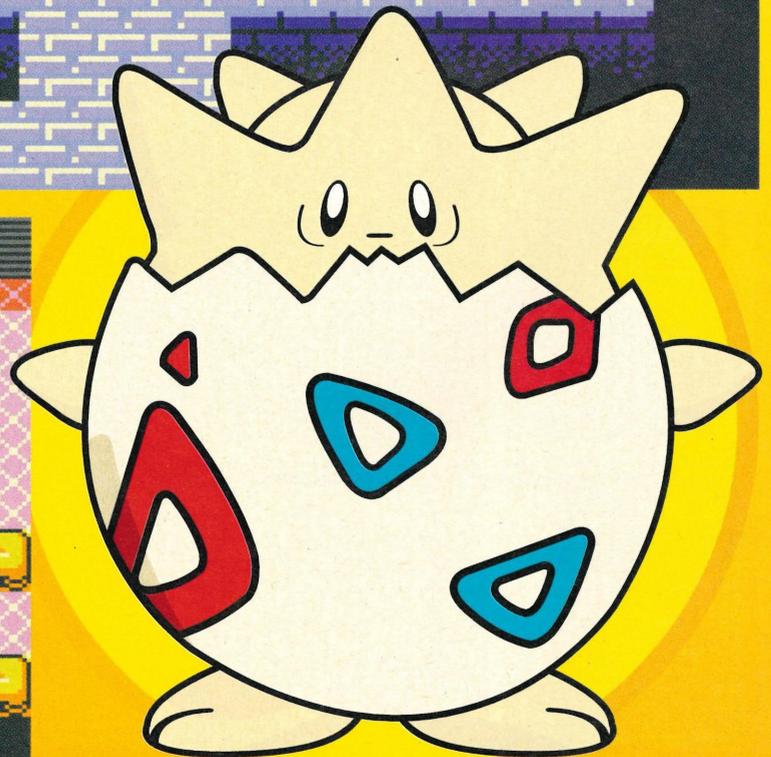


### Fruit Bearing Trees

Just before arriving in Cherry Grove and beside the small house to the north, you'll notice some strange looking trees. Inspect these Fruit Bearing Trees (FBT) and you will find special healing berries that can increase health by ten. There are lots of types of FBT's with all different kinds of berries and fruits to aid you on your quest. New berries grow on these special trees every day, so return to them often in order to gather the harvest.



Hey! It's  
PSNOCUREBERRY!





Oh!  
A bite!

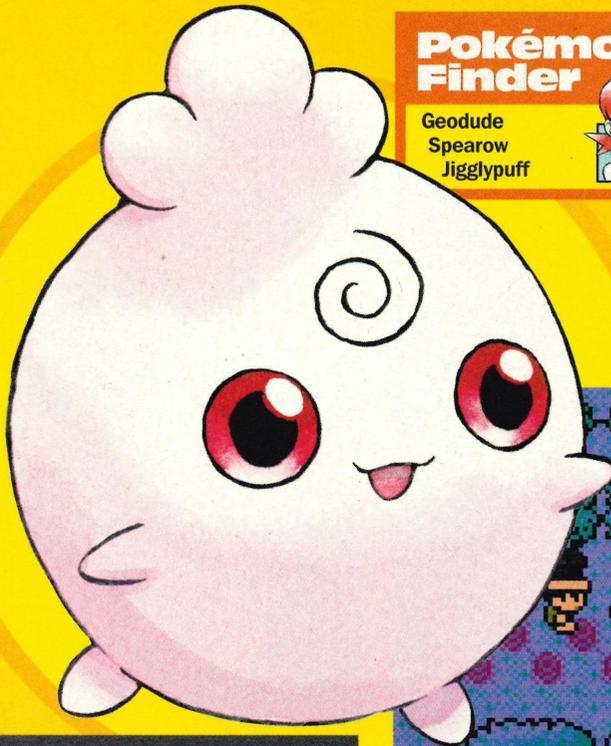


Hey! It's  
WHT APRICORN!

**Where Are They?**

These are the pocket monsters that you've no chance of finding in this game – if you want to fill your Pokédex, you'd do best to trade them from a completed version of Red, Blue or Yellow.

- 01 .....Bulbasaur
  - 02 .....Ivysaur
  - 03 .....Venusaur
  - 04 .....Charmander
  - 05 .....Charmeleon
  - 06 .....Charizard
  - 07 .....Squirtle
  - 08 .....Wartortle
  - 09 .....Blastoise
  - 138 .....Omanyte
  - 139 .....Omastar
  - 140 .....Kabuto
  - 141 .....Kabutops
  - 144 .....Articuno
  - 145 .....Zapdos
  - 146 .....Moltres
  - 150 .....Mewtwo
  - 151 .....Mew
- ...(Still downloadable from Nintendo!)



**Pokémon Finder**

- Geodude
- Spearow
- Jigglypuff

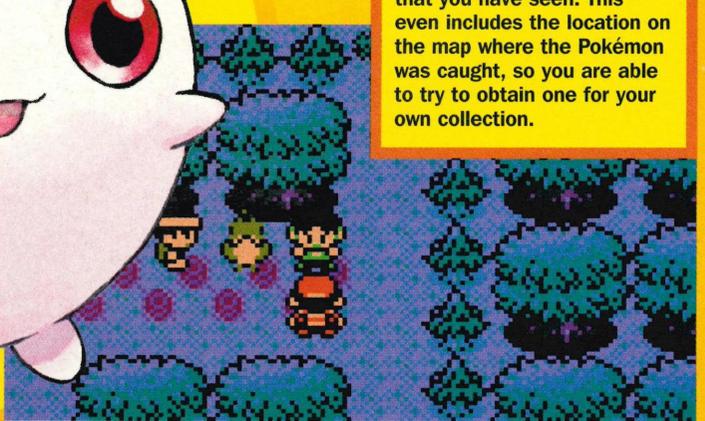


**Pokédex**

The Pokédex is a Pokémon encyclopedia invented by Professor Oak. The new Pokédex has a few upgrades from the previous version to cope with the inclusion of an extra 100 Pokémon. You are able to view the information on all Pokémon that you catch and also information on other trainers' Pokémon that you have seen. This even includes the location on the map where the Pokémon was caught, so you are able to try to obtain one for your own collection.



GOLD received  
LURE BALL.



Wow! Thanks a  
whole bunch!

**Route 46**

Walk west from New Bark Town and then head north to find a small house acting as a gateway. To the north is a mountain path that you will travel along later in your adventure, but for now there are a few wild Pokémon hiding in the grass here. Be sure to visit here with a few Pokéballs to try and catch a Jigglypuff!

**Cherry Grove Mart**

The Pokémart in Cherry Grove has a few essential items available for you to buy. Here are the items available at this time:  
Pokéball – 200  
Potion – 300  
Antidote – 100  
Paralyz Heal – 200  
Awakening – 250

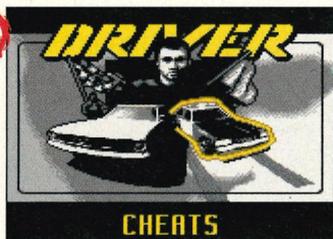
# Help!

Some extra codes to help you along the Game Boy's rocky path...

## Driver

To access an absolutely brilliant cheat menu, all you have to do is highlight the Undercover option and press **Up, Up, Down, Down, Up, Down, Up, Down, Up, Up, Down, Down**. Now you can open all of the cities, get immunity and loads of other stuff.

**Cheat Menu**



## 102 Dalmatians: Puppies to the Rescue

If you really want to ruin this fun platformer, you can go to the password screen and enter... **TOY, BONE, BONE, BONE**. But you'd better be ready with your bark, because this takes you to the final clash with Cruella. Once you've beaten her, you'll get secret mini-games!

