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**TOTAL**

# GAME BOY

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY!

## X-MEN MILITANT ACADEMY

EXCLUSIVE REVIEW AND  
MEGA-MOVIE FEATURE!

**WIN!**  
25 GAME BOY  
FLEXILIGHTS &  
WACKY RACES  
TOYS!

Joanna's coming  
OUT TO PLAY!

## PERFECT DARK

**PLUS** men in BLACK 2, Turok 3, ALFRED'S ADVENTURE,  
UEFA 2000, COOL BRICKS, HOT WHEELS STUNT  
TRACK DRIVER, Tonka  
RACEWAY, TOCA TOURING  
CARS, TOONSylvania...  
and much more!

**EL DORADO**  
There's GOLD in this 'ere game!  
**PLUS 3** PULL-OUT  
POSTERS

Paragon Publishing Ltd  
  
9 771464 590048 11

THEY CAME FOR THE GOLD. THEY STAYED FOR THE ADVENTURE.

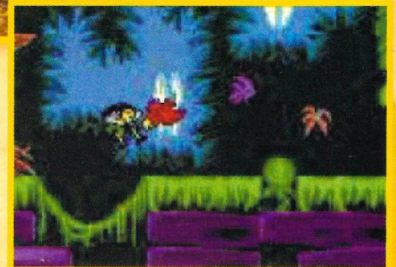
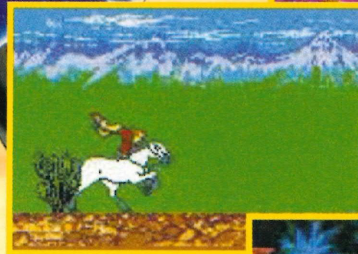
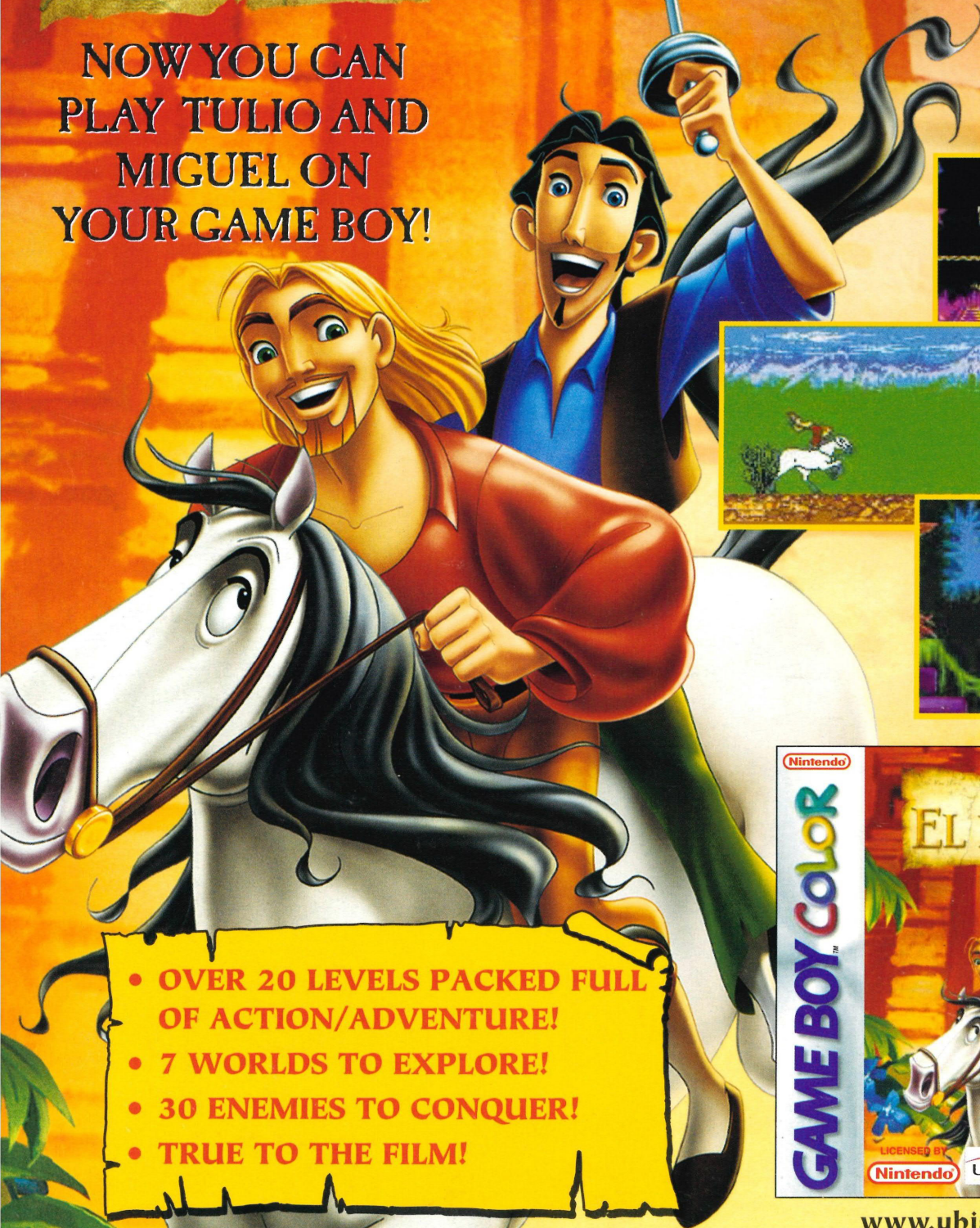
*the New World*

GOLD AND GLORY

THE ROAD TO

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





## ARE YOU X-CITED YET?!

The X-Men are back! With the movie doing big bucks at your local cinema and the great new Mutant Academy game from Activision filling your Game Boy Color screen, things are looking X-tremely X-citing for all X-Men fans! We've got an exclusive review of the new game over on page 14 along with the lowdown on the movie too. If you haven't seen it yet - what are you waiting for?

Also in this issue you'll find another fantastic Game Boy Color exclusive - *Perfect Dark* from Rare. This is the game that has re-ignited the fires on the Nintendo 64, and this hand-held version retains all the elements that have propelled Joanna Dark to stardom. This girl is more than a match for that Lara Croft! Get over to page 18 for our full review of what could be the game of the year!

To go along with these two great games we've got more previews of upcoming releases, tips, cheats, codes, posters and competitions - everything you've come to know and love about TOTAL GAME BOY COLOR.

Don't accept any pale imitations - stick with us as the Game Boy games scene explodes into a new era with Game Boy Advance. It's going to be fun, and we're going to be there every step of the way! Enjoy.

Nick Roberts



# FEONMA

## THE BITS 'n' BOBS Explained!

TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

**ninfo!**

<b>KLAX</b>	How much?	£19.99
	From who?	Midway
	Whenz it out?	Out now
	Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

**QUICK TIP!**  
 When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her - then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world-renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.

**2ND OPINION!**  
**WHAT A BEAUTY!**  
 Cobor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a perfect title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything, I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! **Yay!**

**TOTAL GAME BOY**  
**TEST YOUR STRENGTH!**  
**Hum Dinger!**  
**GRAPHICS!**  
 Roll Harris on a high!  
 \*\*\*\*\*  
**SOUND!**  
 Sounds like a coughing fox  
 \*\*\*\*\*  
**PLAYABILITY!**  
 You'll play it till your batteries die!  
 \*\*\*\*\*  
**LASTABILITY!**  
 Forever - what a great game!  
 \*\*\*\*\*  
**OVERALL!**  
**99%**  
 YOU JUST HAVE TO HAVE THIS GAME!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted **HUM DINGER** award of excellence!



THINK YOU'RE HARD ENOUGH, DO YOU?

# X-men mutant academy

PAGE **14**

Those uncanny X-Men are everywhere at the moment, with the movie busting blocks at the cinema and games galore filling the shelves. We've got an exclusive review of the new Game Boy Color beat-'em-up, plus a run down on the movie phenomenon!

reviews

Every new Game Boy game reviewed and rated for you!

X-Men: Mutant Academy	14
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# ENTERTAINMENT

I'VE BEEN ON A CRASH DIET! I'M SMALL ENOUGH TO FIT IN A GAME BOY NOW!



## PERFECT DARK

PAGE

18

The blockbuster Nintendo 64 game has got itself a little brother on Game Boy Color too! We take the game through its paces – you'll find our exclusive review over on page 18 along with some exciting screenshots too!

### PULL-OUT POSTERS

Another three groovy posters for you to rip the paint off your bedroom wall with – this month we've got a lovely one of Joanna Dark from Perfect Dark and some X-Men scary faces! Those guys look mean!

## ALFRED'S ADVENTURE

PAGE

30

Alfred Chicken, star of the original NES, is back in a platform game that will set your fingers on fire!

WIN! WIN! WIN!

WETRIX GAMES! FLEXILIGHTS! WACKY RACES CUDDLY TOYS

PAGE

12

MMM... I REALLY FANCY SOME CHICKEN McNUGGETS!

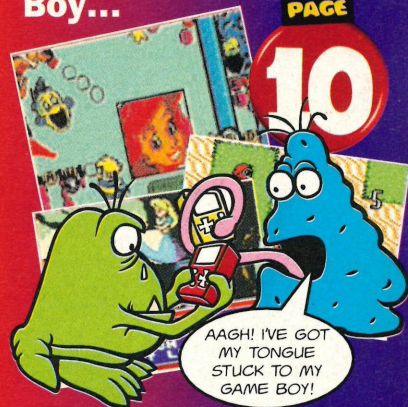


## PREVIEWS

See what's coming up on your Game Boy...

PAGE

10



AAGH! I'VE GOT MY TONGUE STUCK TO MY GAME BOY!

JOIN THE THQ G-CLUB FOR LOTS OF GAME BOY GOODIES! CALL 01483 767656 OR LOG ON TO [www.gclub.net](http://www.gclub.net) NOW!

### GET IN TOUCH!

If you want to write to us here at TOTAL GAME BOY COLOR, the address is...

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BH1 2JS

# Snooop!

GAME BOY  
GOSPIP AT  
ITS BEST!

## DIGIMON, VS. POKÉMON

LET THE BATTLE COMMENCE!

TOTAL  
GAME BOY  
CHARTS  
COLOR



- 1 **POKÉMON YELLOW**  
NINTENDO
- 2 **TOMB RAIDER**  
THQ
- 3 **POKÉMON RED**  
NINTENDO
- 4 **POKÉMON BLUE**  
NINTENDO
- 5 **ARMY MEN**  
3DO
- 6 **DRIVER**  
INFOGRADES
- 7 **WACKY RACES**  
INFOGRADES
- 8 **UEFA 2000**  
INFOGRADES
- 6 **CROC**  
THQ
- 10 **KNOCKOUT KINGS**  
THQ

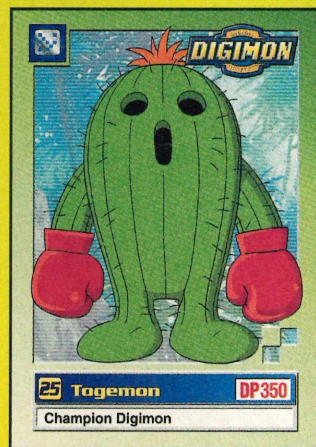
**P**okémon is king, we all know that. Ash and his little podgy yellow friend stride the videogame, trading card and novelty leg warmer world like a colossus. However, will they be able to hold their own against the new pretenders, the crazy monsters known as Digimon?

Those of you who worship at the shrine of the Pokéball will already be yelling 'No! Never!' but the fact is that Digimon aren't new – Joe, Agumon and all their friends were big hits in Japan before Pikachu was even thought of. And with more realistic characters, world-threatening villains

and monsters that can actually talk, it won't be long before Digimon make it spectacularly big over here too.

### BIG IN ENGLAND!

Bandai has just released its new Digimon line of toys and trading cards. The first series of trading cards comprises 76 different exciting trades, with holographic special editions in each pack. They are also filled with great tips on how to train your own personal Digimon – Tamagotchi-style virtual pets that you really train up yourself, through battles with other Digimon and games. They are available now from all toy shops, good or otherwise, priced £1.99 a pack. New Digimon toys are also on the shelves, costing anywhere between £2.99 and £14.99. Most exciting of all,



though, is the promise of the very first appearance of Digimon on the Game Boy Color! There are rumblings of this abroad, but as yet, no solid facts!

Don't worry if you're still hooked on Pikachu and co, though – there's a brand new line of Pokémon goodies available from Golden Bear Products, including a backpack, pyjama case and even a special Game Boy bag.



# magical vacation

Only one issue on after our Game Boy Advance scoop, we can announce (albeit tentatively) the first game to appear for the amazing new console. Brownie Brown, a new development company that is funded by Nintendo (named after a Scottish fairy that works while everyone else sleeps) describe *Magical Vacation* as a 'communication RPG'.

Where *Pokémon* taught gamers how to trade and battle with each other via cable link, this new title will 'facilitate the communication aspect much further' according to the official Nintendo corporation.

¥200 million (about £1.2 million) has been poured into the new company by Nintendo, so there are high hopes that *Magical Vacation* will exceed all our expectations. With The GBA's abilities to link up to the Internet, and for owners to speak to each other via video, the total communication aspect of the RPG is likely to blow our minds.

Fingers crossed...

## CHICKEN RUN FOR YOUR LIFE!

We're still waiting for a game tie-in to materialise, but there are plenty of other toys on the shelves to accompany the hilarious new movie from Aardman animations. Golden Bear Products have created cuddly toys, talking toys and beanies of Rocky and pals. There's also the 'Poultry In Motion' toys - squeeze their hand and they talk to you while waddling!

If you've ever fancied having Mel Gibson or Julia Sawalha on your toy shelf, you're in luck. The new toys retail at anything from £4.99 for stick-on toys to £29.99 for the Poultry In Motion - well worth a look in your local toy shop!



# SNOOP!

## JOY! JOY! JOYTECH!

Those videogame accessory geniuses at Joytech have just announced their latest range of gizmos and doohickeys for the Game Boy Color – all designed to make your gaming life just that little bit more entertaining and easy. Apart from these goodies, you can also get your hands on Sound Boxes, Spiro Lights and many other styles of Light Magnifiers, Link Cables and Carry Cases. And they're all in the shops NOW!

### LIGHT & SOUND PACK

PRICE: £14.99

This crucial compendium of add-ons includes a Light Magnifier, incorporating twin speakers for better quality sound. It also allows you to play in the dark! With this pack you also get a rechargeable battery pack and mains adaptor, not to mention a click-on joystick allowing you extra control in every game.



### POCKET POUCH & CARRY CASE

PRICE: £4.99 & £6.99

Do you get tired of carrying round that Game Boy all day? It's one thing to have to lug that around, but what if you want to keep your link cable, light magnifier and games with you too? These carriers not only let you do this with ease, they protect your Game Boy from scratches and spillages too. Plus, they look really rather stylish.

### MULTI-LINK CABLE

PRICE: £4.99

This 1.8 metre long multi-link cable does a whole load more than let you play against a friend – you can now swap information, help in adventures and battle against enemies together, whether the other console is a Pocket, Color or normal Game Boy.



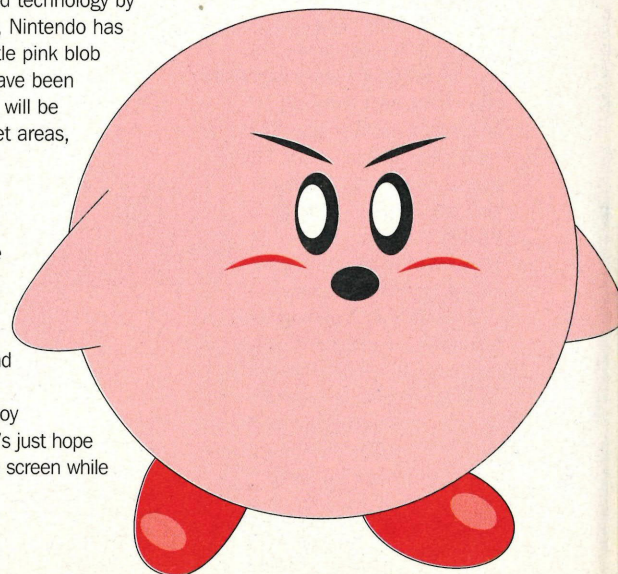
## ROCK & ROLL WITH KIRBY!

The brand new Kirby game will revolutionise hand-held technology by featuring a special cartridge using airbag technology, Nintendo has revealed. *Kirby's Tilt 'n' Tumble* sees the loveable little pink blob travelling around Dream Land to collect all the stars that have been stolen out of the night sky. While he's about doing this you will be able to explore dozens of challenging levels, including secret areas, multiple routes, mini-games and loads of nasty enemies!

### SHAKE RATTLE!

But that's not why it's got us all excited! *Kirby's Tilt 'n' Tumble* will be the first ever motion-sensitive gamepak. Thanks to the built-in Tilt sensor, you'll be able to literally roll Kirby around in all directions by tilting your Game Boy front and back, and side to side. A shake of the Game Boy will power Kirby up, and snapping it will make the little fellow jump.

With plans to continue the new technology for the Game Boy Advance, this is one move that will get you visibly excited. Let's just hope they provide a wormlight or something to allow you to see the screen while you're tilting away!



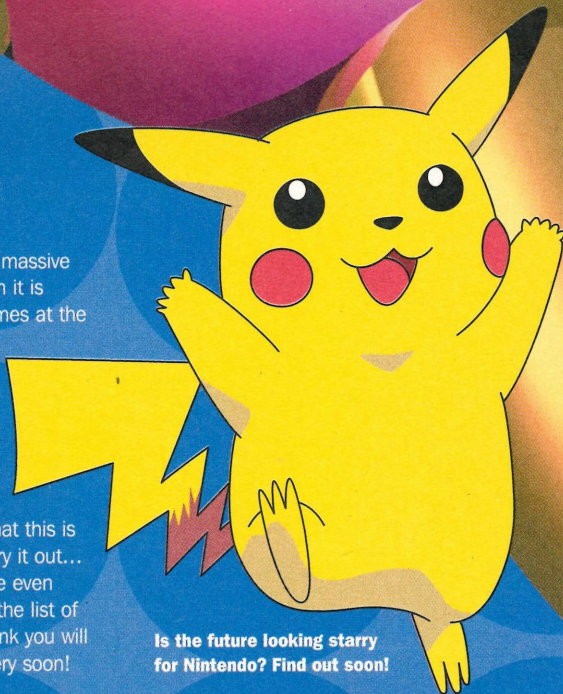


# STAR STRUCK

**D**etails and rumours are starting to build in advance of the massive Nintendo Spaceworld show next month in Japan. Although it is probably too much to expect playable next-generation games at the show, a lot of news about the upcoming consoles is expected, including the Dolphin's official name.

According to Nintendo Sweden the new console will be called Star Cube and will feature Internet access on a highway called Star Road. This rumour has been around for a little while, but it seems more and more likely that this is indeed the name of the machine we've all been waiting for. Although no-one is sure what the console will look like, the details are fairly clear that this is going to be one extremely awesome console. We can't wait to try it out...

Many developers are starting to pledge support to the console even though most still have not received full development tools, and the list of games is rising at an incredible rate. Here are the games we think you will almost definitely see on a Nintendo console coming your way very soon!



Is the future looking starry for Nintendo? Find out soon!

