CUBE ISSUE 01

100% UNOFFICIAL NINTENDO GAMECUBE PRODUCT

132 PAGES

CUBE™



THE WORLD'S BIGGEST NINTENDO GAMECUBE MAGAZINE

NO.1

FEATURING

- LUIGI'S MANSION
- STAR WARS ROGUE LEADER
- RESIDENT EVIL

FULL REVIEW INSIDE!

GAME CUBE

THE NINTENDO DIFFERENCE

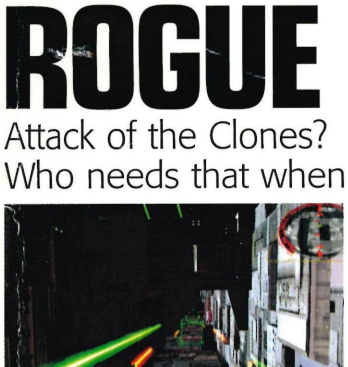
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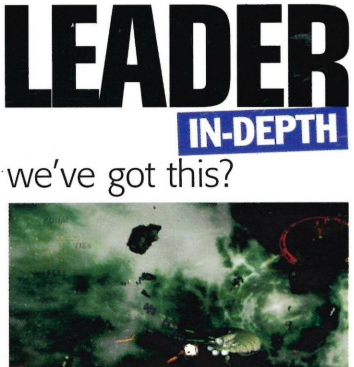
The secrets of Nintendo's latest games console exclusively revealed!

ROGUE LEADER

IN-DEPTH

Attack of the Clones? Who needs that when we've got this?





WAVE RACE BLUE STORM

REVIEWED

The greatest racing game ever just got wetter!

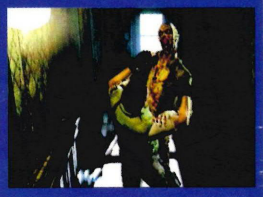


MASSIVE LUIGI'S MANSION WALK-THRU



LUIGI'S MANSION

EXCLUSIVE Nintendo puts the freshness back!



RESIDENT EVIL

EXCLUSIVE Scarier than a night with the in-laws?



STARFOX ADVENTURES

EXCLUSIVE Can Rare beat Zelda at its own game?



SUPER MONKEY BALL

EXCLUSIVE More fun than a bag-load of chimps

PIKMIN

EXCLUSIVE Could this be even Bigger than Pokémon?



SOUL CALIBUR 2

En garde! Fancy a poke?