**Passwords**



## Batman of the Future

More action-busting codes for the story of the pretender to the Caped Crusader title!

**Passwords**

Level	Password
Level 2	C76564J
Level 3	L88R8TC
Level 4	Y539WZG
Level 5	NTTJ9KY



### KNOW YOUR PAD!

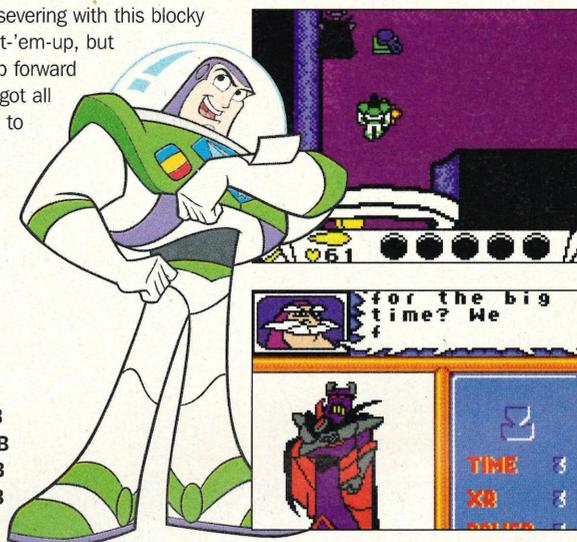
Here's where all those pesky buttons are...

- D-Pad**  
This little plus sign lets you move up, down, left and right!
- Start**  
Pause your game or call up the Options screen!
- B Button**  
Most of the cheats are a combination...
- A Button**  
...of the A and B buttons. Press them carefully!
- Select**  
This button is often used for Options screens.

## Buzz Lightyear of Star Command

If you're persevering with this blocky kind of shoot-'em-up, but want to jump forward a bit, we've got all the codes up to level 13!

- 2 - BBVBB
- 3 - CVVBB
- 4 - XBVB
- 5 - YVVBB
- 6 - GBVBB
- 7 - HVVBB
- 8 - 3BVBB
- 9 - 4VVBB
- 10 - LBVBB
- 11 - MVVBB
- 12 - 7BVBB
- 13 - 8VVBB

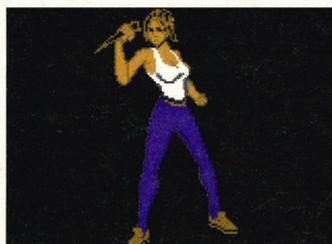


## Buffy the Vampire Slayer

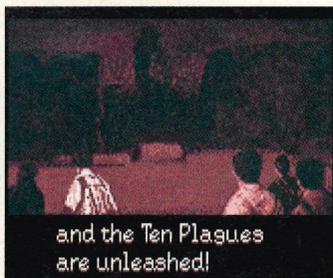
It's not really worth playing this game all the way through - skip those bad plot pictures and stuff by jumping to the end!

**Passwords**

Level	Password
Level 1	3NKFZ8
Level 2	9MD1WV
Level 3	XTN4F7
Level 4	5BVPL2
Level 5	9D6F0S
Level 6	TSCNB4
Level 7	CSJTQZ
Level 8	BNPXZ9
End	GH9MRY



# The Mummy



## Passwords

If you've come to an absolute

standstill, here are some codes to move you along a wee bit!

- 1434
- XS7(Spade)
- 77 (Inv. Tri) X
- 1 (Inv. Tri) 5 (Inv. Tri) (Diamond) 908
- 3457
- (Inv. Tri) 313
- 96 (Circle) 6
- 373 (Inv. Tri)
- 421 (Spade)
- 19 (Diamond) 3
- 929X

- 02 (Club) 6
- 3 (Circle) 07
- 9 (Circle) (Square) 8
- 0931
- (Star) 264
- (Triangle) 745
- 5 (Club) (Circle) 6
- 04 (Spade) (Heart)
- (Star) (Heart) (Diamond) 6
- 690 (Spade)
- 01 (Heart) (Square)
- 9 (Heart) (Spade) 5
- 45 (Spade) (Circle)
- 0 (Circle) 75
- 99 X 0
- 8 (Spade) 0 (Triangle)
- 6 X 8 X

# Donkey Kong Country



Hidden sticker packs are found in the vicinity of green banana bunches. To get hold of these secrets, you must find a green banana bunch, and use the big guy himself, Donkey Kong to slam the ground. A tiny sticker should then bounce out. Collect it and then turn off the game. Then, when you turn it back on, go to the Print option at the main menu, and then onto Sticker Book. If you've got a printer hooked up, just press A and it's yours!

## Playing Tips

# XploderGB & XploderLite



## WWF Wrestlemania 2000

- Inf health P1
- 0D85B86E
- No health P1
- 0D21B86E
- Inf health P2
- 0DA5F96E
- No health P2
- 0D21F96E

## Ultimate Fighting Championship

- Inf time
- 0D9496EF
- 0DF0F3EF
- Inf energy P1
- 0D4C79AE
- 0D4CBBAE
- SuddenDeath P2
- 0D220AAE
- 0D2290AE

## Star Wars Episode 1: Obi Wan's Adventures

- Inf lives
- 0D242281
- Inf energy
- 0D2B66B5
- Inf force
- 0D2BEEB5
- Inf ammo
- 0D4652B5

## Maya The Bee Garden Adventures

- Inf energy
- 0DE22081
- Inf flowers (to fly)
- 0D24DF64
- Inf polls
- 0D243964

## Looney Tunes Martian Alert

- Inf ammo
- 0D2A3237
- Inf lives
- 0D23D237
- Inf energy
- 0D275937

- Invincible
- 0D513537

## Batman Beyond: Return Of The Joker

- Inf lives
- 0D24F755
- Inf energy
- 0D618F55
- Inf nun chaku
- 0D2369E9
- Inf discus
- 0D249AE9
- Inf jet boots
- 0D23FCE9
- Inf shields
- 0D23E5E9
- Inf staff
- 0D23E6E9

## Army Men

### Sarge's Heroes 2

- Inf energy
- 0D37BB64
- Inf rockets
- 0D264A64

### Army Men Air Combat

- Inf energy
- 0D4D55EF
- 0D5161D8
- Inf guided missiles
- 0D2950EF
- Inf rockets
- 0D299DEF
- Inf fire rockets
- 0D23A1EF

### 102 Dalmatians:

### Puppies To The Rescue

- Inf life
- 0D24206E
- Inf energy
- 0D212E04
- Invincible
- 0D225C04
- Have key
- 0D229B04
- Rescue 1 puppy to finish level
- 0D289204

# Star Wars: Obi Wan's Adventures

Complete the young Paduan's entire adventure!

## Passwords

Level	Password
Level 2	BQVQK
Level 3	WNLRM
Level 4	SDGNK
Level 5	CNLMML
Level 6	BXGTG
Level 7	QSRVJ
Level 8	TKGJZ
Level 9	LPZCP



Level 9  
The Final Battle

Password: LPZCP

# Know Your

## The complete listings of Total Game Boy Reviews

Here we have the complete list of all the games ever reviewed by TOTAL GAME BOY! Next time you go shopping, make sure you've got this guide handy, and you'll be sure to only buy the best!



**102 Dalmatians: Puppies To Rescue** **72%**

Genre	Platform
Publisher	Activision
Issue	15

**720°** **43%**

FIND HIDDEN POINTS AND EXTRA MONIES!