**Title Defence Boxing.....Climax**  
**Stunt Driver.....Climax**  
**Picasso.....Promethean Designs**  
**Rainbow Six: Urban Operations.....Saffire**  
**Young Olympians.....Saffire**  
**Robocop.....Titus**  
**Army Men.....3DO**  
**1080° 2.....Nintendo**  
**Batman.....Ubi Soft**  
**Dinosaur.....Ubi Soft**  
**Donald Duck.....Ubi Soft**

**Donkey Kong.....Rare**  
**Evil Twin.....Ubi Soft**  
**Harry Potter.....Nintendo**  
**HBO Boxing.....Acclaim**  
**John Madden.....Electronic Arts**  
**Lufia 3.....Natsume**  
**Mario Game.....Nintendo**  
**Zelda Game.....Nintendo**  
**Communication Game.....Nintendo**  
**After Dark.....Rare**  
**NBA Hangtime.....Midway**

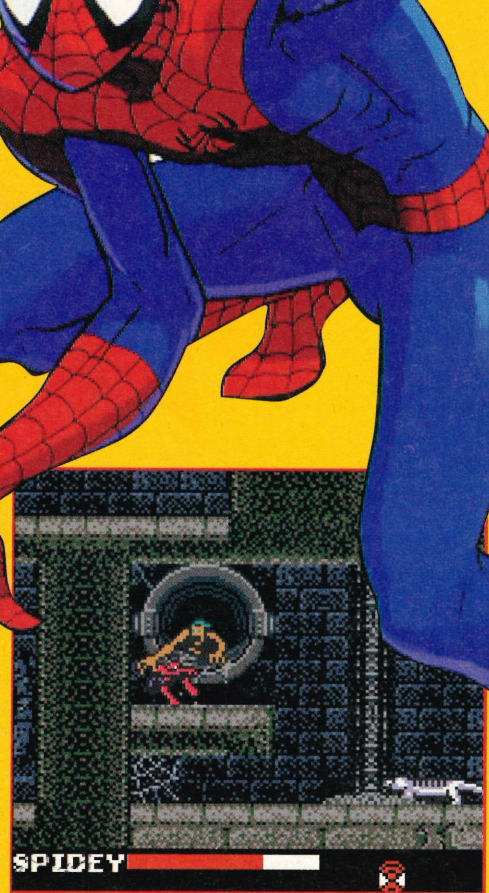
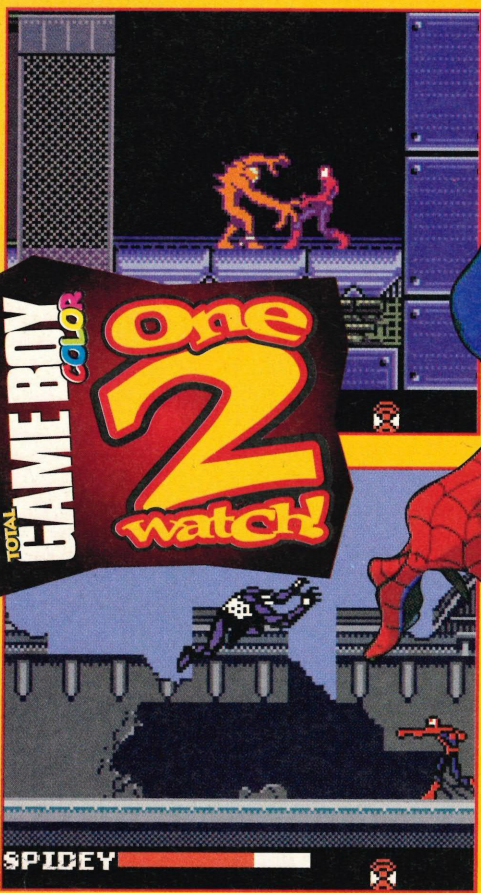
**NFL Blitz.....Midway**  
**Outcast 2.....Infogrames**  
**Pokémon Game.....Nintendo**  
**Thornado.....Factor 5**  
**Tarzan.....Ubi Soft**  
**Turok Game.....Acclaim**  
**VIP.....Ubi Soft**  
**Tour De France.....Konami**  
**Rayman 3.....Ubi Soft**  
**Star Wars Game.....LucasArts**

# Previews

the sneaky peek at future games around the corner!

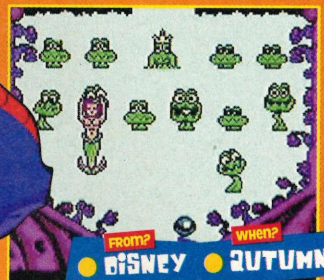
## SPIDERMAN

One thing's for sure about the hero in this new Marvel comic game from Activision – he does whatever a spider can! Peter Parker is back in action once again as the wall hugging Spiderman in a brand new platform game for the Game Boy Color. Okay, so it's a platform game and we've all got plenty of those in our game collection, but Activision has done a good job on this one with loads of great Marvel enemies for Spidey to fight against and some great web-swinging action to be had. We'll bring you more news on this great new game as soon as we receive it – until then, check out these great screenshots!



## THE LITTLE MERMAID II: PINBALL FRENZY

Your Game Boy Color is going to rock to this new Disney game – because it's got a Rumble Pak built into it. Every time the table jolts, the game pak jolts with it – cool! It stars Melody, Ariel's daughter, and is packed full of pinball fun and games. Each character has their own pinball table with Little Mermaid favourites such as Sebastian and Flounder making an appearance. To top it all off, there are even video sequences – a feature that is becoming more popular on Game Boy Color games.



## KIRBY TILT 'N' TUMBLE

We've already told you about the amazing control method built into this game in the news this issue – you have to tilt your entire Game Boy to make the little pink blob move around! But what does the game look like? Well Nintendo has created a great looking adventure for its sideline star. Poor Kirby never quite hit the big time like Mario or Yoshi, but when he does get a game of his own, it's guaranteed to be a cracker!

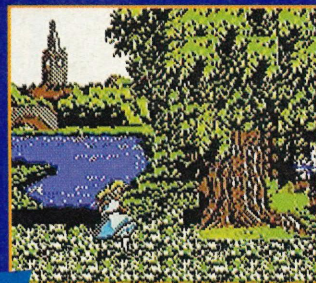
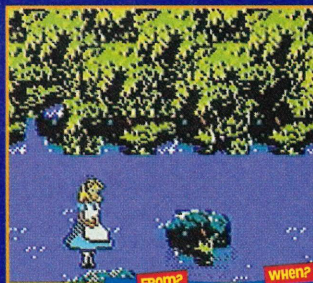
This game is all about rolling Kirby from place to place – take a look...



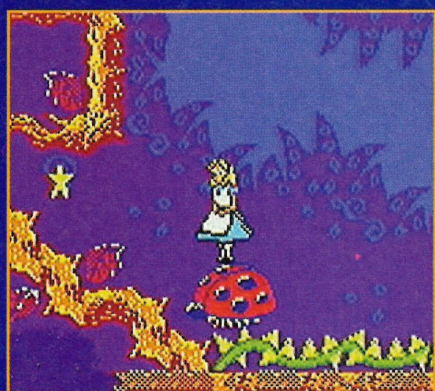
# alice in Wonderland

**C**uriously and curiously – *Alice in Wonderland*, the Lewis Carroll classic, has been turned into an enchanting game for your Game Boy, though this version is based on the Walt Disney interpretation of the book. All your favourite characters make an appearance in the adventure, which has elements of platform game, role-playing and storytelling.

You'll meet Tweedledum and Tweedledee, the March Hare, Caterpillar and Bill the Lizard as Alice goes from place to place – and Alice can grow or shrink by simply touching the mushrooms around each level. An extra cool element to this new game is Alice's Art Gallery – you can arrange objects, characters and backgrounds from the Disney film and then print them out to a Game Boy printer for colouring in! Sounds like fun!



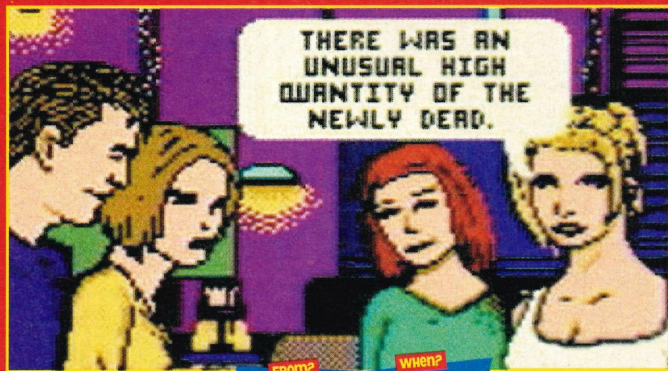
FROM? WHEN?  
**DISNEY** **OCTOBER**



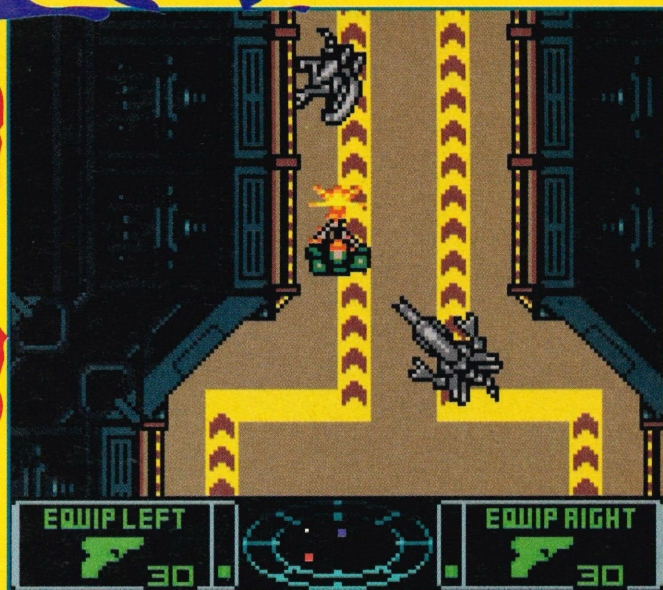
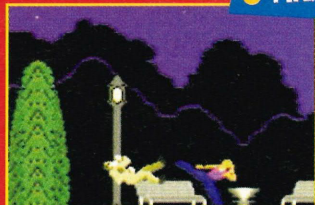
## BUFFY THE VAMPIRE SLAYER

**P**lay the lead role in your very own Buffy the Vampire Slayer episode while sitting on the bus... that's how THQ is planning to market this Buffy game! Buffy and her mates are looking forward to some relaxation as their classes are postponed during Sunnydale's Multicultural Week celebrations. The trouble is that demons are coming to stay in Sunnydale too and there's one thing standing in the way of their evil plans – the Slayer!

You take on the role of Buffy and must slay your way through 13 levels including the Sunnydale Mall, the cemetery and Buffy's dorm room where you'll meet all the characters from the hit TV series including Willow, Xander, Giles, Cordelia and Anya! Of course, Buffy will get to use all her famous vampire-fighting moves from the show too. We just can't wait!



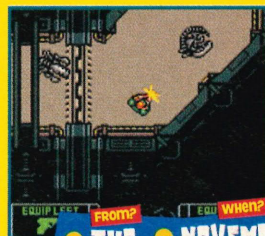
FROM? WHEN?  
**TWO** **NOVEMBER**



## ALIENS: THANATOS ENCOUNTER

**W**ith more than 12 levels packed into this game and five marines to select, plus hundreds of alien enemy types including drones, chest bursters and face-huggers, this is one *Alien* game you're not going to forget in a hurry!

You must join the elite marine battalion who are about to embark on a mission to rescue survivors from the freighter, Thanatos. The *Alien* movie feel is captured perfectly using cinematic cut-scenes and all the wicked weaponry from the movies is here too, with 12 weapons including grenade launchers, flame-throwers and power loaders. This is going to be one mean game!



FROM? WHEN?  
**TWO** **NOVEMBER**

# WIN! WIN! WIN!

## HAYELP!

Now that the *Wacky Races* game has exploded onto the Game Boy Color, there's plenty of stuff in the shops connected with the rowdy racers for you to get your hands on. There's a reasonably cuddly Muttley toy (but no sign of Dick Dastardly – who'd cuddle him?) and even pencil toppers, in the shape of Penelope Pitstop, Dastardly and Muttley and the Slag Brothers. We've been given four fluffy Muttleys and a whole host of miniatures to give away. Four first prizewinners will get the whole set, with eight almost-as-lucky runners up receiving pencil toppers. Simply answer this question and make sure you send it to us before 5 October marked 'Hayelp Compo'!

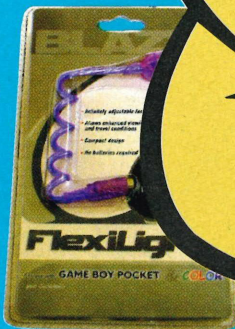


### WHAT WAS THE NAME OF DASTARDLY AND MUTTLEY'S OTHER CARTOON CAPER?

- A. CATCH THE PIGEON
- B. CHASE THE BUNNY
- C. PERSECUTE THE STOAT

## BLAZE LIGHT

Blaze, that master of video console accessories, has just introduced its new line in Game Boy gizmos – the Flexi Light. These little doohickeys plug into the extension port and help you to see all the action on your Game Boy screen, no matter how dark it is. They're ideal for playing *Pokémon* under the duvet, or having a quick bash at *Tetris* while camping out in the middle of a haunted wood at Halloween. If you like that kind of thing. They retail at £4.99 at any super videogames store, but we've got 25 to give away to you lucky people. All you have to do is send in your designs for brand new Game Boy gizmos of your own. If they're good enough, we may even send them on to the folks at Blaze to develop! Send your entries (no later than 5 October) marked 'Blaze Compo'.



## WETRIX POETRY

We've got five copies of the brand new *Wetrix* game for the Game Boy Color to give away to you lucky readers. If you want to get your hands on this new release, all you have to do is finish off this moist limerick (add the remaining two lines in the wildest and wackiest way possible) and send your entries into the given address by 5 October marked 'My Wetrix Poem'.

I ONCE MET A STRANGE KIND OF SWIMMER,  
 COMPARED TO THE REST HE'S MUCH DIMMER.  
 HE SWIMS IN HOT SOUP...

COMPETITION ADDRESS  
 TOTAL GAME BOY COLOR  
 PARAGON PUBLISHING  
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 BOURNEMOUTH  
 BH1 2JS

# WOW! WOW! WOW!

**HAVE YOU BEEN A LUCKY WINNER IN ONE OF THE TOTAL GAME BOY COLOR COMPETITIONS? FIND OUT ON THIS PAGE AND REJOICE!**

**W**e asked you all to send in your funniest rib-tickers in return for the greatest gag winning all kinds of Rayman stuff. The winner is **Kirsty Price** from Burton-On-Trent who gets a brand new Game Boy Color, Printer and Camera along with a copy of Rayman and a T-shirt, but honourable mentions go to **Neil Gracey** from Worthing, **Robbie Hugill** from Catwick, **Alex Talbot** of Kent and **Ben Spall** from Shaftesbury. Thanks guys!

WHERE DOES A  
BABY MONKEY  
SLEEP?  
IN AN APRICOT!

WHAT'S YELLOW  
AND STUPID?  
THICK CUSTARD!

## BLAZE

The Blaze goodies award for wackiest postcard goes to... **Nicholas Johnston** from Scarborough. He wins a box full of Game Boy gadgets.

## OFFICIAL POKEMON BOOK

The ten lucky soon-to-be owners of the Prima Guide To Pokémon Red and Blue, thanks to our compo in issue eight, are... **Sean Greasley, Thringstone; Jonathon Barton, London; Jeremy Hawsworth, Warrington; Matthew Kitchen, Doncaster; Christopher Limb, Devon; Martin Bruce, Aberdeen; Bradley Midda, Essex; Gundeep Singh Sekhen, Scunthorpe; Steven Baldwin, East Peckham; Stephanie Beer, Rotherham.**

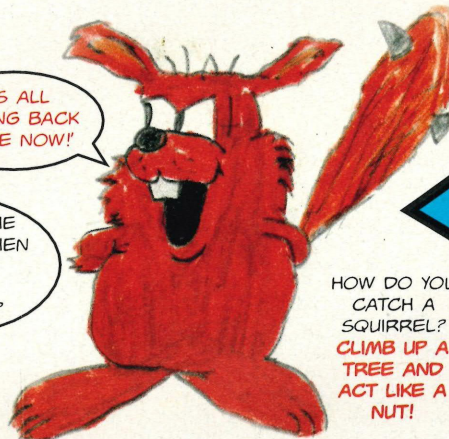
## STAR JOKE

WHAT DID THE  
EARWIG SAY AS  
HE FELL OFF  
THE WALL?  
'EARWIG GO  
AGAIN!'



'IT'S ALL  
COMING BACK  
TO ME NOW!'

WHAT DID THE  
SKUNK SAY WHEN  
THE WIND  
CHANGED  
DIRECTION?



HOW DO YOU  
CATCH A  
SQUIRREL?  
CLIMB UP A  
TREE AND  
ACT LIKE A  
NUT!

WHY DID THE YOUNG GHOUL MEASURE  
HIMSELF AGAINST THE WALL?  
TO SEE IF HE'D GRUESOME!

## I WANNA WATCH!

Of course Pikachu is the little yellow fellow's name! The fifteen winners of our cool Pokémon watch competition from issue five are...

**James Stacey, Southampton; Elizabeth, London; Karen Broom, Ross-On-Wye; Lily Richards, Dudley; Grace Cheetham, Rickmansworth; Georgina Robinson, Wandon; Mark Whiteside, Middleton; Christopher Jones, Halesowen; Jason Harris, Chellaston; Sam O'Connor, Maidenhead; Natalie Shreeve, Grimsby; Craig Price, Bedworth; Josef Spence, Welford-On-Avon; S. Byton, Cambridge; Gina Ko, Bristol.**

## GIVE ME MY GAME BOY!

After much sifting through the evidence, we can reveal the winners of our Pokémon Power compo. First prize of a customised Pikachu Game Boy Color goes to **Samuel Prescott** of Kent, who was fully aware that there are 151 Pokémon. Second prize of a copy of *Pokémon Yellow* goes to **Jake Hartin** from Gloucester and runner up is six-year-old Luke Organ from Bristol - he gets an answering Pikachu. Well done!

## METAL GEAR SOLID

Ten very happy winners knew the answer was Solid Snake and get a copy of the game, a T-shirt, dog tags and a poster, whilst a whopping forty runners up are awaiting their *Metal Gear Solid* T-shirts from our competition in issue nine...

### WINNERS

**Richard Bell, Norfolk; Zafar Shan, Middlesbrough; Jonathan Lawrence, Ashby De La Zouch; Hun Lee, High Wycombe; Laura Jones, Poplar; J. F. Fay, Oldham; Rebecca Craft, Sussex; David Roe, Coedpoeth; Mark McCallum, Belfast; K. Peters, Kent.**

### RUNNERS-UP

**Kris Milton, Swannage; Shaun Bunford, Nailsea; Chris Thomas, Porthcawl; Jonathon Martin, Chalfont St. Peter; Kieran Davies, Conway; Andrew Dare, Evesham; Tom Lawson, Newbury; David Gough, Leicester; David Mortimer, Derby; Martin Pollock, Co. Down; N Craft, Littlehampton; Rob Craft, Littlehampton; Lee Hetherington, Winlaton; John Fay, Lees; Ryan Carson, Peckham; Ryan Ashe, Kinsealy; Thomas Albone, Selby; Drew Hanson, Acomb; Stuart Clarke, Slaley; Nicholas Laidlaw, Inverness; F. Fay, Springhead; T. Hawksorth, Ballymena; Robert Hughes, Norwich; Mark Vinnicombe, Newcastle; Lloyd Giddins, Fordingbridge; Jonathon Dias, Acton; Alan Shields, Hull; Tommy Cockles, Stockport; Remell Turner, East Ham; Wai Hung, High Wycombe; S. Bell, Stalham; Sean Griffiths, Cefn Mawr; Richard Barcock, Fleetwood; D. Gamble, Mansfield; Martin Evans, Wilmslow; Thomas Sturgess, Rothwell; Jordan Gillam, Corbridge; Darren Doyle, Bray; Stephen Rowlington, Belvedere; Matthew Vyner, Horsham.**

INFO!

How much?	£24.99
From who?	Activision
Whenz it out?	Out now
Kind of Game?	Beat-'em-up



**QUICK TIP!**  
 IF YOU'RE A NOVICE AT THE GAME, IT'S REALLY BEST TO START OUT AS A VICIOUS FIGHTING MACHINE LIKE SABRETOOTH - SMALLER FIGHTERS SUCH AS TOAD TAKE GREATER SKILL TO ACHIEVE TOTAL VICTORY WITH.

# X-men mutant academy!

THE CHILDREN OF THE ATOM GO HEAD TO HEAD IN BATTLES AROUND THE WORLD!



In the forty years since Marvel first unveiled its mysterious *Uncanny X-Men*, the Children of the Atom, the mutants have never been so popular. With the brand new movie out in cinemas and the comic books going from strength to strength, it's time for another barrage of X-Men videogames. But is *X-Men: Mutant Academy* worthy of the name?

## TIME FOR AN X-SCRAP!

This new Game Boy Color title is unfortunately not the game of the film, but a beat-'em-up containing characters from the comic books. Other X-Men games have also employed this tried and tested fighting format, and Wolverine, Cyclops, Storm and the rest have even pitted their wits and powers against StreetFighter characters.

Which begs the question: why bother releasing yet another X-Men fighting game?

Unfortunately, there are few surprises on offer, from the moment you slip in the cartridge and turn it on. The Options menu allows you to vaguely fine-tune the difficulty and length of any round of aimless bashing, and you are given the choice between Survival mode, Battle mode and Story mode. In the Story mode you fight your friends and then your enemies, and every few scraps you will see a nice picture. Supposedly, you are travelling round the world, fighting in cities and locales (admittedly well rendered) as far flung as Antarctica, Egypt and London.