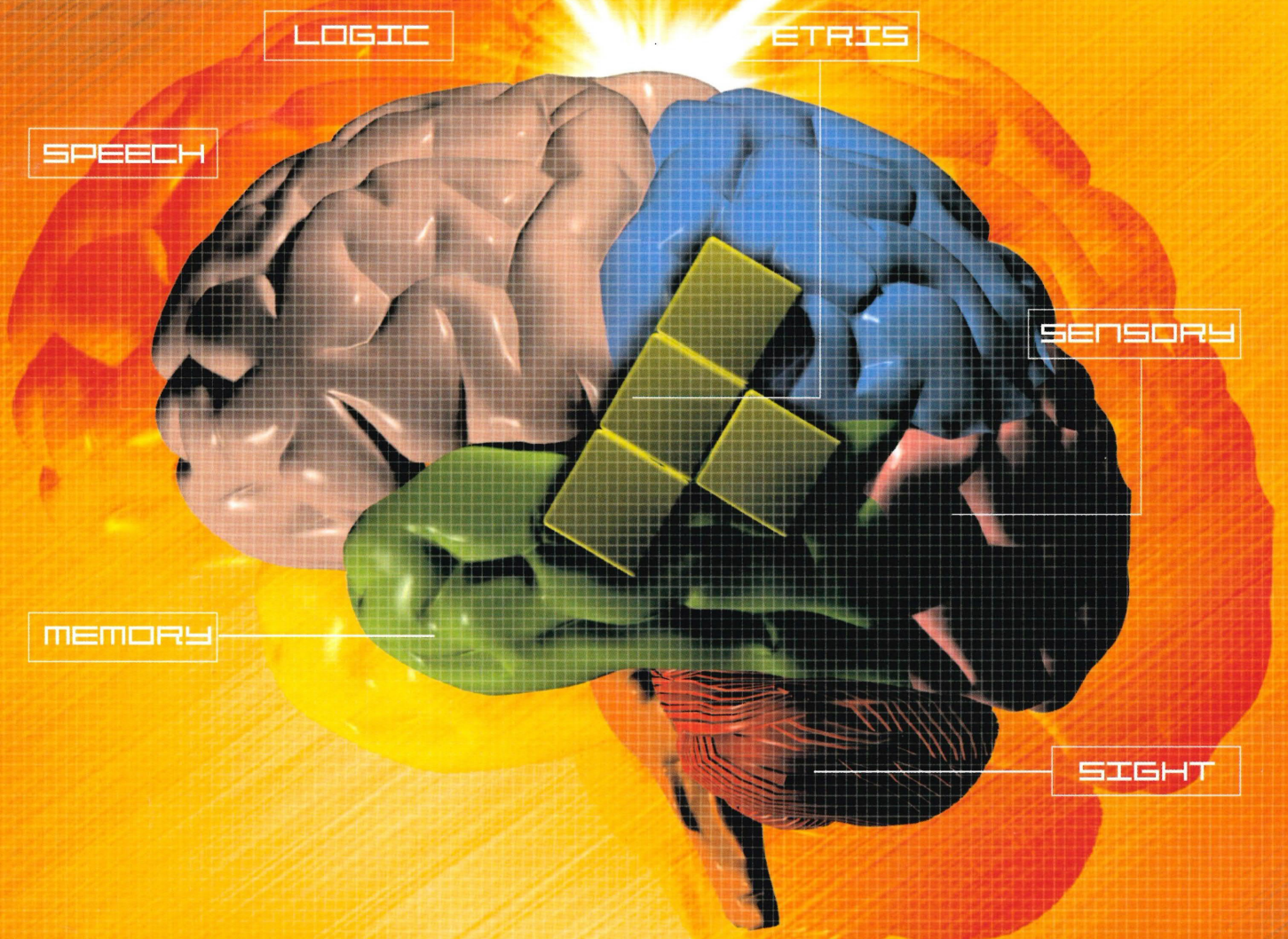


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"excite, enthuse and inform"

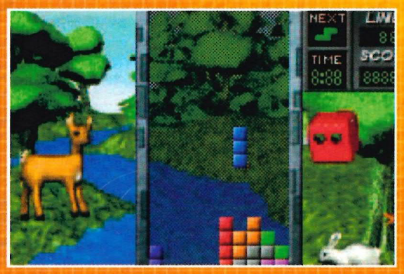
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YOU CAN'T GET IT OUT OF YOUR HEAD.

Tetris is back, with a new look and new variations of the most popular videogame ever created. Are you ready to become obsessed all over again?



TETRIS® WORLDS™



GAME BOY ADVANCE

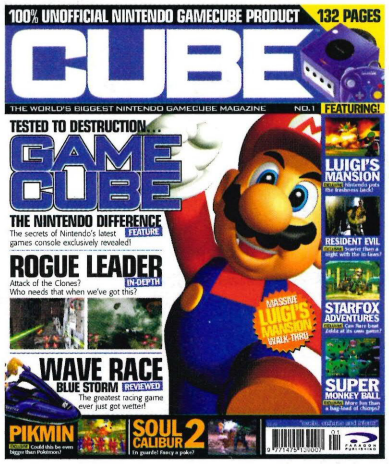
Deceptively simple, completely addictive.

AUTHENTIC TETRIS GAME

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WELCOME

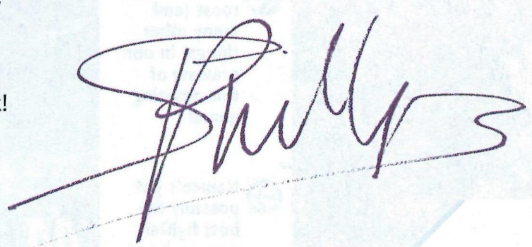
OH, THERE YOU are! No doubt the video on the front tempted you to make the purchase, and why not? After all, CUBE is crammed full of GameCube games, all of which will actually be coming out on the console that you have either imported already or are busily salivating over the prospect of buying when Nintendo gets round to releasing it here in the UK. What's more, the keen-eyed among you will also notice footage you won't have seen before, all spliced properly by the magical people at NOW. They do televisual trickery at the drop of a hat. Our tip is to drag those PS2-loving zealots round to yours to show them an extensive range of games that people will actually want to play; watch them wince at the sight of the lovely – and exclusive – *Resident Evil*, and for those monkeys clamouring for an Xbox, show them a console that easily fits into a living room – ne'ermind eh?

But enough about the video, it's our gift to you and especially for those of you waiting for the UK release of the console, it'll help you through the cold months until spring...