Genre	Arcade
Publisher	Nintendo
Issue	03

**A Bug's Life** **58%**

Genre	Platform
Publisher	THQ
Issue	02

**Action Man** **78%**

Genre	Platform
Publisher	THQ
Issue	16

**Airforce Delta** **70%**

Genre	Flight Sim
Publisher	Konami
Issue	14

**Aladdin** **75%**

Genre	Platform
Publisher	Disney
Issue	13

**Alfred's Adventure** **80%**

Genre	Platform
Publisher	SCI
Issue	11

**All Star Baseball 2000** **86%**

Genre	Sports
Publisher	Acclaim
Issue	04

**All Star Tennis '99** **86%**

Genre	Sports
Publisher	Ubi Soft
Issue	05

**Animorphs** **60%**

Genre	RPG
Publisher	Ubi Soft
Issue	14

**Antz Racing** **70%**

Genre	Racing
Publisher	EA
Issue	16

**Antz** **75%**

Genre	Platform
Publisher	Infogrames
Issue	05

**Asterix: Search for Dogmatix** **89%**

Genre	Platform
Publisher	Infogrames
Issue	10

**Austin Powers: Oh Behave** **97%**

Genre	PC Sim
Publisher	Rockstar
Issue	12

**Austin Powers: Underground Lair** **97%**

Genre	PC Sim
Publisher	Rockstar
Issue	12

**Babe And Friends** **70%**

Genre	Puzzle
Publisher	Crave
Issue	03

**Backgammon** **64%**

Genre	Puzzle
Publisher	JVC
Issue	12

**Barbie: Ocean Discovery** **50%**

Genre	Adventure
Publisher	Mattel
Issue	07

**Batman of the Future** **65%**

Genre	Beat-'em-up
Publisher	Ubi Soft
Issue	14

**Batman: Chaos in Gotham City** **83%**

Genre	Platform
Publisher	Ubi Soft
Issue	14Genre

## TOTAL GAMES .net

### Top Tens

Throughout Know Your Games you'll find these Top Tens. They are updated daily on TOTAL GAME BOY's website TotalGames.net and printed each issue here to show you what's hot!

#### Top 10 All genres

Position	Game Name	Publisher	Rating
1	Perfect Dark	Nintendo	98%
2	Austin Powers: Oh Behave!	Rockstar	97%
3	Austin Powers: My Underground Lair	Rockstar	97%
4	Thunderbirds	SCI	96%
5	Bubble Bobble Classic	Taito	96%
6	Mario Tennis	Nintendo	95%
7	Pokémon Yellow	Nintendo	95%
8	Pokémon Gold & Silver	Nintendo	95%
9	Croc 2	THQ	95%
10	Disney's Dinosaur	Ubi Soft	93%

# Games

The complete listings of  
**Total Game Boy**  
**Reviews**  
**TOTAL**  
**GAMES**  
**net**

<b>Battleships</b>  Genre: Strategy Publisher: Take 2 Issue: 05 <b>78%</b>	<b>Beauty and the Beast</b>  Genre: Board game Publisher: Disney Issue: 06 <b>68%</b>	<b>Black Bass Lure Fishing</b>  Genre: Sports Publisher: Majesco Issue: 14 <b>78%</b>	<b>Blade</b>  Genre: Action Publisher: Activision Issue: 15 <b>67%</b>	<b>Bob The Builder</b>  Genre: Puzzle Publisher: BBC Int. Issue: 14 <b>68%</b>	<b>BSX Road Champs</b>  Genre: Sports Publisher: Activision Issue: 16 <b>85%</b>	<b>Bubble Bobble Classic</b>  Genre: Platform Publisher: Taito Issue: 08 <b>96%</b>
<b>Buffy The Vampire Slayer</b>  Genre: Platform Publisher: THQ Issue: 12 <b>85%</b>	<b>Bugs Bunny/Crazy Castle 4</b>  Genre: Puzzle Publisher: Kemco Issue: 09 <b>47%</b>	<b>Bust-A-Move 4</b>  Genre: Puzzle Publisher: Acclaim Issue: 04 <b>95%</b>	<b>Buzz Lightyear of Star Command</b>  Genre: Shoot 'em up Publisher: Activision Issue: 15 <b>66%</b>	<b>Cannon Fodder</b>  Genre: Shoot-em-up Publisher: Codemasters Issue: 15 <b>90%</b>	<b>Carmageddon</b>  Genre: Racing Publisher: SCI Issue: 03 <b>36%</b>	<b>Castlevania Legends</b>  Genre: Platform Publisher: Konami Issue: 01 <b>84%</b>
<b>Caterpillar Construction Zone</b>  Genre: Simulation Publisher: Mattel Issue: 12 <b>85%</b>	<b>Catwoman</b>  Genre: Platform Publisher: Kemco Issue: 10 <b>68%</b>	<b>Catz/Dogz</b>  Genre: Virtual Pet Publisher: Mattel Issue: 09 <b>58%</b>	<b>Centipede</b>  Genre: Shoot'em-up Publisher: Take 2 Issue: 02 <b>74%</b>	<b>Chase HQ: Secret Police</b>  Genre: Action Publisher: Metro 3D Issue: 05 <b>85%</b>	<b>Chessmaster</b>  Genre: Board Publisher: Mindscape Issue: 04 <b>79%</b>	<b>Chicken Run</b>  Genre: Adventure Publisher: THQ Issue: 14 <b>93%</b>
<b>Conker's Pocket Tales</b>  Genre: Adventure Publisher: Nintendo Issue: 03 <b>92%</b>	<b>Cool Bricks</b>  Genre: Puzzle Publisher: SCI Issue: 11 <b>86%</b>	<b>Cool Hand</b>  Genre: Card game Publisher: Take 2 Issue: 02 <b>85%</b>	<b>Croc 2</b>  Genre: Adventure Publisher: THQ Issue: 12 <b>95%</b>	<b>Croc</b>  Genre: Platform Publisher: THQ Issue: 10 <b>91%</b>	<b>Cyber Tiger</b>  Genre: Sports Publisher: EA Sports Issue: 13 <b>91%</b>	<b>Daffy Duck: Fowl Play</b>  Genre: Platform Publisher: Sunsoft Issue: 09 <b>88%</b>
<b>Dakotana</b>  Genre: Platform Publisher: Activision Issue: 15 <b>92%</b>	<b>Déjà Vu 1 and 2</b>  Genre: Adventure Publisher: Kemco Issue: 08 <b>90%</b>	<b>Dinosaur</b>  Genre: Adventure Publisher: Ubi Soft Issue: 12 <b>93%</b>				
<b>Dinosaur'us</b>  Genre: Platform Publisher: EA Issue: 15 <b>73%</b>	<b>Disney's Magical Racing Tour</b>  Genre: Racing Publisher: Activision Issue: 15 <b>79%</b>	<b>Donald Duck: Quack Attack</b>  Genre: Platform Publisher: Ubi Soft Issue: 14 <b>84%</b>				

# Know Your



### Top 8 Shoot-'em-ups

Position	Game Name	Publisher	Rating
1	Perfect Dark	Nintendo	98%
2	SWIV	Sci	85%
3	Action Man: Search For Base X	THQ	78%
4	Airforce Delta	Konami	70%
5	Godzilla: Monster Wars	Ubi Soft	66%
6	Konami Collection No.4	Konami	55%
7	Men In Black 2: The Series	Crave Ent.	42%
8	F18 Thunderstrike	Take 2	28%