When you've fought all the heroes and villains, you are rewarded with an extra character,

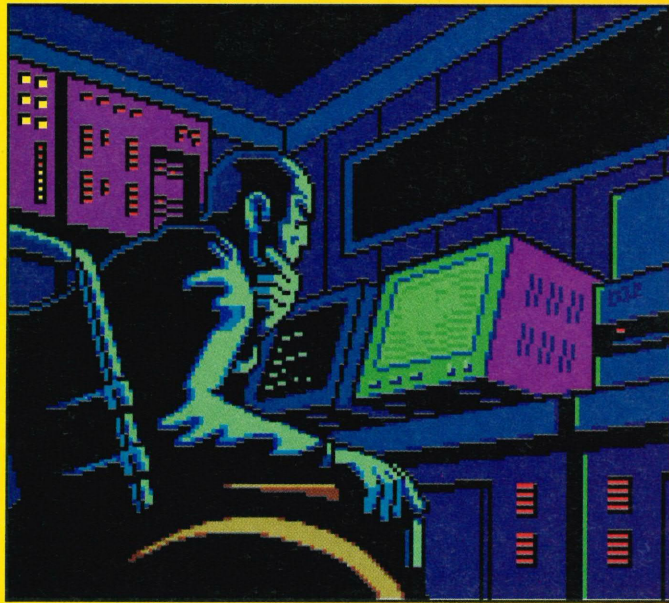


Pyro and Pyro getting on like a sheep on fire.

but if you choose someone like Wolverine or Sabretooth, this is not really a challenge to get your weird mutated teeth into. Similarly, the only way that the Battle and Survival modes differentiate between each



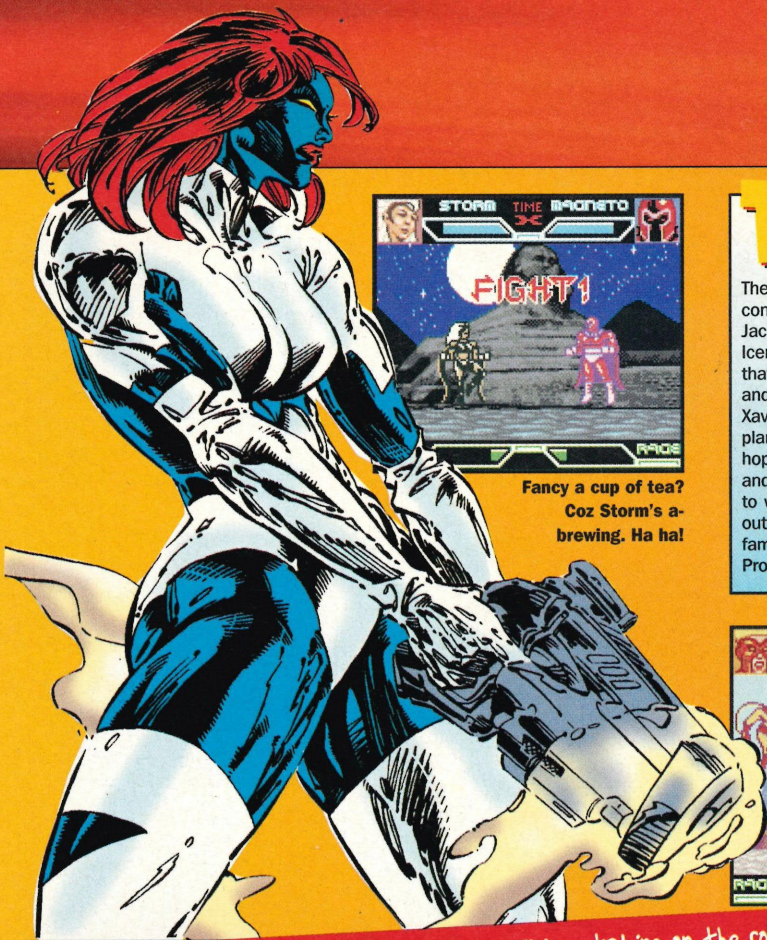
Play an evil character and Magneto controls your every move.



Forget the mission, Professor X never misses Ground Force.



Once you've beaten all your pals, it's time to take on the might of Magneto.



Fancy a cup of tea?  
 Coz Storm's a-brewing. Ha ha!

# THE X-FILES

The Uncanny X-Men were first introduced to a frightened and confused world back in 1963 by Marvel genius Stan Lee and artist Jack Kirby. The original team consisted of Beast, Angel, Cyclops, Iceman and Marvel Girl – five innocent teenagers with the X gene that gave them superhuman powers, making them mutants. Feared and hated by the human race, it was left to Professor Charles Xavier, a powerful telepath with the most developed brain on the planet, to take them in and teach them to use their powers in the hope that one day they can live in harmony. This would all be fine and dandy if his old mate Magneto didn't turn up with his plans to wipe out all the normal people who have treated him like an outcast. As older members died out, disappeared or moved on, famous faces such as Wolverine, Storm and Rogue joined Professor X's team, always vowing to use their powers for good.



Fans of the movie, the comic book or the cartoon will love taking on the role of their favourite mutant, even though the choice is limited!



Two Cyclopes fighting – a Bicyclops if you will.



Wolverine celebrates by doing the Timewarp.



Cyclops and Wolverine mucking around in a crypt. What fun.

other is in the order of rounds. You have the option to take on just a few enemies in Battle mode, and Survival mode sees you carrying on from one mutant to the next for victory or early death.

## MASHED UP MUTANTS

If *X-Men: Mutant Academy* does well in any quarter, it's in the quality of each character, and their fighting modes. Wolverine has his Adamantium claws to slash away with, Cyclops his laser beam and Storm the requisite amount of

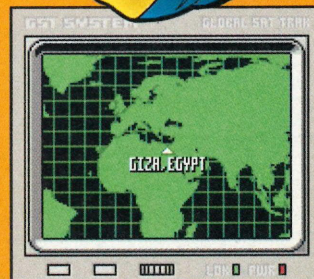
lightening balls. Fans of the movie, the comic book or the cartoon will love taking on the role of their favourite mutant, even though the choice is limited to Wolverine, Storm, Cyclops, Magneto, Toad, Gambit, Sabretooth, Mystique and Pyro, with the two hidden characters available after completing the Story mode. Perhaps the PlayStation version of the game, released at the same



Beauty vs. The Beast. And Beauty is bound to lose.



Toad Vs Mystique – a well-matched fight, but not looks-wise.



Time for a scrap in Giza, scrapping with the sphinxes. Pharaoh nuff.

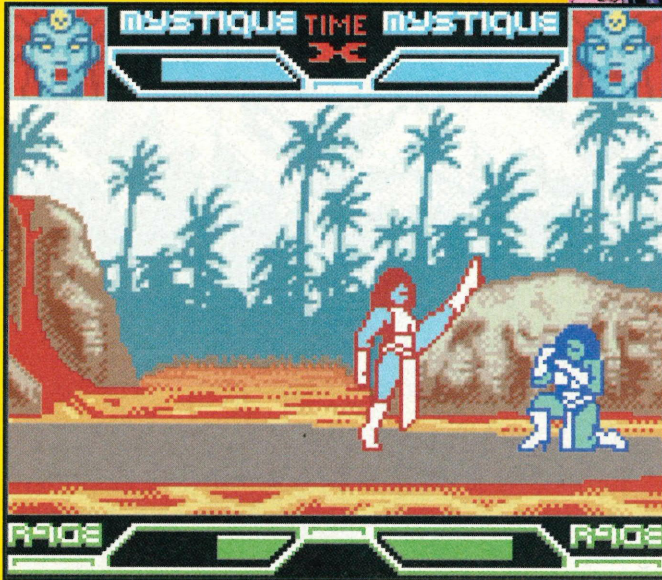


## 2ND OPINION!

### X-ESTINE OR WHAT?

Have you been worked up by all the hype surrounding the X-Men movie release? If you have then you'll no doubt want to rush out and buy *X-Men: Mutant Academy* on the Game Boy Color. But wait! Think first – take away all the X-Men glitz and what are you left with? Nothing but a slightly dodgy fighting game with nothing out of the ordinary. The graphics are mediocre, the gameplay is simplistic and you'll complete it in no time!

**NICK**



Mystique tries to confuse the enemy with a Basil Fawlty impression.

time, will make sense of the whole 'Academy' concept, but unfortunately this little game is simply a functional fighting title.

An impressive feature is the ability to play against a pal (with a game-link and another copy of the game, naturally) so they can play the forces of evil and you the forces of good, or vice versa. There is also (as the game is called *Mutant Academy*) the chance to learn all the moves in the Training mode. However, when you get right down to it,

this game is just about facing in the general direction of the foe and pressing A a lot. This is really only for beat-'em-up freaks and X-Men fanatics. Let's hope that a movie tie-in game is coming soon, because this game isn't X-actly X-citing!

Jem



**TOTAL GAME BOY COLOR**  
**TEST YOUR STRENGTH!**

**GRAPHICS!**  
 Not outstanding, just OK!  
 ★★★★★

**SOUND!**  
 A little annoying  
 ★★★★★

**PLAYABILITY!**  
 Not very original  
 ★★★★★

**LASTABILITY!**  
 Fine for a quick fight  
 ★★★★★

**OVERALL!**  
**70%**

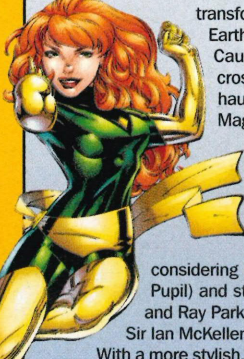
**GREAT GAME, BUT NO X-FACTOR**



**X-MEN: THE MOVIE**  
**TRUST 2 FEW... FEAR THE REST!**

The world's most powerful mutant telepath, Professor X, has gathered around him mutants from across the globe. These are the X-Men, a group of innocent youths carrying the X-gene, giving them superhuman powers. Under his guidance and tutelage they seek to understand their special powers and use them to make the world a place where humans and mutants can live together in peace.

Standing in their way is the menacing figure of Xavier's former partner, Erik Lehnsherr, The Master of Magnetism known as Magneto. Since escaping from a concentration camp as a child, he has sworn to have revenge on the non-mutant society, and backed up by his brotherhood of evil mutants, Magneto has created a device with the ability to transform everyone on Earth into mutants.



Caught in the crossfire are the X-Men Rogue and Wolverine, two mutants haunted by their pasts. One of them is the key to Magneto's master plan while the other is the savage force needed to stop Magneto's vile plot against humanity.

So runs the plot for this summer's block-busting-into-tiny-pieces movie X-Men, which took an amazing \$57.5 million in its first weekend in the States on ticket sales alone. And that's no surprise, considering it's directed by Bryan Singer (*The Usual Suspects*, *Apt Pupil*) and stars not just great popcorn-type actors like Halle Berry and Ray Park, but great Oscar winning or nominated thespians such as Sir Ian McKellen, Anna Paquin and Patrick Stewart as Professor Xavier.

With a more stylish, adult look than most live-action cartoons, this is a rare event – an action movie with more to it than explosions and one-liners. Can't wait for the tie-in videogame – if there is one!





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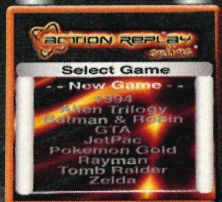
MAIN MENU



CODE ENTRY



GAME SELECTION



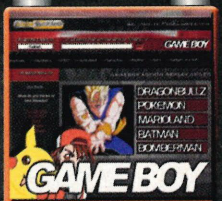
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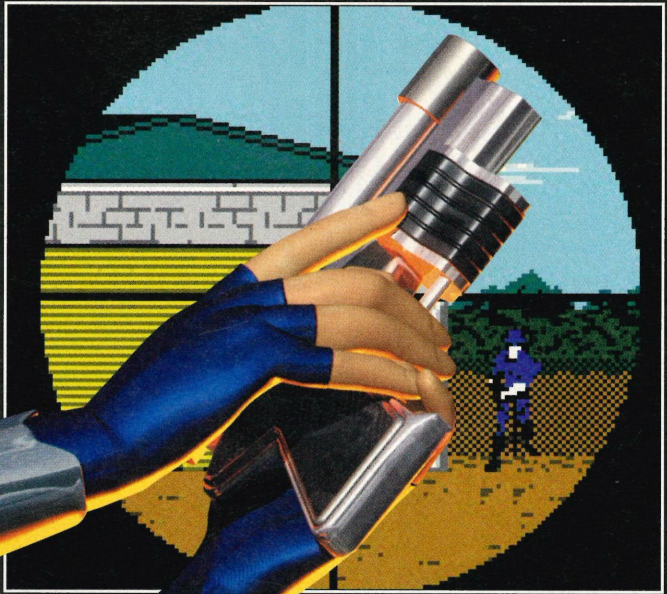
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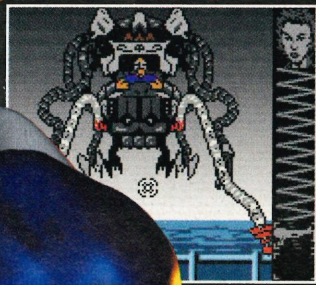
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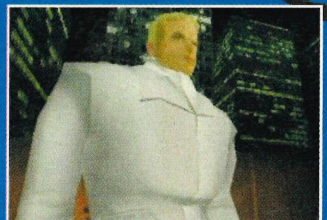
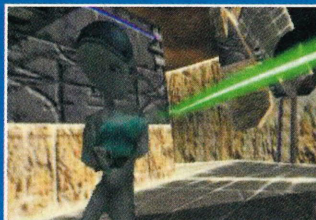
# PERFECT DARK



**G**oldenEye on the N64 made big news and has been voted as game of the millennium by many gamers. A little while ago, Rare released the N64 sequel to the massive shooter and now the portable version is about to make its glorious debut. *Perfect Dark* on the N64 is just amazing and the miniaturised version will also leave

## BIG BROTHER

The N64 version of *Perfect Dark* is just a class above all the other console shoot-'em-ups and is performing very well in the videogame charts. If you haven't had a chance to see this game in action, then here are a few screens to show you what you're missing. To briefly sum up: it's the greatest game in the history of the Universe... ever!





How much? £24.99  
 From who? Nintendo  
 Whenz it out? September  
 Kind of Game? Action



**QUICK TIP!**

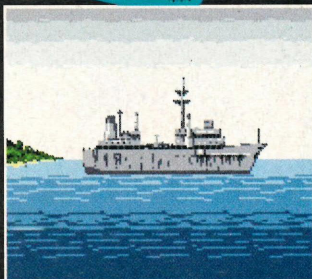
TAKE YOUR TIME AND SEARCH EVERYWHERE TO FIND HIDDEN WEAPONS AND EXTRA AMMUNITION. YOU'LL ALSO WANT TO CHECK THE BODIES OF ANY GUARDS YOU KILL TO FIND KEY CARDS AND MORE BULLETS.

# The Launch

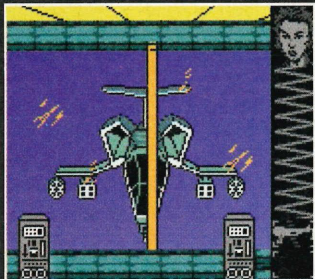
The launch for *Perfect Dark* was a mysterious affair with a cocktails-style reception at a top London Hotel. Unfortunately, it wasn't long before news got out what fun we were having and they promptly bundled us into the backs of some vans and drove us to an abandoned warehouse where we were all held at gunpoint. Roy decided to make a grab for one of the only copies of *Perfect Dark* for the GBC in the country but was promptly put back in his place – slumped in the corner beside a puddle.



Don't shoot! I give up! Look... I've even got a white flag!



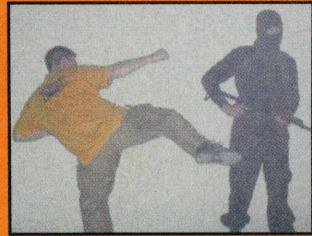
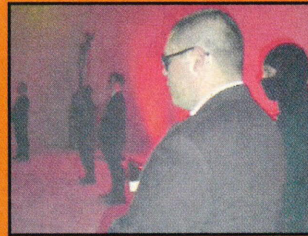
Row row row your ship, gently down the stream, merrily merrily merrily...



Joanna faces off against the world's thinnest fighter aircraft...



Halt! Who goes there? Phwor... you're a bit of all right – pass, babe!



Joanna strikes a pose. That girl certainly looks good!



D'you think this camouflage gear suits me? I'm not sure green's my colour!

# Dark

your jaw scraping the floor. It's a guaranteed hit if ever we saw one!

## PERFECT CART

Rare has really pulled out all the stops to make this an essential purchase for Game Boy owners. Included is a Rumble Pak, IR port connectivity, Game Link Deathmatch mode and Transfer Pak compatibility for swapping

information with the N64 version. The IR port is used for swapping multiplayer maps with friends and the Transfer pak will allow you to access a multitude of the hardest cheats in the N64 version including all guns and cloaking devices.

This is not just a game on its own – you can also play death match battles against a friend using the Game Boy link cable. In



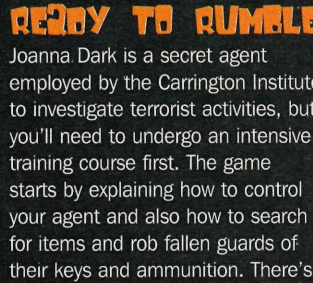
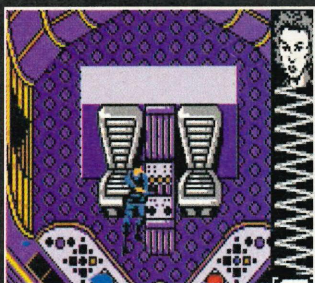
A-haa, got you cornered sunshine. Now give me that bandanna!



Just when Jo thinks she's got a handle on things... another Joanna appears!

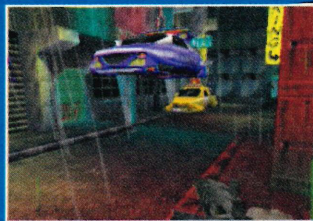
total there are over 20 different types of multiplayer games including timed challenges,

capture the flag, air hockey, defence and counterforce – you will be playing this game for ages!



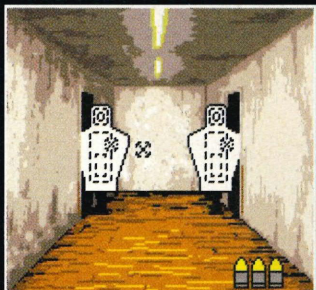
## READY TO RUMBLE

Joanna Dark is a secret agent employed by the Carrington Institute to investigate terrorist activities, but you'll need to undergo an intensive training course first. The game starts by explaining how to control your agent and also how to search for items and rob fallen guards of their keys and ammunition. There's





*"Perfect Dark is an outstanding cartridge that outshines almost everything we've seen on the Game Boy Color!"*



The initial designs for the enemy were a little two-dimensional...



Your mission here, Joanna, is to do the washing up (just kidding).

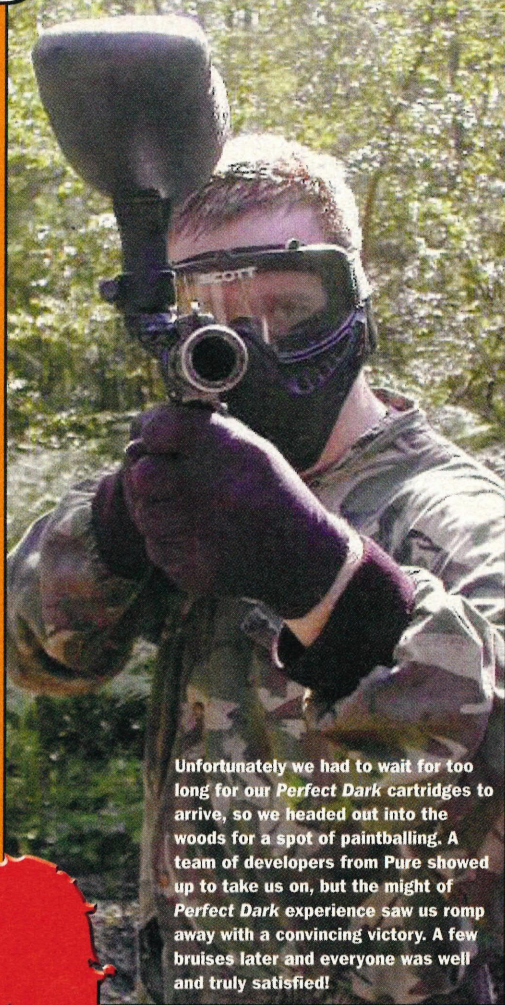
a shooting gallery to improve your sharp shooting skills and a wide range of additional features, which can be opened by completing the training course. The game has seven solo missions with a number of sub-quests which will take

some time to get through and completing certain tasks will also open a range of other features including Sniper mode, Jungle Race and a movie-player.

**SOUNDS AMAZING**

With the amount of amazing playable code on the cartridge, it is a wonder that there is any room left for sound and other important game elements, but they are here and in full effect too. The Game Boy

**BODY PAINTING**



Unfortunately we had to wait for too long for our Perfect Dark cartridges to arrive, so we headed out into the woods for a spot of paintballing. A team of developers from Pure showed up to take us on, but the might of Perfect Dark experience saw us romp away with a convincing victory. A few bruises later and everyone was well and truly satisfied!



Thanks to HotShotz for letting us loose in their vast area of forest up near Newbury. If you fancy playing, log on to the Web site at [www.paintball.co.uk](http://www.paintball.co.uk) for more details.