So, CUBE – the magazine – well, we were going to wait until the GameCube launched here in the UK before we put together the mag but to be honest, as soon as we got the first batch of GameCubes in, we just couldn't help ourselves – because we're as fanatical about all things Nintendo as you so obviously are. We realised that some of you out there already have them – lucky sods – and wanted a proper GameCube magazine. We also suspected that a greater many of you just wanted to read as much stuff about the GameCube as early as possible. So here it is! Each month we'll be doing our utmost to keep you posted about the wide world of fun that is Nintendo and the GameCube, so you'll find the most comprehensive news, previews and reviews here. We'll also be harassing Nintendo, on your behalf, to discover exactly what's going on with the UK launch, and will keep you updated as soon as any news breaks. Well, that's CUBE; we don't pander to anyone, we're not affiliated with Nintendo and we're certainly not afraid to say if a game – whoever develops it – stinks. This is a hardcore games mag for hardcore gamers, we're exactly like you, only we get paid to play games and, when they're on one of Nintendo's consoles, we rather like it that way...

Enjoy the mag and don't forget to drop us a line and tell us what you think!

Simon Phillips
Group Editor



AT A GLANCE

Just look at the games that we've managed to cram into the first issue!

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CUBE

LAUNCH ISSUE

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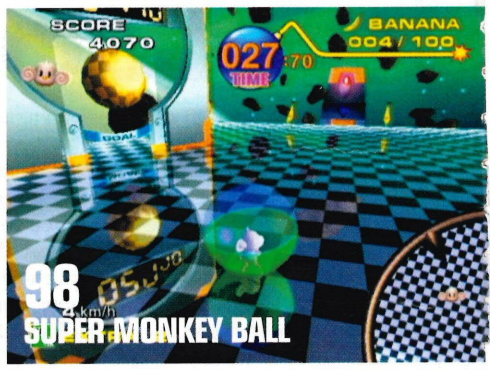


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Packed with all the news, previews, reviews and features you'll ever need!



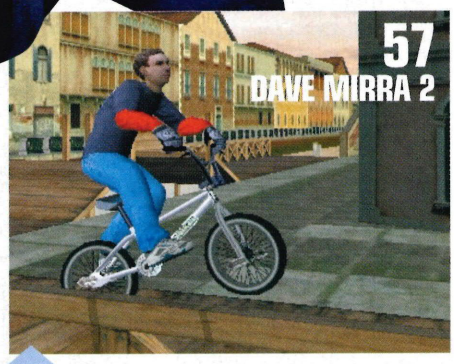
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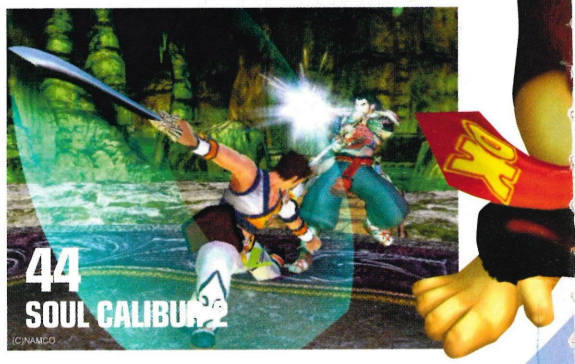
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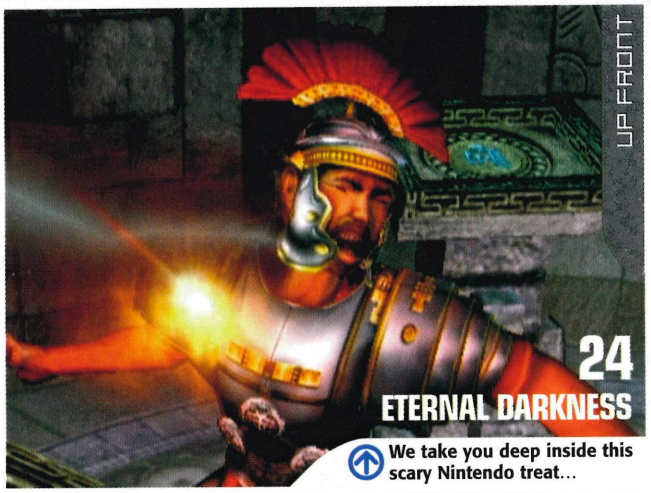
Fox rules the roost (and many other things) in our preview of this amazing game!

Namco's got possibly the best fighter ever on hand and they're not afraid to use it! Argh!

