

**FREE WITH ISSUE 8 OF CUBE**

# A-Z

**OF GAMECUBE HINTS & TIPS**



**144**  
**PAGES OF**  
**EXPERT**  
**INFO!**

**PLUS!**

**COMPLETE GUIDES TO...**

**STAR WARS: ROGUE LEADER**

**LUIGI'S MANSION**

**SUPER SMASH BROTHERS MELEE**





# THE A-Z OF GAMECUBE HINTS & TIPS



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## A-Z OF GAMECUBE HINTS & TIPS

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# **A-Z**

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# THE A-Z OF GAMECUBE HINTS & TIPS

## BATMAN VENGEANCE

A great game – but unfortunately lacks a free BatCheater™. Not to fear though, the Monkeys scoured the BatCave and came up trumps.

Enter these codes on the main menu. You should hear a sound if entered correctly.

### CODE

L,L,X,X,Y,X,L,R

L,R,Y,X

Y,X,Y,X,L,R,L,R

L,L,R,R,L,R,L,R

L,R,R,L,R,R,L,R,L,R,L +

Hold L when selecting level

### ACCESS

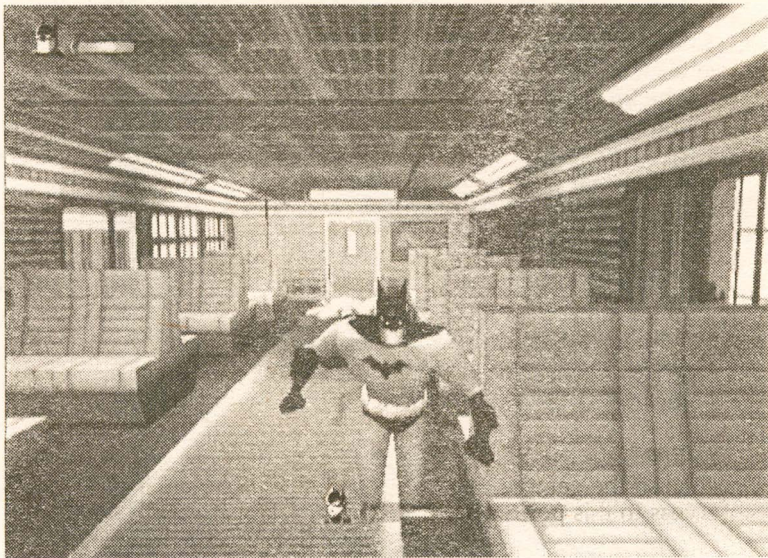
All FMV

Infinite Baterangs and Electric Baterangs

Infinite Weapons except Baterangs

Master cheat – unlocks everything

Play as Bruce



# BLOODY ROAR: PRIMAL FURY

This violent thrasher contains a few secret characters and modes for you to discover. Of course, you could always read below to find out how to get them...

## SD KIDS MODE:

Finish the game 3 times in a row to unlock the super deformed kids mode.

## ACCESS KOHRYU:

Start a game in arcade mode and play without losing a single round. You should fight against Kohryu on your fifth match. Carry on until the end of the game and you will have him available to you.

## ACCESS URANUS:

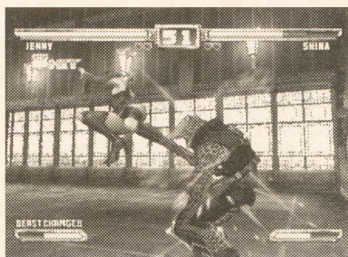
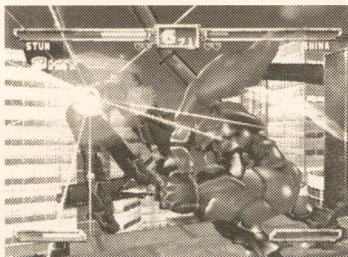
To unlock Uranus, complete the time attack mode in less than 20 minutes.

## ACCESS CRONOS THE PHOENIX:

Finish the game twice to unlock this character.

## ACCESS GANESHA THE ELEPHANT:

Simply finish the game once to gain access to this powerhouse.





## CEL DAMAGE

A racing game just wouldn't be a racing game without a load of secret tracks, characters and modes, now would it? Simply go to the Character Selection screen, select 'Load' and then enter the following as your name in order to sample a whole slew of secrets.

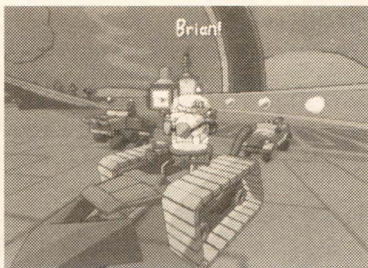
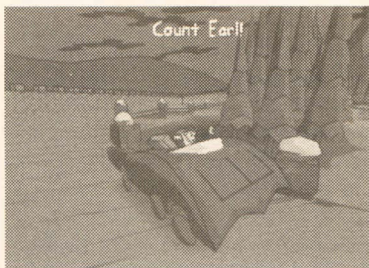
### NAME

FATHEAD  
BRAINSALAD  
COUNTDEAD  
TWRECKSPAD  
WHACKFAD  
MELEEDEATH  
HAZARDOUS  
GUNSMOKE!  
UNIQUEWPNS  
MOVEITNOW  
PENCILS  
MULTIPLEX

### UNLOCKS

Every mode, character, car and track  
Brain the Brain, Space World  
Count Earl, Transylvania World  
T. Wrecks, Jungle World  
Whack Angus, Desert World  
Melee weapons  
Hazard weapons  
Ranged weapons  
Personal weapons  
Manoeuvrability power-ups  
Pen and Ink mode  
FMV sequences





## BIG HEAD MODE

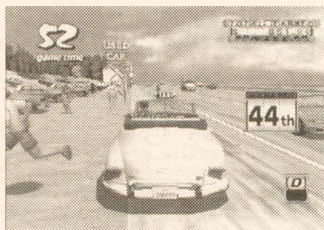
Hold L, R and Up whilst playing the game to unlock the Big Head mode.

## EXTRA FMV

Smack Attack, Gate Relay and Flag Relay need to be completed with each character to see even more FMV.

# CRAZY TAXI

SEGA's original masterpiece is now on the GameCube, so naturally you'd be right to suspect there are some cheats hidden away in there somewhere...



## NO DIRECTIONAL ARROW

To remove the directional arrow that points you in the right direction from the top of the screen, hold down the R Trigger Button and press Start immediately after selecting Arcade or Original mode from the main menu. If you get it right, you'll see the words 'No Arrows' appear on the Character Select screen.

## NO DESTINATION MARK

To remove the destination marks around each building that you have to drop the passengers off at, hold down the L Trigger Button and press Start immediately after selecting Arcade or Original mode from the main menu. If you get it right, you'll see the words 'No Destination' appear on the Character Select screen.

# THE A-Z OF GAMECUBE HINTS & TIPS

## 'EXPERT' MODE

If you're looking for an extra special challenge that'll test your skills to the limit (with no directional arrow or destination marks), hold down both Trigger Buttons and press START immediately after choosing Arcade or Original mode from the main menu. If you get it right, the word 'Expert' appears on the Character Select screen.

## GET ON YOUR BIKE

On the Character Select screen, hit both Trigger Buttons three times in quick succession and then begin the game – if you've done it correctly, you'll be riding in the Taxi Bike rather than your usual car. Alternatively, complete all 16 Crazy Box challenges and you'll be able to press Up on the D-Pad on the Character Select screen to find it instead.

## DAVE MIRRA FREESTYLE BMX 2

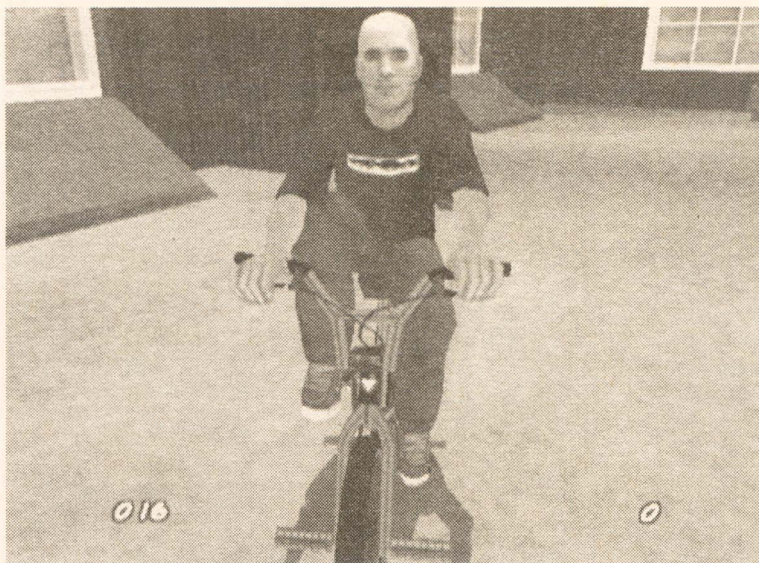
Tough little game, isn't it? Don't worry though – with this rather wonderful cheat, you'll be the best biker in the neighbourhood!

## ACTIVATE CHEAT MODE

If you're looking for a quick way of unlocking all of the levels, riders and bikes in the game, you'll need to access the Cheat mode. To do this press Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down on the D-Pad and then hit the B Button. If you get it right, you'll hear a sound – now you can ride around to your heart's content!







### **ALL OBJECTS IN THE PARK EDITOR:**

In the main menu, press Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, and B. A sound will indicate you entering the code correctly.

### **ALL THEMES IN THE PARK EDITOR:**

Once again, on the main menu press Up, Left, Down, Right, Down, Up, Down, Right, Left, Left and B. You will hear a sound if you've done it correctly.

### **UNLOCK EVERYTHING:**

At the main menu, press Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down and B. This will unlock all bikes, all levels, all sponsors and the riders Mike Dias and the hilarious Amish boy.

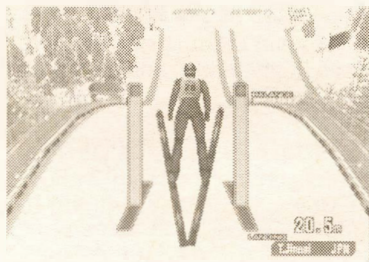
# THE A-Z OF GAMECUBE HINTS & TIPS



## ESPN INTERNATIONAL WINTER SPORTS 2002

Getting bored of watching men slither down icy slopes wearing one piece Lycra suits? If you are, then you better start exercising those hand muscles – some serious bashing will unlock rather more bizarre costumes.

(Use Left and Right trigger buttons to access these)



### ACTION

Complete Men's championship with overall 1<sup>st</sup>  
Complete Women's championship with overall 1<sup>st</sup>  
Earn a gold medal in trial mode in all events

### UNLOCKS

Bear  
Penguin  
Robot



# GAUNTLET: DARK LEGACY

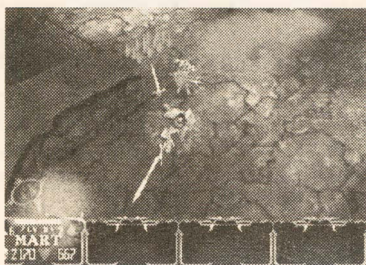
Getting bored with the basic characters and weapons on offer with this hack 'n' slash extravaganza? Maybe these codes below will help add some spice. Just input them as a new character's name.

## CODE

NUD069  
STX222  
KJH105  
PNK666  
TAK118  
STG333  
KAO292  
CSS222  
RIZ721  
DIB626  
SJB964  
AYA555  
CEL721  
RAT333  
GARM99  
GARM00  
SUM224  
SKY100  
MTN200  
TWN300  
CAS400  
ICE600  
DES700  
BAT900  
EGG911  
STX222  
RAT333  
PNK666  
TAK118  
10000K

## UNLOCKS

S&M Dwarf  
Happy face  
Chainsaw  
Punkrock  
Ninja  
Employee Stig  
Waitress  
Ex-employee Chris  
Football dude  
Manager Mike  
Karate Steve  
Schoolgirl  
Cheerleader  
Rat Knight  
Regular Garm  
Sickly Garm  
Sumner  
Sky General  
Mountain General  
Town General  
Castle General  
Ice General  
Desert General  
Battle General  
Pojo the Chicken  
Stick Figure Jester  
Warrior with a rat's head  
Big headed Jester  
Knight in Ninja gear with claws  
10,000 Gold



# THE A-Z OF GAMECUBE HINTS & TIPS

INVULN	Invincibility
000000	Invisibility
SSHOTS	Super Crossbow
MENAGE	Triple Shot
REFLEX	Reflect Shot
1ANGEL	Anti-Death
PEEKIN	X-ray Vision
PURPLE	Full Turbo
DELTA1	Shrunk Enemies
ALLFUL	9 Potions and Keys
XSPEED	Quick Run
QCKSHT	Quick Throw



## NBA STREET

Is that hard tarmac giving you grief? Grazed knees and chipped teeth, eh? Not to fear – simply cast your eyes downwards and you'll be bouncing those balls with the best of 'em...

Input these codes on the loading screen to enhance your game:

### NO CHEATS

basketball, shoe, basketball, shoe

### CASUAL UNIFORMS

basketball, shoe, megaphone, megaphone

### AUTHENTIC UNIFORMS

basketball, shoe, turntable, turntable

### PLAYER NAMES

turntable, turntable, basketball, turntable

### NO AUTO REPLAYS

turntable, turntable, turntable, turntable

### NO HUD DISPLAY

turntable, turntable, shoe, turntable



### **NO PLAYER INDICATORS**

turntable, turntable, backboard, turntable

### **SUMMERTIME JOE**

turntable, turntable, megaphone, turntable

### **SPRINGTIME JOE**

turntable, turntable, turntable, basketball

### **ATHLETIC JOE**

turntable, turntable, turntable, shoe

### **NO SHOT INDICATOR**

turntable, turntable, turntable, backboard

### **EXPLOSIVE RIMS**

turntable, turntable, turntable, megaphone

### **ABA BALL**

basketball, basketball, turntable, shoe



# THE A-Z OF GAMECUBE HINTS & TIPS

## **WNBA BALL**

basketball, basketball, shoe, backboard

## **NUFX BAL**

basketball, basketball, back board, megaphone

## **EA BIG BALL**

basketball, basketball, megaphone, turntable

## **BEACH BALL**

basketball, basketball, turntable, turntable

## **MEDICINE BALL**

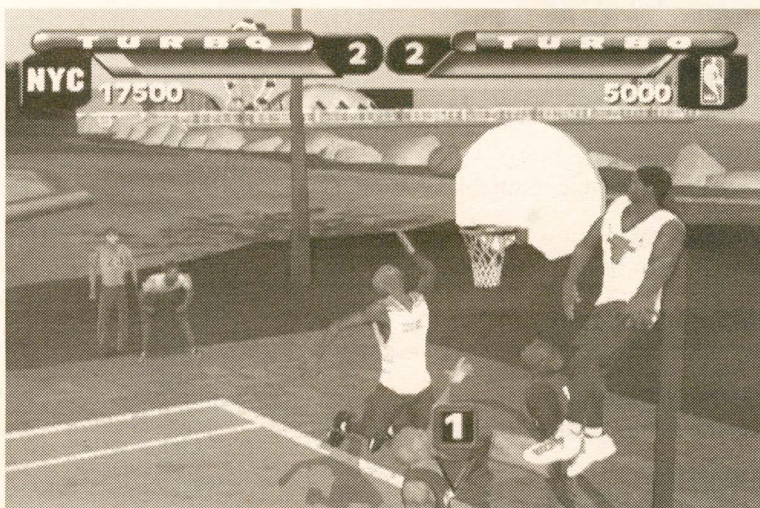
basketball, basketball, shoe, shoe

## **VOLLEYBALL**

basketball, basketball, backboard, backboard

## **SOCCER BALL**

basketball, basketball, megaphone, megaphone



**TINY PLAYERS**

shoe, shoe, shoe, turntable

**BIG HEADS**

shoe, shoe, shoe, backboard

**TINY HEADS**

shoe, shoe, shoe, megaphone

**ABA SOCKS**

shoe, shoe, shoe, shoe

**NO SHOT CLOCK**

shoe, shoe, shoe, basketball

**LESS GAME BREAKERS**

shoe, turntable, turntable, basketball

**MORE GAME BREAKERS**

shoe, backboard, backboard, basketball

**ND GAME BREAKERS**

shoe, megaphone, megaphone, basketball

**NO JUICE**

turntable, backboard, backboard, basketball

**UNLIMITED TURBO**

turntable, shoe, shoe, basketball

**EASY DISTANCE SHOTS**

basketball, backboard, backboard, basketball

**HARDER DISTANCE SHOTS**

basketball, turntable, turntable, basketball

**MEGA DUNKING**

basketball, megaphone, megaphone, basketball

**ULTIMATE POWER**

turntable, shoe, backboard, basketball

# THE A-Z OF GAMECUBE HINTS & TIPS

## **MAD HANDS**

shoe, backboard, turntable, basketball

## **SUPER SWATS**

backboard, turntable, shoe, basketball

## **STICKY FINGERS**

backboard, shoe, turntable, basketball

## **CAPTAIN QUICKS**

shoe, turntable, backboard, basketball

## **NO DUNKS**

turntable, backboard, shoe, basketball

## **LESS BLOCKS**

basketball, turntable, shoe, basketball

## **LESS STEALS**

basketball, shoe, backboard, basketball

## **NO ALLEY-OOPS**

basketball, backboard, turntable, basketball

## **NO 2-POINTERS**

basketball, turntable, backboard, basketball

# **NHL HITZ 20-02**

Why worry about slipping home the puck when you can just use these codes and really turn up the heat on the opposition, eh?

## **CHEAT CODES**

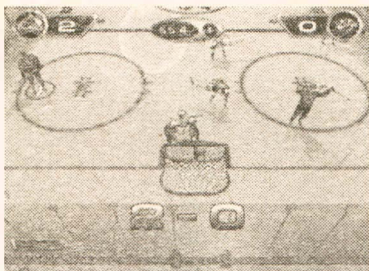
On the Versus screen before each match starts, you'll notice that there are three symbols – these can be changed by pressing the B, Y and X Buttons respectively. To activate the cheat codes, you need to press the button a certain number of times (to reveal the right symbol) and then press a direction on the D-Pad... here's a rundown of the codes:

B	Y	X	D-PAD DIRECTION	CHEAT
0	0	2	Up	Turbo Boost
4	1	3	Right	Unlimited Turbo
2	0	0	Right	Big Head Player
3	0	0	Right	Huge Head Player
2	2	0	Left	Big Head Team
3	3	0	Left	Huge Head Team
2	3	4	Down	Always Big Hits
3	2	1	Down	Late Hitz
1	0	4	Right	Hitz Time
2	1	0	Right	No Crowd
4	2	3	Right	Pinball Boards
1	0	1	Up	Shot Speed
2	0	1	Up	Show Hot Spot
4	2	4	Down	No Fake Shots
1	1	1	Down	No Puck Out
2	1	3	Left	No One-Timers
1	2	1	Up	Big puck





# THE A-Z OF GAMECUBE HINTS & TIPS



3	2	1	Up
2	1	2	Left
1	3	2	Down
1	2	1	Left
1	4	1	Left
0	1	2	Right
2	0	2	Left
2	2	2	Down
3	2	3	Left
3	3	3	Right
0	1	0	Down

- Huge puck
- Bulldozer puck
- Tennis Ball
- Snow Mode
- Rain Mode
- Domino Effect
- Fight For Goals
- Skills Versus
- First To 7 Wins
- More Code Time
- Disable previous code

## PIKMIN

Nintendo's sublime puzzler contains many quirky secrets for you to discover. Take your 'pik' from the selection below:

### FIREWORKS

To see a lovely display of colourful fireworks, just press Down on the D-Pad to gather four Pikmin, whose job it is to carry you back to your base camp. Leaving the game alone for a while will also result in this effect.

### CHALLENGE MODE OPTION

Saving the game at any time will cause the Challenge mode option to appear on the main menu. Selecting this will allow you to replay any completed sections until nightfall. The task is to see just how many Pikmin you can collect.





## GETTING MORE PIKMIN

A small hint here: when your Pikmin are carrying pellets to their pods, take a look at the colour. If the majority of the group are red, then the red hive is where the Pikmin will end up. If pellets of the same colour are taken here, more Pikmin will be created. The opposite effect is carried out if the colours are different.



# THE A-Z OF GAMECUBE HINTS & TIPS



## ROGUE LEADER

It's not surprising that there are a load of secret codes for this game, as there's a PassCode menu on the Options Screen. Still, working them out isn't obvious... so we've got a few here to get you started!

PASSCODE	EFFECT
LIONHEAD	Turns the whole game to black and white
BLAHBLAH	Unlocks the Audio Commentary in the Features Menu
COMPOSER	Unlocks the Sound Test in the Features menu
EXHIBIT!	Unlocks the Art Gallery in the Features menu
THATSME!	View Credits
?INSIDER	Documentary
!??QWTTJ	Then CLASSIC      Unlock all missions (except bonus)
TVLYBBXL	Then NOWAR!!      Asteroid Field Level
PYST?OOO	Then DUCKSHOT      Death Star Escape Level
?WCYBRTC	Then ??MBC???      Endurance Level

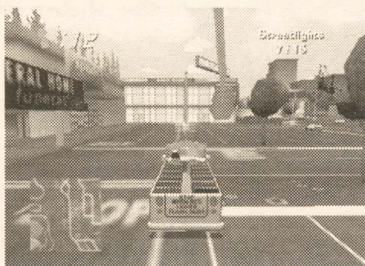
OGGRWPDG	Then EEKEEK!	Revenge on Yavin Level
AZTBOHII	Then OUTCAST!	Triumph of the Empire
JPVI?IJC	Then RSBFNRL	Double Lives
NYM!UUOK	Then BLKHLMT	Darth Vader's TIE Advanced X1
AJHH!JY	Then BUSTOUR	Imperial Shuttle
MVPQIU?A	Then OH!BUDDY	Millennium Falcon
CDYXK!Q	Then ASEPONE!	Naboo Starfighter
PZ?APBSY	Then IRONSHIP	Slave I
ZT?!RGBA	Then DISPSBLE	TIE Fighter
AYZB!RCL	Then WRKFORIT	All Tech Upgrades

## SIMPSONS: ROAD RAGE, THE

Having trouble finding your way around Springfield? Not racking in enough cash? Don't worry too much. Being big Simpsons fans, the Monkeys couldn't help but find all the cheats you will ever need for this game.

(Enter these codes in the options screen whilst holding the L and R buttons down.)

CODE	EFFECT
X,X,X,X	2D mode
A,B,B,A	Boost option – hold and release Y to activate.
B,B,A,A	Debug mode
Y,Y,Y,Y	Extra Money
B,B,B,B	Extra Camera Angles
A,A,A,A	Night time mode
Y,B,B,X	Get rid of map
B,B,Y,X	Red box car
B,B,Y,Y	Use Smithers
B,B,X,B	Christmas Apu
B,B,X,A	Halloween Bart
B,B,X,Y	New Year Krusty

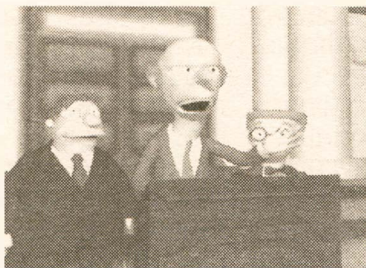




# THE A-Z OF GAMECUBE HINTS & TIPS

B,B,Y,A      Use Nuclear Bus  
B,B,X,X      Thanksgiving Marge  
X,B,Y,A      Time Trial Mode

If all the regular characters aren't enough for you, here's how you can get your hands on some very special Springfield racers instead...



## THE CAR BUILT FOR HOMER

To unlock Homer's custom-made car (built for him by his millionaire brother, no less) just complete all ten stages in Mission mode. Now just pick Homer in any game mode to be given the option of riding in his regular car or the custom-made one.

## TIME-RELEASE CHARACTERS

There are also a number of secret characters who will only appear if you play the game at certain times of the year. Just reset the clock inside your GameCube to these dates to get the respective characters...