<b>Donkey Kong Country</b>  Genre: Platform Publisher: Nintendo Issue: 14 <b>90%</b>	<b>Donkey Kong Land</b>  Genre: Platform Publisher: Nintendo Issue: 01 <b>86%</b>	<b>Doug's big game</b>  Genre: RPG Publisher: Ubi Soft Issue: 16 <b>90%</b>	<b>Dragon Tales: Dragon Wings</b>  Genre: Children Publisher: Ubi Soft Issue: 16 <b>69%</b>	<b>Dragon Warrior Monsters</b>  Genre: RPG Publisher: Edios Issue: 07 <b>92%</b>	<b>Driver</b>  Genre: Driving Publisher: Infragram Issue: 10 <b>92%</b>	<b>Dropzone</b>  Genre: Shoot-'em-up Publisher: Acclaim Issue: 03 <b>82%</b>
<b>Duke Nukem</b>  Genre: Platform Publisher: GT Interactive Issue: 03 <b>90%</b>	<b>Dukes of Hazzard 2</b>  Genre: Racing Publisher: Ubi Soft Issue: 16 <b>82%</b>	<b>Earthworm Jim: Menace to the Galaxy</b>  Genre: Platform Publisher: Crave Issue: 6 <b>80%</b>	<b>Elmo 123</b>  Genre: Edutainment Publisher: Ubi Soft Issue: 15 <b>70%</b>	<b>Elmo ABC</b>  Genre: Edutainment Publisher: Ubi Soft Issue: 15 <b>45%</b>	<b>Elmo in Grouchland</b>  Genre: Platform Publisher: Ubi Soft Issue: 15 <b>69%</b>	<b>Emperor's New Grove</b>  Genre: Platform Publisher: Ubi Soft Issue: 16 <b>82%</b>
<b>Evil Knievel</b>  Genre: Action Publisher: Take 2 Issue: 06 <b>75%</b>	<b>F1 Championship 2000</b>  Genre: Racing Publisher: EA Sports Issue: 13 <b>74%</b>	<b>F1 World Grand Prix</b>  Genre: Racing Publisher: Video System Issue: 4 <b>74%</b>	<b>F1 Thunderstrike</b>  Genre: Flight Sim Publisher: Take 2 Issue: 11 <b>28%</b>	<b>FIFA 2000</b>  Genre: Sports Publisher: EA Sports Issue: 07 <b>73%</b>	<b>Final Fantasy Adventure</b>  Genre: RPG Publisher: Sunsoft Issue: 01 <b>85%</b>	<b>Final Fantasy Legend 11</b>  Genre: RPG Publisher: Sunsoft Issue: 01 <b>86%</b>
<b>Final Fantasy Legend III</b>  Genre: RPG Publisher: Sunsoft Issue: 01 <b>92%</b>	<b>Final Fantasy Legend</b>  Genre: RPG Publisher: Sunsoft Issue: 01 <b>78%</b>	<b>Flinstones: Burgentine in Bedrock</b>  Genre: Puzzle Publisher: Virgin Issue: 12 <b>53%</b>	<b>Flipper &amp; Lopaka</b>  Genre: Platform Publisher: Ubi Soft Issue: 16 <b>80%</b>	<b>Frogger</b>  Genre: Arcade Publisher: Take 2 Issue: 02 <b>80%</b>	<b>Frogger 2</b>  Genre: Puzzle Publisher: Hesbo Issue: 13 <b>80%</b>	<b>Catch &amp; Wack 2</b>  Genre: Arcade Publisher: Nintendo Issue: 02 <b>92%</b>
<b>Game Boy Gallery 3</b>  Genre: Collection Publisher: Nintendo Issue: 09 <b>85%</b>	<b>Gex 3: Deep Pocket Gecko</b>  Genre: Platform Publisher: Edios Issue: 08 <b>87%</b>	<b>Gex: Enter the Gecko</b>  Genre: Platform Publisher: Interplay Issue: 02 <b>90%</b>	<b>Gift</b>  Genre: Adventure Publisher: Cryo Issue: 15 <b>63%</b>	<b>Godzilla: Monster Wars</b>  Genre: Shoot-'em-up Publisher: Ubi Soft Issue: 16 <b>66%</b>	<b>Golden Goal</b>  Genre: Sports Publisher: Tarantula Issue: 05 <b>86%</b>	<b>Grand Theft Auto 2</b>  Genre: Shoot-'em-up Publisher: Rockstar Issue: 14 <b>90%</b>

# Games

The complete listings of  
**Total Game Boy**  
**Reviews**  
**TOTAL**  
**GAMES**  
**net**

**Grand Theft Auto** **62%**

Genre Crime-'em-up  
 Publisher Rockstar  
 Issue 06

**Harvest Moon** **93%**

Brush your cow everyday with

Genre Role Playing  
 Publisher Nintendo  
 Issue 02

**Harvest Moon 2** **89%**

01 Sun AM08  
 Super Sickle

Genre RPG  
 Publisher Ubi Soft  
 Issue 16

**Hello Kitty's Cube Frenzy** **58%**

Genre Puzzle  
 Publisher Ubi Soft  
 Issue 15

**Hexite** **85%**

Genre Puzzle  
 Publisher Ubi Soft  
 Issue 02

**Hollywood Pinball** **64%**

Genre Pinball  
 Publisher Take 2  
 Issue 02

**Hot Wheels: Stunt Track Driver** **85%**

Genre Racing  
 Publisher Mattel  
 Issue 11

**Inspector Gadget** **72%**

Genre Platform  
 Publisher Ubi Soft  
 Issue 14

**International Karate** **92%**

Genre Fighting  
 Publisher Studio 3  
 Issue 07

**International Superstar Soccer** **86%**

Genre Sports  
 Publisher Konami  
 Issue 01

**ISS Pro '99** **78%**

KICK OFF

Genre Sports  
 Publisher Konami  
 Issue 05

**Jeremy McGrath Supercross 2000** **55%**

Genre Racing  
 Publisher Acclaim  
 Issue 12

**Jeremy McGrath Supercross** **71%**

Genre Racing  
 Publisher Acclaim  
 Issue 09

**Jim Henson's Muppets** **75%**

Genre Platform  
 Publisher Take 2  
 Issue 09

**Joust/ Defender** **55%**

Genre Compilation  
 Publisher Midway  
 Issue 04

**Klax** **52%**

Genre Puzzle  
 Publisher Midway  
 Issue 04

**Kluster** **58%**

Genre Puzzle  
 Publisher Infogrames  
 Issue 03

**Konami Collection 4** **55%**

Genre Compilation  
 Publisher Konami  
 Issue 12

**Legend of the River King** **79%**

Genre Fishing  
 Publisher Natsume  
 Issue 04

**Lego Alpha Team** **90%**

Genre Strategy  
 Publisher Lego Int.  
 Issue 15

**Lego Racers** **89%**

Genre Racing  
 Publisher Lego Int.  
 Issue 15

**Lego Stunt Rally** **92%**

Genre Racing  
 Publisher Lego Int.  
 Issue 15

**Lion King: Simba's Mighty Adventure** **79%**

Genre Platform  
 Publisher Activision  
 Issue 15

**Little Mermaid 2: Pinball Frenzy** **80%**

Genre Pinball  
 Publisher Nintendo  
 Issue 15

**Logical** **98%**

Genre Puzzle  
 Publisher THQ  
 Issue 03

**Looney Tunes** **98%**

Genre Platform  
 Publisher Sunsoft  
 Issue 02

**Looney Tunes Martian Alert** **90%**

Genre RPG  
 Publisher Infogrames  
 Issue 10

**Looney Tunes Martian Revenge** **80%**

Genre RPG  
 Publisher Infogrames  
 Issue 13

**Lucky Luke** **87%**

Genre Platform  
 Publisher Infogrames  
 Issue 04

**Magical Tetris Challenge** **87%**

Genre Puzzle  
 Publisher Disney  
 Issue 09



## Top 10 Strategy/Adventure

Position	Game Name	Publisher	Rating
1	Thunderbirds	SCi	96%
2	Pokémon Yellow	Nintendo	95%
3	Pokémon Gold & Silver	Nintendo	95%
4	Croc 2	THQ	95%
5	Disney's Dinosaur	Ubi Soft	93%
6	Chicken Run	THQ	93%
7	Daikatana	Kemco	92%
8	Looney Tunes Collector: Martian Alert!	Infogrames	90%
9	Doug's Big Game	Ubi Soft	90%
10	Harvest Moon 2	Ubi Soft	89%