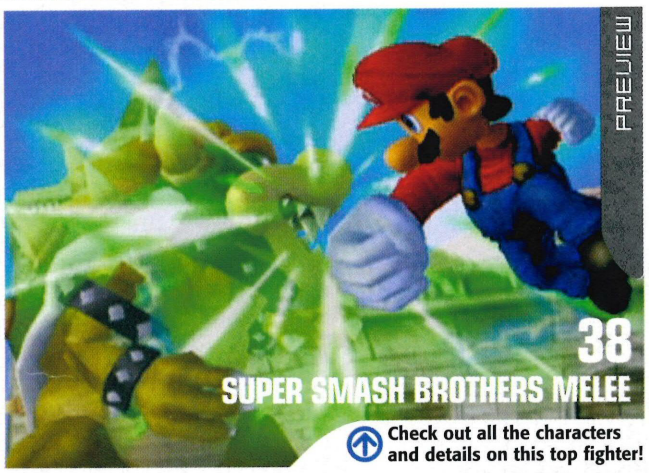


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100% UNOFFICIAL 100% UNBIASED
THE ONLY MAGAZINE YOU CAN TRUST



We take you deep inside this scary Nintendo treat...



Check out all the characters and details on this top fighter!





Read all about it! Capcom in new *Resident Evil* shock!

UP FRONT

The very latest games revealed for the very first time...