Come on over to my place. Hey you, we're having a Wimpy...

actually speaks to you and it made us all jump when we realised that this sound was being produced by our tiny hand-helds. The sound effects are awesome and there is even some full motion video in small sections, which is brilliant. All wrapped up, *Perfect Dark* is an outstanding cartridge that outshines almost everything we've seen on a Game Boy Color. If this game was a car, it'd be a Ferrari 440. If it was a girl, it'd be Sarah Michelle Gellar. If it was a burger, it'd be a half-pounder with extra cheese. If... you get the idea!

**RUSS**



Make sure you don't blow up any important machinery there, Jo!

**TOTAL GAME BOY COLOR**  
**TEST YOUR STRENGTH!**  
**GRAPHICS!**  
 So very nearly perfect!  
 ★★★★★

**SOUND!**  
 Your Game Boy speaks!  
 ★★★★★

**PLAYABILITY!**  
 It doesn't get any better!  
 ★★★★★

**LASTABILITY!**  
 More, more, more - oh yes!  
 ★★★★★

**OVERALL!**  
**98%**  
**THE PERFECT PORTABLE GAME!**

**Hum Dinger**  
**He-nani!**  
**Burch!**  
**Wimp!**

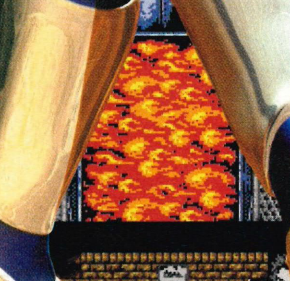
**2nd Opinion!**



**THIS GAME IS GOOD!**

This game is really, really, really good. Really. No, really! Don't take my word for it though... go and play it! You'll soon see how really good it is. Really. Really really. It's so good that it warps your brain! In fact I'm just off for a lie down now. Really.

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- P** Pocket Bomberman
- P** Pocohontas
- P** Pokemon
- P** Pokemon Pinball
- P** Pokemon Yellow
- P** Power Modeller
- P** Prince of Persia
- P** Puzzlemaster
- R** Rugrats
- S** Small Soldiers
- S** Space Invaders
- S** Star Wars: Episode 1
- S** Star Wars: Yoda Stories
- S** Stranded Kids
- S** Sumo Fighter
- S** Super Mario Bros. DX
- S** Super Mario Land
- S** Super Mario Land 2
- T** T2: Judgement Day
- T** Tamagotchi
- T** Tarzan
- T** Teen. Mut. Ninja Turtles
- T** Tennis
- T** Tetris
- T** Tetris Attack
- T** The Legend of Zelda
- T** The Pagemaster
- T** The Simpsons: Bart vs Jg
- T** Tom and Jerry
- T** Toy Story 2
- T** Turok 2: Seeds of Evil
- T** Turok: Rage Wars
- U** Ultra Golf
- U** Urban Strike
- W** Wario Land
- W** Wario Land 2
- W** Worms Armageddon
- W** WWF Attitude
- W** WWF Warzone
- W** WWF Wres'tmania 2000
- Z** Zelda



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How much? £24.99  
 From who? Infogrames  
 Whenz it out? Out now  
 Kind of Game? Sports



# UEFA 2000

GET YOUR KICKS ON THE PITCH!



The pass was too strong for Rio Ferdinand and it goes out for a throw.



Redknapp tries to keep the ball in. The player animation is great.



What a great goal from Shearer, volleying it in at the far post.

After watching England's dismal exit from Euro 2000, you may have felt that you could do better yourself. Well now's your chance. Featuring all 51 European national teams, *UEFA 2000* lets you play a full European tournament (as well as custom leagues and cups). You can even play the qualifying groups if you want, or go straight to the finals. Either way, it's an enjoyable challenge.

The first thing you'll notice about the game is the astonishing inclusion of detailed photos of the England squad in action. The high level of polish extends to the easy-to-use menus used for altering your team line-up and tactics. Whichever side you eventually pick, you

get a squad of 22 real players with full statistics for various abilities.

After viewing the rival squad, you may want to change your tactics. For an arcade game, the selection here is mighty impressive (almost on a par with *O'Leary Manager* reviewed on the next page) – you get a choice of 16 formations, three attacking settings and three winger options.

## KICK OFF!

Nevermind managerial options, though, where this game really excels is on the field. The side-view scrolling pitch with impressively animated players is in a different league to *O'Leary*.

Even better is the superb control system: although easy to pick up, it gives you access to plenty of different skills including power shots (with aftertouch for swerve), headers (power and diving), crosses and volleys. With practice you can even do one-twos and first time shots to score great goals – it's just a shame there are no action replays.

The icing on the cake is the realistic way the ball bounces and deflects off players. When

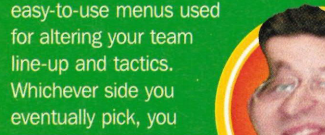


Bad luck! The CPU goalie gathers the ball, ready to throw or kick out.

defending, unlike in *O'Leary*, there are very few occasions when you have no players on-screen, so it's easy to get control of the nearest player (automatic selection) and get in tackles (standing or sliding).

At the end of the day, *UEFA 2000* is skilful, great fun and utterly addictive. What an excellent game!

PHIL



Reviewed by  
**PHIL**



As well as changing formation and tactics, you can rearrange the team.



The main match menu permits access to all the tactical options.



What a lovely picture! There are quite a few nice England photos to see.



Pick your team, then choose from a vast array of formations and tactics.

ninfo!

How much? £24.99  
 From who? Ubi Soft  
 Whenz it out? Out now  
 Kind of Game? Sports

# O'Leary Manager

BE A PLAYER,  
 A MANAGER  
 OR BOTH!

This game lets you play on the field, manage the team or do both, should you wish. However, the simple overhead-view action neither looks nor plays as well as the excellent *UEFA 2000*, although it serves well enough for match highlights.

The Full Manager mode offers an absorbing challenge. You can take charge of any club in the top two divisions of the English, Italian, French, Spanish, Dutch or German league.

Detailed management options let you do more than just pick the team. You can set training regimes and the wrong choice can have a negative effect on players! Tactically there's a choice of nine formations,

TOTAL  
**GAME BOY**  
 Test your strength  
**GRAPHICS!**  
 Well-animated  
 ★★★★★  
**SOUND!**  
 Cheerful tunes and simple FX  
 ★★★★★  
**PLAYABILITY!**  
 Easy to pick up and play  
 ★★★★★  
**LASTABILITY!**  
 Offers a great challenge  
 ★★★★★  
**OVERALL!**  
**91%**  
 FANTASTIC FOOTBALLING FUN!



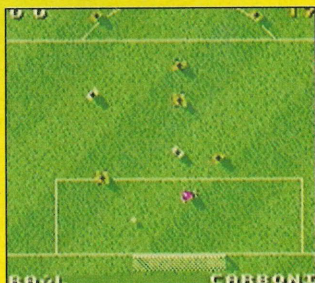
ke-mant!  
 BUTCH!  
 wespikings!  
 wimp!



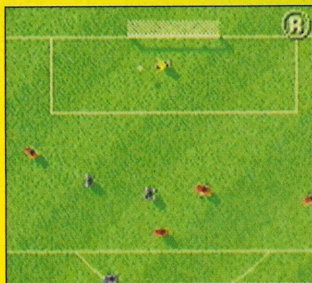
Liverpool are winning the Merseyside derby. Come on the Toffees!

# QUICK TIP!

WHEN SELLING PLAYERS ON THE TRANSFER MARKET, DON'T ACCEPT THE FIRST OFFER YOU GET - IT'LL USUALLY BE PALTRY, SO HOLD OUT FOR MORE CASH, EVEN IF YOU DON'T QUITE GET THE ASKING PRICE.



The overhead-view arcade action is simplistic and a bit annoying.



The goalie dives and makes a great save. It can be tricky to score.



The arcade view doubles as match highlights.



The Manager Match screen has all the information you need.

# RY AGER 2000



Hey, what's the goalie doing? Surely the striker must score from there?

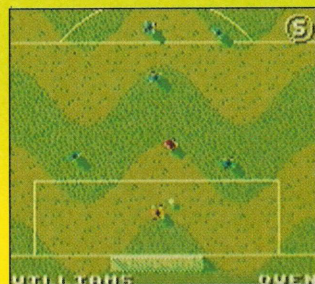


five attacking settings, five playing styles, and four aggression settings.

The transfer market encompasses all Europe, but looking for the right player is made easier by the excellent search engine which lets you choose a value range and skills.

Forget the Arcade mode (if you want action, better go for UEFA) but for detailed, absorbing management, this is definitely the game to get.

PHIL



Talk about a muddy pitch - this one looks like a boggy marsh!

**ninfo!**

How much? £24.99  
 From who? Acclaim  
 Whenz it out? Out now  
 Kind of Game? Sports



# SOCCER manager

## BORING, BORING ARSENAL!



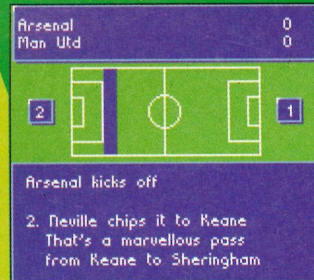
Reviewed by PHIL

Unlike O'Leary, this is a pure management game. Instead of the chance to manage glamorous foreign clubs, you can take charge of any of the 92 English League sides. Depending on the skill level, you're given a challenge, such as getting Bournemouth promoted to the Premiership in five seasons!

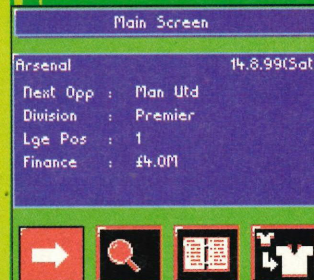
Before each match, you can pick your team (only a single skill stat is shown for each player), watch other games and enter the transfer market - although there never seem to be any decent players available. The managerial options aren't a patch on O'Leary and neither is the match 'action'. Accompanying a text commentary is a pitch diagram with a bar showing the vague location of the ball. It's okay, but is a bit like watching paint dry.

You can interrupt the match to change tactics (only six formations and three other settings) or make substitutions, but compared to O'Leary, it's very basic and limited.

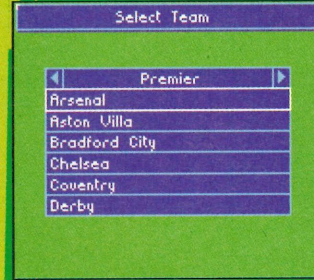
PHIL



The basic match screen: that blue bar shows the ball position!



The main menu has icons for scouting matches, team info and the transfer market.



Select any of the 92 English league teams - come on Chester!

TOTAL GAME BOY COLOR

TEST YOUR STRENGTH!

**GRAPHICS!**  
Good match highlights  
★★★★

**SOUND!**  
Nice title tune, usual crowd FX  
★★★★

**PLAYABILITY!**  
Great management options  
★★★★

**LASTABILITY!**  
Nice long-term challenge  
★★★★

**OVERALL!**  
**85%**

STAY IN THE DUGOUT!

TOTAL GAME BOY COLOR

TEST YOUR STRENGTH!

**GRAPHICS!**  
Dull match and menus  
★★★★

**SOUND!**  
Is there any?  
★★★★

**PLAYABILITY!**  
Not enough decisions to make  
★★★★

**LASTABILITY!**  
Too basic for long-term appeal  
★★★★

**OVERALL!**  
**45%**

ONLY THIRD DIVISION MATERIAL

ninfo!

How much?	£24.99
From who?	Crave Ent
When's it out?	Out now
Kind of Game?	Platform



**QUICK TIP!**  
YOU'VE GOT PLENTY OF BULLETS AT YOUR DISPOSAL - TAKE YOUR TIME AND AIM AT YOUR ENEMIES FROM A SAFE PLACE. THESE MEN IN BLACK CAN DIE AT THE SLIGHTEST TOUCH, SO BEWARE.

# MIB2: THE SERIES

## BACK IN BLACK, 2ND BUSTING SOME ALIEN WIDE!

agents J and K (from the animated series, not Will Smith and Tommy Lee Jones) are back. As the Men In Black, they're here to clean up New York City and send all the alien slime back to where they came from. But who gives a stuff?

worse'. As you leapfrog your way mindlessly from platform to platform, it's a dizzying trip; but only because the screen doesn't stay still for a second.

### JUMP, SHOOT, GIVE UP

The pull of eight-player action sounds great, until you realise it just means taking a turn each at meandering around the levels, effectively giving you forty lives instead of five. You will need these as well, because *Men In Black 2* is a hard game. It doesn't so much offer you a great challenge as just make the entire adventure

### BLACK: THIS SEASON'S BROWN


Not us after playing this abysmal platformer, that's for sure. The designers of this new *Men In Black* title seem to have looked at all the worst platform games ever and said to themselves, 'Hey, we could nick these ideas - and make them



Sadly, this game is nothing more than an average platformer!

annoyingly difficult right from the start, with instant death if you so much as touch a clone agent. Every one of the eight (not exactly dissimilar) levels, whether you play J or K (makes no difference, they look and act exactly the same) is just the same old round of scrolling boredom, filled with spikes, gaps, lifts, locked doors... you get the

**2ND OPINION!**



**WHERE'S WILL SMITH?**  
After overcoming my initial disappointment that the lovely Will Smith fails to feature in this game, I was even more disappointed once the action started. If you're a fan of platformers, you might enjoy this for a while, but it's pretty tricky, and when you do get on in the game, it all starts to get a tad samey. Sadly, this makes *Men In Black 2* frustrating as hell, which is a shame, as it could have been so much fun...  
**KAREN**

idea. If this is what saving the world is like, let the aliens take over.  
**Jem**



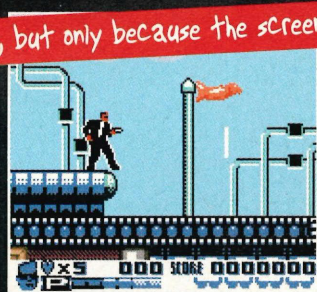
Choose between agents J and K. They're both the same really.

Reviewed by **Jem**

*'It's a dizzying trip, but only because the screen doesn't stay still for a second!'*



Now they say 'Hijacked Aircraft', but really it could be anywhere.



Look, a man. In black. With a gun. Hooray - watch him jump!



Get past the green thing to collect the floating sunglasses. If you want.



Look, another man. In black. With a gun. Oh no!



Here comes that green thingummy-jig again. Shoot it quick!



The first boss has a strict regime - simple to kill.

TOTAL  
**GAME BOY**  
TEST YOUR STRENGTH!  
COLOR

GRAPHICS!  
Is that an alien or a stool?  
★★★★

SOUND!  
Hardly Big Willy style  
★★★★

PLAYABILITY!  
Only for real MIB fans  
★★★★

LASTABILITY!  
Doesn't even pass an idle hour  
★★★★

**OVERALL!**  
**42%**

SEND THIS GAME INTO OUTER SPACE!

REVIEWED BY  
JEM

## WE'RE COME THE MEN IN BLACK

Awful Game Boy games aside, the Men in Black have come a long way to reach their present fame. J and K started their careers in a very different style with a short-lived comic book. They only reached real popularity with the advent of Tommy Lee Jones and Will Smith as the mysterious martian masher and his rookie sidekick in the blockbuster 1997 film. Now the ET extermination duo have gone the same path as classic films like *Ghostbusters* and *Back To The Future* to become cartoon heroes as well!







TOTAL  
**GAMEBOY**  
POSTERCOLOR





TOTAL  
**GAMEBOY**  
POSTERCOLOR

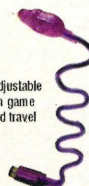


TOTAL  
**GAMERBOY**  
POSTERCOLOR

# THE UK'S NO.1\*



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Allows Game Boy™ to be used with mains power - saves on batteries. Compatible with Game Boy™ Pocket & Color.



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**System Link Cable**

\*Link cable required

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\*Official Chart Track Figures (July 2000) The UK's best selling cheat device for any system





How much? \$24.99  
 From who? Take 2  
 Whenz it out? Out now  
 Kind of Game? Flight Sim



# F-18 THUNDERSTRIKE

CHOCKS AWAY FOR ANOTHER BULL FLIGHT SIMULATOR!

Apparently, United States Airforce Intelligence has confirmed reports of renewed hostile activity in the Balkans. As a top F-18 fighter pilot on active duty in the area, you naturally report directly to your commanding officer for re-assignment, and from thereon in it's chocks away for a dull and pointless meandering

flight simulator. The situation in the Balkans is said to be critical, but it's nowhere near as critical as this game's chances of speeding up your pulse for a second.

## BLUE SKY, LOADS OF IT

The only people who will get the slightest kick out of playing this game will be absolute flight sim maniacs. The graphics have nothing to make them stand out, the game itself is a total yawn, impersonal and slow, and the sounds aren't even worth mentioning. You simply fly around for a while, shoot a plane or two if you're lucky and then you turn it off. End of story.

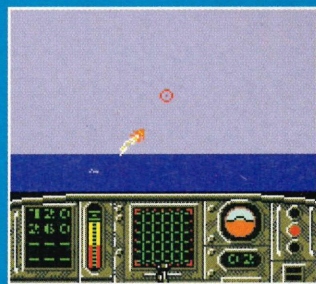
Jern



Reviewed by  
**Jern**



Aren't you just bristling with anticipation?

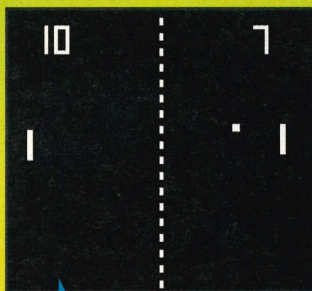


This is the high point of the game. Something shoots out of your plane... err, and that's it!



Bet you're shaking with the excitement aren't you?

Ah - the original and best! Or is it just a pile of poo?



A quick game of penguin in the middle should cheer us up!



How much? £24.99  
 From who? Take 2  
 Whenz it out? Out now  
 Kind of Game? Arcade



# PONG

THE MIGHTY, PRIMEVAL PONG IS RE-RELEASED ON THE GAME BOY!

Based on the very first analogue experiments in computer games in the late Fifties, *Pong* first shot to fame in the early Seventies, hugely popular with people now beginning to worry about early retirement. But the weird thing is that, despite the amazing standard of videogames in the 21st Century, it's a real joy to own a *Pong* compendium for the Game Boy Color. For those too young to remember, the entire game consists of batting a square ball between two lines. If you miss the ball, the opponent gets a point. Gripping, huh?



Reviewed by  
**Jern**

numerous balls and total pandemonium! The lack of two-player options is a real mistake, but there's no denying that this is a great version of the ultimate videogame classic, and should certainly not be dismissed.

Jern

TOTAL  
**GAME BOY**  
 TEST YOUR **COLOR**  
 STRENGTH!

**GRAPHICS!**  
 It's a big blue line!  
 ★★★★★

**SOUND!**  
 Twiddly and crackling  
 ★★★★★

**PLAYABILITY!**  
 Nothing happens  
 ★★★★★

**LASTABILITY!**  
 Three minutes is enough  
 ★★★★★

**OVERALL!**  
**28%**

TOTALLY POINTLESS RELEASE. KEEP AWAY!

HE-MAN!  
 BUTCH!  
 WEAKLING!  
 WIMP!

TOTAL  
**GAME BOY**  
 TEST YOUR **COLOR**  
 STRENGTH!

**GRAPHICS!**  
 As good as they need be  
 ★★★★★

**SOUND!**  
 You need the bleep effects!  
 ★★★★★

**PLAYABILITY!**  
 Classic casual challenges  
 ★★★★★

**LASTABILITY!**  
 It's been around for years!  
 ★★★★★

**OVERALL!**  
**75%**

NOT GREAT, BUT A CLASSIC BUY

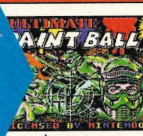
HE-MAN!  
 BUTCH!  
 WEAKLING!  
 WIMP!

## ANYONE FOR FOOTBALL?

*Pong* still provides a great challenge though, especially in this new cart. You aren't just given the original *Pong* - there's also a jungle game, with whirlpools that knock the ball all over the place and sticky paddles, plus Arctic *Pong*, which features two ball-hogging penguins. But it's the soccer version that really raises the game to a new level. It takes masterly control (in a having-a-cup-of-tea way) to win at this version - four paddles,

**ninFo!**

How much?	£24.99
From who?	Take 2
Whenz it out?	Out now
Kind of Game?	Shooter




# Tonka Raceway

**ninFo!**

How much?	£24.99
From who?	Hasbro
Whenz it out?	Out now
Kind of Game?	Racing




## TIN CAR RACING MEANS TIN POT GAMING!

After the well-deserved success of *Micro Machines*, the idea of doing the same thing for Tonka, perhaps the ultimate name in classic toys, sounds great. But the result of this move is a catastrophically bad game.