# Know Your

**Mario Golf** 97%



Genre: Sports  
Publisher: Nintendo  
Issue: 05

**Mario Tennis** 95%



Genre: Sports/RPG  
Publisher: Nintendo  
Issue: 15

**Maya the Bee** 92%



Genre: Platform  
Publisher: Acclaim  
Issue: 04

**Maya The Bee: Garden Adventure** 50%



Genre: RPG  
Publisher: Borsali  
Issue: 15

**Men in Black 2** 42%



Genre: Platform  
Publisher: Crave  
Issue: 11

**Men in Black** 80%



Genre: Shoot-'em-up  
Publisher: Interplay  
Issue: 02

**Merlin** 54%



Genre: Platform  
Publisher: EA  
Issue: 15

**Metal Gear Solid** 94%



Genre: Action  
Publisher: Konami  
Issue: 09

**Mickey's Racing Adventure** 98%



Genre: Racing  
Publisher: Nintendo  
Issue: 07

**Micro Machines** 91%



Genre: Racing  
Publisher: Codemasters  
Issue: 01

**Micro Machines 1 & 2: Twin Turbo** 93%



Genre: Racing  
Publisher: THQ  
Issue: 08

**Mission Impossible** 90%



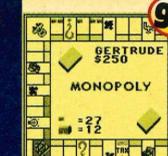
Genre: Racing  
Publisher: Infogrames  
Issue: 07

**Monkey Puncher** 80%



Genre: Platform  
Publisher: Ubi Soft  
Issue: 15

**Monopoly** 90%



Genre: Board Game  
Publisher: Konami  
Issue: 01

**Montezuma's Return** 79%



Genre: Platform  
Publisher: Take 2  
Issue: 01

**Moomin's Tale** 82%



Genre: Adventure  
Publisher: Sunsoft  
Issue: 09

**Moon Patrol/Spy Hunter** 60%



Genre: Compilation  
Publisher: Midway  
Issue: 04

**Mortal Kombat 4** 51%



Genre: Beat-'em-up  
Publisher: Midway  
Issue: 02

**Mr Driller** 80%



Genre: Arcade  
Publisher: Namco  
Issue: 16

**Mr Nutz** 70%



Genre: Platform  
Publisher: Infogrames  
Issue: 06

**Ms. Pac-Man: Speed Colour Edition** 85%



Genre: Puzzle  
Publisher: Namco  
Issue: 06

## Top 9 Beat-'em-ups

Position	Game Name	Publisher	Rating
1	Buffy The Vampire Slayer	THQ	85%
2	Robot Wars	BBC Multimedia	75%
3	Project S11	Sunsoft	75%
4	Power Rangers: Light Speed Rescue	THQ	72%
5	X-Men: Mutant Academy	Activision	70%
6	Blade	Activision	67%
7	Batman Of The Future: Return Of The Joker	Ubi Soft	65%
8	Ultimate Fighting Championship	Ubi Soft	53%
9	Turok 3: Shadow of Oblivion	Acclaim	50%

**MTV Sports Skateboarding** 46%



Genre: Sports  
Publisher: THQ  
Issue: 13

**Mystical Ninja** 60%



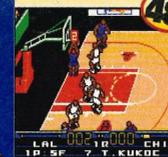
Genre: Role Playing  
Publisher: Konami  
Issue: 01

**NBA in the Zone 2000** 85%



Genre: Sports  
Publisher: Konami  
Issue: 10

**NBA in the Zone** 48%



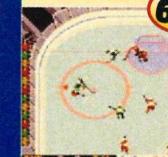
Genre: Sports  
Publisher: Konami  
Issue: 04

**NFL Blitz** 83%



Genre: Sports  
Publisher: Midway  
Issue: 04

**NHL 2000** 67%



Genre: Sports  
Publisher: EA  
Issue: 08

**NHL Blades of Steel** 51%



Genre: Sports  
Publisher: Konami  
Issue: 04

**Noddy & the Birthday Party** 72%



Genre: Adventure  
Publisher: BBC  
Issue: 08

**O'leary Manager 2000** 85%



Genre: Sports  
Publisher: Ubi Soft  
Issue: 11

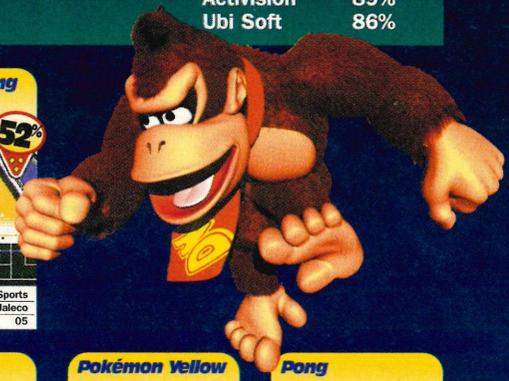


# TOTAL GAMES

The complete listings of  
**Total Game Boy**  
**Reviews**  
**TOTAL GAMES**  
*net*

## Top 10 Platform

Position	Game Name	Publisher	Rating
1	Austin Powers: Oh Behave!	Rockstar	97%
2	Austin Powers: My Underground Lair	Rockstar	97%
3	Bubble Bobble Classic	Taito	96%
4	Croc	THQ	91%
5	Duke Nukem	GT Interactive	90%
6	The Mummy	Konami	90%
7	Donkey Kong Country	Nintendo	90%
8	Asterix: Search for Dogmatix	Infogrames	89%
9	Spider-Man	Activision	89%
10	Spirou	Ubi Soft	86%