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GCN

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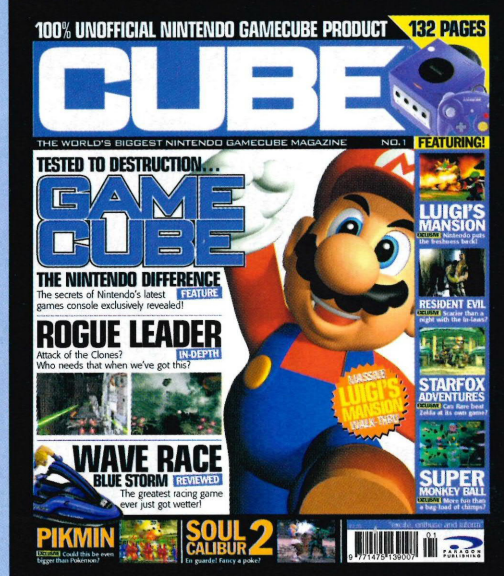
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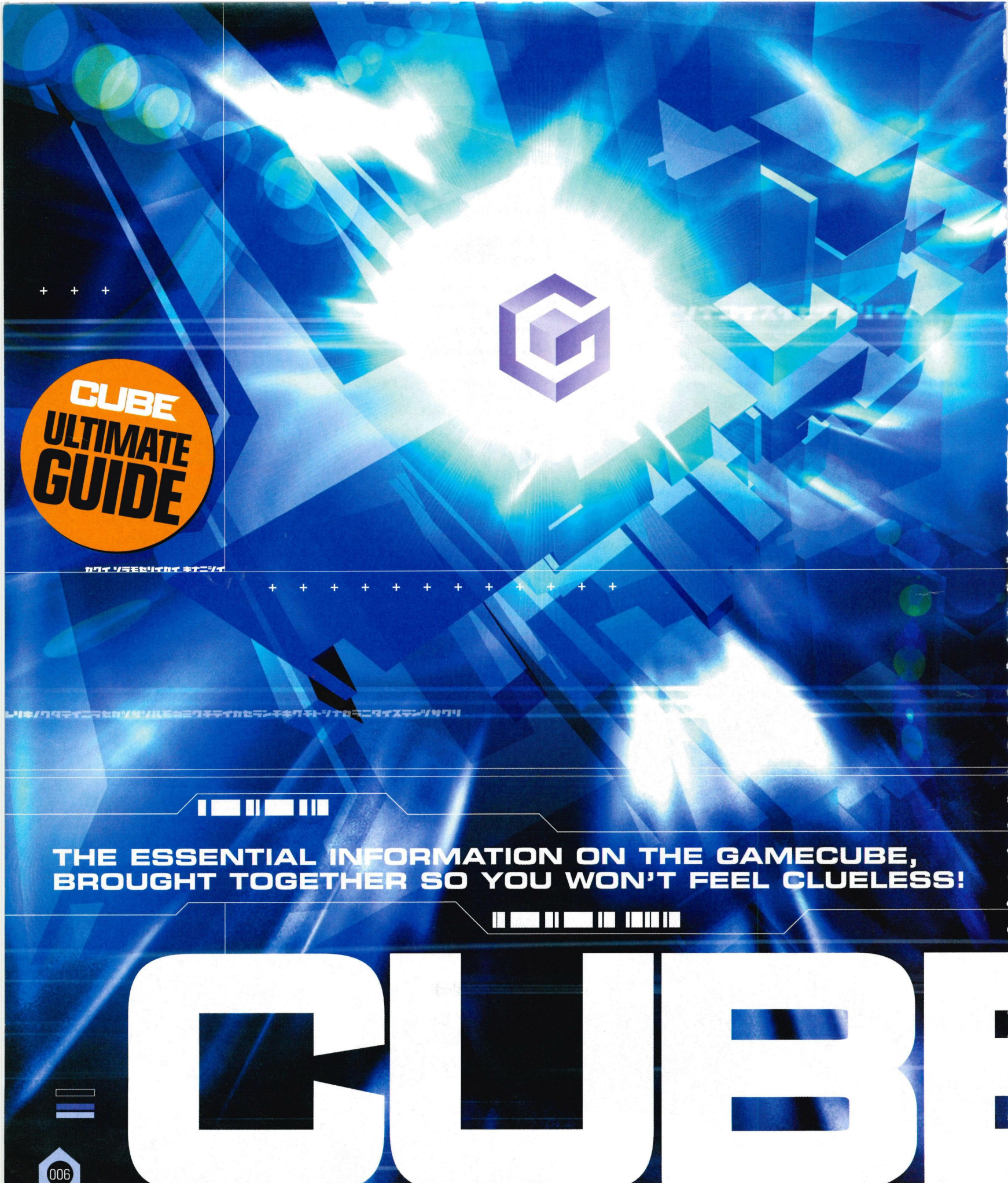
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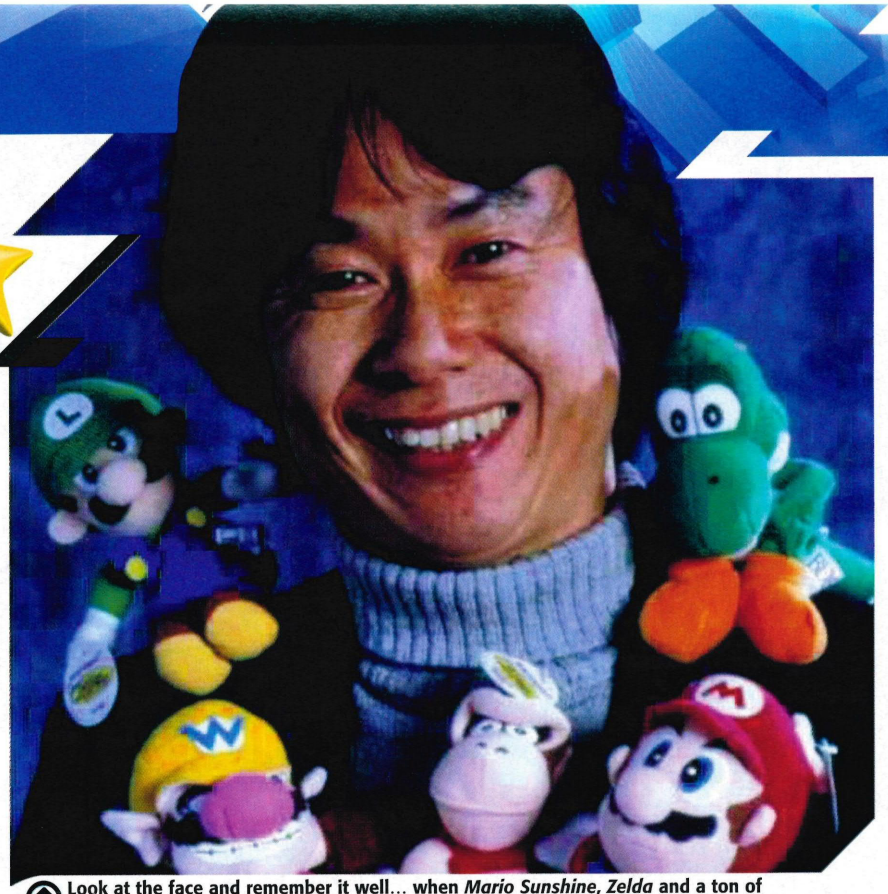
THE ESSENTIAL INFORMATION ON THE GAMECUBE, BROUGHT TOGETHER SO YOU WON'T FEEL CLUELESS!