**WANKY MACHINES**  
This may sound a little harsh for what is after all a 'fun' game, but there are many reasons why *Tonka Raceway* is worse than lacklustre. You are offered three types of track – Desert, Jungle and Snow – which basically means a yellow, green or white course. As you race from one to the next, nothing really changes. You race against three other vehicles but the only difference is the size of the nasty sprite you have to lug around. Having said this, you do get to choose the colour of your car!

**RUMBLING AWAY!**  
The game has a two-player option, but even that just means playing in turns, and the Rumble Pak comes into its own as you spend half the game crashing mindlessly. The sheer amateur nature of the gameplay prevents any race from being enjoyable – it's like racing sticky brick walls around poky country lanes. The game designers

have obviously made a lame attempt to recreate the success of *Micro Machines* and have offended the intelligence of every Game Boy owner in the process. You'd have a lot more fun pushing some real Tonka toys around in a sewer.

**simon**

**TOTAL GAME BOY**  
Test your **COLOR** STRENGTH!

**GRAPHICS!**  
Bad tracks, worse cars  
★★★★

**SOUND!**  
Nothing to say for itself  
★★★★

**PLAYABILITY!**  
More fun in gutting cats  
★★★★

**LASTABILITY!**  
Tonka who?  
★★★★

**OVERALL!**  
**31%**

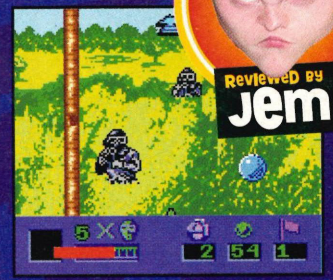
A PERFECT EXAMPLE OF EVIL GAME DESIGN

HE-MAN!  
BUTCH!  
WIMP!

# ULTIMATE PAINTBALL

## GET READY FOR TOTAL EMULSION VIDEOGAMING!

Everybody likes a nice shoot-em-up now and then, but for those people who feel a bit faint at the sight of red hot metal ripping through the ligaments of the innocent, this is a great new title. Paintballing in the past has always been the domain of corporate managers honing their people skills in a forest somewhere, but now we can all sample the challenge of avoiding Dulux in the woods without the threat of ruining our overalls or having an affair with Susan from accounts during the weekend.



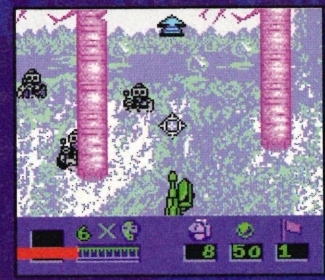
My boss is going to kill me!

some foes in an attempt to capture their flag. It's not a very exciting proposition, or indeed a fair one. You are one person armed with a couple of paint grenades and a splat gun, whereas there are hundreds of grey blocky enemies hiding behind the two-dimensional foliage just waiting to change your colour. It provides an interesting alternative to most violent games, but it's simply not involving at all, being both ugly and simplistic. Pacifist gamers out there should wait for a better title to hone their non-lethal shooting skills on.

**Jem**

## TURPS AT THE READY, MEN!

The game itself takes the form of simply wandering around a map until you get ambushed or take on



**TOTAL GAME BOY**  
Test your **COLOR** STRENGTH!

**GRAPHICS!**  
Hardly a work of art  
★★★★

**SOUND!**  
Not particularly annoying  
★★★★

**PLAYABILITY!**  
It's all a bit pointless  
★★★★

**LASTABILITY!**  
You have to be an enthusiast  
★★★★

**OVERALL!**  
**50%**

BUY IT IF YOU'RE A PACIFIST OR A FOOL!

HE-MAN!  
BUTCH!  
WIMP!





How much? £24.99  
 From who? Acclaim  
 Whenz it out? Out now  
 Kind of Game? Beat-'em-up



**QUICK TIP!**

Pay close attention to the background of the game. Often the poor design means you forget to spot a switch on a wall that will have to be activated so that you can complete a level.

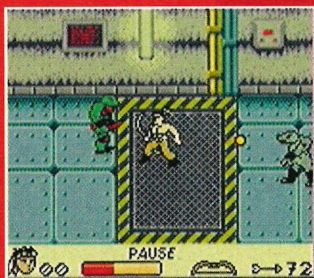
# TUROK 3: SHADOW OF OBLIVION

## EVERYBODY STALK THE DINOSAUR!

**W**hat would happen if you crossed *The Land Before Time* with *Rambo*? Well, putting the moral implications to one side, it would be fair to say that you would end up with *Turok 3* on the Game Boy Color, which plays like a 'no thrills' edition of the N64 version. Stripped of all the *Doom*-style mayhem that it was known for, *Turok 3* limps onto the small screen with gameplay that makes *Pokémon Stadium* seem complicated. Compared to the recent *Tomb Raider* and *Wacky Races* conversions, there really seems to be no excuse for this kind of poorly-conceived platform game.

### JURASSIC PARK

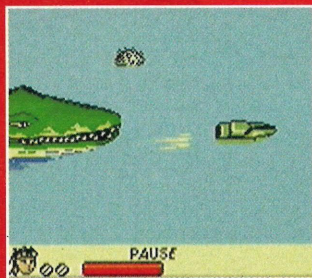
Once again the human race is having a bit of a tiff with the dinosaurs and it's stopping everyone enjoying tea in the park. It's up to your two thumbs to bring an end to the war by shooting a big gun and running in one direction for a long period of time. As far as



Leave me alone! I don't want to play piggy in the middle just now!

the gameplay goes, that's pretty much your lot. In-between the regular bouts of action you do get to do a bit of driving (and shooting) in either a tank, a speed boat or a car, but these episodes merely serve as a bridge between levels.

Admittedly, there are enough levels to keep you going and plenty of weapons to choose from, but these small virtues are undermined by all that is bad about the game. Getting through the various stages is extremely irritating due to the constant onslaught of your opponent's legion of heavies. This is especially annoying when the task in



Have you seen Lake Placid yet? What? You were in it? Blimey!

the level is to completely destroy a certain number of specific objects and you lose track of what or where you are because you are constantly having to fend of the enemy. Buy this if you want, but consider yourself warned!

PAUL

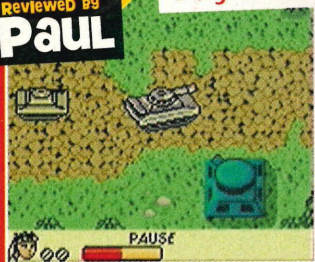
TOTAL GAME BOY COLOR  
**TEST YOUR STRENGTH!**  
 GRAPHICS! Nothing special ★★☆☆  
 SOUND! Ouch! My ears! ★★☆☆  
 PLAYABILITY! We've played better ★★☆☆  
 LASTABILITY! Minutes, probably ★★☆☆  
**OVERALL! 50%**  
 NOT A PATCH ON THE N64 GAME!

weakening! wimp! re-man! butch!



Reviewed by **PAUL**

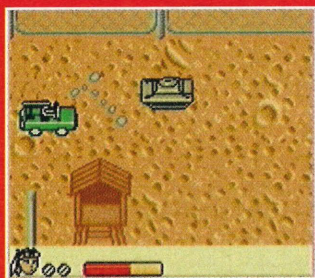
"Bring an end to the war by shooting a big gun!"



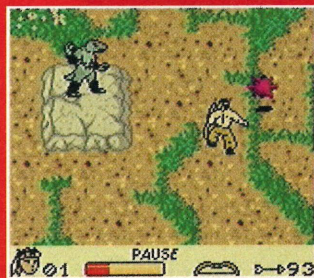
This is a scene from 'America's Coziest Ram-Raiding Accidents'!



Right then, where's this Island of the Sexy Ladies? I get so lonely!



Wait a minute, this isn't Blackpool! I think we've read the map wrong!



Hey you, dinosaur! Look scared, I'm dressed like Rambo and have a gun.

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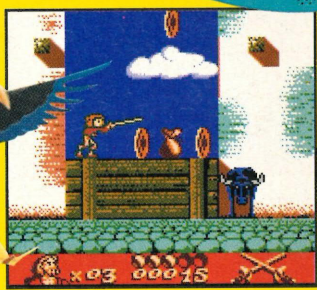
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ninfo!

How much?	£24.99
From who?	Ubi Soft
Whenz it out?	Summer
Kind of Game?	Platform



**QUICK TIP!**  
 IT'S ALWAYS A GOOD IDEA TO AVOID HEAD ON CONFRONTATIONS WITH ANY ENEMYS, ESPECIALLY IF YOU'VE ONLY GOT YOUR SWORD TO FIGHT WITH. THEY'RE ALL EASY TO KILL, BUT IT'S MUCH EASIER TO JUMP OVER THEM!



Miguel goes in for a little bullfighting - these creatures can be deadly!



That's the kind of welcome we'd all like - she's a bit of alright!

# THE ROAD

**JOIN MIGUEL AND TULIO FOR A JOURNEY INTO THE UNDISCOVERED COUNTRY!**

**T**his summer's most outstanding animated movie, *The Road To El Dorado* from Dreamworks Pictures, has arrived on your tiny Game Boy Color screens! From a cursory glance you'd be forgiven for shouting at the top of your voice 'Flippin' heck! Not ANOTHER dull platform adventure'! Admittedly, with its moving blocks, spikes, snakes and ladders, *Gold and Glory: The Road To El Dorado* could certainly be seen as yet another uninspired movie tie-in, but it's just so much fun! Plus, most importantly, it's a very well made game. Action-wise, there are many similarities to practically every other dull, lame-brained excuse for a platform game (see *Men In Black 2* for further details) but it's a joy to play.

is so compelling. The game's creators have made such an effort with the graphics and these extra touches that you want to see how it all ends - a rare feeling with most platform games.

## THE ROYAL HUNT

You take on the role of either Miguel or Tulio, a couple of Spanish wideboys on the make. Armed with your trusty sword, you have to make your way from the tiny Spanish Village, full of pesky bullfighters and guards, to the very heart of the legendary city of El Dorado, where the streets are literally paved with gold!

In the early levels you have to collect six pieces of the ancient map that leads you (and a ship full of black-hearted conquistadors) to South America. You can collect hundreds of gold coins on the way, leading you to your ultimate goal - getting rich. At least, that's the plan, but you also have to overcome the machinations of the evil High Priest Tzekel-Kan as he pits you against

## COLD, ALWAYS BELIEVE IN YOUR SOUL

The graphics are brilliantly detailed, the characters move smoothly and handle well and

there's enough variety throughout the twenty-ish levels to keep you hooked. Similarities to Prince of Persia abound, but the cartoon fun balances this out. In-between every few levels on the road to El Dorado there's a different battle, from fighting cougars and fleeing from a rampaging bull to playing basketball with a giant Inca! It's thanks to these inspired little mini-games that *The Road To El Dorado*

*'El Dorado could certainly be seen as yet another*

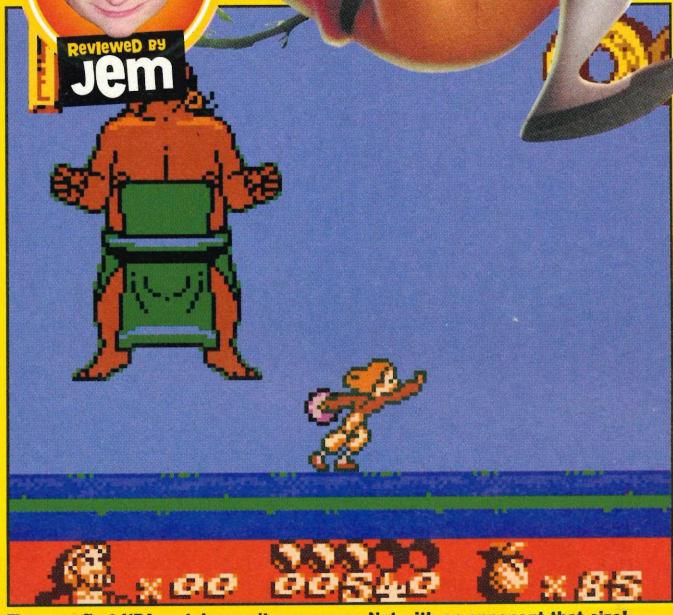
killer cats and vicious natives, not happy about your plans to swipe their precious metal.

## THERE'S GOLD IN THIS 'ERE GAME!

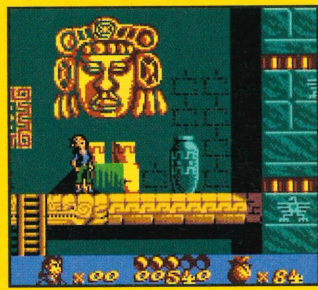
Visually, the game is head and shoulders above most movie tie-ins, and the sound has been carefully crafted to stand out amongst other screeching titles. The game itself



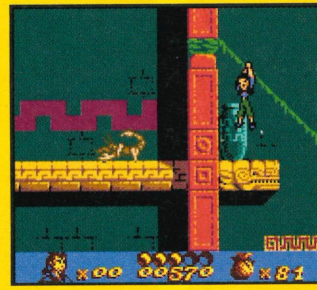
Reviewed by **Jem**



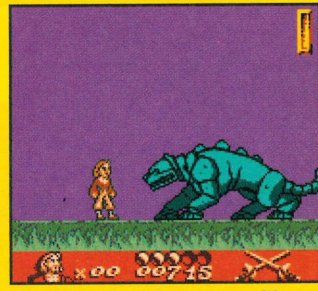
The very first NBA match wasn't a success. Not with an opponent that size!



Gold! Everywhere you look... and not a drop to drink!



That'll take a lot of insect repellent to get rid of.



The vicious Peruvian cougar... it's very easy to kill.



**TULIO AND MIGUEL**  
 'Kenneth Branagh and Kevin Kline in Game Boy game shocker!'



Walking on clouds? Is this an old ZX Spectrum game or what?



A tropical bird gets the better of Tulio - they're pesky creatures!



Turtles take two hits to go down. You just make sure you remember that!



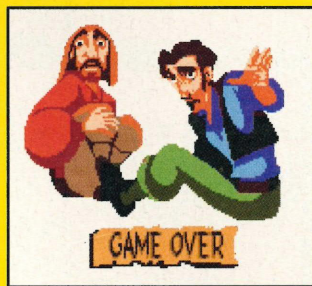
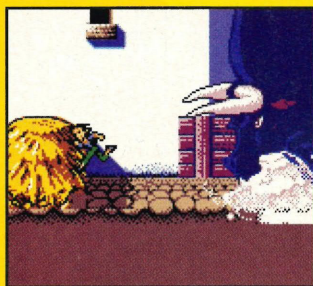
"Where is that buddy of mine?" "He's behind you!"

# AD TO EL DORADO

## GOLD AND GLORY... AND POPCORN

Even if the game doesn't make you drool at the mouth, the movie itself certainly should be a treat. Out this summer, it's one of those rare events - a non-Disney cartoon that looks entertaining! Miguel (Shakespeare dude Kenneth Branagh) and Tulio (American thesp Kevin Kline) are two loveable

conmen who end up in the mystical lost Inca city of El Dorado. To their surprise, they are worshipped as gods, but the evil High Priest Tzekel-Kan is planning to put a stop to their dreams of gold and glory. The movie has even got music from Lion King composers Elton John and Tim Rice!



inspired movie tie-in, but it's just so much fun!

offers a practically irritatingly difficult challenge in the later levels, so even those seasoned platform players will have to keep a pen and paper handy to remember those level codes.

Unfortunately, once you have fought your way to the heart of the golden city, and completed the game, there's not an enormous amount left to do. However, there is always the Ubi-Key feature. Using the infrared port and another Ubi

Soft game with the Ubi-Key feature, you can unlock hidden levels and other secrets stashed away in the mystical bowels of El Dorado.

Fans of the movie and lovers of quality platform adventures should get a lot out of *El Dorado*, and hopefully it will show other movie tie-in game designers the level of quality that can be achieved with an out-dated game-style. Just make the adventure last.

JEM

Oh no! What was that level code again?

**2ND OPINION!**

**YOU PLACED GOLD...**

...On my finger! I agree with Jem, this is actually a decent movie tie-in that's lots of fun to play and has some really great mini-games. Ubi Soft has really put a lot of effort into the graphics and sound effects, capturing the essence of the big screen version perfectly. This is one platform game that I recommend wholeheartedly!

**PAUL**



As you progress you collect pieces of the map.

TOTAL  
**GAME BOY**  
 TEST YOUR COLOR  
 STRENGTH!

**GRAPHICS!**  
 Smoothly rendered  
 ★★★★★

**SOUND!**  
 Thanks to Elton John  
 ★★★★★

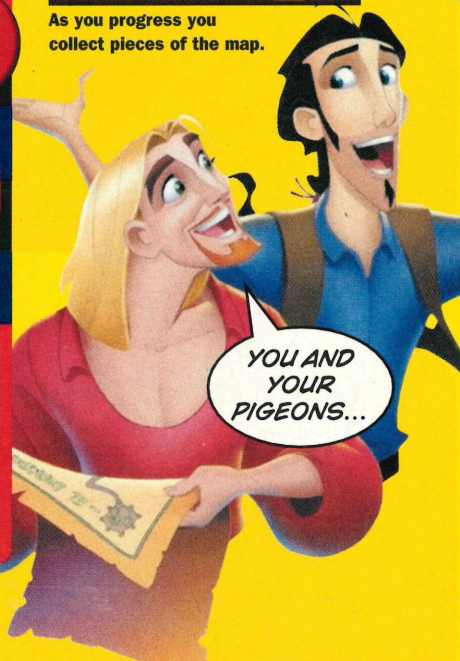
**PLAYABILITY!**  
 Old hat, but enthralling  
 ★★★★★

**LASTABILITY!**  
 A bit too easy  
 ★★★★★

**OVERALL!**  
**77%**

AN GOLDEN EXAMPLE OF PLATFORM ADVENTURING

Wimp! Wee-kling! But-man! He-man!





**QUICK TIP!**

KEEP A CORNER OF YOUR SQUARE FOR BOMBS, BUT BE VERY CAREFUL THAT A BOMB DOESN'T FALL THROUGH A HOLE, OR THE ENTIRE GRID WILL BE DECATMATED! JUST A NUDGE TO THE LEFT OR RIGHT WILL KEEP IT SAFE.

# WETRIX GB

THE N64 BLOCKBUSTER MAKES A PITIFUL GBC DEBUT...

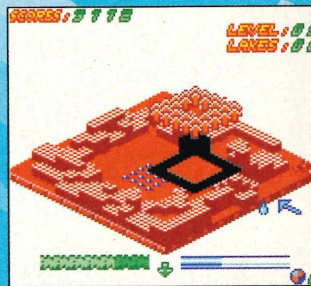
**W**hen *Wetrix* first appeared on the Nintendo 64, even people who fail to see the beauty in pushing a few blocks around to prevent a bit of water falling off a square grid were astounded by the quality of the graphics and the occasionally exhilarating can't-put-

it-down gameplay. Now, at last, the modern classic puzzler appears on the GBC, and the people responsible should be ashamed.

## BETTER THAN A WEEKEND IN WATERWORLD

Where can we start? *Wetrix* is dull, repetitive, vague, and ugly ugly ugly. Not that we're being unduly harsh – it simply doesn't seem to work for the small screen. At first glance, the way a 64-bit game has been adapted for the hand-held seems spot on, but the gameplay itself will annoy even the most

hardened puzzle game enthusiast. What was once a 3D brain teaser has become a



**Oh no! The water's dripping! Dear God help us!**

cluttered, fiddly mess, with no accuracy for planning a block – rather, you try and vaguely get the blocks a few pixels near to where you think they should be.

## WATER AND BRICKS – A MARRIAGE MADE IN HEAVEN

When you're trying to prevent water falling off the grid by preparing blocks to make a catchment area, it's best to be able to see what you're doing. In this ZX81-looking version, not only can you not catch water – you don't care. The brilliant, fast



## 2ND OPINION!

### A SLOPPY MESS

We were expecting great things of this watery little puzzler here in the TOTAL GAME BOY COLOR office, but sadly, we were all a tad disappointed. It just doesn't seem to really work on the Game Boy. It's tricky to work out what's going on on-screen – for example, you can't easily see how high some of your blocks are – and the little blue blobs that make up the water are far from inspiring. A decidedly damp puzzle game.

**Karen**

paced colourful N64 game has been turned into a smudgy mess. Real fans of the game who want to play in queues and such like may possibly see something in it if they persevere – there are quite a few game choices, including Classic, Pro, Practice and Handicap, but vague gameplay, evil graphics and the worst 'music' ever written by mankind make this an extremely acquired taste. *Wetrix* is just wet.

**Jem**



At this point, your hopes are still high.



Reviewed by **Jem**



Sadly, your hopes are all too brief!



*Wetrix simply doesn't seem to work for the small screen!*



## MAKE YOUR OWN WETRIX BOX THING!



**Stage 1**  
Game on! Let's do it! Yeah! A hard rain's a-gonna fall!



**Stage 2**  
First, place the block thing on the grid. That's the way.



**Stage 3**  
Then place a few more, avoiding any kinks in the wall.



**Stage 4**  
Wait for it! Here comes some of that water stuff...



**Stage 5**  
And there you have it. A *Wetrix* lake thingy. Of sorts.

TOTAL  
**GAME BOY**  
Test your **COLOR**  
STRENGTH!