**Oblex**

89%

Genre	Platform
Publisher	Infogrames
Issue	04

**Odd World Adventures**

85%

Genre	Platform
Publisher	GT Interactive
Issue	02

**Odd World Adventures II**

95%

Genre	Platform
Publisher	GT Interactive
Issue	05

**Pac-Man: Speed Colour Edition**

82%

Genre	Arcade
Publisher	Namco
Issue	05

**Paperboy**

62%

Genre	Arcade
Publisher	Midway
Issue	04

**Perfect Dark**

98%

Genre	Shoot-'em-up
Publisher	Nintendo
Issue	11

**Pitfall: Beyond the Jungle**

81%

Genre	Platform
Publisher	Virgin
Issue	03

**Pocket Bowling**

52%

Genre	Sports
Publisher	Jaleco
Issue	05

**Pocket Racing**

54%

Genre	Racing
Publisher	Virgin
Issue	13

**Pokémon Gold/Silver**

95%

Genre	RPG
Publisher	Nintendo
Issue	16

**Pokémon Pinball**

85%

Genre	Pinball
Publisher	Nintendo
Issue	13

**Pokémon Red/Blue**

85%

Genre	RPG/Trade
Publisher	Nintendo
Issue	04

**Pokémon Trading Card Game**

87%

Genre	RPG/Trade
Publisher	Nintendo
Issue	14

**Pokémon Yellow**

95%

Genre	RPG/Trade
Publisher	Nintendo
Issue	10

**Pong**

75%

Genre	Arcade
Publisher	Take 2
Issue	11

**Pop 'N Pop**

77%

Genre	Arcade
Publisher	JVC
Issue	12

**Power Quest**

85%

Genre	Beat-'em-up
Publisher	Sunsoft
Issue	01

**Power Rangers: LSR**

72%

Genre	Platform
Publisher	THQ
Issue	15

**Prince of Persia**

90%

Genre	Platform
Publisher	Red Orb
Issue	04

**Pro Pool**

70%

Genre	Sports
Publisher	Codemasters
Issue	10

**Project S-11**

75%

Genre	Shoot-'em-up
Publisher	Sunsoft
Issue	13

**Puchi Carat**

65%

Genre	Puzzle
Publisher	Taito
Issue	10

**Quest for Camelot**

84%

Genre	Role Playing
Publisher	Titus
Issue	02

**Rainbow 6**

92%

Genre	Strategy
Publisher	Red Storm
Issue	08

**Rampage World Tour**

58%

Genre	Arcade
Publisher	Midway
Issue	02

**Rayman**

92%

Genre	Platform
Publisher	Ubi Soft
Issue	07

**RC Pro-Am**

95%

Genre	Racing
Publisher	Nintendo
Issue	01

**Ready 2 Rumble Boxing**

73%

Genre	Sports
Publisher	Midway
Issue	07

**Reservoir Rat**

84%

Genre	Platform
Publisher	Take 2
Issue	02

**Revelations: The Demon Slayer**

91%

Genre	RPG
Publisher	Attus
Issue	05

**Road To Eldorado**

77%

Genre	Platform
Publisher	Ubi-Soft
Issue	11

**Robin Hood**

83%

Genre	Adventure
Publisher	EA
Issue	16

**Robot Wars**

75%

Genre	Bash-'em-up
Publisher	BBC Int.
Issue	14

**Roland Garros French Open**

60%

Genre	Sports
Publisher	Cyros
Issue	12

**Ronaldo V-Football**

65%

Genre	Sports
Publisher	Infogrames
Issue	07

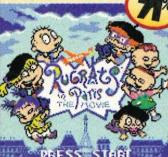
**R-Type DX**

60%

Genre	Shooter
Publisher	Infogrames
Issue	04

# Know Your

**Rugrats in Paris** 71%



Genre: Puzzle  
 Publisher: THQ  
 Issue: 15

**Rugrats: The Movie** 87%



Genre: Platform  
 Publisher: THQ  
 Issue: 02

**Rugrats: Time in Paris** 72%



Genre: Platform  
 Publisher: THQ  
 Issue: 06

**Rugrats: Totally Angelica** 71%



Genre: Puzzle  
 Publisher: THQ  
 Issue: 13

**Sabrina The Teenage Witch Zapped!** 60%



Genre: Platform  
 Publisher: Havas Int.  
 Issue: 15

**Shadowgate Classic** 48%



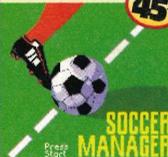
Genre: Role Playing  
 Publisher: Kemco  
 Issue: 03

**Shanghai Pocket** 79%



Genre: Puzzle  
 Publisher: Sunsoft  
 Issue: 01

**Soccer Manager** 45%



Genre: Sports  
 Publisher: Acclaim  
 Issue: 11

**Space Invaders** 69%



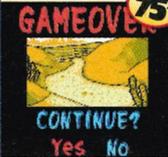
Genre: Shoot-'em-up  
 Publisher: Activision  
 Issue: 06

**Space Station Silicon Valley** 92%



Genre: Platform  
 Publisher: Take 2  
 Issue: 05

**Speedy Gonzales: Aztec Adv.** 75%



Genre: Platform  
 Publisher: Infogrames  
 Issue: 09

**Spider-Man** 89%



Genre: Platform  
 Publisher: Activision  
 Issue: 13

**Spirou: The Robot Invasion** 86%



Genre: Platform  
 Publisher: Ubi Soft  
 Issue: 10

**Spy Vs Spy** 77%



Genre: Arcade  
 Publisher: Kemco  
 Issue: 04

**Star Wars: Episode 1 Racer** 93%



Genre: Racing  
 Publisher: LucasArts  
 Issue: 07

**Star Wars: Obi Wan's Adventures** 85%



Genre: Adventure  
 Publisher: THQ  
 Issue: 15

**Star Wars: Yoda Stories** 84%



Genre: RPG  
 Publisher: LucasArts  
 Issue: 08

**Stranded Kids** 79%



Genre: RPG  
 Publisher: Konami  
 Issue: 08

**StreetFighter Alpha** 85%



Genre: Beat-'em-up  
 Publisher: Capcom  
 Issue: 08

**Super Breakout** 70%



Genre: Puzzle  
 Publisher: Take 2  
 Issue: 02

**Super Mario Bros Delux** 95%



Genre: Platform  
 Publisher: Nintendo  
 Issue: 03

**Super Marioland 2** 92%



Genre: Platform  
 Publisher: Nintendo  
 Issue: 01

**Super Return Of the Jedi** 72%



Genre: Platform  
 Publisher: LucasArts  
 Issue: 01

**Supercross** 88%



Genre: Racing  
 Publisher: Infogrames  
 Issue: 14

**Supreme Snow - Boarding** 53%



Genre: Sports  
 Publisher: Infogrames  
 Issue: 06

**Suzuki Aistare Extreme Racing** 72%



Genre: Racing  
 Publisher: Ubi-Soft  
 Issue: 06

**Swiv** 85%



Genre: Shoot-'em-up  
 Publisher: SCI  
 Issue: 16

**Tarzan** 92%



Genre: Platform  
 Publisher: Activision  
 Issue: 05

**Tazmanian Devil: Munching Mad** 85%



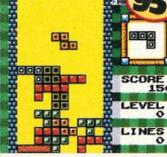
Genre: Action  
 Publisher: Infogrames  
 Issue: 07

**Test Drive 6** 78%



Genre: Racing  
 Publisher: Infogrames  
 Issue: 08

**Tetris DX** 95%



Genre: Puzzle  
 Publisher: Nintendo  
 Issue: 01

**The Adventures of the Smurfs** 55%



Genre: Adventure  
 Publisher: Infogrames  
 Issue: 14

**The Grinch** 90%



Genre: Arcade  
 Publisher: Konami  
 Issue: 14

**The Jungle Book: Mowgli's Adventures** 66%



Genre: Platform  
 Publisher: Ubi Soft  
 Issue: 14

**The Mummy** 90%



Genre: Platform  
 Publisher: Konami  
 Issue: 14

**The Smurf's Nightmare** 78%



Genre: Platform  
 Publisher: Infogrames  
 Issue: 03

**Three Lions** 82%



Genre: Sports  
 Publisher: Take 2  
 Issue: 05

**Thunderbirds Adventure** 96%



Genre: Adventure  
 Publisher: SCI  
 Issue: 13

**Tiger Wood's PGA Tour 2000** 43%



Genre: Sports  
 Publisher: EA Sports  
 Issue: 08

**Tintin: Le Temple Du Soleil** 71%



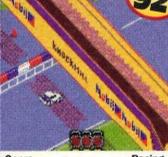
Genre: Platform  
 Publisher: Infogrames  
 Issue: 15

**Titus The Fox** 53%



Genre: Platform  
 Publisher: Titus  
 Issue: 15

**Toca** 92%

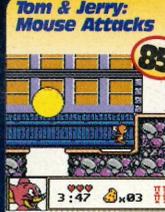


Genre: Racing  
 Publisher: THQ  
 Issue: 11

# Games

The complete listings of  
**Total Game Boy**  
**Reviews**  
**TOTAL**  
**GAMES**  
**net**