### CHARACTER

### DATE

Frankenbart	39 October (Halloween)
Pilgrim Marge	22 November (Thanksgiving)
Santa Apu	25 December (Christmas Day)
New Year Krusty	1 January (New Year's Day)

## SONIC ADVENTURE 2 BATTLE

What? All those extra mini-games and characters not enough for you? Then maybe you might like to unlock these hidden surprises...

## NEW KARTING CHARACTERS

To play as the regular characters in different outfits or cars and some hidden characters during the Kart race, complete the following criteria in the main game:

**CHARACTER**

Alternative PSO Sonic  
 Alternative Shadow  
 Alternative Knuckles  
 Alternative Rogue  
 Kart Tails  
 Eggwalker Kart Eggman  
 Amy Rose  
 Tikal  
 Metal Sonic

**CRITERIA**

Finish all missions on Sonic's levels  
 Finish all missions on Shadow's levels  
 Finish all missions on Knuckles' levels  
 Finish all missions on Rogue's levels  
 Tornado  
 Finish all missions on Tails' levels  
 Finish all missions on Eggman's levels  
 Finish all Sonic missions with 'A' ranking  
 Finish all Knuckles missions with 'A' ranking  
 Finish all Shadow missions with 'A' ranking

**HIDDEN GREEN HILL STAGE**

To unlock the hidden Green Hill stage (a 3D version of the first level from the original Sonic The Hedgehog game), simply collect ALL 180 Emblems from the game. Not exactly easy, huh?



## SSX TRICKY

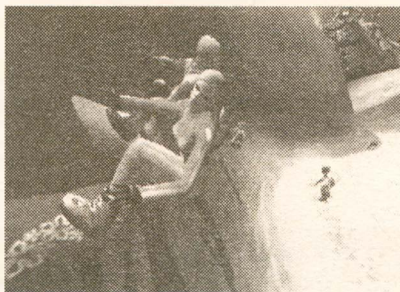
As the saying goes, 'The more, the merrier' – that's why SSX Tricky is packed full of extra characters for you to unlock and play as!

### UNLOCKABLE CHARACTERS

Coming first in the final heat of a race earns you a Gold Medal; the more Gold Medals you win, the more secret characters you'll unlock...

CHARACTER	GOLD MEDALS REQUIRED
-----------	-------------------------

Brodi	1
Zoe	2
JP	3
Kaori	4
Marisol	5
Psymon	6
Seeiah	7
Luther	8



## SUPER MONKEY BALL

As you can imagine, the cheating monkeys found this game to be an absolute hoot, and literally had to be pulled away from their pads after the GameCube exploded. But luckily, before this happened, the cheats they discovered were recorded... dangerous stuff indeed.

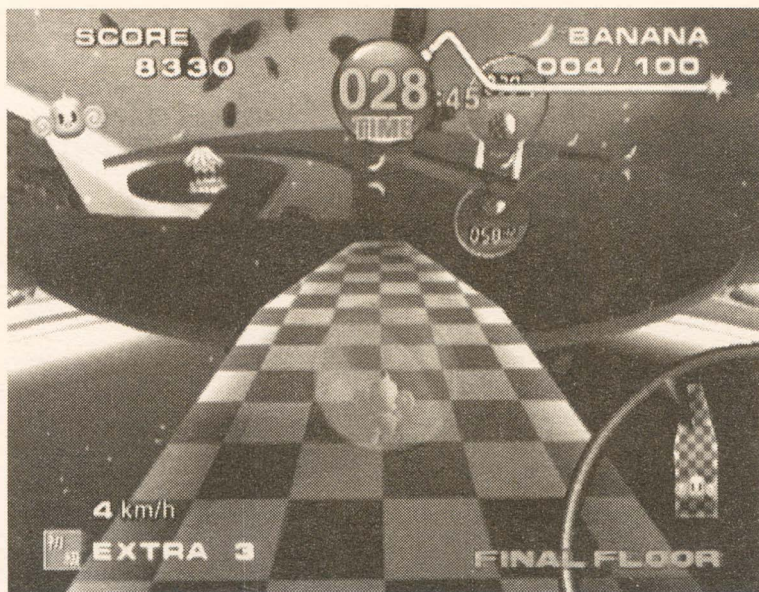
### INFINITE CONTINUES

Buying all three mini-games will result in every 2,500 points you collect afterwards being traded for an extra continue. After earning nine continues (22,500 points) you will get unlimited continues.

### 3 EX LEVELS

Completing Beginner mode without losing any lives will allow you to access 3 EX levels.





## MASTER MODES

Completing the game in Expert mode without losing any continues will give you Master mode.

## BANANA HINT

When rolling your monkey around, take a look at where your monkey is looking – this is the direction of the nearest banana.

## MINI-GAME BUYING HINT

Just before forking out 2,500 points for a mini-game, remove the memory card that the points are stored in. Now select the game you wish to play and although the points will be deducted, you can then turn the game off at any point and load up your save to retain them.



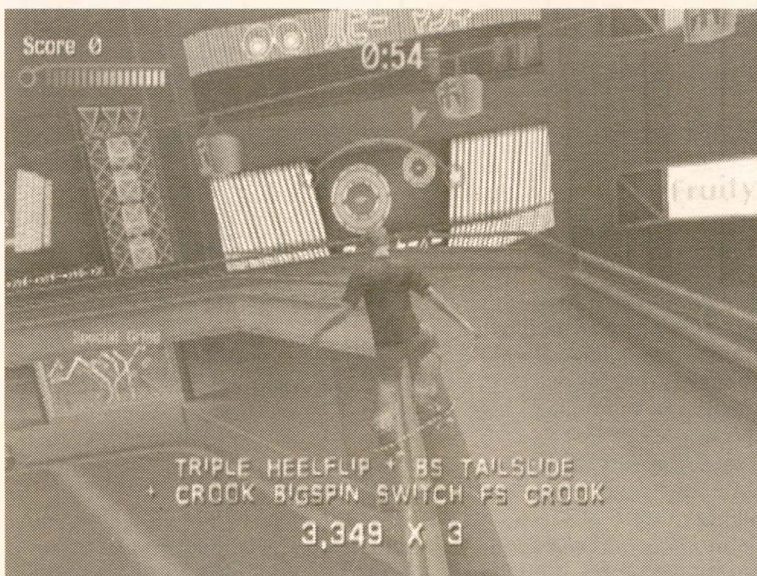
# THE A-Z OF GAMECUBE HINTS & TIPS

## TONY HAWK'S PRO SKATER 3

This top game is one of the highlights on the GameCube's library. It's chock full of secret characters and levels, just like the past games. Here's a quick list for you:

You have to complete the game multiple times, completing all 54 challenges and getting 3 gold medals. Depending on the amount of times you complete it, you will get:

1 time	Darth Maul
2 times	Wolverine
3 times	The Warehouse level from THPS1
4 times	Officer Dick from THPS1 + 2
5 times	Private Carrea from THPS1 + 2





6 times	Burnside Skate Park from THPS1
7 times	Ollie the magic bum from THPS2
8 times	Kelly Slater
9 times	Roswell level from THPS11
10 time	Demoness from Hell
11 times	Snowboard mode
12 times	Always special mode
13 times	Perfect Rail Balance
14 times	Super Stats Mode
15 times	Giant Mode
16 times	Slow Motion Mode
17 times	Perfect Manual Balance
18 times	Tiny Mode
19 times	Moon Physics
20 times	Expert Mode
21 times	Neversoft Eyeball from Neversoft Movie
22 times	First Person View

## UNIVERSAL STUDIOS PARK ADVENTURE

Running out of rides? Luckily for you, a few extra titbits can be unlocked with the help of a familiar f-f-f-friend.

### EASY POINTS

Sit through the Waterworld show for as many times as you can (ugh). For every time you do, you will gain 100 points.

### ATTRACTION MODE

After getting all eight stamps, talk to Woody Woodpecker. When talking to him, select the Magic Show and then wait for the credits to finish before returning to the title screen – the Attraction mode will now be unlocked.



# THE A-Z OF GAMECUBE HINTS & TIPS

## WAVERACE: BLUE STORM

This soggy little racer has got a few secrets hidden up its sleeves. Naturally, we've managed to wring them out and print them right here for you to try...

### UNLOCK THE SECRET TRACKS

To open up a new track in the game, you have to race on it and win in each of the championships. Below, we've listed which tournament to win as well as the American and Japanese names for each track in that order...

#### TRACK

Arctic Bay/Complete the Normal Championship

La Razza Canal/Complete the Hard Championship

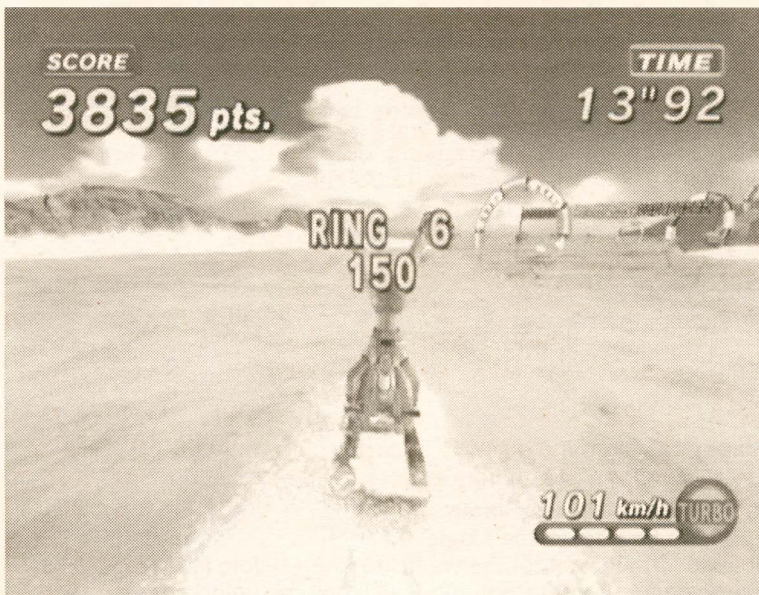
Strongwater Keep/Complete the Expert Championship

#### TO UNLOCK...

Cool Ocean

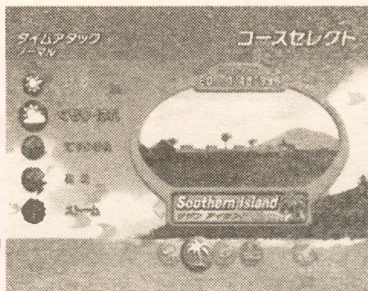
Aqua Maze

Victory Gate



## UNLOCK THE WEATHER CONDITIONS

Although you can spend your time winning each course in the championship under a different weather condition to unlock it in the Time Trial Mode, there's an easier way. Simply complete the Expert Championship in one of the top three places – where you finish will determine which level of difficulty you unlock the weather conditions for (3rd for Normal, 2nd for Hard and 1st for Expert).



## RIDE THE DOLPHIN

Go to the Options Screen and hold down the Start, X and Z Buttons all at once to reveal a secret password option. Choose it and then enter DLPHNMOD as your password to let you ride a dolphin in Free Roam Mode.

## UNLOCK TRIAL MODE

Select the Tutorial Mode and complete all the stunts, tricks and moves that the instructor tells you to do – when you've completed each one, it'll have a tick next to it. Complete all of them to open up Trial Mode; a one-lap race around Dolphin Park, letting you score points according to your stunts and speed.

# XG3: EXTREME G RACING

If all that extreme speed is going to your head, you might want to take a break and try out some of these cheats – they'll help you out, big time!

## CHEAT CODES

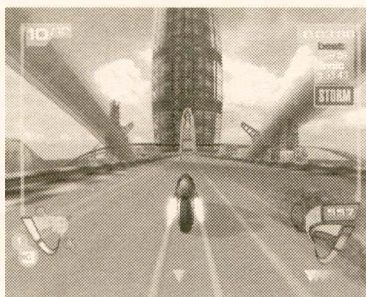
To unlock any of the following cheats, simply enter the corresponding code on the title screen (the one with all the racers sitting in a group and the words 'Press Start' on it).

Race Winnings x2  
Infinite Ammo

L, R, Z, L, R, Z, L+R  
L, R, L, R, L+R, Z



# THE A-Z OF GAMECUBE HINTS & TIPS



Infinite Shields

Win Race Regardless

Unlock All Teams and Tracks

Extreme Lap Challenge

Always win XC Career mode Races

All teams and tracks

L+R, Z, L+R, Z

L+R+Z, L+R, Z, L+R+Z

L, L, R, R, Z, Z, L+R+Z

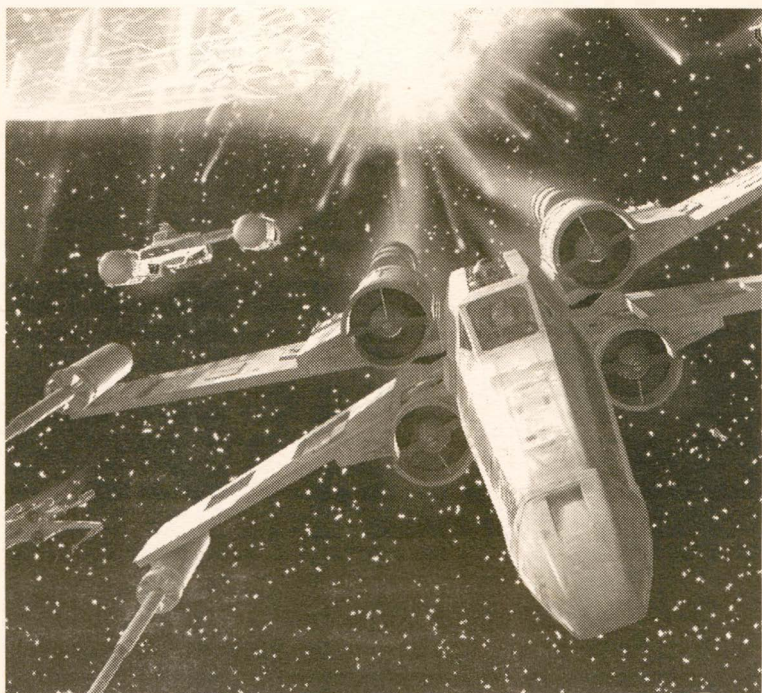
L, R, L, R, L, R, Z, L+R

R, L, Z, L, R, Z, R, L, Z

L, L, R, R, Z, Z, L+R+Z







# STAR WARS

## ROGUE LEADER: ROGUE SQUADRON 2

You won't need to use the Force to get through this latest Star Wars adventure... we've got the first part of our guide right here!

<b>PUBLISHER:</b>	<b>ACTIVISION</b>
<b>DEVELOPER:</b>	<b>FACTOR 5</b>
<b>GENRE:</b>	<b>SHOOT-'EM-UP</b>
<b>PLAYERS:</b>	<b>1</b>
<b>REVIEW:</b>	<b>9.1 (ISSUE 2)</b>

## KNOW YOUR FIGHTER

The first thing a pilot needs to know is how to operate his craft – without that knowledge, you won't even be allowed near an X-Wing, let alone in one. Let us guide you through the basics, young Jedi...

### STEER CRAFT: ANALOGUE STICK

Naturally, you use the Analogue Stick to pilot your ship – left and right turn the ship while up and down make you dive and climb.

### MOVE CAMERA: C-STICK

Whichever viewpoint you're using (external or internal), moving the C-Stick allows you to rotate your camera around.

### FIRE LASERS: A BUTTON

The button you'll be using the most – by rapidly pressing the A Button, you can fire off a volley of laser blasts from your ship.

### SECONDARY WEAPON: B BUTTON

Whether you're armed with an Ion Cannon, Photon Torpedos or Bombs, this is the button that you'll need to fire them off.

### BRAKE/ACCELERATE: L AND R BUTTONS

Use the trigger buttons to speed up and slow down your craft – hitting the digital click will lock your craft at the set speed.

### TARGETING COMPUTER: Y BUTTON

Can't see the enemies? Then hold down the Y Button to bring up your Targeting Computer and highlight them in luminous colours.

### CHANGE VIEW: X BUTTON

By tapping the X Button, you can switch from the external 'behind-the-ship' view to an internal cockpit viewpoint and back again.

### ROLL CRAFT: Z BUTTON

Hold down the Z Button and move the Analogue Stick left or right to roll your ship around the central axis without turning.



## TATOOINE TRAINING

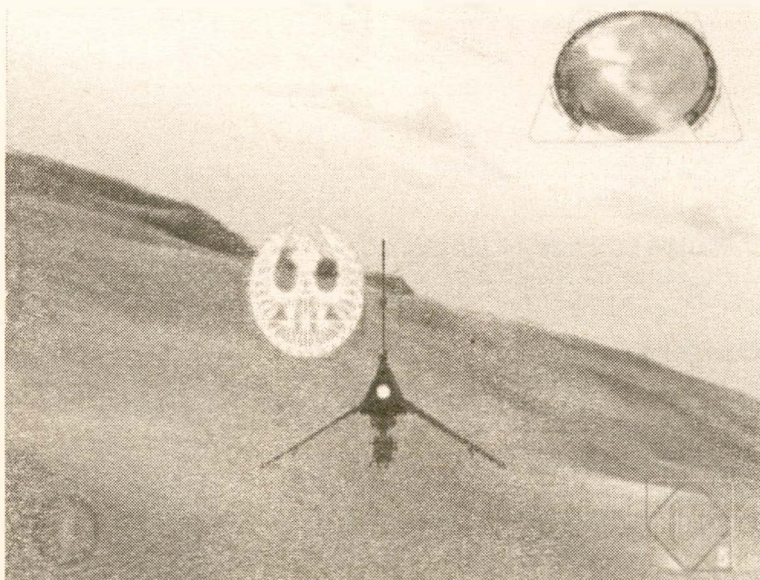
Practice your skills on the desert planet of Tatooine... complete all the missions and get ready to join the Alliance!

### COMPLETE THE TRAINING

There are 12 different Training Tasks to perform as you fly around Tatooine – you can activate each task by flying through the rotating red Rebel symbols. Perform the task shown before the timer runs out to complete it and turn the symbol green; this indicates a successful task. They're all pretty basic, so you won't have any problems here.

### WIN THE BEGGAR'S CANYON AND TOSCHE STATION RACES

Two of the red Rebel symbols are actually races – one through Beggar's Canyon against Biggs and the other to Tosche Station against Biggs and Wedge. You need to complete each race twice to pass.





# STAR WARS: ROGUE LEADER

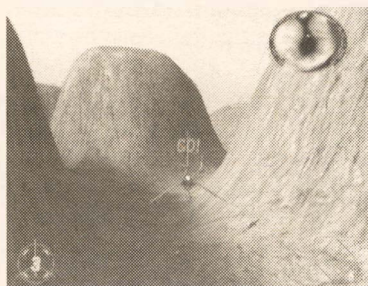
## TOSCHE STATION

Not too tough – simply fly through all the markers, using your Boost whenever it becomes available to reach the end of the course. You **MUST** turn all the markers from red to green; if you miss one, you'll be disqualified. The second race is a little tougher, as Biggs and Wedge are faster... use your Boost as soon as it comes online to win. You need to beat times of 1min and 57secs respectively to succeed.



## BEGGAR'S CANYON

There are two courses to take here – the left-hand track is tough, so follow Wedge to find your way through before boosting past on the final stretch to win. The right-hand path is easy and only winds a little, so you'll complete it with no trouble but on both races, don't fly too high or you'll be disqualified for leaving the canyon. Beat times of 50secs and 40secs respectively to succeed.



## BULLSEYE 20, 40 AND 60 WOMPRATS IN 30 SECONDS

This can be tricky, so it's best to go for the 60 Womp rat target from the start to complete all three in one go. Simply aim towards the ground and hold down the A Button, turning the ship left and right to sweep lasers across the Womprats. As you reach the end of the field, boost and turn high into the sky for another pass; you should get around 30 on the first pass, making it easy to get over 60 in the allotted time.



# THE A-Z OF GAMECUBE HINTS & TIPS

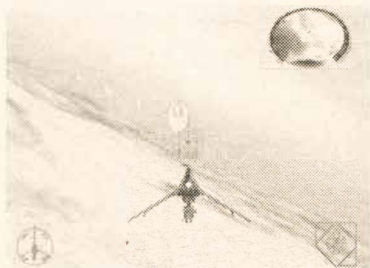
## FIND ALL DISCOVERY ITEMS

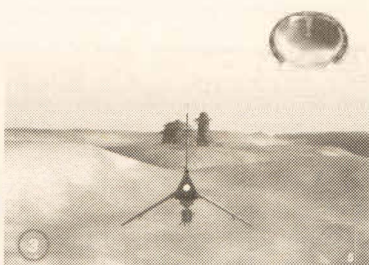
There are 12 Discovery Items in total hidden around Tatooine – the radar will point you in the right direction, but it always picks out the one that is furthest away from you. The best tactic is to try and find them while flying round to complete the Training Tasks; most are hidden in the middle of the desert wilderness, so we can't tell you exactly where they are. When you've only got a few left to find, start using the radar...

- Jabba's Palace x1 (directly ahead as the training begins)
- Crashed TIE Fighter x1 (hidden between the buildings of the large city)
- Sandcrawler x2
- Dewback x3
- Bantha Herd x5

There are also four Bonus Discovery Items to find. However, only one of the last three can be found at any one time – C-3PO appears in the early morning and evening, the Escape Pod appears at noon and R2D2 appears only at night. The Kraayt Dragon Bones can be found whatever time of day it is.

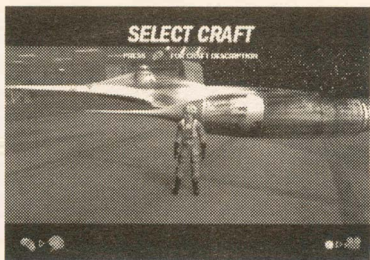
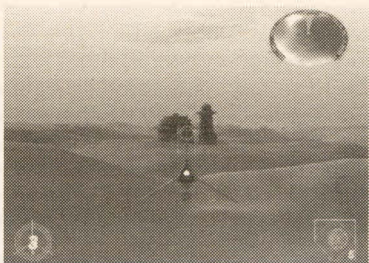
- Kraayt Dragon Bones (between one of the Bantha Herds and a Sandcrawler)
- Escape Pod (turn left after finishing the Tosche Station race and it's just ahead)
- R2D2 (blow up the Sandcrawlers with Proton Bombs to find him inside one of them)
- C-3PO (destroy Jabba's Palace and he'll be hidden inside)





## ALL-DAY TRAINING

Although the Tatooine Training section looks pretty pointless, there is a reason why you have to complete it – doing so will unlock one of the secret ships in the game. The N-1 Naboo StarFighter is available to those pilots who diligently put in the effort to train all day; you need to complete the Training section (that means having all the goals green on the summary screen) in the early morning, at noon, in the early evening and at night. While you could play the game at all hours of the day, the easiest way to do it is simply to change the clock on your GameCube – hold down the A Button as you turn it on to reach the clock settings before starting the game.