**GRAPHICS!**  
Ugly ugly ugly...  
★☆☆☆

**SOUND!**  
AAARGH! NO! STOP IT!  
★☆☆☆

**PLAYABILITY!**  
Hang on, that's... oh, forget it  
★☆☆☆

**LASTABILITY!**  
You like it? You keep it!  
★☆☆☆

**OVERALL!**  
**48%**

WETRIX SCHMETRIX...  
HONESTLY

Infogrames  
Wetrix  
Wetrix  
Wetrix  
Wetrix  
Wetrix

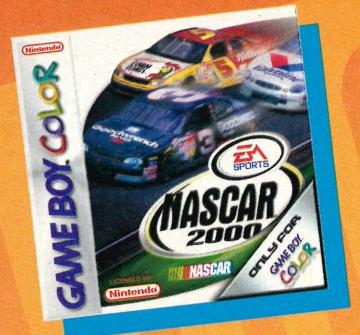
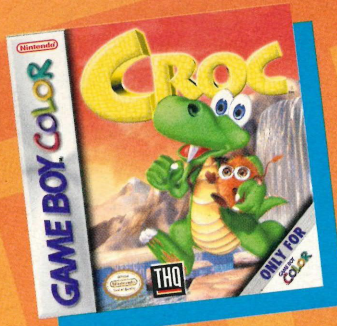
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ninFo!

How much? £19.99  
From who? Sci  
Whenz it out? Sept  
Kind of Game? Puzzle



**QUICK TIP!**

From time to time you will be spoiled for choice for power-ups. If you have one already and unlock another, have a (quick!) think about which is best. Some are worth keeping for as long as they last.

# COOL BRICKS

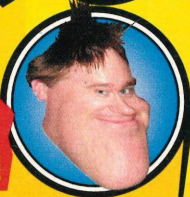
WNN... NOW THIS ALL LOOKS STRANGELY FAMILIAR!



Reviewed by  
**KAREN**



**2ND OPINION!**



**IT'S 2 BLOCKBUSTER!**

It's simple, it has no fancy 3D graphics, it doesn't have any marketable characters... and yet it's easily one of the most, if not the most addictive Game Boy Color title so far! *Cool Bricks* has everything! Sex, girls, money... oh hang on, no, that's me. Er... it does have the one very important element that so many titles these days forget: gameplay! Buckets of it! Buy... it... NOW!

**ROY**

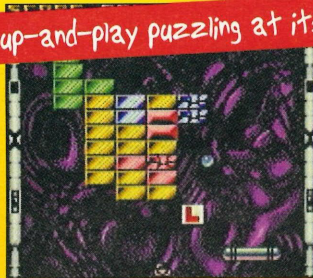
Nearly there! I'll stop after this level. I will... I WILL!

Angle the ball up top and it'll take out several bricks in one go.

Watch out for that alien chap in the spaceship - he hasn't come in peace!



'Pick-up-and-play puzzling at its best!'



Aagh - too many balls! The multiple ball power-up is completely frantic!

That little L-Plate will make life easier for a while by slowing the ball.

Yes, that'll do it! Take that, bricks! Oh no... I've missed my ball!



The Game Boy is bulging at the seams with puzzle games, and rightly so. What better way to kill time on that boring bus journey than to whip out your favourite hand-held and have a quick blast on a panic-inducing puzzler - it doesn't need to be ground-breakingly original or hugely intellectual, just engrossing enough to distract your attention away from the dandruff on the shoulders of the old bloke in front.

**BRICKING IT**

*Cool Bricks* is a fine example of a game that will do just that... and more besides. Based around the

age-old idea of bouncing a ball off a bat to knock out the bricks in a wall (those with long memories might recall *Arkanoid*, which graced both arcades and home computers in the Eighties) it is pick-up-and-



Some bricks just crack to start with. You'll have to keep aiming for them!

play puzzling at its best. Of course, in this day and age that kind of game wouldn't be much cop unless it had a few bells and whistles attached, and *Cool Bricks* certainly has.

For starters, there are LOADS of levels to get through (over 150, in fact) and every time you complete four, you're given a password that'll allow you to dive straight into the action next time you play.

**WALL TO WALL FUN**

The gameplay is also enhanced no end by the countless power-ups which fall from the skies from time-to-time. From brick-destroying lasers to extra lives and a magnetic bat, these goodies from heaven make the game all the more absorbing. Don't go thinking that it's all plain sailing mind - some of the power-ups have negative effects, like the vicious poison that creates involuntary player control, and you'll also have to contend with evil enemies firing from above!

If it's originality you're after then you've come to the wrong place, but if you want an addictive,

challenging puzzler that'll have you reaching for your Game Boy time and time again, you can't go far wrong with *Cool Bricks*.

**KAREN**

## RETRO REVIVAL

The Game Boy Color has seen a number of revamped 'classic' games. Nintendo itself has released the groovy Game And Watch collections, which include a number of spruced-up ancient games, whilst Taito brought Bubble Bobble back to life a few months ago. Take 2 has just released a revamped version of the Seventies classic Pong (see our review on page 31), and who could forget the adventures of a certain Ms Pan-Man who munched her way onto the Game Boy Color last year. It seems we just can't get enough of that old-skool style - they may not have had fancy graphics back in the early days of gaming, but they certainly knew how to entertain you!



**TOTAL GAME BOY Test your COLOR STRENGTH!**

**GRAPHICS!**  
Not bad at all  
★★★★

**SOUND!**  
Just what it ought to be  
★★★★

**PLAYABILITY!**  
Addictive and absorbing  
★★★★

**LASTABILITY!**  
You'll be back for more  
★★★★

**OVERALL!**  
**86%**  
**IT'S PUZZLE PARADISE!**

THE GREAT GAME BOY COLOR TEST - 2001

He-Man! Bitch! Weskullins! Wimp!



How much? £24.99  
 From who? Mattel  
 Whenz it out? Out now  
 Kind of Game? Racing



# HOT WHEELS STUNT TRACK DRIVER

GET READY TO BURN RUBBER ON THE HOT WHEELS PLASTIC TRACK!



reviewed by **simon** Second again! Best have another go, eh?

Why is real driving never this much fun? Well, the answer to that is quite simple – when do you ever get to do backflips, drive on looping tracks or attempt 360° spinning jumps!

This game really does rock. It has all the elements of classic gameplay plus plenty of competition. It's not

just a straightforward race, either. In order to do really well you have to pull off a number of successful stunts to earn yourself points and stay in the lead.

The game scrolls along sideways and at a fair old speed, as on the track are a number of *Wipeout*-style speed-ups. Going over them enables you to go faster, meaning you can pull off a better stunt on the jumps.

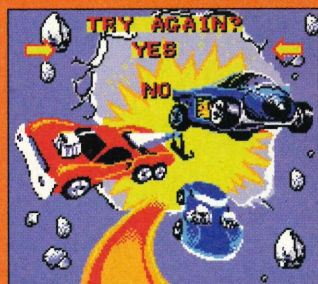
## IT CAN'T HELP HOT!

This game has everything that you could possibly want – great graphics, action and speed, plus you need a certain degree of skill to pull off some slick stunts. This fabulous little game will keep you racing well into the night – a real winner!

simon



Look out below – it's raining cars! Take cover!



So, do I try again or go tidy my room? Oops, look like I've hit 'Yes' again!



Wahey, watch me go! Ooh, looks nice out there in the garden.

## TOTAL GAME BOY COLOR

TEST YOUR STRENGTH!

### GRAPHICS!

Fast and clear  
 ★★★★★

### SOUND!

Jingly tunes  
 ★★★★★

### PLAYABILITY!

Pretty challenging  
 ★★★★★

### LASTABILITY!

Very addictive  
 ★★★★★

OVERALL!

**85%**

FAST AND FURIOUS TRACK RACER!



Igor phones out for pizza while Phil chills out.



Only five levels, eh? Better take it slowly then.



How much? £24.99  
 From who? THQ  
 Whenz it out? Out now  
 Kind of Game? Platform



Reviewed by **Jem**

# TOONSYLVANIA

PHIL AND IGOR HAVE HORRIFIC FUN IN A CREEPY CASTLE!

When Dr Vic Frankenstein leaves his assistants Phil and Igor alone in the lab, it's only a matter of time before things get out of hand. Before you know it, Phil's exploded and it's left to you, as Igor, to pick up the bits before Vic finds out!

## WOOW! SCARED Y?

It's nice to see that this title stands out just a smidgeon compared to many of the other platformers on the shelves. *Toonsylvania* is a crazy cartoon-style adventure, and it has more to the gameplay than just

legging it to the right of the screen until you reach the goal.

## CHILLER THRILLER?

With Ubi Key options and a real puzzle-style collecting spree, this is a fast and funny ride. The graphics and sound are great, and there's a real challenge in it. Nonetheless, its charms don't last forever, and you'd have to be a real platformer freak to actually want to spend your cash on it. Plus, to be honest, it really didn't scare us that much!

Jem



Don't do it Igor! You got so much to live for, brother.



To be honest, Igor's antics are very entertaining – borrow this game now!

## TOTAL GAME BOY COLOR

TEST YOUR STRENGTH!

### GRAPHICS!

Colourful, clear and creepy! ★★★★★

### SOUND!

Makes your hair stand on end  
 ★★★★★

### PLAYABILITY!

Little more to it than most  
 ★★★★★

### LASTABILITY!

Play it slowly  
 ★★★★★

OVERALL!

**71%**

A VAGUELY DIFFERENT CARTOON CAPER



ninFo!



How much? £24.99  
 From who? THQ  
 Whenz it out? Out now  
 Kind of Game? Racing



**QUICK TIP!**  
 You've got to think like you're inside the touring cars themselves. When you steer left, the car will go left, regardless of which direction it's pointing on the screen. You might need a bit of practice!

# TOCA: Touring Car Championship

GAME BOY COLOR IN REALISTIC DRIVING GAME SHOCKER!



Reviewed by  
**mike**

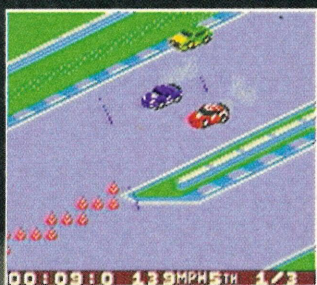


**W**hen popular driving games get ported onto the Game Boy Color what you usually get is a behind-the-car racer where the track seems to turn more than the car! Well *TOCA: Touring Car Championship* has opted for the more old-fashioned isometric view and you know what? It plays like an absolute dream!

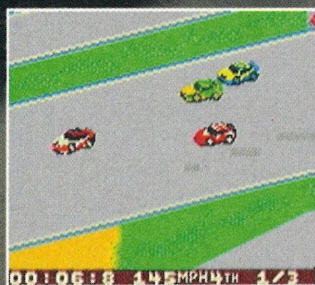
Unlike most isometric racers, *TOCA* handles superbly – the turning circle is super-smooth and surprisingly realistic. From this perspective you usually get a jumpy multi-staged turns but with *TOCA* you can literally cruise around the corners. Press the pad hard enough and you can even do powerslides – something that happens quite a lot until you get used to the tracks because of how blindingly fast the game is! You really need to learn the layout of the nine official tracks in *TOCA* or your car can end up spinning across the grass.

## BURNIN' RUBBER

What really stands out about *TOCA* is the graphical effects. Dust clouds come off the car as you spin off the track, skid marks cover the road and you even get spray off the tyres when it's raining! As if this weren't enough, you can even see the little wheels turning around on all eight



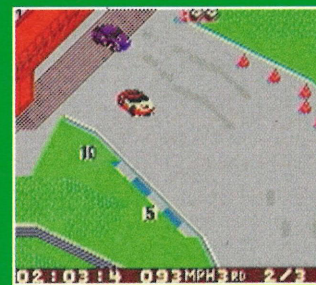
This game is so detailed you even get rain spray effects on the cars.



You're in fourth place but first is only one screen away!



Who could resist knocking over all of these cones!

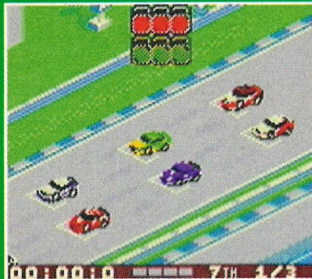


Surprisingly, the skid marks stay on the track for quite some time.





This may be a Game Boy racing game but you still get Dunlop adverts!



Six cars on the track at the same time and they're all in sight!

cars as they speed around the track. Yes, you read that correctly, there are eight cars on the track at the same time, and no, there isn't any slow-down!

The only major let-down to this game is that you can't play link-up with another Game Boy. Definitely an opportunity wasted. On the plus side, however, there are some 'Party Play' games for four people, but it does mean passing the Game Boy around between you! This is only a small flaw, though, and if you can forgive it then *TOCA Touring Car Championship* is the best driving experience you can find, short of buying your own car!

MIKE




When the track's this busy it can be difficult to overtake.



Make sure your finger is on the accelerator - it's about to start!

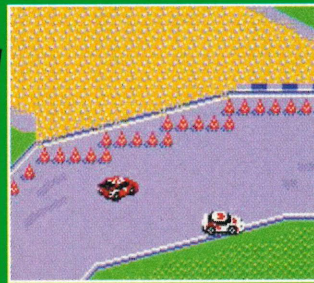
**2ND OPINION!**



**TOP NOTCH RACING**

He's not wrong, you know! Even if you're the kind of dude who would usually rather tear off all your fingernails and post them to Les Dennis than play a racing game, you'll love zipping around all the tracks on *TOCA*. The car graphics aren't outstanding, but at least they don't look like beer crates, and there's enough crammed into the cartridge to keep you whooping and hollering until doomsday. Race on!

Jem



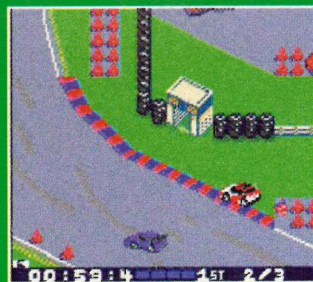
Taking the best racing line actually does make a difference.



Oh dear, not quite the best route to winning a race!

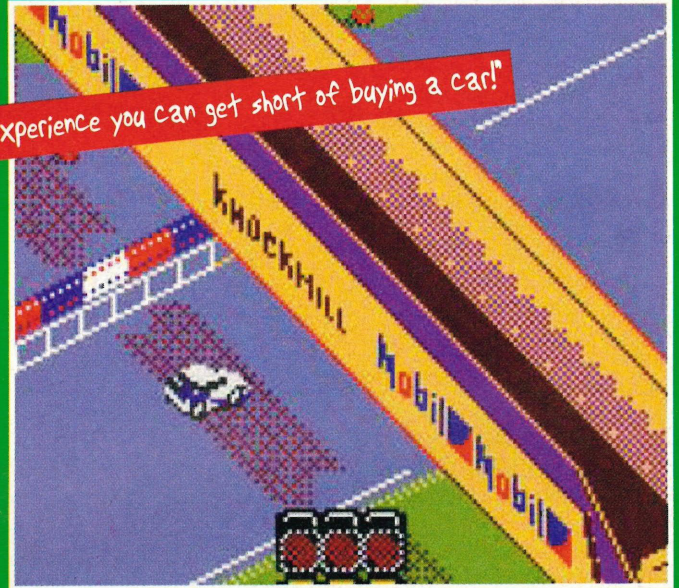


On the Time Trial mode you even get a ghost racer to challenge you.



Hurrah, first place! But unfortunately not for long!

*"The best driving experience you can get short of buying a car!"*



TOTAL  
**GAME BOY**  
 Test your strength  
 GRAPHICS!  
 Small cars but fast  
 \*\*\*\*\*

SOUND!  
 Just adequate  
 \*\*\*\*\*

PLAYABILITY!  
 Lots to keep you racing!  
 \*\*\*\*\*

LASTABILITY!  
 Fun for a while  
 \*\*\*\*\*

**OVERALL!**  
**92%**  
 THE CREAM OF RACING ON THE GBC!

Hum Dinger!  
 He-man!  
 Butch!  
 Weaslehead!  
 Wimp!

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ISSUE 1 ON SALE 21 SEP

IT'S BETTER THAN A POKE IN THE EYE!

COLOR

# Scribblings!

## SAM'S SUGGESTIONS

I think your magazine is awesome, it is all thanks to you that I know what games are good and bad, and all the cheats I have got are because of you as well. When I first got my Game Boy I was so excited I remember biking home as fast as I could and ripping it open along with the game, *Pokémon Yellow*. *Pokémon Yellow* is a must-have for any Game Boy collection, believe me. Would a fourteen year old kid like me play *Pokémon* if it wasn't good? *Wario Land* is another must have for your collection, but I wouldn't waste your money on *Wario Land 2*. Now try the games out for yourself.  
Sam Mayall, New Zealand

Thanks for writing from all the way down under, Sam! We agree - *Pokémon Yellow* is a top game, though that *Pikachu chap's* a bit strange, following you around all the time!

## SWAGGERBOO?

Your magazine is theeee bezzzt! The reviews in issue three on *V-Rally* and *Top Gear* were the best. Hey! *Top Gear* doesn't SOUND like a demented car alarm, it IS a demented car alarm, with a rumbling earthquake to go, and it annoys the shaabadoo out of you! I do like *V-Rally* more. What you've written is SPOT ON. I'll just wait... you see, I'm saving \$60 to buy it. A while yet... but thanks, and a big smoooooch on the front cover. Cory Pelizzari (Pepperoni), Australia

You really should drink less coffee at your age, Pepperoni, but thanks all the same. Sorry to hear you've lost your shaabadoo - you can have ours if you like!

## POKÉMON SEINFELD?

I am a big fan of your magazine and I always buy it every month so what I am about to say pains me greatly... you were WRONG to

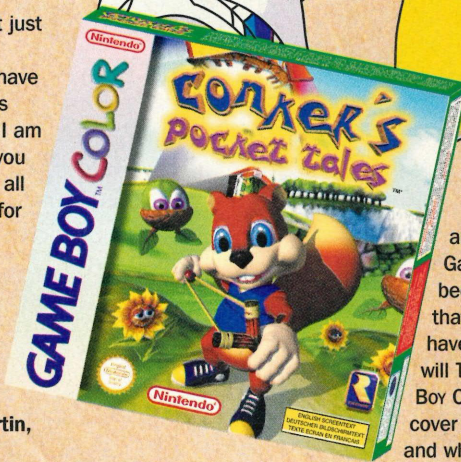
only give *Pokémon Red/Blue* 85%. I was amazed to discover that you gave games like *Conker's Pocket Tales* and *World Cup '98* a better percentage when *Pokémon* is better than both put together.

This is not just my opinion, everybody I have asked agrees with me. So I am asking that you apologise to all the readers for under-rating such an amazing game and up the score to at least 95%.  
Richard Martin, Stockport

She's into superstition... oh, sorry, not that Ricky Martin. Sorry to hear you and your pals disagree with our *Pokémon* review, but hey, 85% isn't that bad! Not many games get to be labelled He-Man. Don't let the ratings put you off - if you love a game, you'll buy it!

## BLACK & WHITE

I am writing to you because I would like to know if Game Boy Color games would work on black



and white Game Boys because that is what I have got. And will TOTAL GAME BOY COLOR mag cover the black and white Game Boy? Is there

another mag available for black and white?  
G J Harris, St Albans

You can play your old black and white games on the Game Boy Color, but definitely not the other way round! If you want to enter the new Technicolor pocket world, you'll have to buy a new console. As for reviewing the old classic black and white games... we do whenever one comes along, but that's not very often these days!

## POETRY CORNER!

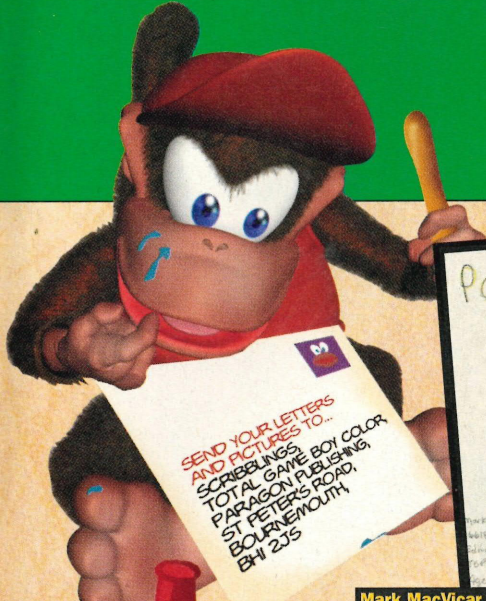
Thank you so much for putting a full page poster of Taz in issue seven. I am such a big fan of Taz and hope to buy his new game. I also like *Toy Story*. Here's a poem I have written for you...