**Tom & Jerry**  
  
**48%**  
 Genre Platform  
 Publisher Warner Bros  
 Issue 06

**Tom & Jerry: Mouse Attacks**  
  
**85%**  
 Genre Platform  
 Publisher Ubi Soft  
 Issue 13

**Tomb Raider**  
  
**99%**  
 Genre Adventure  
 Publisher Core Design  
 Issue 08

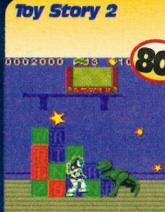
**Tonic Trouble**  
  
**88%**  
 Genre Platform  
 Publisher Ubi Soft  
 Issue 09

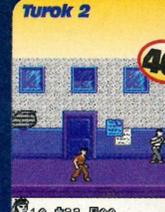
**Tonka Raceway**  
  
**31%**  
 Genre Racing  
 Publisher Hesbo  
 Issue 11

**Tony Hawk's Skateboarding**  
  
**64%**  
 Genre Sports  
 Publisher Activision  
 Issue 09

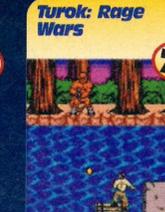
**Toonsylvania**  
  
**71%**  
 Genre Platform  
 Publisher THQ  
 Issue 11

**Top Gear Rally**  
  
**55%**  
 Genre Racing  
 Publisher Nintendo  
 Issue 03

**Toy Story 2**  
  
**80%**  
 Genre Platform  
 Publisher THQ  
 Issue 07

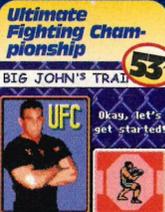
**Turok 2**  
  
**40%**  
 Genre Platform  
 Publisher Acclaim  
 Issue 02

**Turok 3**  
  
**50%**  
 Genre Shoot-'em-up  
 Publisher Acclaim  
 Issue 11

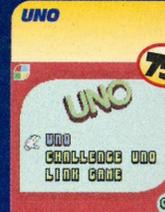
**Turok: Rage Wars**  
  
**70%**  
 Genre Action  
 Publisher Acclaim  
 Issue 06

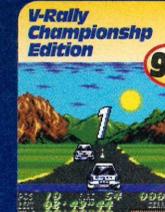
**Tweety's High Flying Adventures**  
  
**79%**  
 Genre Platform  
 Publisher Kenaco  
 Issue 12

**UEFA 2000**  
  
**91%**  
 Genre Sports  
 Publisher Infogrames  
 Issue 11

**Ultimate Fighting Championship**  
  
**53%**  
 Genre Racing  
 Publisher Ubi Soft  
 Issue 16

**Ultimate Paintball**  
  
**50%**  
 Genre Shoot-'em-up  
 Publisher Take 2  
 Issue 11

**UNO**  
  
**75%**  
 Genre Cards  
 Publisher Mattel  
 Issue 14

**U-Rally Championship Edition**  
  
**90%**  
 Genre Racing  
 Publisher Infogrames  
 Issue 03

**Wacky Races**  
  
**90%**  
 Genre Racing  
 Publisher Infogrames  
 Issue 10

**Wario Land III**  
  
**97%**  
 Genre Platform  
 Publisher Nintendo  
 Issue 09

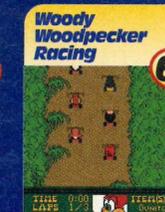
**Wario Land II**  
  
**90%**  
 Genre Platform  
 Publisher Nintendo  
 Issue 01

**Wave Races**  
  
**66%**  
 Genre Racing  
 Publisher Nintendo  
 Issue 01

**Wetrix GB**  
  
**48%**  
 Genre Puzzle  
 Publisher Infogrames  
 Issue 11

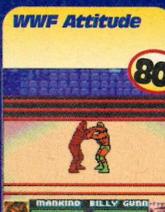
**Wings of Fury**  
  
**89%**  
 Genre Shoot-'em-up  
 Publisher Red Orb  
 Issue 09

**Winnie The Pooh: 100 Acre Wood**  
  
**60%**  
 Genre Adventure  
 Publisher Disney  
 Issue 10

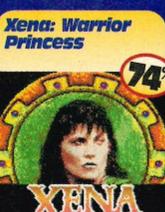
**Woody Woodpecker Racing**  
  
**60%**  
 Genre Racing  
 Publisher Konami  
 Issue 16

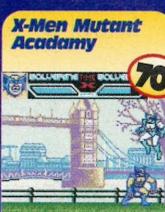
**World Cup '98**  
  
**80%**  
 Genre Sports  
 Publisher EA Sports  
 Issue 01

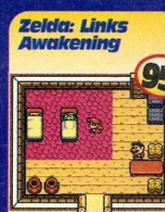
**Worms Armageddon**  
  
**48%**  
 Genre Strategy  
 Publisher Infogrames  
 Issue 06

**WWF Attitude**  
  
**80%**  
 Genre Fighting  
 Publisher Acclaim  
 Issue 04

**WWF Wrestlemania**  
  
**49%**  
 Genre Sports  
 Publisher THQ  
 Issue 07

**Xena: Warrior Princess**  
  
**74%**  
 Genre RPG  
 Publisher Virgin  
 Issue 15

**X-Men Mutant Academy**  
  
**70%**  
 Genre Fighting  
 Publisher Activision  
 Issue 11

**Zelda: Links Awakening**  
  
**95%**  
 Genre Adventure  
 Publisher Nintendo  
 Issue 01



## Top 10 Racing

Position	Game Name	Publisher	Rating
1	Lego Stunt Rally	Lego Interactive	92%
2	Driver	Infogrames	92%
3	TOCA: Touring Car Championship	THQ	92%
4	Wacky Races	Infogrames	90%
5	Grand Theft Auto 2	Rockstar Games	90%
6	Lego Racers	Lego Interactive	89%
7	Supercross	Infogrames	88%
8	Hot Wheels Stunt Track Driver	Mattel Interactive	85%
9	Road Champs	Activision	85%
10	The Dukes of Hazzard: Racing For Home	Ubi Soft	82%

# Coming Soon...

## Curiouser and Curiouser!

### Alone In The Dark

We get ready to turn off all the lights to take a look at this scary game in our exclusive massive review.

### Alice in Wonderland

This game is going to be great! Alice In Wonderland finally gets released next issue with a huge adventure and a special competition!

### Plus!

Sneaky peeks at Superman, Snoopy Tennis and Tiny Toon Adventures plus exclusive reviews of Matt Hoffman's Pro BMX (with a very exciting competition that'll knock your socks off!)

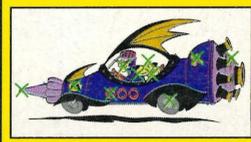
and Indiana Jones and The Infernal Machine.

Issue 18 of Total Game Boy - on 3 May!



## Puzzle Answers

M	Y	S	T	E	R	I	O	U	S	C
R	O	E	P	Y						
P	L	A	S	T	A	T	I	O	N	
Y	E	T	D							
O	L	I	V	E	C	A	M	E	R	A
S	L				C	A	M	E	R	A
W	M	K	E	T	C	H	U	M	U	
I	T	A			L	I	O	N	E	L
B	U	L			L	I	O	N	E	L
O	M	N			G					
B	O	B	H	O	S	K	I	N	S	



# total game boy

Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS  
Tel: +44 (0) 1202 299900 Fax: +44 (0) 1202 299955 www.paragon.co.uk

**CUSTOMER SERVICES** IF YOU HAVE A PROBLEM WITH ANY ASPECT OF THIS MAGAZINE - FROM COMPETITION ENQUIRIES TO DAMAGED COPIES OR MISSING COVERMOUNTS, PLEASE CONTACT OUR CUSTOMER SERVICES MANAGER ON 01202 200225.