## DEATH STAR ATTACK

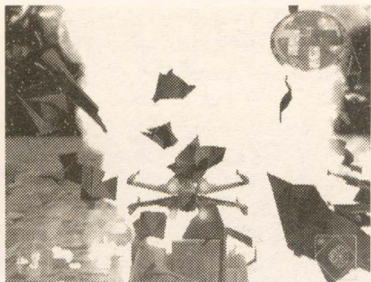
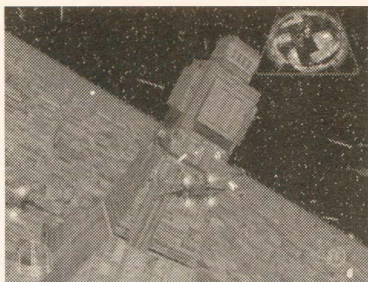
**You've discovered the only weakness of the Empire's dreaded Death Star – get in there and blow it to pieces, Luke!**

The very first assault on the Death Star (taken straight from the end of Episode IV: A New Hope) is split into three different stages for you to complete. First off, you'll need to take out all of the Deflection Towers situated around the surface – there are 10 in total, so just blow them all up to move onto the next phase. Now you're facing off against squadrons of TIE Fighters; thankfully, they're quite slow and you can drop in behind them without any trouble. Always take out the TIEs on the left and right before going for the lead, otherwise the group will scatter and you'll have to hunt them ship-to-ship. Make sure you destroy each squad before moving to the next one; get rid of them all with a little help from your wingmen to enter the trench. This is the final attack run – boost down the trench, dodging the barriers that appear along it until you reach a clear area. You'll be





# STAR WARS: ROGUE LEADER

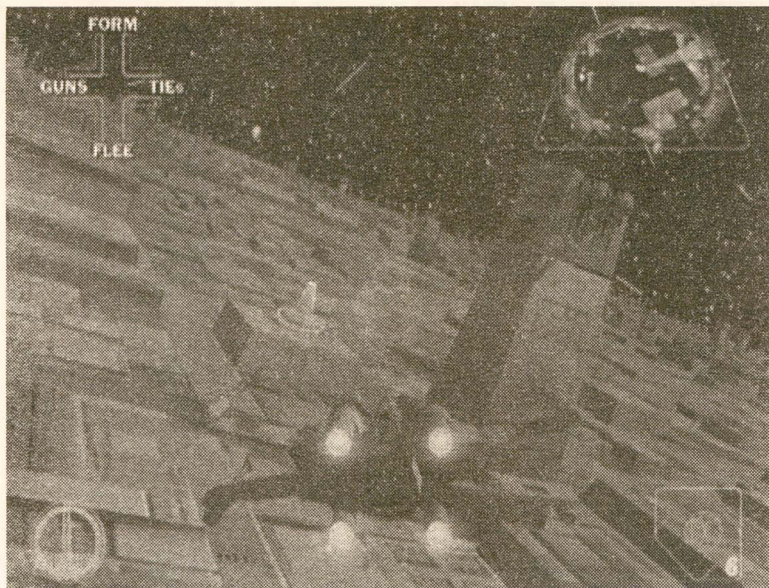


attacked by TIEs here, so simply brake to get behind them and then blast all three to bits before hitting the boost again. After two attacks, Darth Vader will come in to get you; do the same as before but don't bother shooting him as he's too strong. Repeat until Han Solo flies in to save you, then boost down the trench and fire a Photon Torpedo at the exhaust port at the end – if you can see it, use the Targeting Computer to highlight the target.

To receive the Gold Medal, you'll have to work your arse off – there's an incredibly high kill rate required with a reasonable accuracy rating. The trick is to take out as many of the gun turrets surrounding the Deflection Towers as possible, without simply spraying laser fire everywhere; they only take a few hits to kill, so you have to watch that you don't waste shots and lower your accuracy. Next, you need to get as many of the TIEs as possible so send your wingmen after the guns instead to give you more of a chance to score hits. Now you can race down the final trench while taking out more towers to reach the kill count... it's not easy though, so don't be complacent just because this is the first level!



# THE A-Z OF GAMECUBE HINTS & TIPS



## TECH UPGRADE: ADVANCED SHIELDS

Once you've knocked out all the towers and start to face the TIE Fighters, drop as low as you can and fly straight forwards slowly. Keep your eyes on the left-hand side of the screen and you'll see a small white object just to the left of a gun turret – fly over and grab it for the Advanced Shields.

## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	9:30	7:11	6:05
Enemies	21	52	91
Accuracy	11%	19%	39%
Friendlys Lost	1	0	0
Lives Lost	2	1	0
Targeting Computer	10%	40%	100%



## ISON CORRIDOR AMBUSH

**With the Rebel convoy attempting to retreat through the Ison Corridor, you're the only hope they've got of getting away in one piece!**

This is a pretty straightforward mission as all you need to do is keep the attacking TIE Fighters from blowing up the main frigate – although you obviously don't want people to die, you can let all the others blow up and still complete the mission. As soon as the mission begins, you can send your wingmen away to fend off the TIE Fighters coming in from the rear, leaving you to take on the ones ahead. They'll all come in as squadrons, so picking them off shouldn't be too difficult. When you've cleared the area of those, another pack of TIE Fighters will enter the fray – by now, you'll probably have lost at least one transport, so you'll need to get rid of this second wave as quickly as you possibly can because you'll want all the transports you can get for the final stage of the mission. Before racing off to meet



# THE A-Z OF GAMECUBE HINTS & TIPS

them though, duck under the main frigate and fly into the Rebel symbol to switch into the A-Wing; it's faster than the X-Wing and can help you keep up with the TIEs.

Wipe them all out and then prepare for something nasty... yep, you're going into the nebula.

This means you can hardly see where the enemies are, so you'll have to resort to using your

Targeting Computer to pinpoint the squadrons of TIE Interceptors that come in to finish your convoy off. Send your wingman off to deal with them as well, making your job that much easier and clean up the rest of the Interceptors to escape the nebula.

Ahh, the Gold Medal – unless you're incredibly good at picking off TIE Fighters, you'll have some trouble with this one. The time limit is incredibly tight for what you've got to do, plus you can't use your Targeting Computer too much inside the nebula; you'll have to rely





# STAR WARS: ROGUE LEADER



on the radar and your instincts. As with the last mission, try to pull in behind the TIE squadrons and take the outer ships out before shooting the leader as this will prevent the group breaking up. If you fancy a faster ship, pick the A-Wing from the hanger at the start of the mission... but watch out for it is lacking in the shield department. Finally, if you're lacking in kills then you should tell your wingmen to back off – that way, you'll have all the TIEs to yourself but don't blame us if you're overwhelmed!

## TECH UPGRADE: ADVANCED PROTON TORPEDOES

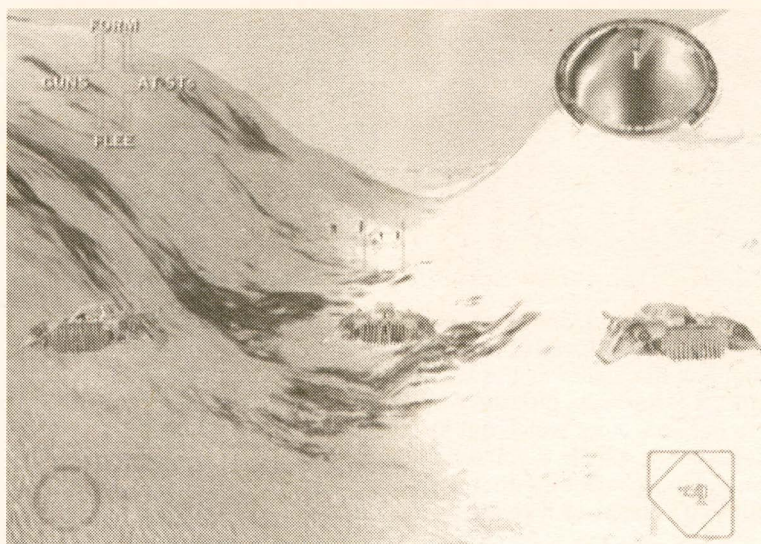
As soon as the mission begins, dive down slightly until you end up beneath the frigate ahead of you. There's a large chunk of space debris here with a narrow passage running through the middle – fly through it and grab the Advanced Proton Torpedoes as you exit.



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	7:18	5:16	4:11
Enemies	26	32	40
Accuracy	3%	7%	19%
Friendlies Lost	4	3	2
Lives Lost	2	1	0
Targeting Computer	10%	27%	72%

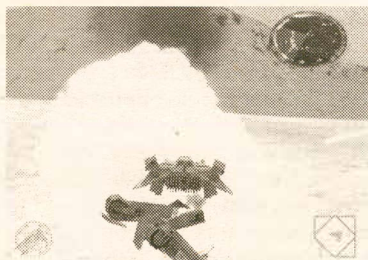
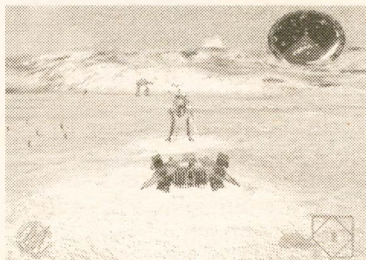
# THE A-Z OF GAMECUBE HINTS & TIPS



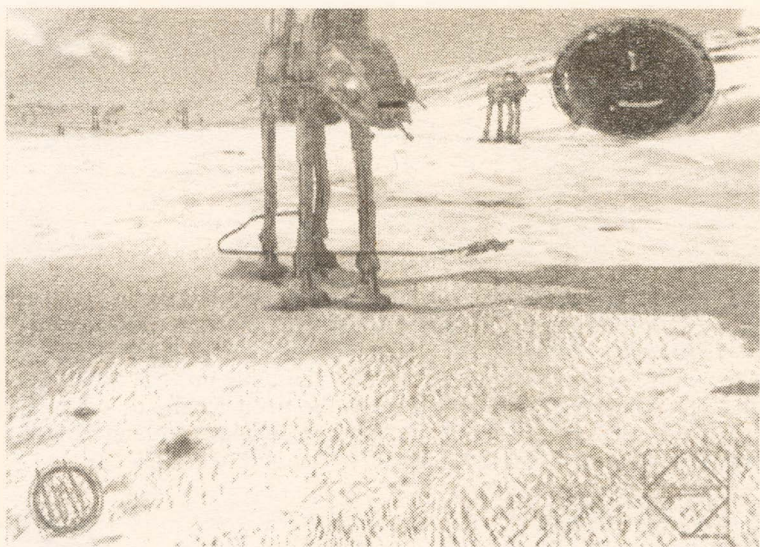
## BATTLE OF HOTH

**If you've seen *The Empire Strikes Back*, you'll know what to do here... take out those AT-ATs and help the Rebellion escape!**

Like many of the other missions, this level is split into three – first off, you'll need to take out the three groups of AT-STs heading for the small base beneath where you emerge from the canyon. There's a group on the left, one ahead of the canyon entrance and another



# STAR WARS: ROGUE LEADER

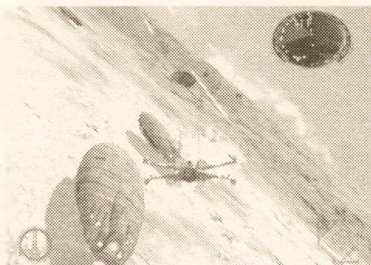
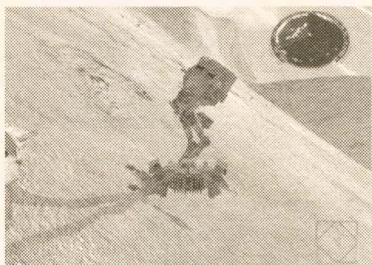


on the right a little way away. Take all three groups out and you'll be warned of some AT-ATs approaching the Shield Generator; at this point, you'll switch to control of Wedge. Head for the very front group of attacking AT-ATs and use your Tow Cable to hook the legs of the walkers, then fly around in a circle repeatedly until they fall over. Do this for all three AT-ATs... unfortunately, the Shield Generator still gets destroyed and you'll have to retreat. Speed through the canyon ahead and fly into the Rebel symbol to switch from the Speeder to the X-Wing; when you do this, several squadrons of TIE Fighters and Bombers will attack. Try to take out the Bombers as quickly as possible before they blow up the transports – they fly in a set pattern, bombing anything below them. Watch for them sweeping round at the end of a run and follow each squadron until all of them are gone... clean up any remaining TIE Fighters and the mission will end.

The Gold Medal takes a bit of practice here, simply because of the tight requirements. You'll need to move fast (something a Speeder isn't known for) and still manage to take out enough enemies to reach the kill count – send your wingmen off to do other things so



# THE A-Z OF GAMECUBE HINTS & TIPS



that you can get the kills yourself. Be sure to destroy as many of the Probe Droids as you can before you enter the first and third section; they like to kill your troopers, so that can lose you vital friendlies. Also, taking out the fallen AT-AT walkers can bring up your accuracy and kills, but only if you shoot them in the head. Finally, try not to shoot at the TIE Bombers until you're right behind them and sure of a hit, remembering that they veer off at the end of a run.

## TECH UPGRADE: ADVANCED LASERS

Proceed through the level until the AT-ATs take out the Shield Generator. Rather than flying ahead when you regain control of your craft, turn around and inspect the area where the generator was to find the Advanced Lasers waiting for you.



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	9:55	7:09	5:00
Enemies	18	30	43
Accuracy	17%	28%	53%
Friendlies Lost	32	27	22
Lives Lost	2	1	0
Targeting Computer	15%	55%	100%

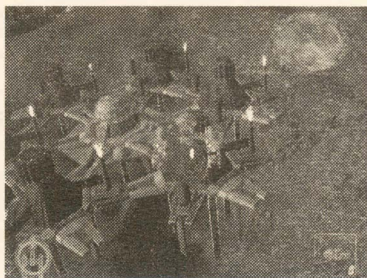




## PRISONS OF THE MAW

**Your Rebel friends have been taken from Hoth to the Empire's secret prison – locate the installation and help them get to safety!**

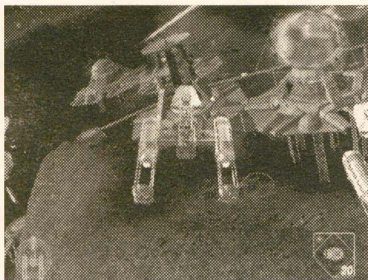
There are two parts to the prison break; to begin with, you'll actually have to locate the Empire base and knock out the shield protecting it before heading to the surface. Go straight forwards from your starting point as fast as you can, sending your wingmen off to fight the TIE Fighters that arrive soon enough. You shouldn't try to take them on yourself – your target lies way ahead, beyond the convoy of ships in the distance. Fly towards the planet and then look down to spot a shimmering blue force shield, if you head towards it,



# THE A-Z OF GAMECUBE HINTS & TIPS

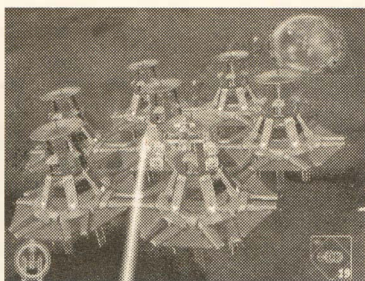
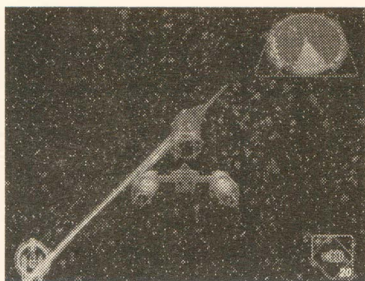
you'll see it's made up of several Shield Projectors. Use your Ion Cannon to blast the individual projectors – you can't shoot them until you're quite close, but don't fly past them or you'll be destroyed. Once you've hit three of them, you can reach the surface of the planet. Here, follow the radar to each location and use your bombs to knock out the various guard towers before moving onto the next one. When you have to destroy the cluster of communications dishes, you'll need to hit each one twice to blow them up. Once the prisoners head for the hanger, take out some more guard towers to give them safe passage, then fly along with them to prevent the TIE Fighters from taking them down until they escape.

For the Gold Medal here, you'll need to focus on scoring hits with your Bombs on the planet surface – having Advanced Photon





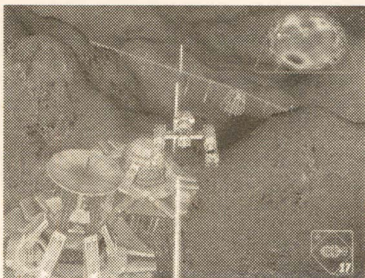
# STAR WARS: ROGUE LEADER



Bombs can help, but it's not essential. Be sure to destroy any AT-PT groups you see stalking around, as well as taking out every guard tower you can find. The important thing though is not to lower your accuracy by taking on the TIE Fighters that attack the escape shuttle... it's incredibly tough, so you shouldn't worry too much about it being shot down at the last minute.

## TECH UPGRADE: ADVANCED CLUSTER MISSILES

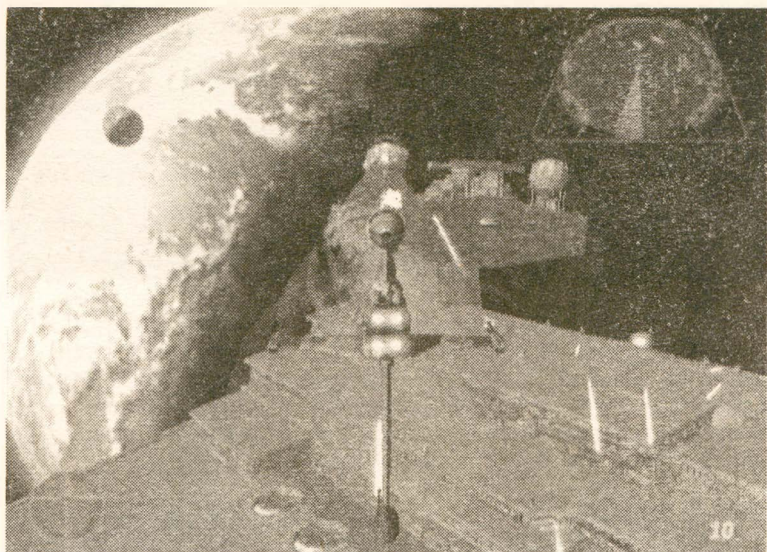
As you make your attack run on the weapons depot, you'll see ahead in the distance a communications dish pointing straight up and a small domed building behind it. Bomb the dome twice to destroy it and you'll automatically receive the Advanced Cluster Missiles.



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	12:03	10:45	9:19
Enemies	35	46	63
Accuracy	14%	38%	75%
Friendlies Lost	4	3	2
Lives Lost	2	2	1
Targeting Computer	10%	38%	75%

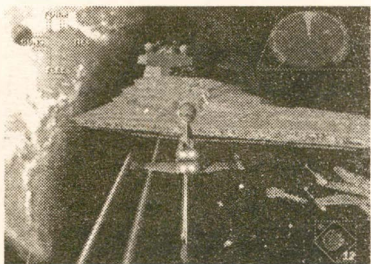
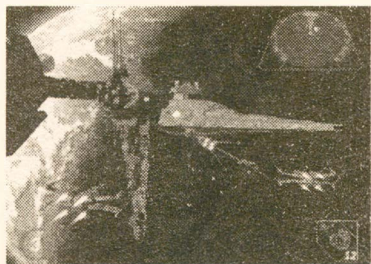
# THE A-Z OF GAMECUBE HINTS & TIPS



## RAZOR RENDEZVOUS

The Empire have captured the Razor, a small ship containing vital Rebel data... if you don't get it back, the lost intelligence will spell the end for the Rebellion!

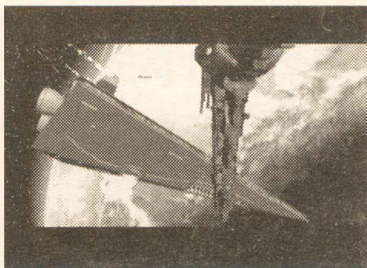
Although this is a very short level, there's a whole load of firepower coming from that Star Destroyer so need to be careful that you don't die incredibly quickly; make sure you've got the Advanced Shield



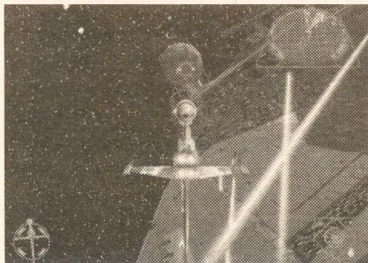


# STAR WARS: ROGUE LEADER

Tech Upgrade before trying this one. The target to go for is the Shield Generator on the Star Destroyer but unlike the ones in the film, these ships have three generators – two on the top of the bridge and one underneath. You need to take out the two on top first before you can go for the large dome on the underside of the ship; when all three are gone, you have to shoot the small command deck in the middle of the bridge to knock out the whole ship. If you're having trouble spotting the command deck, use the Targeting Computer to highlight where it is.



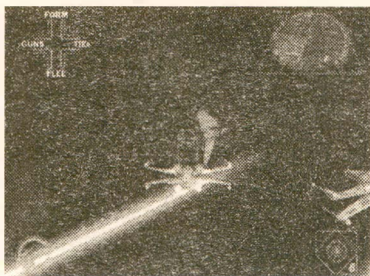
The targets for the Gold Medal aren't that tough – the only ones that might cause you a slight problem are the time limit (because you need to complete the mission in just over a minute) and the accuracy because picking off TIE Fighters isn't that easy. Our advice is to use the B-Wing; it might not seem as good as the X-Wing, but it carries more Photon Torpedoes and therefore can take out the Shield Generators quicker than its counterpart. If you've got the Advanced Lasers and Advanced Photon Torpedo Tech Upgrades, that'll help. Now all you have to do is take out the three Shield Generators as quickly as possible to leave the Star Destroyer vulnerable, taking out a few of the guns along the way. Be sure to take out the small guns on the top deck, you can then crash your B-Wing headlong into the command deck of the ship – you won't lose a life and the Star Destroyer will go down in flames! Make sure you send your wingmen off to combat the TIEs or you'll lose one...



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## TECH UPGRADE: ADVANCED PROTON BOMBS

On the far side of the Star Destroyer as you begin the mission, you'll find an Imperial Shuttle preparing to make its escape. Speed over to it before it does and blow it to pieces before collecting the Advanced Proton Bombs it leaves behind.



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	4:30	2:58	1:19
Enemies	10	10	10
Accuracy	8%	20%	60%
Friendlies Lost	4	2	0
Lives Lost	2	2	1
Targeting Computer	10%	50%	85%

## VENGEANCE ON KOTH LIS

The crashed Star Destroyer containing the Razor is yours for the looting... but the Empire isn't going to give it up without a fight!

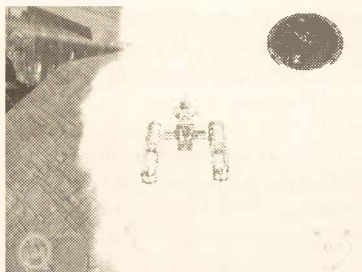
As soon as you begin, you'll be facing a swarm of TIE Fighters; send your wingmen off to attack them before starting after as many of them as you can yourself. You'll have to get rid of them as quickly as possible to stop the Rebel transport being destroyed – this applies both here and once you turn the corner near the Star Destroyer. Be sure to take care of the huge cannons on the side of the downed ship as well or the transport will be toast before you know it. When it lands, fly into the



# STAR WARS: ROGUE LEADER

Rebel symbol that appears to jump into a Speeder; you'll need the Tow Cable it offers to get rid of the AT-ATs that come stomping out of the Star Destroyer. When all three are gone, switch ships again to get a Y-Wing and use the bombs it offers to destroy the AT-PTs heading through the water to the shore, the Stormtrooper gunners on the beach and the cracked hull of the Destroyer itself. Clear them all and you'll complete the mission!

The Gold Medal here requires a ship with some serious firepower—if you can get your hands on the Slave 1 with Homing Cluster Missiles, you'll be laughing. Use the Cluster Missiles to take out the squadrons of TIE Fighters that attack the Rebel transport, making sure you keep your distance to save your shields. Once you reach the Star Destroyer, take out the next batch of TIEs and use your





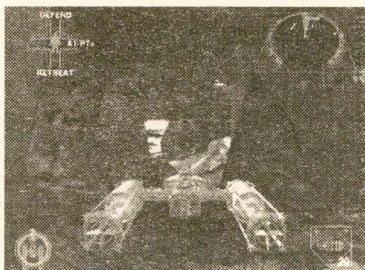
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remaining missiles to destroy the larger guns on the downed ship. As soon as the transport lands, switch to the Speeder and take out the AT-ATs as quickly as possible to remove the threat they pose. Now you can change again into the Y-Wing – head straight for the Star Destroyer and bomb the hull to breach it, getting an objective out of the way before you even have to do it. Now you spend your time blasting gunners and AT-PTs away with your bombs, as well as taking out the remaining guns on the Destroyer to notch up your kills.