Game Boy Color Mag is cool,  
If you haven't got it you're a fool.  
You can read it anywhere,  
At school, at the table or on a chair.

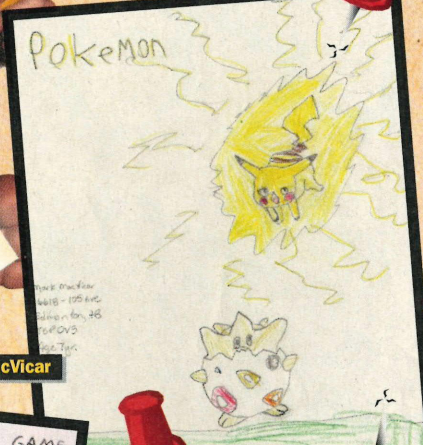
Laura Warrington, Stourport

Good gosh, nice poem, thank you, Laura,  
Without your letters we'd all be poorer.  
Thanks for writing all that nice stuff,  
But as for poetry, that's quite enough.





SEND YOUR LETTERS AND PICTURES TO... TOTAL GAME BOY COLOR, PARAGON PUBLISHING, ST PETERS ROAD, BOURNEMOUTH, BH1 2JS



Mark MacVicar



Alexander Hosie-Walker



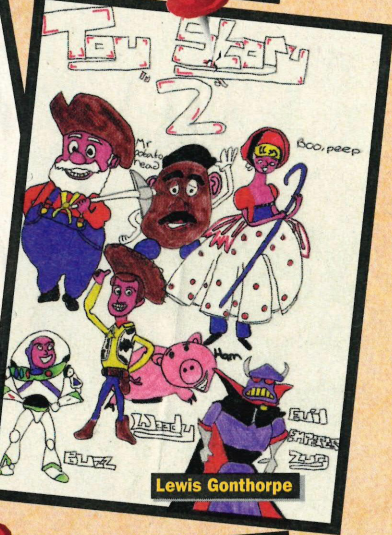
Sam Barber



Danny Beeching



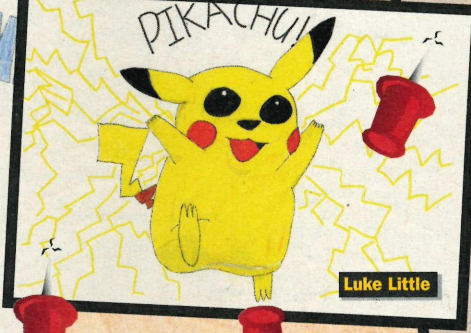
Joshua Johnston



Lewis Gonthorpe



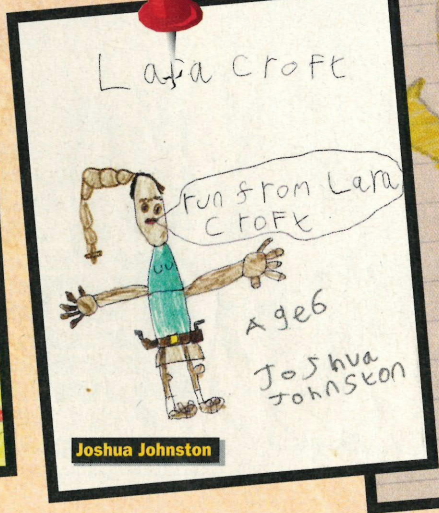
Dinesh Thurai



Luke Little



Joseph Lynch



Joshua Johnston



Catherine Gamble

# HELP!

Send us your own cheats and we'll give you the credit... Help!, TOTAL GAME BOY COLOR, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS

## D-PAD

This little plus sign lets you move up, down, left and right!

## START

Pause your game or call up the Options screen!

# KNOW YOUR PAD!

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

## B BUTTON

Most of the cheats are a combination...

## A BUTTON

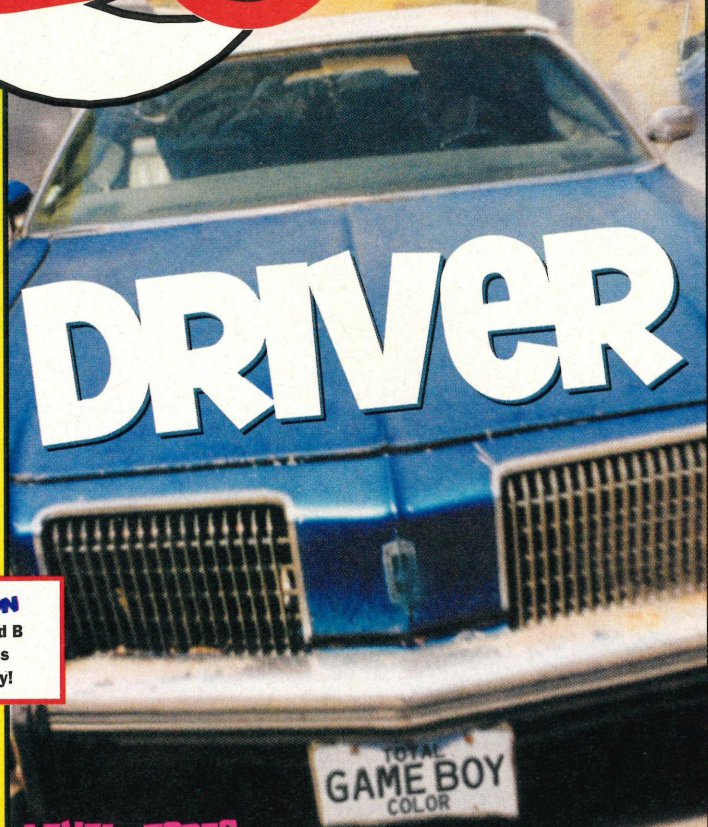
...of the A and B buttons. Press them carefully!

## SELECT

This button is often used for Options screens.



# DRIVER



# WARIO BLAST

## LEVEL CODES

Here's every code you need to jump to any point in Wario's action-packed game.

### Normal Zone

Level 1-1	6964
Level 1-2	6007
Level 1-3	4778
Level 1-Boss	1415

### Warp Zone

Level 2-1	5819
Level 2-2	0164
Level 2-3	1362
Level 2-Boss	9653

### Arrow Zone

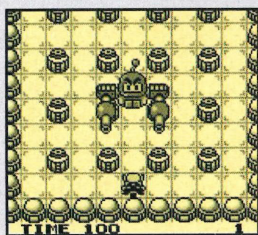
Level 3-1	1048
Level 3-2	4628
Level 3-3	3710
Level 3-Boss	8282

### Fire Zone

Level 4-1	2514
Level 4-2	1543
Level 4-3	2134
Level 4-Boss	4780

### Coma Zone

Level 5-1	9091
-----------	------



Level 5-2	0105
Level 5-3	4092
Level 5-Boss	6271

### Ice Zone

Level 6-1	4163
Level 6-2	0160
Level 6-3	7689
Level 6-Boss	8169

### Burn Zone

Level 7-1	4881
Level 7-2	2077
Level 7-3	5269
Level 7-Boss	0117

### Power Zone

Level 8-1	4185
Level 8-2	6318
Level 8-3	0930
Level 8-Boss	8513

## LEVEL CODES

1	Tyre/Badge/Cone/Red	8	Cone/Blue/Red/Red
2	Lights/Key/Key/Blue	9	Badge/Badge/Lights/Cone
3	Cone/Cone/Cone/Badge	10	Blue/Key/Key/Key
4	Key/Red/Red/Lights	11	Lights/Tyre/Red/Badge
5	Key/Badge/Tyre/Blue	12	Key/Badge/Badge/Cone
6	Badge/Cone/Badge/Siren	13	Red/Blue/Red/Blue
7	Red Siren/Badge/Key/Tyre	14	Tyre/Key/Cone/Lights

# YODA STORIES

## LEVEL CODES

We've got all the level codes to the brilliant Star Wars RPG - complete your mission they will!

Mission 2	XKJ
Mission 3	GJP
Mission 4	TDM
Mission 5	WTM
Mission 6	ZBV
Mission 7	QTC
Mission 8	TGR
Mission 9	VDP
Mission 10	BFG
Mission 11	FNP
Mission 12	STJ
Mission 13	FTG
Mission 14	BLP
Mission 15	YSF



# POKÉMON YELLOW

## CATCHING POKÉMON

Here are some quick guides on how to catch some of the sneakier Pokémon in the game – better start loading up with Pokéballs!

### SQUIRTLE

Once you've picked up the CUT HM from the Captain of the SS Anne, you'll be able to clear the way to the Gym up ahead, where Lt. Surge is waiting to be beaten. Make short shrift of him, then go and have a chat with Officer Jenny in the middle of town, and she'll give you your very own Squirtle. Squirtle!

### KADABRA

When you reach the Tower in Lavender Town, head to the left exit and follow the path until you come to an area unreachable due to bushes and gates. Use CUT to get through, and before long you'll be attacked by a Wild Kadabra. It's tricky to get hold of one, but use a Power Ball and there's your Kadabra. Kadabra!

### MEWTWO

The one everyone wants to get! To have Mewtwo in your collection you'll have to head right back to Cerulean City and get past the five trainers on the bridge. Now head left from the top and surf through the water to reach land, where you'll appear in front of a mysterious dungeon. If you're the Pokémon Champion, battle through here and the secretive Pokémon is waiting on the bottom level. Hopefully you'll have saved your master ball, because it's the only way you'll catch Mewtwo. Mewtwo!



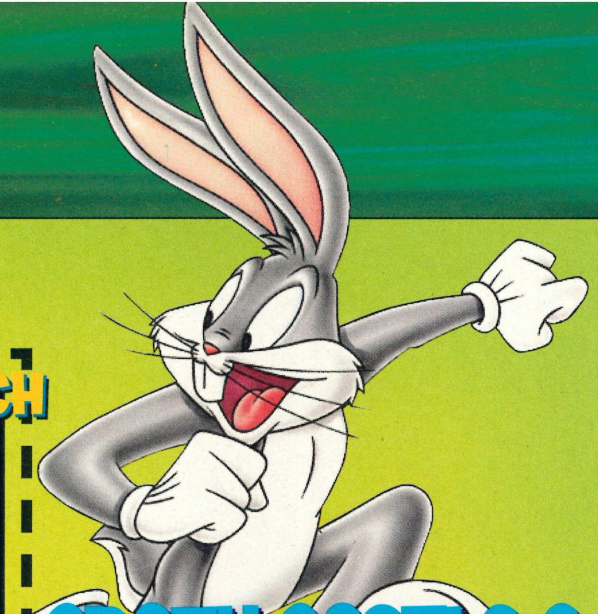
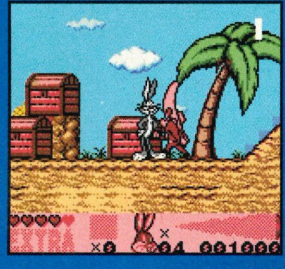
# HELP!



## OPERATION CARROT PATCH

### LEVEL SKIP

If Bugs gets tired halfway through a level on his new carrot-crunching caper, here's a sneaky way to lighten the load of action to get through. On the password screen, simply enter your code as TAZ/ELMER/DAFFY and start the game as normal. Now if you want to skip a level, simply press Start and then Select to instantly skip to the end of each level. The end is suddenly in sight!



## CRAZY CASTLE 3



### LEVEL CODES

Hop forward to any point in Bugs Bunny's crazy new adventure!

#### GARDEN

- BYBX4R
- PYBX4H
- FYBX47
- YYB54J
- SYBP4Z
- XYBLG6
- CSBLG6
- TXB?49
- 1SB?4V
- LCB?G9
- 5CB?4V
- OYBPBX
- DSBLPF
- 8SBLPY
- 4CB?BP

#### HALL

- GSBPB1
- QXBPB1
- ?CBPB1
- MXBLPT
- 3XB?PC
- NSB?P1
- 2TBPB0
- RCBPB8
- HCBPP8
- 7LBPBD
- WCB?BD
- JCBLP4
- 9SBLBM

- 6XBLP?
- VTBPB3

#### BASEMENT

- 71B?P4
- KCB?P?
- BCPPBH
- PTPPPR
- FTP?P3
- Y1PWP?
- SLPPPH
- XSP?BN
- COP?BN
- TOPLBH
- 10PLB7
- L5PWP2
- 51P?B9
- OYPLYF
- DXPPFS

#### TREASURY

- 8TPPYF
- 4TPLYP
- G1P?FB
- QLP?PK
- ?OPWP6
- MDPPYF
- 38PLYB
- N4PWP6
- 2DPWPK
- R4PLYF
- HGP?YB
- 7QPPYS
- W4PPF1
- JJPLFC
- 94PWFS

# XPLODER CODES

The Blaze Xploder is a clever piece of kit that allows you to cheat on all your favourite games. Here's a batch of the latest codes to get you through those tricky levels...

- Asterix:** \$0D842337
- Search for Dogmatix** \$0D84D637
- Inf Health (Story Mode)** \$0D087F37
- \$0D413C96
- Inf Time (Shield Game)** \$0D273137
- \$0D41FBED
- Bugs Bunny: Crazy Castle 4**
- Max Keys** \$0D2919DD
- Invincible** \$0D241CDD
- Inf Tries** \$0D2458DD
- Croc**
- Inf Lives** \$0DBACB6E
- Inf Crystals** \$0DBA776E
- Inf Turtles** \$0D2A1D6E
- Dinosaur**
- Inf Health** \$0D23A8D3
- Driver**
- No Felony** \$0D21D6D1
- \$0D21FD01
- No Damage** \$0D2123D1
- Inf Time** \$0D839ED1
- F-18 Thunder Strike**
- Inf AIM 7** \$0D26A355
- Inf AIM 9** \$0D262155
- Inf Squadron** \$0D24EA9
- Jeremy McGrath Supercross 2K**
- Start at 5th Lap** \$0D251A64
- Always First** \$0D21EF64
- Looney Tunes**
- Collector: Alert!**
- 99 Carrots** \$0D330200
- 5-as-angle** \$0D340200
- Cube of 9** \$0D360200
- Cube of 25** \$0D380200
- 15-as-stealth** \$0D390200
- 13-as-star** \$0D3A0200
- Magical Tetris Challenge**
- Start from Line 99** \$0DBACD00
- Always the same shape: Standard**
- 4-in-a-row** \$0D210200
- 3-&-1-left** \$0D220200
- 3-&-1-right** \$0D230200
- 2-&-2-left** \$0D240200
- 2-&-2-right** \$0D250200
- 3-&-1-mid** \$0D260200
- Cube of 4** \$0D270200
- Specials**
- 5-in-a-row** \$0D280200
- 5-as-stealth** \$0D290200
- 3-&-2-mid** \$0D2A0200
- 5-as-C** \$0D2B0200
- 3-&-1-mid-&-1-right** \$0D2C0200
- 3-&-1-mid-&-1-left** \$0D2D0200
- 5-as-Z** \$0D2E0200
- 5-as-S** \$0D2F0200
- 5-as-Cross** \$0D300200
- 8-as-U** \$0D310200
- 6-as-cube-&-1-mid** \$0D320200
- 6-as-stealth** \$0D330200

- Inf Chaff Grenade** \$0D27B0A2
- Inf Chaff Grenades** \$0D90F9A2
- Have Landmine** \$0D2856A2
- Inf Landmines** \$0D9068A2
- Have C4** \$0D2953A2
- Inf C4** \$0D90F1A2
- Have Banana** \$0D2B53A2
- Inf Bananas** \$0D90F1A2
- Inf Rations** \$0D909B2A
- Have Thermal Goggles** \$0D245C2A
- Have ID Card** \$0D25BB2A
- ID Level 99** \$0DBA972A
- Have Mine Detector** \$0D27822A
- Have Night Vision** \$0D28922A
- Have Gas Mask** \$0D29122A
- Have Cardboard Box R** \$0D2B942A
- Have Cardboard Box Y** \$0D2CB62A
- Have Cardboard Box B** \$0D2D5F2A
- Have Body Armor** \$0D2EF62A
- Have Fox Hound** \$0D2F392A
- Inf Fox Hound** \$0D90E82A
- Have Bomb** \$0D30BF2A
- Note: Enemies won't move, but also can't be killed.
- Muppets**
- Infinite Lives** \$0D2A3B35

- Infinite Health** \$0D208135
- Infinite Weapon** \$0D3BEF35
- Infinite Quake** \$0D3BD835
- Pong**
- P1 always wins** 010A4CC2
- P2 never wins** 01004DC2
- P1 never wins** 01004CC2
- P2 always wins** 010A4DC2
- Ready 2 Rumble**
- Inf energy P1** \$0D45FB04
- No Energy P1** \$0D21FB04
- Inf Energy P2** \$0D45FBA2
- No Energy P2** \$0D21FBA2

- Inf Time** \$0D81E435
- Star Wars: Yoda Stories**
- Inf Health** \$0D61AD96
- Star Wars Episode 1 Racer**
- Timer stopped** \$0D2144EF
- 999 MpH** \$0D08C5EF
- Inf Infinite Energy** \$0D6149EF
- Always 1st** \$0D2193EF
- Tarzan**
- Inf Energy** \$0D317781
- Inf Lives** \$0D264381
- Inf Time** \$0D2ABA81

- Tom Clancy's Rainbow Six**
- Inf Rounds** \$0D844BED
- Tomb Raider**
- Inf Health (Note)** \$0D206581
- Inf Large Medipaks** \$0DBA4381
- Inf Small Medipaks** \$0DBA7781
- Inf Doorkeys** \$0DBACB81
- 99 Panel Pieces** \$0D841D81
- Inf Dynamite** \$0DBA0581
- Inf Snakekeys** \$0D84CA81
- Inf Red & Blue Diamonds** \$0D841A81
- Inf Gold Bars** \$0D846381

- Inf Rapid Bullets** \$0DBA8D81
- Inf Heavy Bullets** \$0DBAC781
- Inf Air** \$0D20AD81
- Have Iris & SnakeEye & Orb & Nightmare Stone** \$0D30EB81
- Have Three Staff Segments** \$0D30B881
- Tonic Trouble**
- Inf Lives** \$0D24DDDD
- Inf Energy** \$0D2855DD
- Tonsylvania**
- Inf Health** \$0D29E655
- Inf Lives** \$0D2BA655

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Donkey Kong  
Donkey Kong Land  
Donkey Kong Land 2  
Dragon Warrior Monst.  
Duke Nukem

**E**

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Eval Knievel

**F**

Final Fantasy Legend 2

**G**

Game and Watch Gallery  
Gauntlet 2  
Gex Enter the Gecko  
Godzilla  
Godzilla The Series  
Grand Theft Auto

**H**

Harvest Moon  
James Bond 007  
Killer Instinct  
Kirby's Pinball Land  
Kirby's Star Stacker  
Krusty's Fun House

**L**

Lemmings  
Link's Awakening Zelda

**M**

Mario Clash  
Mario Golf  
Men in Black  
Metal Gear Solid  
Mermaid 2  
Mickey's Racing Adv.

**N**

NBA Jam  
NBA Jam '99

**O**

Oddworld Adventures

**P**

Pac In Time  
Parodius  
Penguin Boy  
Pipe Dream  
Pitfall  
Pitfighter  
Play Action Football  
Pocket Bomberman  
Pocahontas  
Pokemon  
Pokemon Pinball  
Pokemon Yellow  
Power Modeller  
Prince of Persia  
Puzzlemaster

**R**

Rugrats

**S**

Small Soldiers  
Space Invaders  
Star Wars: Episode 1  
Star Wars: Yoda Stories  
Stranded Kids

**T**

T2: Judgement Day  
Tamagotchi  
Tarzan  
Teen. Mut. Ninja Turtles  
Tennis  
Tetris  
Tetris Attack  
The Legend of Zelda  
The Pogemaster  
The Simpsons: Bart vs Jg  
Tom and Jerry  
Toy Story 2  
Turk 2: Seeds of Evil  
Turk: Rage Wars

**U**

Ultra Golf  
Urban Strike

**W**

Warrio Land  
Warrio Land 2  
Warms Armageddon  
WWF Attitude  
WWF Warzone  
WWF Wrestlemania 2000

**Z**

Zelda

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# KNOW YOUR GAMES!

48

THE COMPLETE LISTING OF GAME BOY COLOR REVIEWS!

Here's the complete listing of every game ever reviewed by TOTAL GAME BOY COLOR! Use these pages as a buyers' guide each time you're about to part with your hard-earned cash and you won't go far wrong!