MANAGING EDITOR **NICK ROBERTS** nickr@paragon.co.uk GAMES EDITOR **JEM ROBERTS** jem@paragon.co.uk TOTALGAMES.NET EDITOR **RICHARD MELVILLE** richm@paragon.co.uk

SENIOR SUB-EDITOR **KAREN HOLLOCKS** SUB-EDITORS **STUART MESSHAM** **ANGELA YOUNG** **ALEX JONES** CONTRIBUTORS **SIMON PHILLIPS** **PAUL GANNON** **RUSSELL MURRAY** **NERYS COWARD**

GROUP ART EDITOR **NICK TRENT** DESIGNERS **ROB SULLIVAN** **PATRICK MCMAHON (& KING GRUB!)**

**ADVERTISING** ADVERTISING MANAGER **FELICITY MEAD** TEL: 01202 200224 felicity@paragon.co.uk AD SALES EXECUTIVES **LEYLAH HONEYBORNE** **MARCUS REEVES** COPY CONTROLLERS **JO DIEPPE** **LORRAINE TROUGHTON**

**PRODUCTION & DISTRIBUTION** PRODUCTION MANAGER **DAVE OSBOURNE** BUREAU MANAGER **CHRIS REES** SCANNING/PREPRESS **LIAM O'HARA** CIRCULATION MANAGER **TIM HARRIS** TEL: 01202 200200 FAX: 01202 200217

**INTERNATIONAL LICENSING** TOTAL GAME BOY MAGAZINE IS AVAILABLE FOR LICENSING OVERSEAS. FOR DETAILS CONTACT: INTERNATIONAL MANAGER **CATHY BLACKMAN** TEL: +44 (0) 1202 200205 FAX: +44 (0) 1202 200235 cathb@paragon.co.uk

**DIRECTORS** EDITORIAL DIRECTOR **DAMIAN BUTT** PRODUCTION DIRECTOR **JANE HAWKINS** CIRCULATION & MARKETING DIRECTOR **KEVIN PETLEY**

ADVERTISING DIRECTOR **PETER CLEALL** ART DIRECTOR **MARK KENDRICK** FINANCE DIRECTOR **STEPHEN BOYD** MANAGING DIRECTOR **MARK SIMPSON**

PRINTED BY **GARNETT DICKINSON** ROTHERHAM DISTRIBUTED BY **SEYMOUR LTD** 1ST FLOOR, 86 NEWMAN STREET, LONDON, W1P 3LD TEL: 0207 3968000

TOTAL GAME BOY IS FULLY INDEPENDENT AND IS IN NO WAY AN OFFICIAL NINTENDO PUBLICATION. GAME BOY AND GAME BOY COLOR ARE TRADEMARKS OF NINTENDO OF AMERICA INC. NINTENDO OF AMERICA INC. THE VIEWS EXPRESSED WITHIN ARE NOT NECESSARILY THE OPINIONS OF NINTENDO OF AMERICA, ITS SOFTWARE PARTNERS OR THIRD-PARTY SOFTWARE PUBLISHERS. ALL COPYRIGHTS AND TRADEMARKS ARE RECOGNISED. NO PART OF THIS MAGAZINE MAY BE REPRODUCED WITHOUT THE WRITTEN PERMISSION OF THE PUBLISHER.



© 2001 PARAGON PUBLISHING LTD ISSN: 1464-5904 COVER IMAGE COURTESY OF THQ THE SIMPSONS TM & © 2001 TWENTIETH CENTURY FOX FILM CORPORATION



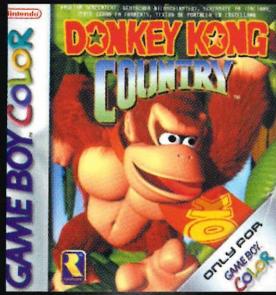
**BEST  
SELLER**

**NEW  
RELEASE**

**NEW  
RELEASE**

**NEW  
RELEASE**

**NEW  
RELEASE**



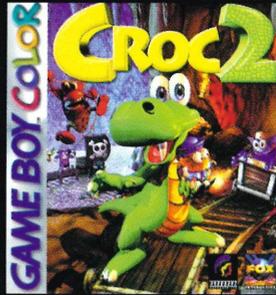
**Donkey Kong Country**  
RP £24.99 **MX2 £17.99**



**Lion King II - Simba's  
Mighty Adventure**  
RP £24.99 **MX2 £17.99**



**Buffy Vampire Slayer**  
RP £24.99 **MX2 £17.99**



**CROC 2**  
RP £24.99 **MX2 £17.99**



**Buzz Lightyear  
Star Command**  
RP £24.99 **MX2 £17.99**



**Maya the Bee**  
£17.99



**Pop'n'Pop**  
£17.99



**TETRIS DX**  
£14.99



**PINBALL**  
£17.99



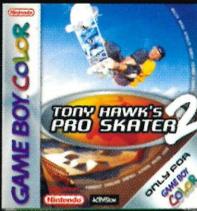
**NEW Pokemon  
GOLD** £17.99



**NEW Pokemon  
SILVER** £17.99



**NEW Pokemon  
CRYSTAL** £17.99



**Tony Hawk Pro  
Skater 2** £17.99



**Obi Wan's Adv.**  
£17.99



**X-MEN Mutant  
Academy** £14.99



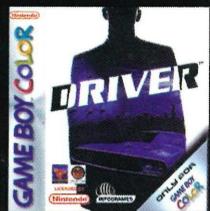
**TJ Lavin's BMX**  
£17.99



**The Mummy**  
£17.99



**Robot Wars**  
£17.99



**Driver**  
£17.99



**Game & Watch  
Gallery 3** £17.99



**Jungle Book**  
£17.99



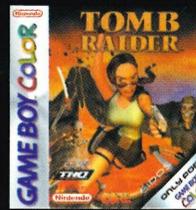
**Chicken Run**  
£17.99



**Super Mario Bros  
Deluxe** £17.99



**Dragon Dance**  
£17.99



**Tomb Raider**  
£17.99



**Touring Car  
Champs** £17.99

**Chart Music CDs from £8.99 & DVD Films from £14.55...**



**Robbie-sing**  
when you're  
winning



**Westlife**  
Coast-Coast



**Craig David**  
Born to do it



**Coldplay**  
Parachutes



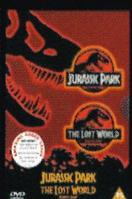
**Gladiator**  
£17.50



**M Impos 2**  
£14.55



**Matrix**  
£14.55



**Jurassic**  
£17.50



**Chick Run**  
£14.55

**MX2 CONTACT NO.s**  
Web. [www.mx2.com](http://www.mx2.com)  
Tel. **0845 458 2131**  
Fax. **0845 458 2141**  
Email. [sales@mx2.com](mailto:sales@mx2.com)

**P&P ONLY £1.95 PER ORDER.**  
**PRICES SHOWN ARE PRICES PAID\* DELIVERY 2-7 DAYS**

**MX2™**

\*MX2 sells Only to Home Users (we do not supply B2B). Prices include VAT & any Duties where applicable and are accurate at time of going to press E&O. Please check our Website or Phone MX2 for up-to-the-minute Prices.

# Paris will never be the same again!



- Starring all your favourite Rugrats characters including Kimi a brand new character exclusively from the film 'Rugrats in Paris - The Movie'
- Over 16 huge 3D levels based on the movie stills, bursting with games, puzzles and surprises
- Re-live the excitement of the film on your favourite gaming systems



**THQ**  
www.thq.co.uk

Nickelodeon  
MOVIES  
CSUPO

**Rugrats**  
in Paris  
THE MOVIE

See the movie only in cinemas

Rugrats in Paris - The Movie TM Viacom International Inc. © 2000 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, Rugrats and all related characters, titles and logos are trademarks of Viacom International Inc. Rugrats created by Arlene Klasky, Gabor Csupo and Paul Germain. Licensed to THQ Inc. THQ TM 2001 THQ Inc. ® and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Nintendo ®, Nintendo 64 and Gameboy TM are trademarks of Nintendo Co., Ltd.