## TECH UPGRADE: HOMING PROTON TORPEDOES

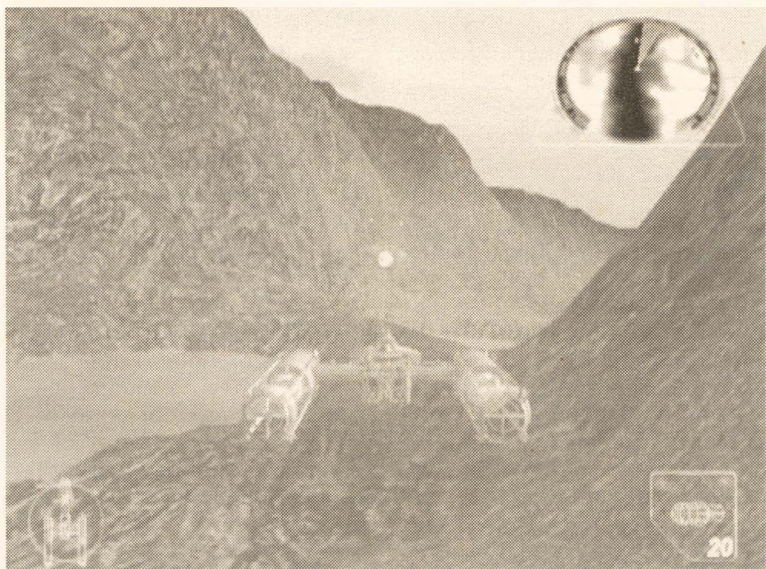
As the Rebel transport is coming in to land on the beach, head over to the bridge of the Star Destroyer – there's a hole in the right-hand side that you can fly through to collect the Homing Proton Torpedoes Tech Upgrade before the battle continues.



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	13:00	11:30	9:55
Enemies	45	75	100
Accuracy	7%	14%	27%
Friendlys Lost	4	3	2
Lives Lost	2	1	0
Targeting Computer	12%	42%	85%





## IMPERIAL ACADEMY HEIST

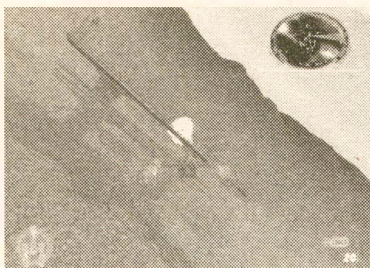
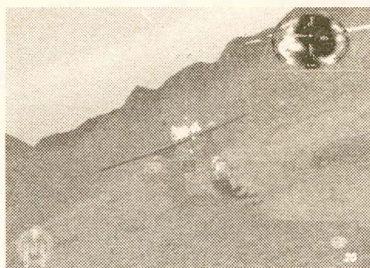
The assault on the Imperial Academy changes depending on when you play it... you'll need to master both in order to be a true success!

## IN THE NOON-DAY SUN

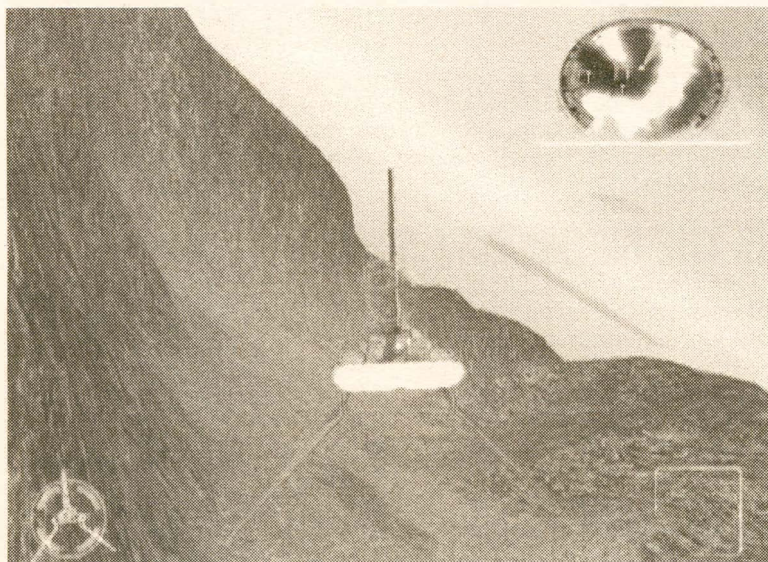
Stay low to the ground as you speed down the valley, using your Ion Cannon to blast each sensor tower as you approach it; don't get too close or you'll be picked up on radar. Slow down slightly to take on the final four sensors, then head right at the last tower to reach a clearing with three launching platforms in it. Try to take out the TIEs as you



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approach before they get the chance to take off, otherwise you'll have them chasing you all the way down to the academy. Now follow your radar to find the path through the mountains until you reach the academy installation itself – head for the back of the base to find the shuttle you need to steal. There are four sentry turrets surrounding the shuttle; use your Bombs to destroy all of these before you attempt to steal it or you'll be shot down. Now use your radar again to head for the rendezvous point – head





down the valley on the right after take-off and dodge the incoming laser fire until you reach the clearing at the end.

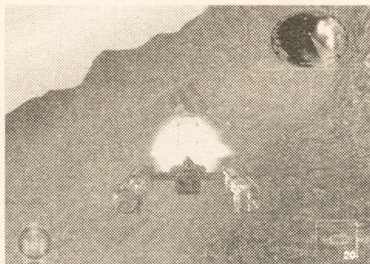
For the Gold Medal, you'll have to concentrate on speed and accuracy, as well as knocking out a whole bunch of TIE Fighters upon your entry to the academy. There's a whole of them parked on the ground around the base, so make a quick circuit around while shooting them and bombing any sentry turrets you come across. Don't bother trying to shoot any down once you're in the shuttle – your shields won't be able to take the battering!

## DAYLIGHT (AND NIGHT-TIME) ROBBERY

In each time setting of the mission, you'll have the chance to steal a TIE Fighter which will a) allow you to sneak into the Imperial Academy without being noticed and b) unlock the TIE Fighter on other missions.

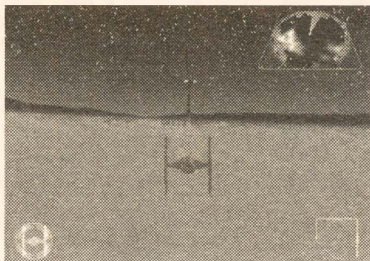
### DAY

Once you've knocked out all the sensors, turn around and fly over the mountains into a large clearing with a single communications dish. Just next to it is a lone TIE Fighter – let it take off and then blast it a couple of times with your Ion Cannon to force it down again. Now you can fly into the Rebel symbol that appears and switch ships.



### NIGHT

Dodge the sensors and head down the left valley after the last one to reach an outpost. Quickly fly over and blast the lone Stormtrooper marching around before he can trigger the alarm or climb aboard the TIE Fighter – a Rebel symbol will now appear above it and you can switch the Speeder for the TIE.





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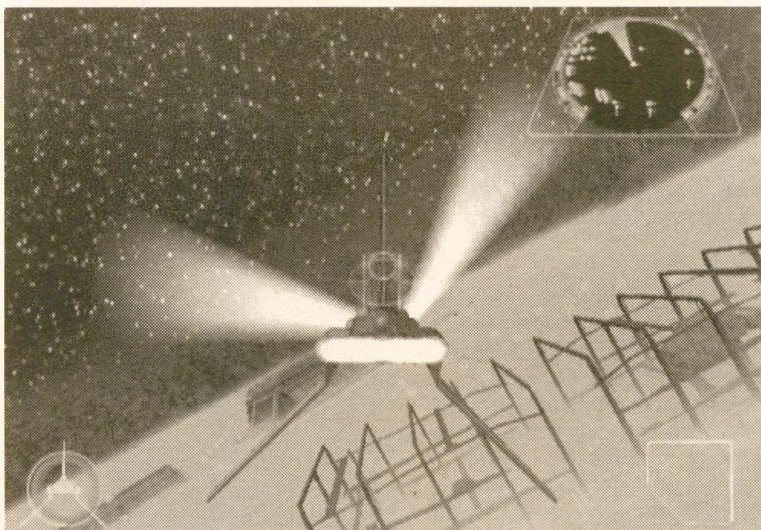
## TECH UPGRADE: ADVANCED CONCUSSION MISSILES

Once you make it to the main Imperial Academy, make a beeline for the right-hand arm of the base and fly low to access the small hanger at the furthest tip. Inside, you'll find the Tech Upgrade sitting against the wall on the right.

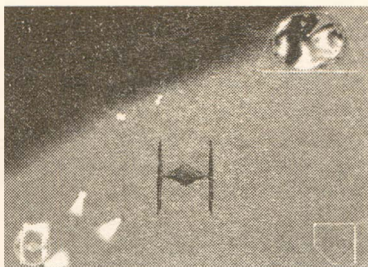
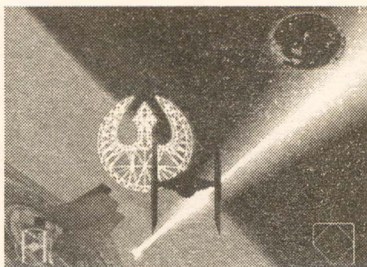


## UNDER COVER OF DARKNESS

If you play the Imperial Academy Heist mission after 10pm (or set the clock on your GameCube so that the console thinks it's late in the day), you'll find that you'll no longer be able to pilot the Y-Wing – instead, you'll be behind the controls of a Speeder and the whole



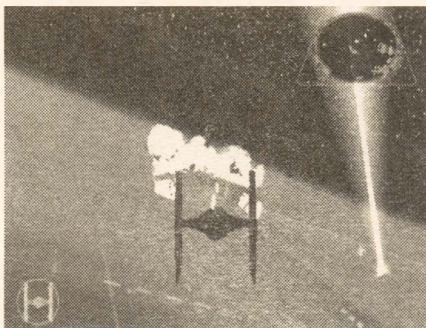
# STAR WARS: ROGUE LEADER



valley will be blanketed with fog. While this gives you an advantage of stealth, it also means you'll have to take care when flying through the mountains as the Speeder cannot fly high off the ground, leaving you vulnerable to attacks from TIE Fighters. Start by weaving down the sensor-filled valley, using the fog to hide your from the Empire; you'll have to give each sensor a wide berth to avoid detection, so stick to the valley walls when you can. Be careful not to fly too high or crash into any outcrops that spring out of the fog at the last minute. At the last sensor, stick to the left-hand side of the valley to allow you a clear run into the academy itself – take out the sentry at the outpost so that he doesn't alert anyone to your presence, then rush down the valley as quickly as you can.

Once there, you'll find yourself on the left-hand side of the base (the opposite side to where you entered during the daytime). Because of the thick fog on the ground below, you'll have trouble taking out the grounded TIES – instead, simply head for the back of the academy where the shuttle waits.

Remember to take out the four sentry guns surrounding your target before you try to steal it or you'll be blasted out of the sky upon take-off! Now head for the rendezvous point as before, this time flying straight through the empty clearing at the end of the mountain path and into the valley opposite to meet the oncoming Rebel fighters.



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## TECH UPGRADE: ADVANCED SPREAD PROTON BOMBS

Exactly the same as before, only this time you'll have to head over to the left-hand arm of the base and fly low to access the small hanger at the furthest tip. Inside, you'll find the Tech Upgrade sitting against the wall on the left.

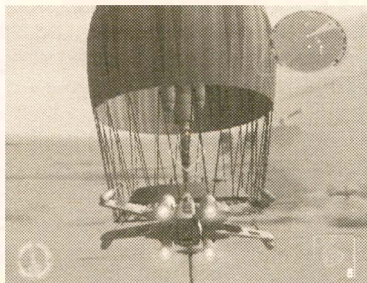
## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	7:20	6:05	4:12
Enemies	15	29	51
Accuracy	7%	25%	49%
Friendlies Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer	15%	45%	100%

## RAID ON BESPIN

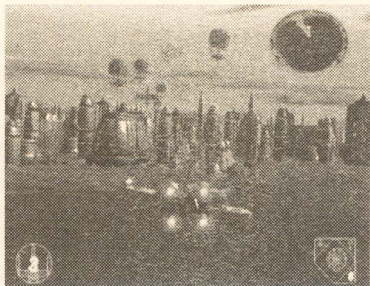
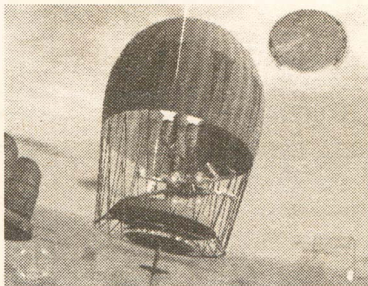
**Imperial troops have raided Lando Calrissian's base and are trying to steal all the Tabanna gas... or destroy it before you can stop them!**

Begin by sending your wingmen off to take out the TIEs, then concentrate on destroying the gunners – rather than hitting each one separately though, simply aim your lasers at the engines of the balloon above and take out the whole platform in one go! Repeat this process for the remaining six platforms (two at the next gas platform and four at the last), before heading for the city area. There are three power generators here to blow up, but they're hidden in the narrow trenches between the buildings; to get





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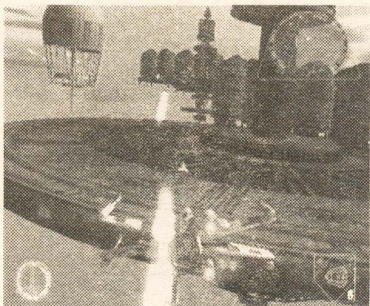


them, you can either attack from above or switch to the Cloud Car by flying into the Rebel symbols on the landing platforms. Finally, you'll need to protect the two remaining gas platforms – destroy the balloons and take out the TIE Bombers to end the mission.

Accuracy and Enemies are the two key factors when going for the Gold Medal on Bespin, although it's not as tough as you might think. First of all, use the X-Wing – it's fast enough to complete the mission, but has much tougher shields. Now take out the early balloons as quickly as possible while your wingmen deal with the TIEs; you can't afford to go for them yourself if you want to hit the Accuracy target. Each balloon you destroy is worth a whopping seven kills (six gunners, plus the balloon itself) so you'll also want to take out as many of them above the city when you finally get there. Use your Targeting Computer briefly to spot the power generators, then blast balloons as you head for each one – when all three generators and most of the balloons are gone, head for the gas platforms. Use your Homing Proton Torpedoes to take out the TIE Bombers and complete the mission with the gold...

## TECH UPGRADE: ADVANCED HOMING MISSILES

After destroying the first solitary turbolaser balloon, look up to see an Imperial vessel docking near the gas canisters. Fly over and blow it up to destroy a bunch of canisters, revealing the Tech Upgrade beneath for you to collect.



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## MEDAL REQUIREMENTS

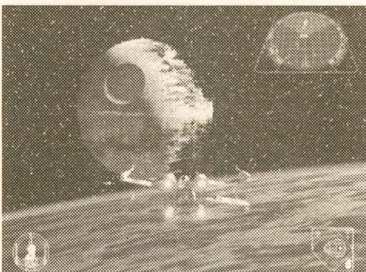
Achievement	Bronze	Silver	Gold
Time	11:00	8:55	6:40
Enemies	45	75	110
Accuracy	12%	30%	65%
Friendlies Lost	41	32	29
Lives Lost	2	1	0
Targeting Computer	10%	32%	72%

## BATTLE OF ENDOR

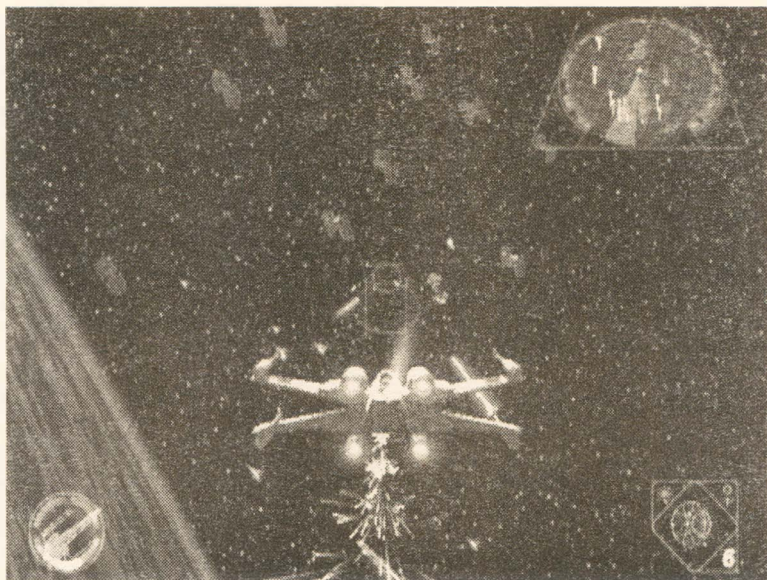
**The Rebels are moving in to finish off the incomplete Death Star, but something about the mission doesn't seem right. Oh no... Pull up! It's a trap!**

There's only one way to survive here... fight! There are tons of TIE Fighters and TIE Interceptors to duel against here, but it's the Interceptors you have to watch out for – they'll concentrate on hitting the Rebel Medical Frigate, so get rid of them to make sure it's safe. Keep fending off TIEs until one of your wingmen notices the incoming TIE Bombers; immediately head for the Imperial Fleet and try to head them off at the pass. You have to get rid of them all, so use your Targeting Computer to distinguish the Bombers (in green) from the regular TIEs (in purple). Once they're all gone, you'll have to take on two Star Destroyers at once; go for the right-hand one first as it's more of a threat. Take out the shield generators as before and then go for the bridge to destroy each one until both are down.

Ooh, it's another tough Gold Medal. Break right as soon as the mission begins to get the jump on the incoming TIEs, flying straight



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for the squad of Interceptors on the right to take them out early. You can't afford to lose a life in this early section of the battle, so take care not to crash into any ships as you turn. Get behind each group of ships to save your accuracy, breaking off as soon as the TIE Bombers approach to get those early as well. Try to get them in squads, using a few Homing Proton Torpedoes to take out the stragglers. Don't use your Targeting Computer unless you have to... the requirement is rather strict. When the Star Destroyers arrive, go both of them at the same time (take out the underside shield generators first, then loop around for a rear attack on the rest) to save time. Send your wingmen after the guns to reduce the risk of attack, getting rid of a few yourself to rack up some extra kills.

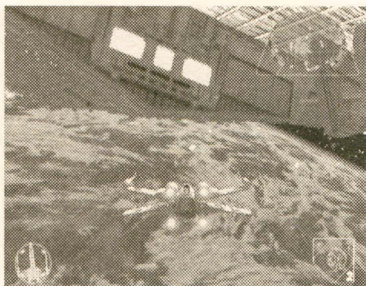




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## TECH UPGRADE: ADVANCED HOMING CLUSTER MISSILES

The best Tech Upgrade is the toughest to get – you need to knock out the left-hand Star Destroyer and watch it plummet towards Endor before flying along its underside to grab the upgrade. Then you've still got to complete the level...



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	13:00	11:20	10:00
Enemies	31	46	60
Accuracy	8%	20%	31%
Friendlies Lost	10	9	6
Lives Lost	2	2	1
Targeting Computer	10%	40%	80%

## STRIKE AT THE CORE

Thanks to Han Solo on the surface of Endor, the shields of the Death Star are down... commence your attack on the main reactor!

This is your only chance to take down the entire Empire... don't let the Alliance down here! The mission is split into two sections – one on the surface and one actually inside the Death Star – but in both of them, your job is to protect the Millennium Falcon from attack. Squads of three TIE Fighters come in from behind you at all times, so stay out of the way



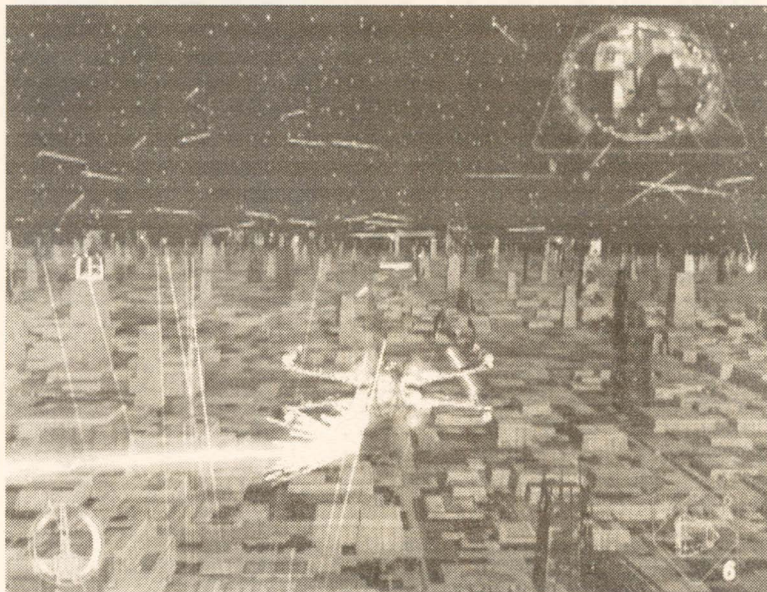
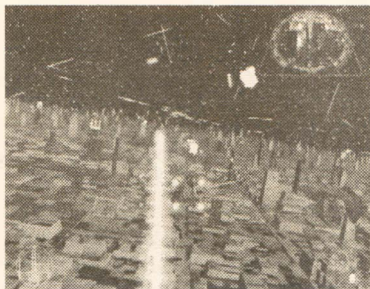
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until they zoom past and then get behind them for an easy kill.

You'll have to stay quite high on the surface of the Death Star to avoid all the turbolaser fire, before diving down to save the Falcon. Inside the Death Star, try to keep up with the Falcon so that you can pick off the TIEs as they appear; keep doing this all the way down the passage until

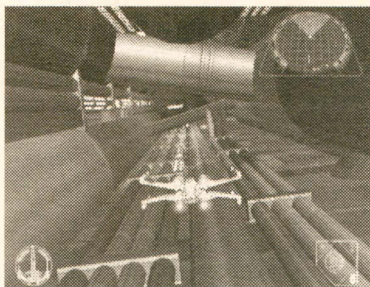
you reach the reactor. Now blast the small tower on the right on it before racing as fast as you can back outside – just storm ahead of the Falcon and try not to crash!

Although the tactics for getting the Gold Medal aren't that tough, it's all about keeping everything tight – making sure that you only fire shots when you're sure of hitting something, moving as fast as



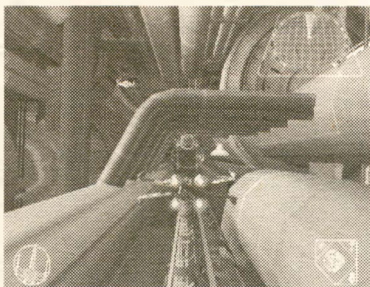
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you can with your S-Foils closed when you don't need your guns and generally being great all over. The important thing to note is that if you want to hit the target for Enemies Destroyed, you'll have to take out several of the gun turrets on the surface of the Death Star – there aren't enough TIEs to meet the quota. Aim for the tower part of the turret rather than the guns themselves to score a quick kill, being sure to watch for the Falcon being attacked. Remember also that you can only afford to lose one life... try to reach the tunnel without dying so you've got a fighting chance!



## TECH UPGRADE: ADVANCED TARGETING COMPUTER

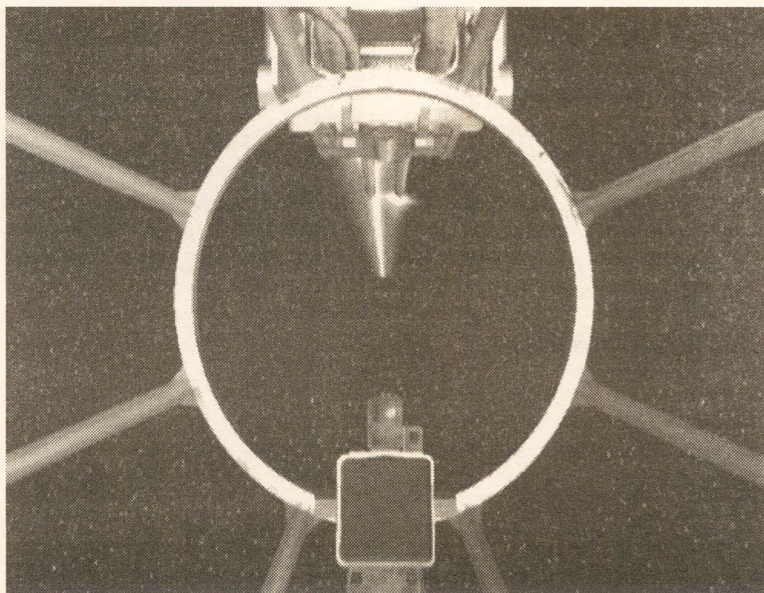
As you race through the inside of the Death Star, keep your eyes open near the main reactor for this Tech Upgrade – it's hidden under a section of pipes on the right. You'll have to slow right down in order to nip underneath and grab it.



## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	7:00	6:15	5:05
Enemies	29	36	41
Accuracy	10%	21%	32%
Friendlys Lost	0	0	0
Lives Lost	2	2	1
Targeting Computer	20%	45%	95%



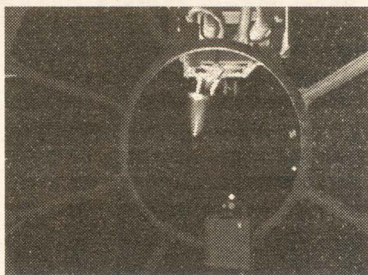


## DEATH STAR ESCAPE

**Bonus Mission!**  
**20pts Required**

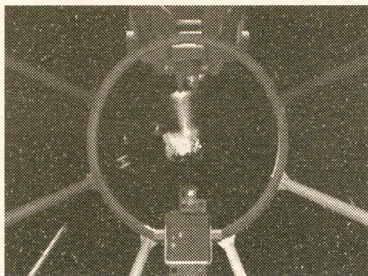
**A Squadron of TIEs is coming in fast... get ready with those lasers!**

If you've seen the original Star Wars movie, you'll recognise this one straight away – there's a whole swarm of TIE Fighters attacking the Millennium Falcon and as Luke Skywalker, it's your job to destroy them all! The controls change here; the Analogue and C-Stick move the gun, while the L and R buttons fire your laser. There are xx squads of TIEs in total, with each one getting progressively harder and therefore more difficult to pick off. Try to take them out as they pass in front of the main window



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rather than following individual ships around the screen; this is especially important if you're going for a Gold Medal. Don't spend too long destroying each squad – if you don't get them all in time, the Falcon will be destroyed. Most importantly, don't forget that there are two lone fighters that jet in after you wipe out the last squad!



## MEDAL REQUIREMENTS

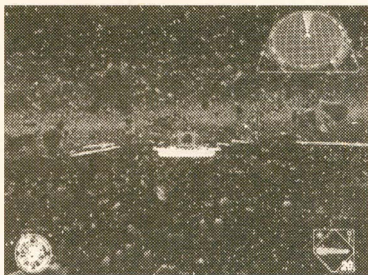
Achievement	Bronze	Silver	Gold
Time	2:45	2:07	1:20
Enemies	34	34	35
Accuracy	4%	9%	16%
Friendlies Lost	0	0	0
Lives Lost	0	0	0
Targeting Computer	100%	100%	100%

## THE ASTEROID FIELD

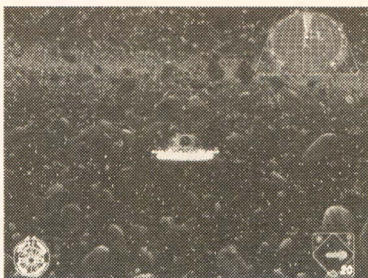
**Bonus Mission!**  
**30pts Required**

**A bunch of rocks won't stop the Empire in their pursuit of the Falcon!**

Straight out of *The Empire Strikes Back*, this mission sees you take control of the Millennium Falcon as it escapes from the Empire fleet. You'll have to fly through the asteroid field ahead, so watch out for any large rocks that might get in your way. There's also the problem of the TIE Fighters that follow you – pull down on the C-Stick to zoom the camera out, only pressing the A Button to fire your rear-mounted laser when there's a TIE directly behind you (it locks on automatically, so don't worry too much). Keep on a straight path by



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following your Radar, repeating the process after the first cut-scene. Eventually, you'll reach the Imperial Star Destroyer on the other side of the field – fly past it to reach the back of the bridge, then speed straight into the Rebel symbol that you can see to latch onto it and complete the mission.

## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	6:00	5:25	4:35
Enemies	25	37	50
Accuracy	2%	5%	10%
Friendlies Lost	0	0	0
Lives Lost	2	2	1
Targeting Computer	100%	100%	100%

## TRIUMPH OF THE EMPIRE

**Bonus Mission!**  
**30pts Required**

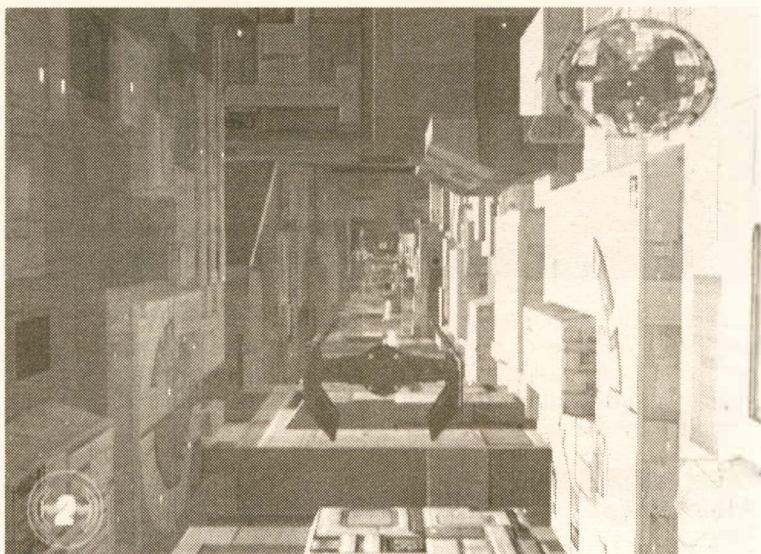
**How do you stop the Rebels attacking? Wipe them out...  
Wipe out all of them!**



Finally, you get to be the bad guy! This mission puts you back above the original Death Star, ready to take on the attacking Rebel forces – sadly, the Rebels are somewhat tougher than you might think and



# THE A-Z OF GAMECUBE HINTS & TIPS



unless you've managed to collect the Advanced Homing Cluster Missiles Tech Upgrade, you might have a problem here. Start off by ordering your wingmen to attack and then hunting down the squads of Rebel fighters; you'll only have your Radar to rely on, so don't get cocky. Settle in behind the squads of Y-Wings and X-Wings, letting your Cluster Missiles off to take them out – when you've got rid of all the fighters, you'll head for the trench. There are three squads of Rebels here; don't let them get too far down the trench or you'll fail the mission. Use your remaining missiles to destroy them and crush the Rebel attack in one swift blow!

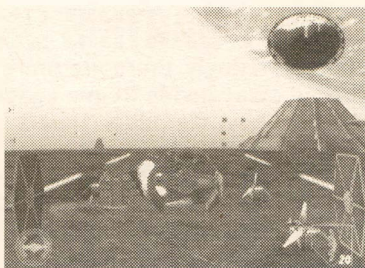
## MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	8:00	6:00	4:00
Enemies	18	23	32
Accuracy	12%	20%	35%
Friendlies Lost	5	4	3
Lives Lost	2	1	0
Targeting Computer	100%	100%	100%

## REVENGE ON YAVIN

**Bonus Mission!**  
**40pts Required**

**Revenge is a dish best served cold... especially if you're a Lord of the Sith like Darth Vader!**



It's time to dish out some punishment, Imperial style! Down on Yavin, there's a whole bunch of Rebel transports that need to be destroyed – send your wingmen off immediately to deal with the smaller ships, then fly straight ahead from your starting point and take out the two transports in the small clearing on the ground. Turn right and go as fast as you can north; be sure to get rid of the parked fighters in the two clearings as you go, then blast the four transports in the large clearing when you get there. Make a U-turn, going slightly right to find another clearing full of parked fighters before you reach the final transport clearing. Now you can head for the temple – the doors will have opened, so you can fly inside and take out the remaining transports. Go for the ones nearest the doors first or they'll get away... don't let a single Rebel survive! They're scum!



### MEDAL REQUIREMENTS

Achievement	Bronze	Silver	Gold
Time	7:45	6:30	4:33
Enemies	15	22	36
Accuracy	24%	45%	65%
Friendlies Lost	23	19	15
Lives Lost	2	1	0
Targeting Computer	100%	100%	100%

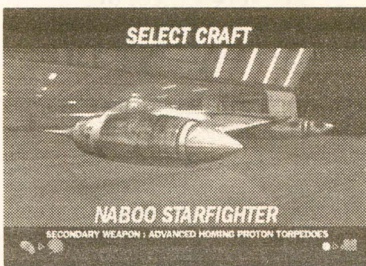
## DODGY DARTH'S USED SHIP LDT

Not surprisingly, there are more than just a few hidden craft tucked away inside *Rogue Leader* but they're reserved for only the very best starpilots. Here's how to get your hands on them...

### N-1 NABOO STARFIGHTER

The vast, agile starfighter used by the Naboo space fighter core is armed with twin laser cannons and a full compliment of Proton Torpedoes. However, the vehicle is reserved for routine patrols and escorting the Queen's starship to other worlds. Designed by Naboo engineers, the N-1 incorporates many new components including a Monarch C-4 hyperdrive.

**Requirements:** Complete the Tatooine Training stage (as detailed in last issue) in all four time settings, then complete all ten main missions to unlock the Naboo craft.



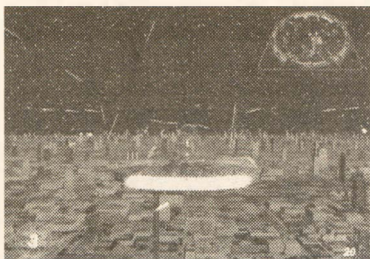
### TIE FIGHTER

The first in a series of advanced twin ion engine starfighters, the original TIE Fighter was developed by Sienar Fleet Systems. The agile single-pilot craft has a titanium alloy hull and steel-armoured solar panels, but lacks a deflector shield and primary life support systems. The TIE Fighter is intended to be used as a short-range attack craft, launching from nearby Imperial installations.

**Requirements:** To access the TIE Fighter, you have to play the Imperial Academy Heist mission in both time settings and successfully steal a TIE Fighter in each before completing the mission. Lo and behold, the TIE Fighter is yours!



# STAR WARS: ROGUE LEADER



## MILLENNIUM FALCON

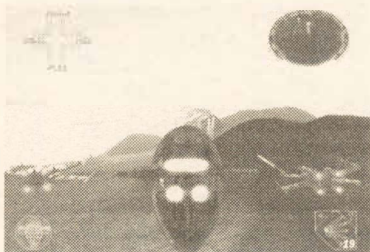
An illegally modified Corellian-engineered YT1300 transport, the Millennium Falcon is one of the most formidable starships in the galaxy. Owned and piloted by Han Solo and his Wookiee partner Chewbacca, the Falcon supports a top-of-the-line Imperial deflector shield system, two quad laser cannons and two concussion missile launchers along with a retractable light laser cannon.

**Requirements:** Complete all the levels with enough success to earn a Bronze Medal on the ten main missions – doing so unlocks Han Solo's modified starship.

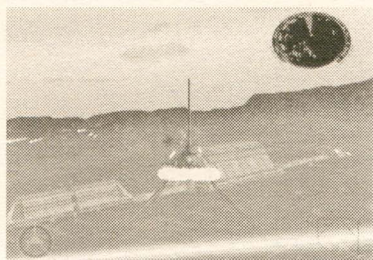
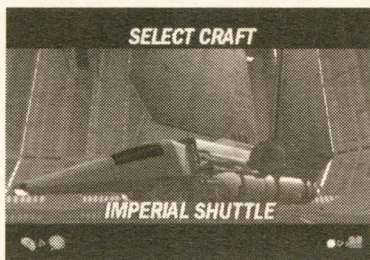
## SLAVE 1

The personal starship of the bounty hunter Boba Fett, the Slave 1 is a drastically altered Firespray-class patrol craft. The starfighter has been rebuilt with holding cells, a dedicated tracking system, improved deflector shields, a massive hyperdrive engine and numerous hidden weapons. The craft is unusual because it flies upright with the pilot standing at the controls.

**Requirements:** Earn a Silver Medal on the ten main missions, plus the two Millennium Falcon bonus missions – Death Star Escape and The Asteroid Field – to unlock it.



# THE A-Z OF GAMECUBE HINTS & TIPS



## IMPERIAL SHUTTLE

The Lambda-class shuttle was designed to swiftly transport Imperial personnel and cargo between starships and various installations across the galaxy. Sienar Fleet Systems built the shuttles to carry up to 20 passengers in relative safety, protected by standard reinforced hull plating and multiple shield generators. The Lambda-class is also equipped with several basic laser cannons.

**Requirements:** Earn a Gold Medal on both Empire bonus missions – Triumph Of The Empire and Revenge On Yavin – to unlock the shuttle for those missions only.

## TIE ADVANCED

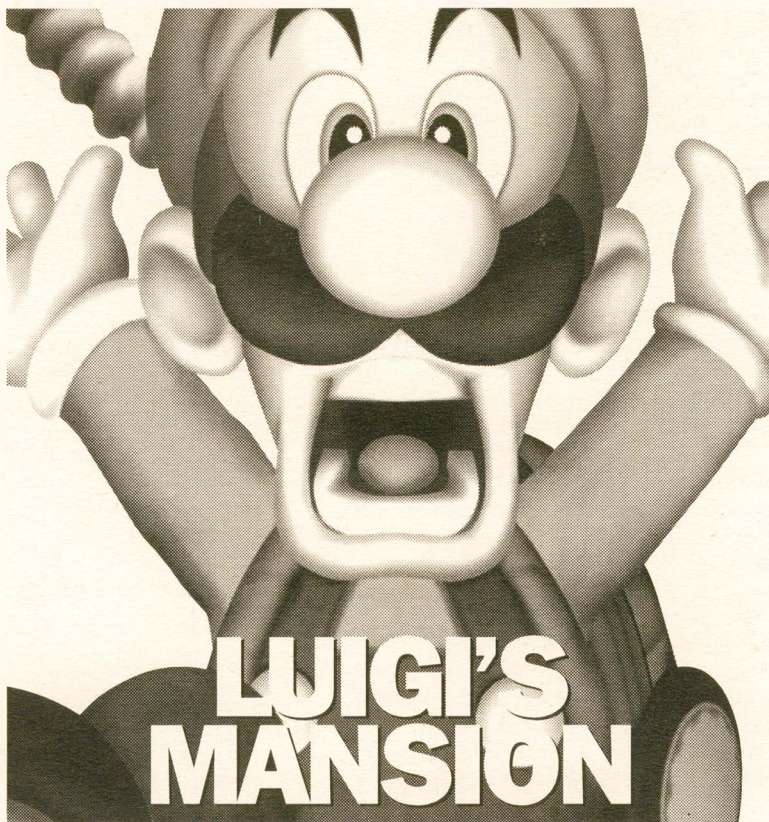
The prototype starfighter used by Darth Vader at the battle of Yavin and the basis for the frighteningly efficient TIE Interceptor, the TIE Advanced x1 is easily recognisable due to its distinctive bent wings. Unlike all other TIE Fighters the prototype is equipped with a deflector shield generator and a modest hyperdrive system, as well as twin fixed heavy blaster cannons.

**Requirements:** You can play as the TIE Advanced in the two Empire bonus missions, but earning a Gold Medal in all 15 missions lets you fly it in others as well.









Of all the launch games for the GameCube, *Luigi's Mansion* is the one you're going to need the most help with... so we've taken you through it step-by-step. Coincidence? We think not!

<b>PUBLISHER:</b>	<b>NINTENDO</b>
<b>DEVELOPER:</b>	<b>IN-HOUSE</b>
<b>GENRE:</b>	<b>PUZZLE/ADVENTURE</b>
<b>PLAYERS:</b>	<b>1</b>
<b>REVIEW:</b>	<b>7.6 (ISSUE 1)</b>

## ALL THE RIGHT MOVES

Before you can even begin to explore the mansion, you need to know exactly what Luigi is capable of... he's a talented man indeed! So here's what those buttons on your joypad do...

### **RUN: ANALOGUE STICK**

Pretty obvious, really – push the Analogue Stick in any direction and Luigi will move around. It's important to note that Luigi moves faster when he's not using the torch or vacuum cleaner.

### **AIM: C-STICK**

Whenever you use Luigi's torch or the vacuum cleaner, you'll have to use the C-Stick to point them the right way – combine this with the Analogue Stick to move in one direction while waving the vacuum in the other! Easy when you know how!

### **EXAMINE: A BUTTON**

By walking up to cupboards, tables and other objects and pressing the A Button, you can examine them for hidden ghosts, items or even cold hard cash! While wandering around the mansion though, you can also press the A Button to call out for Luigi's lost brother...

### **LIGHTS OUT: B BUTTON**

When using your torch in darkened rooms, pressing the B Button switched off the light – handy for when you want to get the drop on those pesky ghosts!

### **VACUUM SUCK: R BUTTON**

Pressing the R Button at any time activates your vacuum cleaner – use it to suck up ghosts, money or anything else that isn't nailed down. You can also use it to examine objects from a distance.

### **VACUUM BLOW/SPRAY: L BUTTON**

Pressing the L Button will blow – the further you press down, the stronger the stream. Once you've got the ability to spray elements out of your vacuum, depressing the digital click of the L Button will fire out a ball of fire, water or ice (which unfortunately uses up a chunk of your element meter).

# THE A-Z OF GAMECUBE HINTS & TIPS

## MAP: Y BUTTON

Hitting the Y Button at any time brings up a map of the mansion for you to look at. Unexplored rooms appear in dark grey, rooms still containing ghosts are coloured light grey and any cleared areas are filled in either yellow, blue, green or red.

## GAME BOY CAMERA: X BUTTON

You can use the Game Boy Camera to examine your surroundings from a first-person viewpoint and even check for hidden passages and mysteries by pressing the A Button while looking at something through the camera. Taking a photo of a mirror with the camera will warp you back to the Entrance Foyer of the mansion.

## STATUS: Z BUTTON

To find out how much cash you've got or which of the 22 painting ghosts you've managed to catch, simply press the Z Button to bring up your current inventory.

## GHOSTIES AND GHOULIES

**'Know your enemy', as the saying goes... and believe us, you've got nothing but enemies inside Luigi's mansion!**

### THE HANGER

**Life Force: 0**

**Colour: Purple/White**

Hangers are only found in the hallways of the mansion and outside in the back garden (aside from a group in the Art Studio). They hang from the ceiling to scare you, so suck them up quick... just watch out for the purple ones who throw bombs at you as well!

### THE BOWLER

**Life Force: 0**

**Colour: Yellow**

Only found in the hallways of the mansion, Bowler ghosts will attempt to mow you down with an explosive bowling ball. They don't have any life force, so getting rid of them shouldn't be too tough for you.



## THE CHASER

**Life Force: 10**

**Colour: Orange**

The most common of ghosts, Chasers will (not surprisingly) chase you round the room and try to outnumber you. Watch out for them trying to take a quick swing at you when they get up-close and personal...

## THE PUNCHER

**Life Force: 20**

**Colour: Pink**

Faster than Chasers, Punchers will chase you around the room and then pause to wind up a big punch that'll cover a lot of distance. Be sure to get out of the way when you see them raise their fists!

## THE GRABBER

**Life Force: 10/20**

**Colour: White/Red**

Don't let these ghosts sneak up on you! If they get near, they'll grab hold of you until you can shake them loose – until you do, you'll be vulnerable to attack. The red Grabbers are nasty, as they'll take energy off you while you try and shake them off.

## THE SHY-GUY

**Life Force: 20**

**Colour: Red/Green**

Shy-Guys are incredibly annoying, simply because you can't just shine your torch to stun them – you'll need to use the vacuum to suck off their masks AND THEN stun them with the torch while they're all dazed.

## THE THUMPER

**Life Force: 30**

**Colour: Blue/White**

Watch out for these ghosts raising their arms up as they chase you... soon after, they'll slap the floor and create a harmful shockwave around themselves. Keep clear and then move in for the kill!

# THE A-Z OF GAMECUBE HINTS & TIPS

## THE MUNCHER

**Life Force: 40**

**Colour: Green**

These ghosts don't actually attack you, but you'll need to watch out for the banana peels they drop while they're visible – if you slip on one while trying to suck up a ghost, you'll fall over and get hurt! Be sure to suck up the stray peels before tackling these brutes...

## IMPORTANT NOTE!

Later in the game, the four main types of ghost (Chaser, Puncher, Grabber and Thumper) will start appearing with barriers around their hearts made out of either fire, water or ice. To catch them, you'll need to break these barriers by hitting the ghosts with the right spray from your vacuum – water for fire, ice for water and fire for ice. Now you can stun them with your torch and suck them up as you would usually!

## MONEY, MONEY, MONEY

The more cash and valuables you collect, the higher your grade will be at the end of the game... grab as much as you can!

## CHECK EVERYWHERE!

Make sure that you examine EVERY cupboard, table, chair and other object – either with your vacuum or the A Button – to see if there's any money hidden in it. If you've checked something once, but need to return to the room later in the game... well, check it again! You never know; there might be something in there this time around...

## WATER THE PLANTS!

Unlike regular objects, plants don't give up their goodies so easily... you'll need to water them to see what's inside. Once you've got the water spray ability, go back through the rooms you've already explored and water the plants you missed – the ones in the back garden and on the upper balcony are especially worthy of your attention! They're thirsty!

## GRAB THE PORTRAIT SPOOKS!

When you've managed to reveal a Portrait Spook's heart, you need to start sucking them up with your vacuum like there's no

tomorrow! As you suck them, they'll drop pearls of various sizes for you to collect – the longer you can keep a grip on them, the bigger the pearls will be. Suck up a Portrait Spook in one go without losing your grip and you'll get a massive pearl worth 1,000,000G!

## **CATCH THE GHOSTS!**

Occasionally when you examine certain cupboards and objects in the rooms of the mansion, blue Chaser ghosts will appear – if you manage to catch one, it'll shower you with money! Unfortunately, they're very fast and unless you're quick, you won't have time to stun it enough to suck it into your vacuum. Check out each section of the guide, where we'll be showing you exactly where these ghosts are hiding! (Note: Blue Chasers will only appear if the lights in the room are off)

## **TRAP THE MICE!**

Hiding in the mansion are a number of special gold mice – when caught, they release a pile of cash for you to collect. While the mice appear at random in the long hallways (running from the front of the screen to the back) of the mansion, there are also pieces of cheese hidden in some of the rooms that make mice appear when you photograph them with the Game Boy Camera. Like the special cash-wielding ghosts, we'll be pointing these out throughout the guide... (Note: Golden Mice will only appear if the lights in the room are off)

## **GROW THE SEED!**

When you make it out into the Yard (where Spooky the dog lives), you'll notice a small flowerbed on the right with a seed in it. By using the spray from your vacuum to water the seed, you can make it grow into a plant. By watering it IMMEDIATELY after beating each boss ghost that you meet from that point on (Shadow and Big Boo), you can make the plant grow more until eventually it blooms and showers you with loads of cash and a giant diamond!

## **ROUND UP THE BOOS!**

Catching the small Boos is a vital part of the game – you need at least 20 before you can take on the Big Boo and 40 or more to have the chance to fight King Boo at the end of the game. If you can catch all 50 Boos though, you'll be rewarded for your efforts... with



# THE A-Z OF GAMECUBE HINTS & TIPS

a giant diamond! Every room has a Boo hidden in it – remember to check everywhere!

## BEFORE THE GAME BEGINS...

At the very start of the game, you'll be in the entrance foyer of the mansion... without any protection against the ghosts! Wander round for a bit, exploring all the locked doors until you see an orange glow – after disappearing upstairs, it'll leave a key behind. Grab it and head upstairs, going through the double doors to meet the Professor; once the coast is clear, he'll take you to his lab and give you a course in vacuum ghost catching! Complete the training, then explore the professor's gallery to get the hang of all the other skills – look at the empty frames on the walls and examine the angel statues before talking to the professor once more. Head back to the lab, then choose the first option when talking to him and you'll return to the mansion!

### ENTRANCE FOYER (1F)

Now that you've got the vacuum cleaner, you're set to take on the ghosts. Before you do though, talk to the cowering Toad on the left – agree to help him and he'll let you save the game whenever you ask him to. That'll make the foyer lights come on, so now you can head up the main stairs to the double doors that you unlocked previously.