**720°**  
Nintendo  
 4.3  
Type Arcade  
See Issue 3

**2 RUE'S LIFE**  
THQ  
 5.8  
Type Platform  
See Issue 2

**ALL STAR BASEBALL 2000**  
Acclaim  
 8.6  
Type Sports  
See Issue 4

**ALL STAR TENNIS '99**  
Ubi Soft  
 8.6  
Type Sports  
See Issue 5

**ANTZ**  
Infogrames  
 7.5  
Type Platform  
See Issue 5

**ASTRIX: SEARCH FOR ANSWERS**  
Infogrames  
 8.8  
Type Platform  
See Issue 10

**BOBE AND FRIENDS**  
Crave  
 7.8  
Type Puzzle  
See Issue 8

**BOBE: OCEAN DISCOVERY**  
Mattel  
 5.8  
Type Adventure  
See Issue 7

**BATTLESHIP**  
Take 2  
 7.8  
Type Strategy  
See Issue 5

**BEAUTY AND THE BEAST**  
Disney  
 8.8  
Type Board Game  
See Issue 6

**BLACK BASS LURE FISHING**  
Majesco  
 7.8  
Type Sports  
See Issue 5

**BUBBLE BOBBLE CLASSIC**  
Taito  
 9.6  
Type Platform  
See Issue 8

**BUBS BUNNY IN CRAZY CASTLE 4**  
Kemco  
 4.7  
Type Platform  
See Issue 9

**BUST-A-MOVE 4**  
Acclaim  
 9.5  
Type Puzzle  
See Issue 4

**CAZARON**  
SCI  
 3.6  
Type Racing  
See Issue 8

**CATWOMAN**  
Kemco  
 8.8  
Type Platform  
See Issue 10

**CATZ/BOEZ**  
Mattel  
 5.8  
Type Virtual Pet  
See Issue 9

**CASTLEVANIA LEGENDS**  
Konami  
 8.4  
Type Platform  
See Issue 1

**CENTIPED**  
Take 2  
 7.4  
Type Shoot-em-up  
See Issue 2

**CHASE HQ: SECRET POLICE**  
Metro 3D  
 8.5  
Type Action  
See Issue 5

**CHESSMASTER**  
Mindscape  
 7.8  
Type Board Game  
See Issue 4

**CONKER'S POCKET TALES**  
Nintendo  
 9.2  
Type Adventure  
See Issue 3

**COOL HAND**  
Take 2  
 8.5  
Type Card Game  
See Issue 2

**CROC**  
THQ  
 9.7  
Type Platform  
See Issue 10

**CROPPY BUCK: PAWL PLAY**  
Sunsoft  
 8.8  
Type Platform  
See Issue 9

**DEAD WU I AND II**  
Kemco  
 9.6  
Type Adventure  
See Issue 8

**DONKEY KONG LANS**  
Nintendo  
 8.6  
Type Platform  
See Issue 1

**DRAGON WARRIOR MONSTERS**  
Eidos  
 9.2  
Type RPG  
See Issue 7

**DRIVER**  
Infogrames  
 9.2  
Type Driving  
See Issue 10

**DRAGONZON**  
Acclaim  
 8.2  
Type Shoot-em-up  
See Issue 3

**DUKE NUKEM GT**  
GT Interactive  
 9.8  
Type Platform  
See Issue 3

**EGYPTIAN JIM: MENACE TO THE GALAXY**  
Crave  
 8.8  
Type Platform  
See Issue 6

**EVIL KNEVEL**  
Take 2  
 7.5  
Type Action  
See Issue 6

**F1 WORLD GRAND PRIX**  
VideoSystem  
 5.7  
Type Racing  
See Issue 4

**FIFA 2000**  
EA Sports  
 7.3  
Type Sports  
See Issue 7

**FINAL FANTASY ADVENTURE**  
Sunsoft  
 8.5  
Type Role-playing  
See Issue 1

**FINAL FANTASY LEGEND**  
Sunsoft  
 7.8  
Type Role-playing  
See Issue 1

**FINAL FANTASY LEGEND II**  
Sunsoft  
 8.6  
Type Role-playing  
See Issue 1

**FINAL FANTASY LEGEND III**  
Sunsoft  
 9.2  
Type Role-playing  
See Issue 1

**FROBER**  
Take 2  
 8.8  
Type Arcade  
See Issue 2

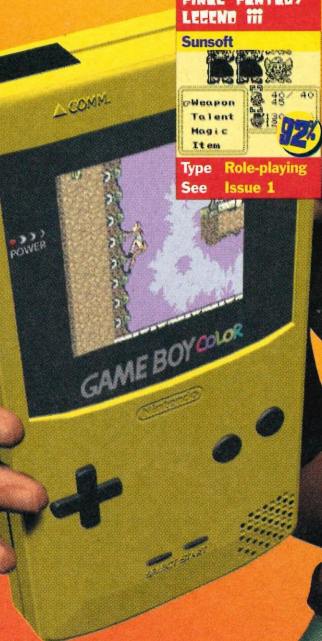
**GAME BOY GALLERY 3**  
Nintendo  
 8.5  
Type Collection  
See Issue 9

**GAME & WATCH 2**  
Nintendo  
 9.2  
Type Arcade  
See Issue 2

**GEX: ENTER THE BECKS**  
Interplay  
 9.6  
Type Platform  
See Issue 2

**GEX 3: DEEP POCKET BECKS**  
Eidos  
 9.7  
Type Platform  
See Issue 8

**GOLDEN SOAL**  
Tarentula  
 8.6  
Type Sports  
See Issue 5



**GRAND THEFT AUTO**  
Rockstar  
 8.2  
Type Crime-em-up  
See Issue 6

**HARVEST MOON**  
Nintendo  
 9.3  
Type Role playing  
See Issue 2

**HEXTA**  
Ubi Soft  
 8.5  
Type Puzzle  
See Issue 2

**HOLLYWOOD PINBALL**  
Take 2  
 6.4  
Type Pinball  
See Issue 2

**INTERNATIONAL KARATE**  
Studio 3  
 9.2  
Type Beat-em-up  
See Issue 7

**INTERNATIONAL SUPERSTAR SOCCER**  
Konami  
 8.6  
Type Sports  
See Issue 1



# Know Your Games!

# TOTAL GAME BOY COLOR


**ISS PRO '99**  
Konami



**78%**

Type Sports  
See Issue 5


**JEREMY MCBRATH SUPERCRASH**  
Acclaim



**77%**

Type Racing  
See Issue 9

**JIM HENSON'S MUPPETS**  
Take 2



**75%**

Type Platform  
See Issue 9


**JOUST/DEPOTER**  
Midway



**55%**

Type Compilation  
See Issue 4


**KLQX**  
Midway



**52%**

Type Puzzle  
See Issue 4

**KLUSTER**  
Infogrames



**58%**

Type Puzzle  
See Issue 3

**LEGEND OF THE RIVER KING**  
Natsume



**74%**

Type Fishing  
See Issue 4

**LOGICAL**  
THQ



**88%**

Type Puzzle  
See Issue 3


**LOBNEY TUNES**  
Sunsoft



**88%**

Type Platform  
See Issue 2


**LOBNEY TUNES COLLECTOR: MARTIN ALERT**  
Infogrames



**97%**

Type Action  
See Issue 10


**LUCKY LUKE**  
Infogrames



**87%**

Type Platform  
See Issue 4

**MAGICAL TETRIS CHALLENGE**  
Disney



**87%**

Type Puzzle  
See Issue 9

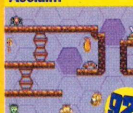
**MAGIC GOLF**  
Nintendo



**97%**

Type Sports  
See Issue 6


**MAYO THE BEE**  
Acclaim



**92%**

Type Platform  
See Issue 4

**MEN IN BLACK**  
Interplay



**88%**

Type Shoot-'em-up  
See Issue 2


**METAL BEAR SOLID**  
Konami



**94%**

Type Action  
See Issue 9

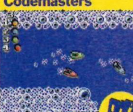
**MICKY'S RACING ADVENTURE**  
Nintendo



**97%**

Type Racing  
See Issue 7

**MICRO MACHINES**  
Codemasters



**97%**

Type Racing  
See Issue 1


**MICRO MACHINES 1 AND 2: TWIN TURBO**  
THQ



**93%**

Type Racing  
See Issue 8

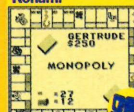
**MISSION: IMPOSSIBLE**  
Infogrames



**96%**

Type Action  
See Issue 7

**MONOPOLY**  
Konami



**96%**

Type Board Game  
See Issue 1


**MONTEZUMA'S RETURN**  
Take 2



**79%**

Type Platform  
See Issue 1


**MORMON'S TALE**  
Sunsoft



**82%**

Type Adventure  
See Issue 9

**MOON PATROL/SPY HUNTER**  
Midway



**68%**

Type Compilation  
See Issue 4


**MORTAL KOMBAT 4**  
Midway



**57%**

Type Beat-'em-up  
See Issue 2

**MR. NUTZ**  
Infogrames



**78%**

Type Platform  
See Issue 6

**MS PAC-MAN: SPECIAL COLOR EDITION**  
Namco



**85%**

Type Puzzle  
See Issue 6


**MYSTICAL MIND**  
Konami



**68%**

Type Role-playing  
See Issue 1

**NBA IN THE ZONE**  
Konami



**48%**

Type Sports  
See Issue 4

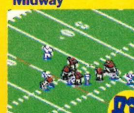
**NBA IN THE ZONE 2000**  
Konami



**85%**

Type Sports  
See Issue 10


**NFL BLITZ**  
Midway



**83%**

Type Sports  
See Issue 4

**NHL 2000**  
EA Sports



**57%**

Type Sports  
See Issue 8


**NHL BLADES OF STEEL**  
Konami



**57%**

Type Sports  
See Issue 4


**NODDY AND THE RAINBOW PARTY**  
BBC



**72%**

Type Adventure  
See Issue 8

**ORLIX**  
Infogrames



**88%**

Type Platform  
See Issue 4

**ORRORLO ADVENTURES**  
GT Interactive



**85%**

Type Platform  
See Issue 2

**ORRORLO ADVENTURES II**  
GT Interactive



**85%**

Type Platform  
See Issue 5


**PAC-MAN: SPECIAL COLOR EDITION**  
Namco



**82%**

Type Arcade  
See Issue 5

**PAPERBOY**  
Midway



**67%**

Type Arcade  
See Issue 4

**PITFALL: BEYOND THE JUNGLE**  
Virgin



**87%**

Type Platform  
See Issue 3

**POCKET BOWLING**  
Jaleco



**82%**

Type Sports  
See Issue 5

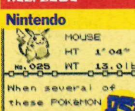
**POKÉMON PINBALL**  
Nintendo



**65%**

Type Pinball  
See Issue 4

**POKÉMON RED/BLUE**  
Nintendo



**85%**

Type RPG/Trade  
See Issue 4


**POKÉMON YELLOW**  
Nintendo



**83%**

Type Strategy  
See Issue 10


**POWERQUEST**  
Sunsoft



**82%**

Type Beat-'em-up  
See Issue 1


**PRINCE OF PERSIA**  
Red Orb



**98%**

Type Platform  
See Issue 4

**PRO POOL**  
Codemasters



**78%**

Type Sports  
See Issue 10


**PUZZY CARRY**  
Taito



**87%**

Type Puzzle  
See Issue 10

**QUEST FOR CAMELOT**  
Titus



**84%**

Type Role playing  
See Issue 2

**RAYMAN**  
Ubi Soft



**92%**

Type Platform  
See Issue 7

**RAYMAN SIX**  
Red Storm



**92%**

Type Strategy  
See Issue 8

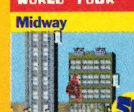
**R-TYPE AX**  
Infogrames



**85%**

Type Shooter  
See Issue 4


**RAMPAGE WORLD TOUR**  
Midway



**58%**

Type Arcade  
See Issue 2


**RC PRO-AM**  
Nintendo



**95%**

Type Racing  
See Issue 1

**READY 2 RUMBLE BOXING**  
Midway



**73%**

Type Sports  
See Issue 7


**RESECUER 207**  
Take 2



**84%**

Type Platform  
See Issue 2


**REVELATIONS: THE DEMON SLAYER**  
Attus



**97%**

Type RPG  
See Issue 5


**RONDO V-FOOTBALL**  
Infogrames



**85%**

Type Sports  
See Issue 7

**RUBIOTS: THE MOVIE**  
THQ



**87%**

Type Platform  
See Issue 2

**RUBIOTS: TIME TRAVELLERS**  
THQ



**72%**

Type Platform  
See Issue 6

**SWANWATE CLASSIC**  
Kemco



**48%**

Type Role-playing  
See Issue 3


**SWANWAT POCKET**  
Sunsoft



**79%**

Type Puzzle  
See Issue 1


**SPACE INVADERS**  
Activision



**69%**

Type Shoot-'em-up  
See Issue 6

**SPACE STATION SILICON VALLEY**  
Take 2



**92%**

Type Platform  
See Issue 5

# Know Your Games!

50



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SPECIAL THANKS TO: XX

**SPEEDY BANZAI'S  
 AZTEC ADVENTURE**  
 Infogrames  
  
 Type Platform  
 See Issue 9

**SPYGLASS: THE  
 ROBOT INVASION**  
 Ubi Soft  
  
 Type Platform  
 See Issue 10

**SPY VS SPY**  
 Kemco  
  
 Type Arcade  
 See Issue 4

**STAR WARS:  
 EPISODE 1 RACER**  
 LucasArts  
  
 Type Racing  
 See Issue 7

**STAR WARS:  
 YODA STORIES**  
 LucasArts  
  
 Type RPG  
 See Issue 8

**STARWARR KIDS**  
 Konami  
  
 Type RPG  
 See Issue 8

**STREET FIGHTER ALPHA**  
 Capcom  
  
 Type Beat'em-up  
 See Issue 8

**SUPER BREAKOUT**  
 Take 2  
  
 Type Puzzle  
 See Issue 2

**SUPER MARIO  
 BROS DELUXE**  
 Nintendo  
  
 Type Platform  
 See Issue 3

**SUPER MARIO  
 BROS 2**  
 Nintendo  
  
 Type Platform  
 See Issue 1

**SUPER RETURN  
 OF THE JEET**  
 LucasArts  
  
 Type Platform  
 See Issue 1

**SUPREME  
 SNOWBOARDING**  
 Infogrames  
  
 Type Sports  
 See Issue 6

**SUZUKI ALSTARE  
 EXTREME RACING**  
 Ubi Soft  
  
 Type Racing  
 See Issue 6

**TARZAN**  
 Activision  
  
 Type Platform  
 See Issue 5

**TASMANIAN  
 DEVIL: MUNCHING  
 MADNESS**  
 Infogrames  
  
 Type Action  
 See Issue 7

**TEST DRIVE 6**  
 Infogrames  
  
 Type Racing  
 See Issue 8

**TETRI'S 6X**  
 Nintendo  
  
 Type Puzzle  
 See Issue 1

**THE SMURFS  
 NIGHTMARE**  
 Infogrames  
  
 Type Platform  
 See Issue 3

**THREE LIONS**  
 Take 2  
  
 Type Sports  
 See Issue 5

**TIGER WOODS  
 PER TOUR 2000**  
 EA Sports  
  
 Type Sports  
 See Issue 8

**TOM AND JERRY**  
 Warner Bros  
  
 Type Platform  
 See Issue 6

**TOMB RAIDER**  
 Core Design  
  
 Type Adventure  
 See Issue 3

**TONIC TRAVEL**  
 Ubi Soft  
  
 Type Platform  
 See Issue 9

**TONY HAWK'S  
 SKATERBOY**  
 Activision  
  
 Type Sports  
 See Issue 9

**TOP GEAR RALLY**  
 Nintendo  
  
 Type Racing  
 See Issue 3

**TOY STORY 2**  
 THQ  
  
 Type Platform  
 See Issue 7

**TURBO 2**  
 Acclaim  
  
 Type Platform  
 See Issue 2

**TURBO:  
 RACE WARS**  
 Acclaim  
  
 Type Action  
 See Issue 6

**V-RALLY  
 CHAMPIONSHIP  
 EDITION**  
 Infogrames  
  
 Type Racing  
 See Issue 3

**WACKY RACES**  
 Infogrames  
  
 Type Racing  
 See Issue 10

**WARIO LAND II**  
 Nintendo  
  
 Type Platform  
 See Issue 1

**WARIO LAND 3**  
 Nintendo  
  
 Type Platform  
 See Issue 9

**WAVE RACE**  
 Nintendo  
  
 Type Racing  
 See Issue 1

**WINGS OF PURY**  
 Red Orb  
  
 Type Shoot'em-up  
 See Issue 9

**Winnie the Pooh:  
 ADVENTURES IN  
 THE 100 ACRE  
 WOOD**  
 Disney  
  
 Type Adventure  
 See Issue 10

**WORLD CUP '98**  
 EA Sports  
  
 Type Sports  
 See Issue 1

**WORMS  
 RANUNCULUM**  
 Infogrames  
  
 Type Strategy  
 See Issue 6

**WWF ATTITUDE**  
 Acclaim  
  
 Type Fighting  
 See Issue 4

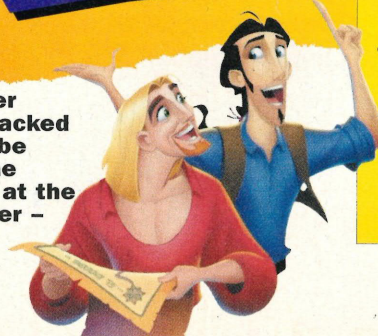
**WWF WRESTLEMANIA  
 2000**  
 THQ  
  
 Type Sports  
 See Issue 7

**ZELDA: LINK'S  
 ADVENTURE**  
 Nintendo  
  
 Type Adventure  
 See Issue 1 & 2

**THE COMPLETE LISTING OF GAME BOY COLOR REVIEWS!**

**Tune in next time  
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 BOY COLOR FUN!**  
**ISSUE 12 ON SALE 28 SEPTEMBER**

Another action packed issue will be waiting in the shops for you at the end of September - don't miss it!





# Go Bananas!



wallet



powerpack



link leads



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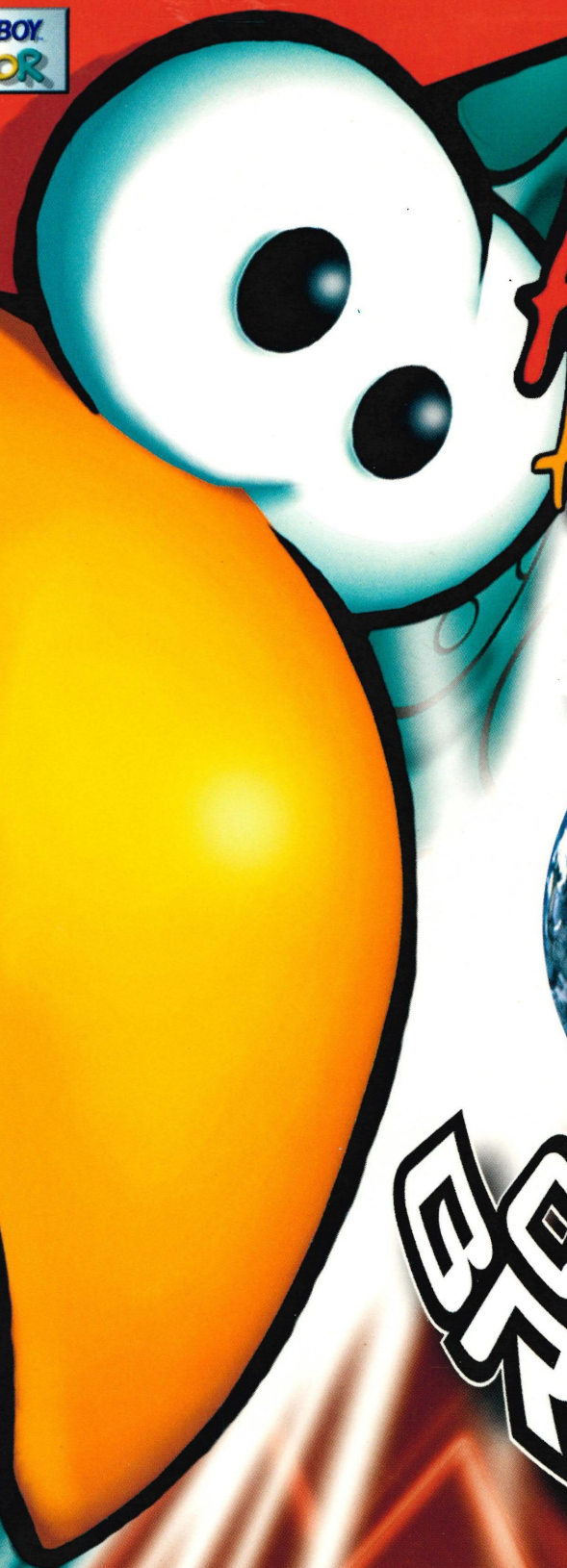
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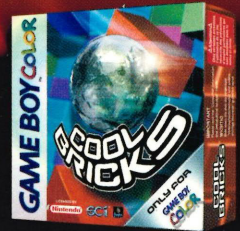
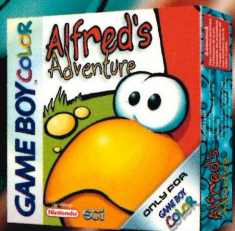
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