**Now go to...**

### LIVING ROOM (2F)

Through the double doors, you'll find the room empty – make sure you examine every piece of furniture for hidden cash, including the chandeliers (you'll need to do this in every room from now on before tackling the ghosts). When you're ready, blow out the candles on either side of the painting opposite the double door – suck up the three ghosts that appear and open the chest to find the key to the door at the back of the room.

**Now go to...**

### RECEPTION HALL (2F)

As soon as you enter this room, thorns will cover the door and block your way... you're trapped! Battle against the six ghosts that try to

scare you (halfway through, you'll be fighting two at once so be careful!) to remove the thorns, clearing the door on the left.

**Now go to...**

## DRESSING ROOM (2F)

There are seven ghosts to find here; the very last one is hidden in the wardrobe on the far left of the room. When the lights come on, you'll see the key sitting on a shelf above the clothes rack – use the vacuum to suck it down. This key opens the door at the far end of the landing outside the Living Room... before you go there, head through the door on the left to find Toad waiting for you and save the game. On the landing, follow the trail of coins through the door, but don't go through the door at the end of them... it's a trap!

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in the right-hand wardrobe.

**Now go to...**

## STUDY (2F)

Sitting in the big chair in front of the fire is the first of the Portrait Spooks – the father of the house is having a good read. Catching him requires patience; turn away from him and switch your torch off until he yawns, then swing around and flash him with the beam to reveal his heart! Start the vacuum and suck him up – if you lose him, just repeat the process until he's gone. Open the chest that appears to find another key...

**BONUS!** There's a piece of cheese hidden behind the desk – photograph it with your camera to reveal a golden mouse!

**Now go to...**

## MASTER BEDROOM (2F)

Go down the hall to the Master Bedroom – inside, you'll see the mother of the house brushing her hair in front of the mirror. You'll need to distract her... using your vacuum, pull back the right-hand curtain to reveal a draughty hole in the window and then turn to face the Portrait Spook. When she notices that there's a draft coming in, her heart will appear briefly before she gets up to close the curtain; that's your chance to get her! Suck her up and then open the chest to find the Nursery key.

**Now go to...**

# THE A-Z OF GAMECUBE HINTS & TIPS

## **NURSERY (2F)**

Just down the hall from the Master Bedroom is the Nursery – go inside to find the baby ghost crying like mad. Playing with it might cheer him up a bit... head for the rocking horse in the corner of the room and vacuum it until the baby sits on it. Now use your vacuum to pick up the rubber ball by the cot; turn around and aim at the baby, then shut off the vacuum to fire the ball at him. Not surprisingly, this'll make him really angry and you'll have to go up against him in a boss fight!

## **BOSS FIGHT – BABY GHOST**

**Life Force: 100**

The giant baby isn't difficult to beat; watch out as he summons up rocking horses to attack you (which you'll need to side-step to avoid) and then throws large rubber balls at you. After this attack, a rubber ball will be left behind – suck this up and fire it at the baby as before to reveal his heart, allowing you to suck him up with the vacuum. Repeat this process until you suck him up completely. Once you've finished the baby off, you'll appear back in the Nursery – open the chest that has appeared to find the Heart Key. Once you collect it, you'll be taken back to the Professor's lab. Watch him turn the Portrait Spooks into paintings, then talk to him again and head back to the mansion.

## **ENTRANCE FOYER (1F)**

Walk up to the double doors under the stairs and the thorns blocking your path will disappear – now you can open them up with the Heart Key and gain access to the rest of the first floor.

Now go to...

## **DOWNSTAIRS BATHROOM (1F)**

Once you've sucked up the two ghosts hiding the bathroom, the next key will appear on a high shelf on the left – use your vacuum to pull it towards you as you did in the Dressing Room.

Now go to...

## **BALLROOM (1F)**

Wander through the Ballroom and you'll be jumped upon by six Shy-Guys in three pairs – if you're good, you'll be able to suck off their



masks and catch them two by two. Once they're all gone, a pair of Portrait Spooks will appear; watch them dancing but be careful of the revolving floor panels) and when the male ghost spins round, you'll have the opportunity to catch them. Suck them both up to reveal a chest containing another key.

Now go to...

## **MAIN STOREROOM (1F)**

There are four ghosts here to defeat, but that's not the end of it – once the lights come back on, look in the mirror to see a small button on the wall opposite (at the front of the screen). Press it to make the left-hand wall move back, revealing a trap door... should you open it? Of course you should! Use the vacuum to suck the DANGER! poster off the wall, then press the button behind it. Oh no – you've released the evil Boos! Thankfully, the Professor will take you back to the lab and add a Boo Locator to your Game Boy Horror so that you can track them down and catch them.

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in the chair just in front of you as you enter the room.

Now go to...

## **THE ROOMS YOU'VE ALREADY CLEARED (2F)**

When you arrive back in the foyer, make your way back upstairs and visit the rooms you've managed to clear of ghosts – now that the lights are on, you'll find that the Boos have taken up residence. Use your Boo Locator to find where each one is hiding, then examine the furniture to expose them; suck them up as quickly as you can! Once you've caught five, you'll have access to the Downstairs Toilet – if you're intending on catching all 50 Boos though, you should clear out all the previously visited rooms before moving on.

Now go to...

## **DOWNSTAIRS TOILET (1F)**

Back downstairs, enter the door near the bathroom to find Toad again – use this opportunity to save the game. Examine the toilet to find a key inside, then leave.

Now go to...

# THE A-Z OF GAMECUBE HINTS & TIPS

## **FORTUNE ROOM (1F)**

Enter the door near the front of the house to find the Fortune Teller - to make her appear, shine your torch at the crystal ball until the chimes go off. Unfortunately, she can't help you yet; you need to find five items linked with Mario before she can get an idea of what's happened to him. For now, you'll just have to go through the door on the right...

**BONUS!** There's a piece of cheese hidden behind the Fortune Teller's chair - photograph it with your camera to reveal a golden mouse!

**Now go to...**

## **MIRRORED HALL (1F)**

There are six ghosts in here, but you won't be able to see them; the only way to spot where they're coming from is by looking in the huge mirror at the back of the room. Suck them all up to reveal a red chest containing the Fire Spray - this allows you to blow flames out of your vacuum! To try it out, suck on the hot coals on the far right to make a flame Boo appear, then suck it up to fill your spray meter. Light the candles to make the thorns blocking the door disappear so you can return to the Fortune Room; light all the candles here to reveal a key on top of the right-hand pillar, which you'll need to suck down.

**Now go to...**

## **MAIN HALLWAY (1F)**

In the far section of the hallway, you'll see a candelabrum floating back and forth - light the candles with your fire spray to make the butler ghost appear. Follow him through the hallways until he disappears through a door; the key to unlock it is the one you got from the Fortune Room.

**Now go to...**

## **LAUNDRY ROOM (1F)**

Through the door, suck up all the ghosts to turn the lights on and then open the washing machine at the far end of the room to find Mario's Hat - this is the first of the items you need for the Fortune Teller. If you want, you can go back and have her examine it now... though it's much easier to do it later when you've got all five items. Don't forget the chest full of cash before you leave!

**Now go to...**

## STAFF QUARTERS (1F)

Through the door to the south of the Laundry Room, you'll find the butler – wait for him to sit down on the stool and then flash him with your torch to reveal his heart. Suck him up as always to vanquish another Portrait Spook and earn another chest with a key inside. Don't leave yet; instead, grab a flame Boo and then look through your camera at the right-hand wall of the room (just behind the stack of toilet paper) to find a mouse hole. Photograph it and step into the smoke that appears to access the room next door.

**Now go to...**

## DOWNSTAIRS SEALED ROOM (1F)

Ahh, a secret treasure room! There's plenty of cash and jewels to be had here, although not all the chests contain money... only ghosts! Suck up all the bats before taking on the ghosts, then spray them with fire to melt the ice blocking their hearts. Now catch them as usual – grab as much of the cash as you can and remember to suck up the Boo hiding here as well before going back through the mouse hole.

**Now go to...**

## MUSIC ROOM (1F)

There doesn't seem to be anything in this room... yet! If you examine the various instruments, you can make them play a note – by checking all the instruments one after the other, you'll end up creating a very familiar tune. When all the instruments are playing (remember that there are three drums to examine!), the piano player will appear. Approach her and she'll play a tune from a Mario game... you've got to guess which one it is! Get it right and she'll attack – suck up all the manuscripts that fly at you and wait until she holds the sides of her head before flashing your torch. When you've sucked her up, open the chest to get another key.

**Now go to...**

## DOWNSTAIRS BANQUET HALL (1F)

After sucking up all the banana skins and checking all the furniture in this room (there are lots of goodies!), use your flame spray to light all the candles on the table. This makes a big fat Portrait Spook appear... and he's stuffing his face! Wait for him to stop eating, then use the



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vacuum to suck up his jelly – when the ghost waiters appear to refill the plate, flash them and suck them up too! Finally, the plate will be empty and the Portrait Spook will get a bit angry; dodge the fireballs he throws and get really close to him. He'll soon get tired of throwing fireballs, exposing his heart... so suck him up! Remember to collect another flame Boo from one of the torches before you leave...

**BONUS!** There's a piece of cheese hidden beneath the chair on the right-hand side of the table – photograph it with your camera to reveal a golden mouse!

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in the left-hand china cabinet.

**Now go to...**

## KITCHEN (1F)

Suck up all the pots and pans that fly towards you, then stand to the left of the fridge and suck the door open to reveal a ghost with an icy heart. Melt it and catch him as usual to reveal a blue chest with the Water Spray inside; vacuum the sink to catch a water Boo, then spray the flaming door to put it out.

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in the oven on the left of the sink (just near the flaming door).

**Now go to...**

## YARD (1F)

Before you do anything, make sure you water the seed – you'll have to remember to come back and do it twice more later! Now flash your torch at the dog to get his attention and make him chase you around the garden... but don't let him bite you! Eventually, a skeleton ghost will appear to see what all the noise is about – flash him and suck him up to make him leave a bone behind. Watch the dog as he goes and licks the bone; that's your chance! Suck him up as well, then photograph the glowing entrance to his kennel with your camera to find a secret path under the wall at the back of the yard.

**Now go to...**

## GRAVEYARD (1F)

By running around and knocking on the gravestones, you can make three rather large skeleton ghosts appear - watch out for the bones they throw at you and suck them up as quickly as you can. When all three are gone, the large gravestone will start glowing... approach it and you'll be jumped upon by an evil shadow!

## BOSS FIGHT — SHADOW GHOST

### Life Force: 100

There are so many shadows – which one do you attack? Well, it's pretty obvious considering one of them is pink and the others are transparent... isn't it? To make him vulnerable to your vacuum, suck up one of the clear shadows until it turns into a ball on the end of your nozzle; now run over to the pink shadow and blast him with the ball to stun him. Quickly turn on your vacuum to suck him up – you'll probably have to repeat this process at least once more. Once he's defeated, you'll return to the Graveyard where a chest containing the Club Key awaits. Collect it to return to the Professor's Lab, then talk to him as before to return to the Entrance Foyer of the mansion.

**Now go to...**

## BACK GARDEN (1F)

Through the double Heart doors and towards the back of the first floor, you'll find the Club door – go near it to remove the thorns and enter the garden. Be sure to get rid of the three Hanger ghosts here to illuminate the area, then examine the birdhouse to find Mario's Letter. The hut at the end of the garden has Toad hidden inside if you want to save the game, but be careful when you open it or the door will smack you in the face!

**Now go to...**

## WELL (BASEMENT)

Go down the ladder in the middle of the garden to enter the well – there's only one ghost down here, but it won't appear until you've checked out the passage on the right. Oh no! Mario's been trapped by King Boo! You'd better get back to saving him... turn around and capture the ghost in the well to make the key for the door at the far end of the garden appear. Head over to it, grabbing a water Boo from the fountain on your way.

**Now go to...**

# THE A-Z OF GAMECUBE HINTS & TIPS

## GYMNASIUM (1F)

Another Portrait Spook is here – this one likes to show off his muscles. To distract him, you'll have to smack one of the punchbags towards him; do this three times (avoiding his swinging arms) to knock him down and reveal his heart. Suck him up as quick as you can to make a chest full of money appear. Before you leave, get onto the running machine on the left of the gym and make Luigi sweat by jogging along – after a short time, another key will appear that unlocks the door just outside the gym.

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in one of the exercise bikes on the right-hand side of the room.

**Now go to...**

## UPSTAIRS BANQUET HALL (2F)

Go up the stairs outside the gym and douse the flaming door with water to access the next room. Watch out as soon as you enter – there are two ghosts here waiting for you! When all the ghosts are gone and a chest appears on the table, run to the bottom-right corner of the room to find a coloured pad; step on it and you'll be walking on the ceiling! Walk over to above the chest to find a similar pad that'll put you the right way up again, allowing you to open it and receive the Ice Spray. Grab an ice Boo from the champagne bucket on the table before you leave...

**BONUS!** There's a piece of cheese hidden at the very back of the room on the left, behind the table – photograph it with your camera to reveal a golden mouse!

**Now go to...**

## UPSTAIRS BATHROOM (2F)

Mmm, pretty lady – of course, drawing back the shower curtain with your vacuum paints an entirely different picture! Dodge the ball of water that the Portrait Spook spits at you, then spray her with ice to make her shiver; now you can flash your torch and suck her up with the vacuum. Now grab the key that appears and head next door.

**Now go to...**



## UPSTAIRS TOILET (2F)

Nothing much in here... except cash, that is. Grab a water Boo from the broken toilet cistern and then open the bowl to find a ghost inside – spray his fiery heart with water, then suck him up to get a chest full of money.

**Now go to...**

## SITTING ROOM (2F)

Granny's too busy knitting to let you catch her... you'll need to give her a good slap! Examine the basket of wool to knock the three balls onto the floor, then suck each one up in turn and fire them at Granny as she moves around in her rocking chair. If you miss her, you'll have to leave and start again. Once you've struck her three times, use the torch and then suck her up as quickly as possible! Open the chest that appears to find another key before leaving the room and going downstairs.

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in the armchair on the right-hand side of the room.

**Now go to...**

## GAMES ROOM (1F)

Inside, watch the pool player make his break... but stay out of the way! The three balls will start flying around so before they strike you, suck one up with your vacuum and fire it back at him as he walks around the table. Repeat this with the other two balls and his heart will be revealed – now you can stun and suck him up for another painting!

**BONUS!** There's a special blue ghost stuffed full of cash, hiding in the right-hand chair by the chess table.

**Now go to...**

## SCREENING ROOM (1F)

By examining the old projector, you can turn it on and light up the screen. As in the Mirrored Hall, you won't be able to see the seven ghosts coming towards you – you'll need to look for their shadows on the screen to spot them. Suck them all up and open the chest that appears to find Mario's Glove before going back upstairs.

**Now go to...**

# THE A-Z OF GAMECUBE HINTS & TIPS

## BOY'S BEDROOM (2F)

On the ceiling over to the right, you'll see a mobile hanging – use your vacuum to make it spin round until the twin ghosts appear. They'll challenge you to a game of hide and seek, so head outside and wait for them to tell you they're ready before going back in. There are five boxes to choose from and the twins are in two of them; it's pretty random but there are some patterns depending on where the red twin is hiding. Find them both and they'll attack, one on a plane and one in a car. Deal with the car first by sucking it up, then attack the twin that falls off – repeat the process for the twin flying in the plane to beat them both. Now open the chest that appears to receive Mario's Shoe. You'll have to go back downstairs and all the way around the mansion to get to the next room.

**Now go to...**

## PENTAGRAM ROOM (2F)

If you haven't got a flame Boo in your vacuum before you get here, go and get one! Now use it to light the five candelabras in the middle of the room – this will make a whole bunch of Shy Guys and other ghosts appear. Suck them all up to unlock the door on the right.

**Now go to...**

## OBSERVATORY (2F)

Look through the telescope on the right to see the moon above... when you look away, the roof of the observatory will disappear! Step out onto the ledge to the right and look up – use the vacuum to suck up one of the falling stars that are dropping out of the sky and fire it towards the moon. It'll explode, creating a path over to the right; follow the path to find Mario's Star (the last of the objects needed by the Fortune Teller) then turn around and head back out to the east hallway.

**Now go to...**

## FORTUNE ROOM (1F)

Back in the Fortune Room, use your torch to summon up the Fortune Teller again and talk to her five times – once for each item that you've collected (unless you've already spoken to her about any of them). After she's told you all she knows, she'll try and attack

you... you'd better fight back and suck her up for another painting!  
**Now go to...**

## TROPHY ROOM (ATTIC)

On your way upstairs to the Trophy Room, make sure you grab an ice Boo from the champagne bucket in the Upstairs Banquet Hall. Through the door, you need to turn right and use your vacuum to shake the three stag trophies on the wall to make the ghosts appear here. Some of them have got water covering their hearts, so spray them with ice and then suck them up as usual. Get rid of the Muncher ghosts as well to reveal a chest with the key to the Upper Balcony inside.

**BONUS!** There's a piece of cheese hidden behind the comfy chair on the far right of the room – photograph it with your camera to reveal a golden mouse!

**Now go to...**

## UPPER BALCONY (ATTIC)

As soon as you step onto the balcony, your Boo Locator will start going crazy – if you walk left, you'll soon see why! There's a whole gang of Boos here waiting for you... and they're going to kick your arse inside out!

## BOSS FIGHT – BIG BOO GHOST

**Life Force: N/A**

Rather than having Life Force, the Big Boo is actually made up of 15 smaller Boos that can be sucked up individually. First, run over to one of the unicorn statues and suck up an ice Boo to charge your vacuum spray again, then find the Big Boo and try to suck him up. Once you've got him by the tail, lead him over to the unicorn statue and lift him up slightly before impaling him on the unicorn's horn. This will split the Big Boo up and send all the smaller Boos flying – to get them, you need to spray the small Boos with ice and then suck them up before they can recover. The more you get, the smaller the Big Boo gets when he gathers himself back up. Repeat the process until you've sucked up all 15 small Boos (which count towards the final total of 50); be warned that when you get down to the last few, it can be quite tricky as they tend to run away from your ice spray!



# THE A-Z OF GAMECUBE HINTS & TIPS

When the last one is gone, you'll get the Diamond Key and return to the Professor's lab – hurry up and get back to the mansion!

**Now go to...**

## UPPER BALCONY (ATTIC)

When you eventually return to the Entrance Foyer, run through the mansion all the way back up to the Upper Balcony – the Diamond door is on the far left. Approach it to remove the thorns... and then watch as a lightning bolt cuts the power to the whole house! There's a generator in the basement, but the door's locked so you'll have to find the ghost with the key first.

**Now go to...**

## DRESSING ROOM (2F)

Make your way back here without taking on any of the ghosts that attack – you can't get rid of them completely while the power's off. Flash them with your torch to get them out of the way, going as fast as you can to the Dressing Room – inside, look away from the mirror to see a Portrait Spook. Wait until he raises his arms before turning to flash and suck him up; when he's gone, a chest will appear with the key to the Cellar in it.

**Now go to...**

## CELLAR (BASEMENT)

Again, get here as quick as you can while avoiding the ghosts – inside, head straight for the generator and Luigi will throw the big red switch to illuminate the room (along with the rest of the mansion that you've already cleared). What's more, you'll get another key for your efforts.

**BONUS!** There's usually a special blue ghost stuffed full of cash, hiding under the table on the left of the door as you enter.

**Now go to...**

## BASEMENT STOREROOM (BASEMENT)

Suck up all the dust on the floor to give you plenty of space to move, then examine each of the barrels to find ghosts inside – there are only two of them, so you won't have any trouble. Open the chest that appears afterwards to find a key that opens the Toy Room up in the Attic.

**BONUS!** There's often a special blue ghost stuffed full of cash, hiding in the box on your left as you enter the room.

**Now go to...**

## **ATTIC STOREROOM (ATTIC)**

Head all the way back upstairs, through the Diamond door and into this room – if you had come in here before, there would have been loads of ghosts! Now the power's back on, there are only two; they're hiding in the chest at the back of the room and the one on the right, nearest the back. Suck up the two skeletons and grab the money inside the chest that appears before moving on.

**Now go to...**

## **TOY ROOM (ATTIC)**

In order to get the attention of the three soldier Portrait Spooks, you'll need to turn on the three musical clocks – do it quickly, because they stop again after a short time. Once the soldiers start moving, the only way to catch them is to remove the keys from their backs; suck on them with your vacuum to pull them out, then suck up the ghosts without letting the others hit you with their guns. Catch all three and the doors of the central toy house will open, letting you ride the lift inside up to the roof.

**Now go to...**

## **ROOFTOP (ROOFTOP)**

Up on the roof, you'll find six Shy-Guys dancing round a bonfire. Take care of them all and another pair of ghosts will appear with frozen hearts – grab a flame Boo from the fire if you haven't got one, then spray them with flames and suck them up as well. A chest will appear on top of the left-hand chimney so climb up and get it; now run over and climb up onto the opposite chimney, dropping into the hole to return to the second floor.

**Now go to...**

## **UPSTAIRS SEALED ROOM (2F)**

Another secret treasure room! There's money in every chest here, with the exception of the one to the right of the paintings on the back wall – open it and four ghosts will jump you at once! Suck

# THE A-Z OF GAMECUBE HINTS & TIPS

them all up to reveal another chest, this time containing a key. To get out here, suck the cloth cover off of the mirror and take a photo of it with your camera to warp back to the Entrance Foyer.

**BONUS!** There's a special blue ghost stuffed full of cash, hiding inside the large chest at the end of the long table.

**Now go to...**

## UPSTAIRS LOUNGE (2F)

While the way forwards lies up in the Attic, you can take a detour on the way up there to get another Portrait Spook. As soon as you enter the lounge, the door will grow thorns and block you in. Grab another flame Boo from the candle on the table if you need one and light the candles on either side of the painting to summon up five ghosts. Suck them all up and then quickly snatch a water Boo from the pot in the bottom-left corner so you can douse the flames of the next two ghosts to appear. Get rid of them as well to clear the way into the room on the right.

**Now go to...**

## GIRL'S BEDROOM (2F)

No, you're not seeing things... everything is the wrong way up! Run over to the girl sleeping on the bed and spray her with water three times to wake her up; after she gets all angry, run around and suck up the two clown dolls to stop them attacking you before taking the girl on. Spray her again and then flash her heart to stun her – now suck her up to make another chest appear. You'll have to leave the room and re-enter it to make the room turn the right way up, letting you claim the money inside. Now, off to the Attic!

**Now go to...**

## ARMOURY (ATTIC)

Be careful when examining the suits of armour – some of them have spiked maces that'll fall on you if you're in the way! There are a total of six ghosts in this room, so explore everywhere to find them in the chests and armour. When the lights come back on, open the chest to find the key to the Drainage Room in the Basement... but don't go there yet!

**Now go to...**



## ANTIQUE STORE (ATTIC)

Grab an ice Boo from the frozen jug, then inspect the four vases at the back of the room. A Portrait Spook will challenge you to catch him... so you'd better agree, or he'll kick you out of the room! Watch for him appearing from one of the vases and spray him with ice – get him seven times to win. Now suck him up for another of the Professor's paintings and collect the cash from the chest before going back downstairs.

**Now go to...**

## DRAINAGE ROOM (BASEMENT)

Watch out for the three ghosts that attack as you enter the room – there's not much space to move away. Once you've sucked them all up, the lights will come on and you can get an ice Boo from the frozen barrel; use it to spray the toxic waste with ice and create a path over to the valve handle. Turn the handle to shut off the water, then open the chest beneath to get another key.

**Now go to...**

## COLD STORAGE (BASEMENT)

Next door to the Drainage Room, you'll need to grab a flame Boo from the burning gas cylinder before setting light to the two piles of firewood on the left. This will make a large ice block appear in the corner, complete with frozen Portrait Spook inside. Watch out for his throwing spikes of ice at you (if he hits you, mash the buttons to get free) and spray him with flames to melt the ice. When he thaws, flash and suck him up like all the other ghosts. The chest that appears when he's gone holds the key to the Art Studio, way up in the Attic.

**Now go to...**

## ART STUDIO (ATTIC)

In terms of ghost catching, the Art Studio is the toughest room in the whole mansion. Why? Because you'll need to capture 22 different ghosts to clear it, that's why! As you enter, the Portrait Spook will summon up ghosts from his paintings and in turn, you'll have to deal with three of each kind of ghost – Chasers, Punchers, Thumpers, Grabbers, Shy-Guys, Munchers and Hangers. When they're all gone, you'll just have to suck up the Portrait Spook himself to have a complete set of paintings! Not only that, but you'll

# THE A-Z OF GAMECUBE HINTS & TIPS

get the Spade Key that unlocks the room in the Basement where you saw Mario being held earlier. Let's go save him!

**Now go to...**

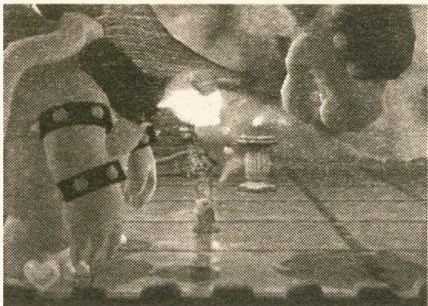
## MAIN TREASURE ROOM (BASEMENT)

Once you've made it all the way down to the Basement again, run over to where Mario's painting is hanging on the wall. Not surprisingly, King Boo has been behind his kidnapping all along! Unfortunately, he's not going to just hand Mario back... you'll have to fight him for it!

## BOSS FIGHT — KING BOO

**Life Force: 500**

Seeing as King Boo is scared of your vacuum, he's enlisted some help in taking you... in the form of a giant robotic Bowser suit! You can only harm King Boo when he's outside the suit, so blowing Bowser's head off is a priority. Run away from him as he breathes fire at you, then turn on your vacuum as he tosses three spiked balls at you. Here's where you have to be quick – rush in and suck a ball onto the nozzle of your vacuum (it's too heavy to drag towards you, so you'll have to literally run into it) and then wait for Bowser to run at you and tip his head down before letting it go. If you score a direct hit, his head will fly off and King Boo will fall out; use this time to suck him up but watch out for Bowser's head, as it'll be firing balls of ice at you. Repeat this process until you wear King Boo down – when he reaches 100 Life Force points or less, he'll get nasty! Every time he flies back into the Bowser suit, the head will reconnect backwards and he'll stop around trying to put it right. When this happens, hide beneath the lip of one of the chimneys until he stops before carrying on. Eventually, you'll suck up King Boo and get back Mario's painting... now all you have to do is sit back and let the Professor do his work!







# SUPER SMASH BROTHERS MELEE

The first fighter for the GameCube is a corker and with tons of secret characters to unlock you're going to need more than luck!

## HOW TO PLAY

Before beginning to play *Super Smash Brothers Melee*, there are a number of specific skills and techniques that you'll need to master...

### TRIPLE JUMPING

After hitting the X/Y Button to jump once, you can do it again when your character reaches their peak to jump a second time. On top of this, using any character's Up + B move will result in them flying up higher in some way (although the technique used is different from fighter to fighter). This technique is important to learn as it can save your life when thrown off the stage...

### DEFENDING AND DODGING

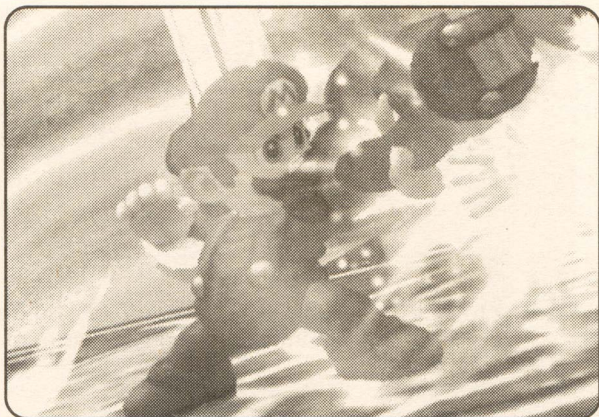
Holding down either of the Trigger Buttons will raise a shield around your character, but you can also dodge out of the way by pressing Left or Right on the Analog Stick while defending. You can use this technique to pass through opponents and then pull off a sneak attack from behind.

### RUNNING

From a standing position, slam the Analog Stick in any direction to start your character sprinting – this can help you get away or follow up with a dashing attack.

### SMASH ATTACKS

In the same way that you slam the Analog Stick to sprint, doing so while hitting the A or B Buttons allows you to perform a Smash Attack. These attacks are much more powerful than regular attacks and can send your opponents flying off the stage without a chance to recover. They are also the key to earning coins for the Trophy Lottery.



## MARIO MARIO

YOU WANNA PIZZA ME, HUH?

### BASIC

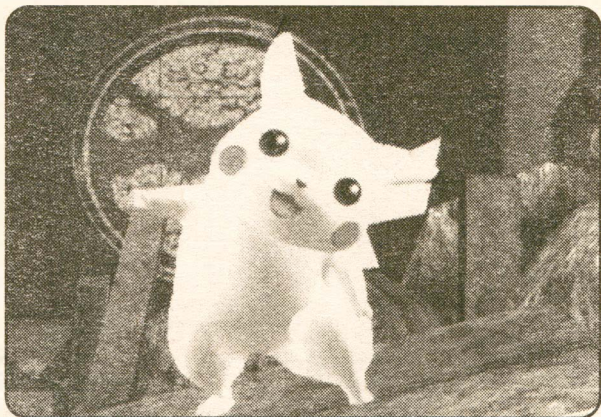
Punch .....	A
Punch Combo .....	A, A, A
Uppercut.....	Up, A
Sweep Kick.....	Down, A
Front Kick.....	Forward, A
Vertical Punch.....	Up + A
Spinning Sweep Kick .....	Down + A
Flaming Punch.....	Smash + A
Baseball Slide .....	A (while running)

### AERIAL

Jump Kick.....	A
Rear Spin Kick.....	Up + A
Diagonal Spinning Kick.....	Down + A
Mule Kick – Back.....	A
Downward punch.....	Smash + A

### SPECIAL

Fireball .....	B
Cape – Smash .....	B
Super Jump Punch .....	Up + B
Mario Tornado.....	Down + B



## PIKACHU

**PIKA PIKA? PIKA-PIKA CHUUU!**

### BASIC

Headbutt .....	A
Tail Whip .....	Up, A
Tail Sweep .....	Down, A
Front Kick .....	Forward, A
Overhead Tail Whip .....	Up + A
Spinning Tail Sweep .....	Down + A
Electric Joit .....	Smash + A
Running Headbutt .....	A (While Running)

### AERIAL

Spin .....	A
Overhead Tail Spin .....	Up + A
Electric Driver .....	Down + A
Rear Horizontal Spin .....	Back + A
Spinning Electrical Headbutt. ....	Smash + A

### SPECIAL

Thunder Jolt .....	B
Skull Bash .....	Smash + B
Quick Attack .....	Up + B
Thunder .....	Down + B





## BOWSER

FEEL MY SHELL CRUSH!

### BASIC

Slash .....	A
Twin Slash .....	A, A
Overhead Slash .....	Up, A
Low Slash .....	Down, A
Front Punch .....	Forward, A
Spiked Smack .....	Up + A
Shell Spin .....	Down + A
Headbutt .....	Smash + A
Running Headbutt .....	A (While Running)

### AERIAL

Shell Spin .....	A
Overhead Slash .....	Up + A
Shell Crush .....	Down + A
Rear Shell Crush .....	Back + A
Air Elbow .....	Smash + A

### SPECIAL

Fire Breath .....	B
Koopa Klaw .....	Smash + B
Whirling Fortress .....	Up + B
Bowser Bomb .....	Down + B



## PEACH TOADSTOOL

**WHO SAYS LADIES CAN'T FIGHT?**

### BASIC

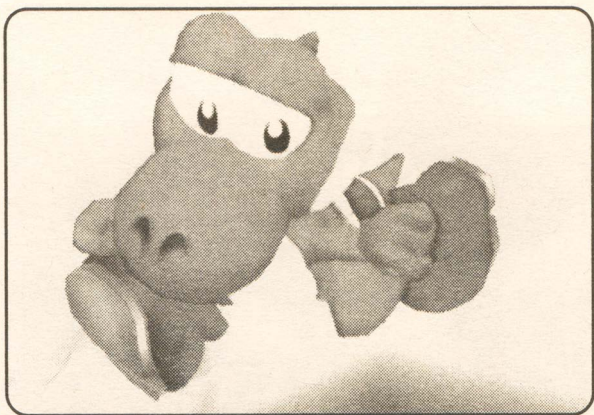
Slap .....	A
Double Slap .....	A, A
Vertical Headbutt .....	Up, A
Low Slap .....	Down, A
Vertical Kick .....	Forward, A
Vertical Spinning Slap .....	Up + A
Low Spinning Kick .....	Down + A
Foreign Object .....	Smash + A
Forward Shove .....	A (While Running)

### AERIAL

Spinning Slap .....	A
Vertical Kick .....	Up + A
Multiple Kick .....	Down + A
Butt Smack .....	Back + A
Jumping Slap .....	Smash + A

### SPECIAL

Toad .....	B
Peach Bomber .....	Smash + B
Parasol .....	Up + B
Vegetable .....	Down + B



## YOSHI

**SMELL MY EGGS, YOU MUVER!**

### BASIC

Front Kick .....	A
Vertical Tail Whip .....	Up, A
Tail Sweep .....	Down, A
Strong Front Kick .....	Forward, A
Vertical Headbutt .....	Up + A
Rear Tail Whip .....	Down + A
Headbutt .....	Smash + A
Charging Headbutt ....	A (While Running)

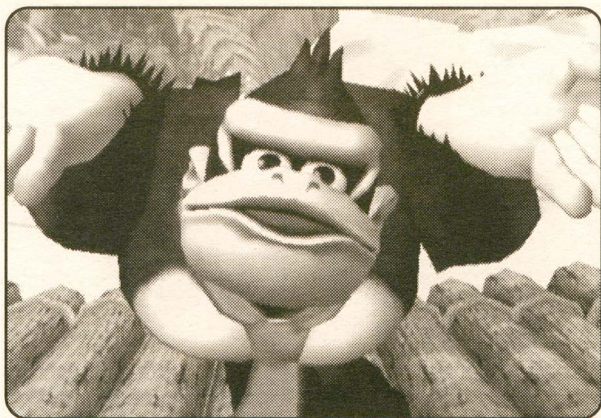
### AERIAL

Jump Kick .....	A
Flip .....	Up + A
Bicycle Kick .....	Down + A
Tail Whip .....	Back + A
Headbutt .....	Smash + A

### SPECIAL

Egg Lay .....	B
Egg Roll .....	Smash + B
Egg Throw .....	Up + B
Yoshi Bomb .....	Down + B





## DONKEY KONG

I'LL SEE YOU IN THE CONGO!

### BASIC

Punch .....	A
Punch Combo .....	A, A, A
Vertical Slap .....	Up, A
Low Slap .....	Down, A
Forward Slap .....	Forward, A
Overhead Clap .....	Up + A
Double Fist Slash .....	Down + A
Forward Clap .....	Smash + A
Forward Kick .....	A (While Running)

### AERIAL

Spin Punch .....	A
Headbutt .....	Up + A
Downward Stomp .....	Down + A
Rear Kick .....	Back + A
Downward Fist Smack .....	Smash + A

### SPECIAL

Giant Punch .....	B
Headbutt .....	Smash + B
Spinning Kong .....	Up + B
Hand Slap .....	Down + B



## CAPTAIN FALCON

**BOYS FIGHT... MEN RACE!**

### BASIC

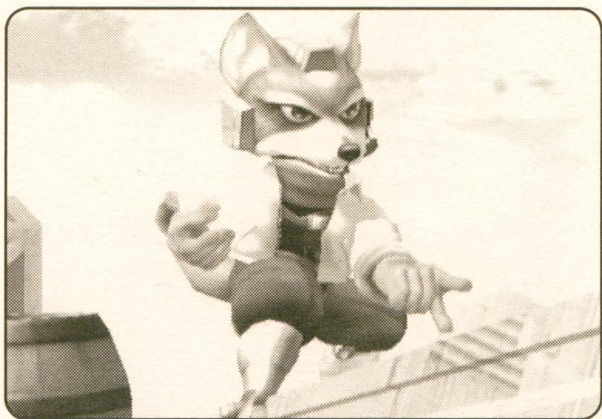
Punch .....	A
Punch Madness.....	A repeatedly
Front Vertical Kick.....	Up, A
Sweep Kick.....	Down, A
Front Kick .....	Forward, A
Vertical Double Kick .....	Up + A
Double-Sided Kick .....	Down + A
Body Slam.....	Smash + A
Charging Body Slam..	A (While Running)

### AERIAL

Double Kick.....	A
Vertical Flip Kick.....	Up + A
Downward Stomp.....	Down + A
Rear Punch .....	Back + A
Knee Butt .....	Smash + A

### SPECIAL

Falcon Punch .....	B
Raptor Boost .....	Smash + B
Falcon Dive.....	Up + B
Falcon Kick .....	Down + B



## FOX MCCLOUD

**YOU DON'T STAND A CHANCE!**

### BASIC

Punch .....	A
Lightning Kicks.....	A repeatedly
Vertical Kick .....	Up, A
Spinning Tail Sweep .....	Down, A
Front Kick .....	Forward, A
Vertical Flip Kick.....	Up + A
Spinning Sweep Kick .....	Down + A
Front High Kick .....	Smash + A
Running Kick .....	A (While Running)

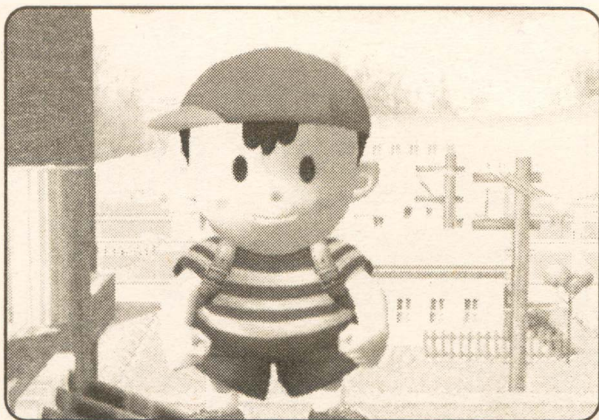
### AERIAL

Jump Kick.....	A
Vertical Flip Kick.....	Up + A
Downward Spinning Kick.....	Down + A
Rear Kick .....	Back + A
Front Double Kick.....	Smash + A

### SPECIAL

Blaster .....	B
Fox Illusion.....	Smash + B
Fire Fox .....	Up + B
Reflector .....	Down + B





## NESS

**SMALL BUT DEADLY, THAT'S ME!**

### BASIC

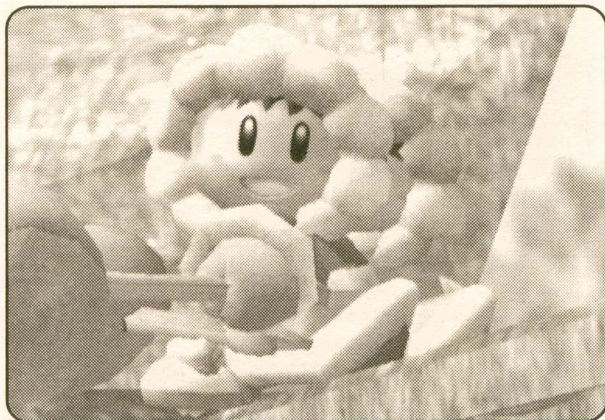
Punch .....	A
Punch Combo .....	A, A, A
Vertical Shove .....	Up, A
Sweep Kick .....	Down, A
Front Kick .....	Forward, A
Upper Yo-Yo Spin .....	Up + A
Lower Yo-Yo Spin .....	Down + A
Baseball Bat .....	Smash + A
Electric Charge .....	A (While Running)

### AERIAL

Spinning Slap .....	A
Headbutt .....	Up + A
Downward Stomp .....	Down + A
Rear Kick .....	Back + A
Electric Charge .....	Smash + A

### SPECIAL

PK Flash .....	B
PK Fire .....	Smash + B
PK Thunder .....	Up + B
PSI Magnet .....	Down + B



## THE ICE CLIMBERS

**YOU'RE GONNA GET HAMMERED!**

### BASIC

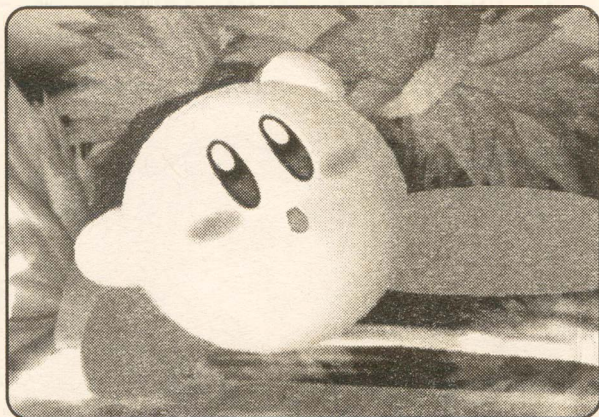
Hammer .....	A
Hammer Combo.....	A, A
Vertical Hammer Spin .....	Up, A
Low Hammer Slash .....	Down, A
Front Hammer Slash .....	Forward, A
Vertical Hammer Slash .....	Up + A
Downward Hammer Spin .....	Down + A
Hammer Smack.....	Smash + A
Charging Hammer Slash A (While Running)	

### AERIAL

Spin .....	A
Vertical Hammer Shove .....	Up + A
Downward Hammer Smack ...	Down + A
Rear Hammer Slash.....	Back + A
Hammer Smack.....	Smash + A

### SPECIAL

Ice Shot.....	B
Squall Hammer .....	Smash + B
Belay.....	Up + B
Blizzard.....	Down + B



## KIRBY

### CARE TO TEST MY APPETITE?

#### BASIC

Punch .....	A
Punch Flurry .....	A repeatedly
Vertical Kick .....	Up, A
Low Kick .....	Down, A
Front Kick .....	Forward, A
Vertical Flip Kick.....	Up + A
Sweep Kick .....	Down + A
Strong Kick .....	Smash + A
Fireball .....	A (While Running)

#### AERIAL

Spin .....	A
Vertical Flip Kick .....	Up + A
Drill Kick .....	Down + A
Rear Kick .....	Back + A
Multiple Kick.....	Smash + A

#### SPECIAL

Swallow .....	B
Hammer.....	Smash + B
Final Cutter.....	Up + B
Stone .....	Down + B





## SAMUS ARAN

### FANCY A QUICK GRAPPLE?

#### BASIC

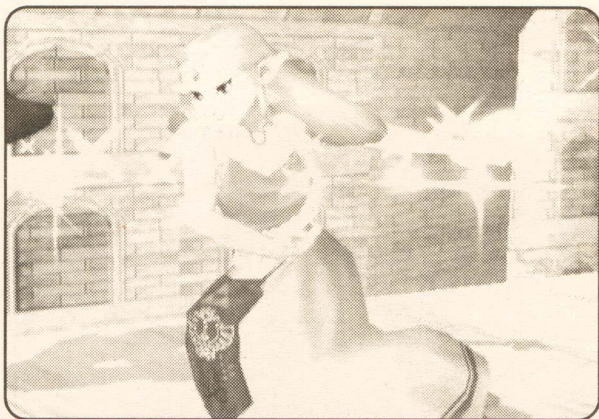
Punch .....	A
Punch Combo .....	A, A, A
Vertical Kick .....	Up, A
Fire Blast .....	Down, A
Front Kick .....	Forward, A
Fire Blast .....	Up + A
Sweep Kick .....	Down + A
Blaster Punch .....	Smash + A
Charging Body Slam	A (While Running)

#### AERIAL

Jump Kick .....	A
Vertical Spinning Kick .....	Up + A
Downward Blaster Punch .....	Down + A
Rear Kick .....	Back + A
Front Fire Blast .....	Smash + A

#### SPECIAL

Charge Shot .....	B
Missile .....	Smash + B
Screw Attack .....	Up + B
Bomb .....	Down + B



## ZELDA

FOR THE PEOPLE OF HYRULE!

### BASIC

Magical Blast.....	A
Vertical Slap.....	Up, A
Low Kick.....	Down, A
Front Slap.....	Forward, A
Vertical Magical Blast.....	Up + A
Sweep Kick.....	Down + A
Magical Force .....	Smash + A
Running Magical Force A (While Running)	

### AERIAL

Spinning Slap.....	A
Overhead Flames .....	Up + A
Downward Stomp.....	Down + A
Rear Kick .....	Back + A
Jump Kick.....	Smash + A

### SPECIAL

Nayru's Love.....	B
Din's Fire.....	Smash + B
Farore's Wind.....	Up + B
Transform into Sheik.....	Down + B



## SHEIK

**YOUR DEATH WILL BE HONOURABLE**

### BASIC

Punch .....	A
Punch Flurry .....	A repeatedly
Vertical Kick .....	Up, A
Sweep Kick .....	Down, A
Roundhouse Kick .....	Forward, A
Double Slap .....	Up + A
Sweep Kick .....	Down + A
Double Kick .....	Smash + A
Headbutt .....	A (While Running)

### AERIAL

Jump Kick .....	A
Vertical Spinning Kick .....	Up + A
Downward Stomp .....	Down + A
Rear Kick .....	Back + A
Slap .....	Smash + A

### SPECIAL

Needle Storm .....	B
Chain .....	Smash + B
Vanish .....	Up + B
Transform into Zelda .....	Down + B





## LINK

### FIGHT FOR THE LADY ZELDA

#### BASIC

Sword Slash .....	A
Sword Combo .....	A, A, A
Vertical Sword Slash .....	Up, A
Low Sword Slash .....	Down, A
Sword Slice .....	Forward, A
Overhead Sword Combo .....	Up + A
Low Sword Slash .....	Down + A
Strong Sword Slash .....	Smash + A
Charging Sword Slash A (While Running)	

#### AERIAL

Jump Kick .....	A
Vertical Sword Stab .....	Up + A
Downward Sword Stab .....	Down + A
Rear Double Kick .....	Back + A
Sword Slash .....	Smash + A

#### SPECIAL

Bow .....	B
Boomerang .....	Smash + B
Spin Attack .....	Up + B
Bomb .....	Down + B

## TROPHIES

Although trophies don't actually do anything in the game (besides offer a comprehensive catalogue of Nintendo's history) they're worth earning if you want to say that you've truly completed *Super Smash Brothers Melee*. Why? Because it takes so much work to collect them all, it's scary... so here's a rundown of how to collect all 290 of them!

- |            |  |            |   |
|------------|--|------------|---|
| <b>001</b> | Complete Classic mode with Mario         | <b>028</b> | Complete Classic mode with Captain Falcon     |
| <b>002</b> | Complete Adventure mode with Mario       | <b>029</b> | Complete Adventure mode with Captain Falcon   |
| <b>003</b> | Complete All-Star mode with Mario        | <b>030</b> | Complete All-Star mode with Captain Falcon    |
| <b>004</b> | Complete Classic mode with Donkey Kong   | <b>031</b> | Complete Classic mode with Bowser             |
| <b>005</b> | Complete Adventure mode with Donkey Kong | <b>032</b> | Complete Adventure mode with Bowser           |
| <b>006</b> | Complete All-Star mode with Donkey Kong  | <b>033</b> | Complete All-Star mode with Bowser            |
| <b>007</b> | Complete Classic mode with Link          | <b>034</b> | Complete Classic mode with Peach              |
| <b>008</b> | Complete Adventure mode with Link        | <b>035</b> | Complete Adventure mode with Peach            |
| <b>009</b> | Complete All-Star mode with Link         | <b>036</b> | Complete All-Star mode with Peach             |
| <b>010</b> | Complete Classic mode with Samus         | <b>037</b> | Complete Classic mode with the Ice Climbers   |
| <b>011</b> | Complete Adventure mode with Samus       | <b>038</b> | Complete Adventure mode with the Ice Climbers |
| <b>012</b> | Complete All-Star mode with Samus        | <b>039</b> | Complete All-Star mode with the Ice Climbers  |
| <b>013</b> | Complete Classic mode with Yoshi         | <b>040</b> | Complete Classic mode with Zelda              |
| <b>014</b> | Complete Adventure mode with Yoshi       | <b>041</b> | Complete Adventure mode with Zelda            |
| <b>015</b> | Complete All-Star mode with Yoshi        | <b>042</b> | Complete All-Star mode with Zelda             |
| <b>016</b> | Complete Classic mode with Kirby         | <b>043</b> | Complete Classic mode with Zelda              |
| <b>017</b> | Complete Adventure mode with Kirby       | <b>044</b> | Complete Adventure mode with Zelda            |
| <b>018</b> | Complete All-Star mode with Kirby        | <b>045</b> | Complete All-Star mode with Zelda             |
| <b>019</b> | Complete Classic mode with Fox           | <b>046</b> | Complete Classic mode with Luigi              |
| <b>020</b> | Complete Adventure mode with Fox         | <b>047</b> | Complete Adventure mode with Luigi            |
| <b>021</b> | Complete All-Star mode with Fox          | <b>048</b> | Complete All-Star mode with Luigi             |
| <b>022</b> | Complete Classic mode with Pikachu       | <b>049</b> | Complete Classic mode with Jigglypuff         |
| <b>023</b> | Complete Adventure mode with Pikachu     | <b>050</b> | Complete Adventure mode with Jigglypuff       |
| <b>024</b> | Complete All-Star mode with Pikachu      | <b>051</b> | Complete All-Star mode with Jigglypuff        |
| <b>025</b> | Complete Classic mode with Ness          | <b>052</b> | Complete Classic mode with Mewtwo             |
| <b>026</b> | Complete Adventure mode with Ness        | <b>053</b> | Complete Adventure mode with Mewtwo           |
| <b>027</b> | Complete All-Star mode with Ness         | <b>054</b> | Complete All-Star mode with Mewtwo            |

# SUPER SMASH BROTHERS MELEE

- 055** Complete Classic mode with Marth
- 056** Complete Adventure mode with Marth
- 057** Complete All-Star mode with Marth
- 058** Complete Classic mode with Mr Game & Watch
- 059** Complete Adventure mode with Mr Game & Watch
- 060** Complete All-Star mode with Mr Game & Watch
- 061** Complete Classic mode with Dr Mario
- 062** Complete Adventure mode with Dr Mario
- 063** Complete All-Star mode with Dr Mario
- 064** Complete Classic mode with Ganondorf
- 065** Complete Adventure mode with Ganondorf
- 066** Complete All-Star mode with Ganondorf
- 067** Complete Classic mode with Falco
- 068** Complete Adventure mode with Falco
- 069** Complete All-Star mode with Falco
- 070** Complete Classic mode with Young Link
- 071** Complete Adventure mode with Young Link
- 072** Complete All-Star mode with Young Link
- 073** Complete Classic mode with Pichu
- 074** Complete Adventure mode with Pichu
- 075** Complete All-Star mode with Pichu
- 076** Complete Classic mode with Roy
- 077** Complete Adventure mode with Roy
- 078** Complete All-Star mode with Roy
- 079** Complete the 100-Man Melee in under four minutes in Stadium mode
- 080** Defeat 100 opponents in the Endless Melee in Stadium mode
- 081** Complete the 15-Minute Melee in Stadium mode
- 082** Complete Adventure mode on Normal without continuing in less than 18 minutes
- 083** Complete Classic mode on Hard without continuing
- 084** Complete Adventure mode without continuing
- 085** Fight 1000 VS matches in VS mode
- 086** Fight 10 VS matches in VS mode
- 087** Fight 100 VS matches in VS mode
- 088** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 089** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 090** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 091** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 092** Perform a 21-hit combo in Training mode
- 093** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 094** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 095** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 096** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 097** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 098** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 099** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 100** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 101** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 102** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 103** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 104** Complete Event Match #03 in Event mode
- 105** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 106** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 107** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 108** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 109** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 110** Perform an 11-hit combo in Training mode
- 111** Perform a total of 126 combos across all 25 characters in Training mode



# THE A-Z OF GAMECUBE HINTS & TIPS

- 112** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 113** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 114** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 115** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 116** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 117** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 118** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 119** Fight 100 Coin matches in VS mode
- 120** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 121** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 122** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 123** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 124** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 125** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 126** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 127** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 128** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 129** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 130** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 131** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 132** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 133** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 134** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 135** Unlock ALL characters and VS stages, then complete All-Star mode on Hard
- 136** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 137** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 138** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 139** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 140** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 141** Fight 200 VS matches in VS mode
- 142** Pass a total hitting distance of 16404ft during the Home-Run Contest in Stadium mode
- 143** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 144** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 145** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 146** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 147** Complete Event Match #26 in Event mode
- 148** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 149** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 150** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 151** Unlock ALL characters, VS stages and score 5000 KOs in VS mode, then keep throwing Pokeballs until Celebi appears... though the chances are very low!
- 152** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 153** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 154** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 155** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 156** Complete the Target Test with all 25 characters with a total time of 25 minutes or under in Stadium mode
- 157** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 158** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 159** Win on the Lottery or collect in Classic, Adventure or All-Star mode

# SUPER SMASH BROTHERS MELEE

- 160** Unlock Mr Game & Watch
- 161** Unlock Dr Mario, Falco, Young Link, Pichu and Roy
- 162** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 163** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 164** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 165** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 166** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 167** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 168** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 169** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 170** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 171** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 172** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 173** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 174** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 175** Fight 150 VS matches in VS mode
- 176** Complete Adventure mode with all 25 characters
- 177** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 178** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 179** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 180** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 181** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 182** Fight 50 VS matches in VS mode
- 183** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 184** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 185** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 186** Fight 100 VS matches in VS mode
- 187** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 188** Complete Event Match #45 in Event mode
- 189** Complete the Target Test with all 25 characters in Stadium mode
- 190** Hit the Sandbag over 984ft in the Home Run Contest in Stadium mode
- 191** Complete All-Star mode with any character
- 192** Complete Event Match #51 in Event mode
- 193** Complete Event Match #14 in Event mode
- 194** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 195** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 196** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 197** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 198** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 199** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 200** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 201** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 202** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 203** Hit the Sandbag over 1476ft in the Home Run Contest in Stadium mode
- 204** Complete All-Star mode without continuing
- 205** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 206** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 207** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 208** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 209** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 210** Win on the Lottery or collect in Classic, Adventure or All-Star mode

# THE A-Z OF GAMECUBE HINTS & TIPS

- 211** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 212** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 213** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 214** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 215** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 216** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 217** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 218** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 219** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 220** Unlock ALL characters and VS stages
- 221** Complete Event Match #47 in Event mode
- 222** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 223** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 224** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 225** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 226** Score over 1000 KO's in VS mode
- 227** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 228** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 229** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 230** Complete the Brinstar section of Adventure mode successfully
- 231** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 232** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 233** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 234** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 235** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 236** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 237** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 238** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 239** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 240** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 241** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 242** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 243** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 244** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 245** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 246** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 247** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 248** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 249** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 250** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 251** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 252** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 253** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 254** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 255** Complete All-Star mode with all 25 characters
- 256** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 257** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 258** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 259** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 260** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 261** Win on the Lottery or collect in Classic, Adventure or All-Star mode



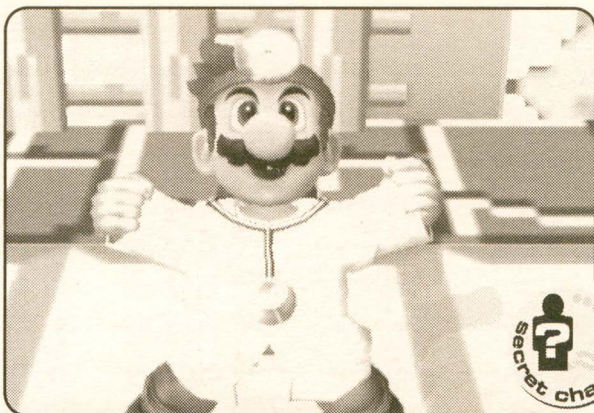
# SUPER SMASH BROTHERS MELEE

- 262** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 263** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 264** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 265** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 266** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 267** Earn a total of 1000 coins to spend on the Lottery
- 268** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 269** Defeat five enemies during the Cruel Melee in Stadium mode
- 270** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 271** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 272** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 273** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 274** Save the game using a memory card containing a Pikmin save file
- 275** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 276** Complete Classic mode with all 25 characters
- 277** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 278** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 279** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 280** Earn the Speed Demon bonus at the end of any match
- 281** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 282** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 283** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 284** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 285** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 286** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 287** Win on the Lottery or collect in Classic, Adventure or All-Star mode
- 288** Complete the Target Test with all 25 characters with a total time of 15 minutes or under in Stadium mode
- 289** Earn ALL 249 end-of-match bonuses (the ones you have are listed in the Records)
- 290** Win on the Lottery or collect in Classic, Adventure or All-Star mode

## AND THE MISSING TROPHY...

If you're lucky enough to own the Japanese version of *Super Smash Brothers Melee*, you'll have the chance to earn the 291st trophy – Tamagon. He's been pulled from the PAL version of the game for reasons beyond our understanding (so what if the name of the game he's from is *Devil World*?) but at least you can rest safe in the knowledge that he exists. As for earning him... well, it's not as exciting as you might think because he's available through collection in Classic, Adventure or All-Star mode, as well as being up for grabs on the Lottery. Still, you now know what you're missing out on...

# THE A-Z OF GAMECUBE HINTS & TIPS



## DR MARIO

**TO UNLOCK: COMPLETE CLASSIC MODE WITH MARIO**

### BASIC

Punch .....	A
Punch Combo .....	A, A, A
Uppercut .....	Up, A
Sweep Kick .....	Down, A
Front Kick .....	Forward, A
Headbutt .....	Up + A
Sweep Kick .....	Down + A
Shock Therapy .....	Smash + A
Slide Kick .....	A (While Running)

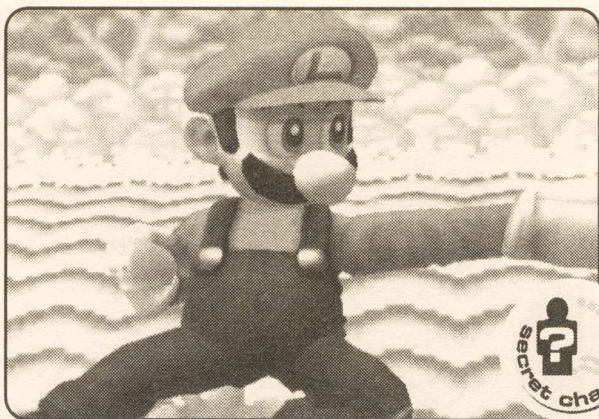
### AERIAL

Jump Kick .....	A
Vertical Flip Kick .....	Up + A
Spinning Kick .....	Down + A
Rear Kick .....	Back + A
Punch .....	Smash + A

### SPECIAL

Megavitamins .....	B
Super Sheet – Smash .....	B
Super Jump Punch .....	Up + B
Dr Tornado .....	Down + B

# SUPER SMASH BROTHERS MELEE



## LUIGI

**TO UNLOCK: COMPLETE THE MUSHROOM STAGE OF ADVENTURE MODE WITH THE FOURTH DIGIT OF THE TIMER AS A TWO (EG XX:X2:XX)**

### BASIC

Punch .....	A
Punch Combo .....	A, A, A
Overhead Punch .....	Up, A
Low Kick .....	Down, A
Front Kick .....	Forward, A
Downward Punch .....	Up + A
Sweep Kick .....	Down + A
Forward Shove .....	Smash + A
Temper Tantrum .....	A (While Running)

### AERIAL

Jump Kick .....	A
Vertical Flip Kick .....	Up + A
Downward Stomp .....	Down + A
Rear Kick .....	Back + A
Slap .....	Smash + A

### SPECIAL

Fireball .....	B
Green Missile .....	Smash + B
Super Coin Jump .....	Up + B
Luigi Cyclone .....	Down + B

# THE A-Z OF GAMECUBE HINTS & TIPS



## GANONDORF

**TO UNLOCK: COMPLETE EVENT #29 IN EVENT MODE**

### BASIC

Punch .....	A
Wizard Rage.....	Up, A
Sweep Kick.....	Down, A
Roundhouse Kick .....	Forward, A
Vertical Double Kick .....	Up + A
Twin Kick.....	Down + A
Body Slam .....	Smash + A
Charging Body Slam..	A (While Running)

### AERIAL

Front Double Kick.....	A
Vertical Flip Kick.....	Up + A
Downward Stomp.....	Down + A
Rear Punch .....	Back + A
Downward Punch.....	Smash + A

### SPECIAL

Warlock Punch.....	B
Gerudo Dragon.....	Smash + B
Dark Dive .....	Up + B
Wizard's Foot .....	Down + B



# SUPER SMASH BROTHERS MELEE



## FALCO LOMBARDI

**TO UNLOCK: COMPLETE THE 100-MAN MELEE  
MATCH IN STADIUM MODE**

### BASIC

Punch .....	A
Lightning Kick .....	A repeatedly
Vertical Kick .....	Up, A
Spinning Sweep Kick.....	Down, A
Front Kick .....	Forward, A
Vertical Flip Kick.....	Up + A
Spinning Sweep Kick .....	Down + A
Roundhouse Kick.....	Smash + A
Running Jump Kick....	A (While Running)

### AERIAL

Jump Kick.....	A
Vertical Flip Kick.....	Up + A
Spinning Kick.....	Down + A
Rear Kick .....	Back + A
Front Double-Kick.....	Smash + A

### SPECIAL

Blaster .....	B
Falco Phantasm.....	Smash + B
Fire Bird .....	Up + B
Reflector .....	Down + B



## YOUNG LINK

**TO UNLOCK: COMPLETE CLASSIC MODE WITH TEN DIFFERENT CHARACTERS**

### BASIC

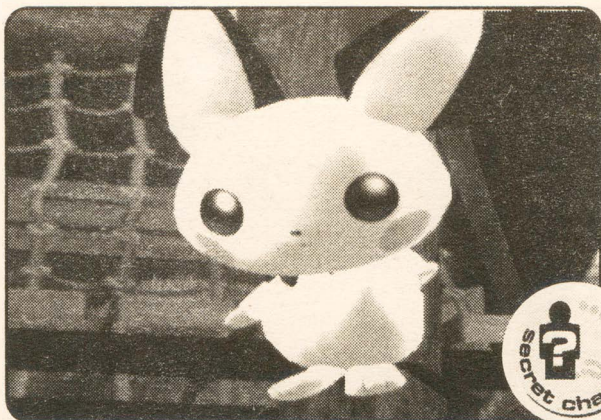
Punch .....	A
Punch Combo .....	A, A, A
Overhead Punch .....	Up, A
Low Kick .....	Down, A
Front Kick .....	Forward, A
Downward Punch .....	Up + A
Sweep Kick .....	Down + A
Forward Shove .....	Smash + A
Temper Tantrum .....	A (While Running)

### AERIAL

Jump Kick .....	A
Vertical Flip Kick .....	Up + A
Downward Stomp .....	Down + A
Rear Kick .....	Back + A
Slap .....	Smash + A

### SPECIAL

Slingshot .....	B
Boomerang .....	Smash + B
Spin Attack .....	Up + B
Bomb .....	Down + B



## PICHU

**TO UNLOCK: COMPLETE EVENT #37 IN EVENT MODE**

### BASIC

Headbutt .....	A
Tail Whip .....	Up, A
Spinning Tail Sweep .....	Down, A
Front Kick .....	Forward, A
Vertical Headbutt .....	Up + A
Spinning Tail Sweep .....	Down + A
Static Blast .....	Smash + A
Running Headbutt .....	A (While Running)

### AERIAL

Spin .....	A
Tail Spin .....	Up + A
Electric Driver .....	Down + A
Rear Spin .....	Back + A
Electric Headbutt .....	Smash + A

### SPECIAL

Thunder Jolt .....	B
Skull Bash .....	Smash + B
Quick Attack .....	Up + B
Thunder .....	Down + B



## JIGGLYPUFF

**TO UNLOCK: COMPLETE CLASSIC MODE ONCE WITH ANY CHARACTER**

### BASIC

Punch .....	A
Rapid Punch .....	A repeatedly
Vertical Kick .....	Up, A
Low Punch .....	Down, A
Rush Kick .....	Forward, A
Headbutt .....	Up + A
Sweep Kick .....	Down + A
Front Kick .....	Smash + A
Charging Headbutt ....	A (While Running)

### AERIAL

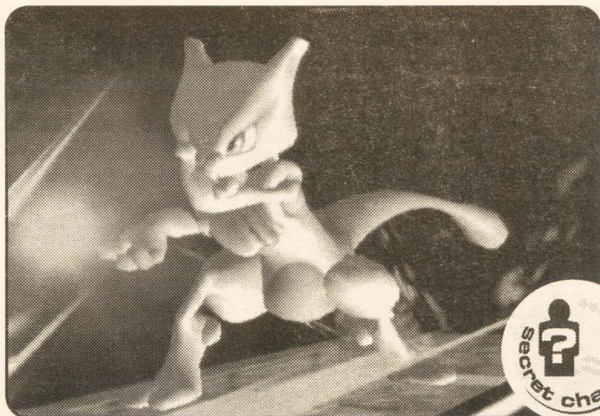
Jump Kick .....	A
Vertical Slap .....	Up + A
Drill Kick .....	Down + A
Rear Kick .....	Back + A
Side Kick .....	Smash + A

### SPECIAL

Rollout .....	B
Pound .....	Smash + B
Sing .....	Up + B
Rest .....	Down + B



# SUPER SMASH BROTHERS MELEE



## MEWTWO

**TO UNLOCK: PLAY VS MODE FOR EITHER 20 HOURS OR 700 MATCHES**

### BASIC

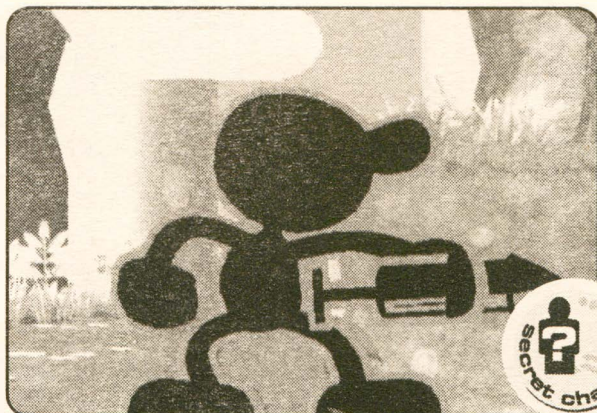
Psychic Punch..... A  
Psychic Wave ..... A repeatedly  
Vertical Tail Whip ..... Up, A  
Tail Sweep..... Down, A  
Front Tail Whip..... Forward, A  
Vertical Psychic Blast ..... Up + A  
Downward Psychic Blast ..... Down + A  
Front Psychic Blast ..... Smash + A  
Charging Psychic Blast A (While Running)

### AERIAL

Psychic Charge..... A  
Overhead Tail Spin ..... Up + A  
Downward Flip Stomp ..... Down + A  
Rear Tail Whip..... Back + A  
Heavy Elbow..... Smash + A

### SPECIAL

Shadow Ball..... B  
Confusion..... Smash + B  
Teleport ..... Up + B  
Disable..... Down + B



## MR GAME & WATCH

**TO UNLOCK: COMPLETE CLASSIC MODE WITH THE  
ALL 24 OF THE OTHER CHARACTERS**

### BASIC

Bug Spray .....	A
Flag Wave .....	A
Manhole Flip .....	Down, A
Chair Push .....	Forward, A
Headbutt .....	Up + A
Hammer Smack .....	Down + A
Flaming Torch .....	Smash + A
Charging Headbutt .....	A (While Running)

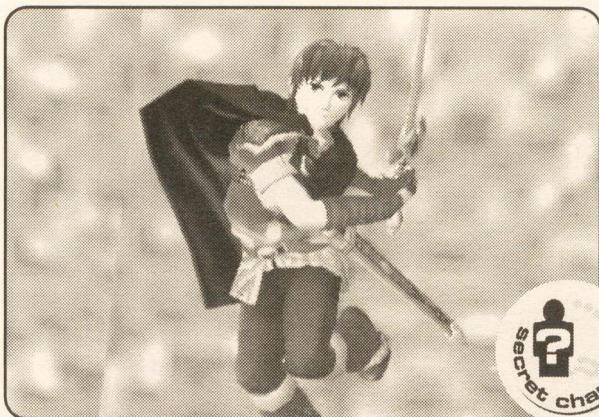
### AERIAL

Double Sword Slash .....	A
Parachute .....	Up + A
Vertical Key Poke .....	Down + A
Rear Turtle Smash .....	Back + A
Box Hit .....	Smash + A

### SPECIAL

Chef .....	B
Judgement .....	Smash + B
(Attack changes according to number shown)	
Fire .....	Up + B
Oil Panic .....	Down + B

# SUPER SMASH BROTHERS MELEE



## MARTH

**TO UNLOCK: PLAY ONE COMPLETE VS MATCH WITH EACH OF THE 14 ORIGINAL CHARACTERS IN VS MODE**

### BASIC

Sword Slash .....	A
Double Slash.....	A, A
Vertical Sword Slash .....	A
Low Sword Stab .....	Down, A
Front Sword Slice .....	Forward, A
Vertical Sword Stab .....	Up + A
Spinning Sword Slash.....	Down + A
Sword Slice .....	Smash + A
Charging Sword Slash A (While Running)	

### AERIAL

Double Sword Slash.....	A
Vertical Sword Slash.....	Up + A
Downward Sword Slash .....	Down + A
Rear Sword Slash .....	Back + A
Front Sword Slash .....	Smash + A

### SPECIAL

Shield Breaker .....	B
Dancing Blade .....	Smash + B
Dolphin Slash .....	Up + B
Counter .....	Down + B



# ROY

**TO UNLOCK: COMPLETE CLASSIC MODE WITH MARTH**

## BASIC

- Sword Slash ..... A
- Vertical Sword Slash ..... Up, A
- Low Sword Stab..... Down, A
- Front Sword Slash ..... Forward, A
- Vertical Sword Stab ..... Up + A
- Spinning Sword Slash..... Down + A
- Sword Slice ..... Smash + A
- Charging Sword Slash A (While Running)

## AERIAL

- Double Sword Slash..... A
- Vertical Sword Slash..... Up + A
- Downward Sword Slash ..... Down + A
- Rear Sword Slash ..... Back + A
- Front Sword Slash ..... Smash + A

## SPECIAL

- Fire Blade..... B
- Double Edge Dance ..... Smash + B
- Blazer ..... Up + B
- Counter ..... Down + B



## SUPER, SMASHING GREAT SECRETS

### SMASH YOUR WAY INTO THE SECRET STASH

There are plenty of things to unlock in the game besides secret characters... although it'll take a whole lot of work to find them all!

#### ■ New VS Mode Stages

For every 50 VS matches that you fight, you'll unlock one of four new arenas to battle in – they are, in order of unlocking:

1. **BRINSTAR DEPTHS**
2. **FOURSIDE**
3. **BIG BLUE**
4. **POKE FLOATS**

Other stages that can be unlocked are as follows:

#### ■ **MUSHROOM KINGDOM II (SUBCON):**

Find the Birdo or Pidgit trophies in Adventure mode or win it on the Lottery

#### ■ **FLAT ZONE:**

Complete Classic or Adventure mode with Mr Game And Watch

#### ■ **BATTLEFIELD:**

Complete All-Star mode once with any character

#### ■ **FINAL DESTINATION:**

Complete all 51 event matches in Event mode

#### ■ **YOSHI'S ISLAND (SSB):**

Score over 1300ft in the Home Run Contest

#### ■ **KONGO JUNGLE (SSB):**

Complete the 15-Minute Melee with any character

#### ■ **DREAM LAND (SSB):**

Complete the Target Test with all 25 characters

#### ■ **ALL-STAR MODE**

Complete Classic AND Adventure mode with all 25 characters in the game

#### ■ **SOUND TEST MODE**

Complete Event Match #51 in Event mode

# THE A-Z OF GAMECUBE HINTS & TIPS



# THE A-Z OF GAMECUBE HINTS & TIPS





# THE A-Z OF GAMECUBE HINTS & TIPS



# THE A-Z OF GAMECUBE HINTS & TIPS





# THE A-Z OF GAMECUBE HINTS & TIPS









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