CUBE


32-BIT INTEGER & 64-BIT FLOATING-POINT
3.2 GB/SECOND PEAK BANDWIDTH
32-BIT ADDRESS SPACE
64-BIT DATA BUS
162 MHZ CLOCK
INTERNAL CACHE L1: INSTRUCTION 32KB, DATA 32KB (8 WAY)
L2: 256KB (2 WAY)
SYSTEM LSI CUSTOM ATI/NINTENDO "FLIPPER"
MANUFACTURING PROCESS 0.18 MICRON NEC EMBEDDED DRAM PROCESS
CLOCK FREQUENCY 162 MHZ
EMBEDDED FRAME BUFFER APPROX. 2 MB (SUSTAINABLE LATENCY: 6.2NS (1T-SRAM))
EMBEDDED TEXTURE CACHE APPROX. 1 MB (SUSTAINABLE LATENCY: 6.2NS (1T-SRAM))
TEXTURE READ BANDWIDTH 10.4 GB/SECOND (PEAK)
MAIN MEMORY BANDWIDTH 2.6 GB/SECOND (PEAK)
PIXEL DEPTH 24-BIT COLOR, 24-BIT Z BUFFER
IMAGE PROCESSING FUNCTIONS FOG, SUBPIXEL ANTI-ALIASING, 8 HARDWARE LIGHTS, ALPHA BLENDING, VIRTUAL TEX
MAPPING, BILINEAR FILTERING, TRILINEAR FILTERING, ANSITROPIC FILTERING, REAL-TIME HARDWARE TEXTURE DE
DEFLICKERING FILTER
AUDIO PROCESSING
SOUND PROCESSOR CUSTOM MAC
INSTRUCTION MEMORY 8KB RAM + 8KB ROM
DATA MEMORY 8KB RAM + 4KB ROM
CLOCK FREQUENCY 81 MHZ
64 SIMULTANEOUS CHANNELS, ADPCM & PCM ENCODING
FLOATING-POINT ARITHMETIC 10.5 GFLOPS (PEAK) (MPU, GEOMETRY CAPABILITY ENGINE, HW LIGHTING TOTAL)
REAL-WORLD POLYGON 6 TO 12 MILLION POLYGONS/SECOND PEAK (ASSUMING ACTUAL GAME CONDITIONS WITH COMPLE
SYSTEM MEMORY "SPLASH" 40 MB
MAIN MEMORY 24 MB MOSYS 1T-SRAM
(APPROXIMATELY 10NS SUSTAINABLE LATENCY)
A-MEMORY 16 MB 81 MHZ DRAM
DISC DRIVE CAV (CONSTANT ANGULAR VELOCITY) SYSTEM
AVERAGE ACCESS TIME 128MS
DATA TRANSFER SPEED 16MBPS TO
MEDIA 3 INCH NINTENDO GAM ON MATSUSHITA'S OPTICAL DISC TECHNOLOGY
CAPACITY APPROX. 1.5GB
INPUT/OUTPUT 4 CONTROLLER
2 MEMORY
ANALO
Nintendo
NINTENDO GAMECUBE

REVEALED





ONE OF ITS FIRST SUCCESS STORIES WAS THE RELEASE OF THE ULTRAHAND IN 1970, INVENTED BY NEW EMPLOYEE GUNPEI YOKOI WHO WOULD GO ON TO BECOME ONE OF NINTENDO'S GREATEST INNOVATORS...

WHETHER YOU'RE A FIRST-TIME GAMER OR A LONG-TERM FAN, IT'S ALWAYS IMPORTANT TO KNOW A LITTLE BIT ABOUT YOUR ROOTS... YOU KNOW, IN CASE SOMEONE DECIDES TO TEST YOU ON IT OR SOMETHING. AS FAR AS THE GAMECUBE GOES, THERE'S A FAIR AMOUNT OF HISTORY BEHIND IT – DATING BACK AS FAR AS THE 19TH CENTURY...

Look at the face and remember it well... when *Mario Sunshine*, *Zelda* and a ton of other Nintendo games turn out to be great, this is the man you should be thanking!

YOU'RE HIS

IN THE BEGINNING...

... there was the word, and the word was Hanafuda. What? Hanafuda – it's a Japanese card game (literally translated, it means 'flower cards'), using specifically designed cards and was originally the main source of income for what is now one of the most popular game companies in the world. Established in 1889 by a young businessman called Fosajiro Yamauchi, Nintendo Koppai began producing hand-made Hanafuda cards – by 1929, Nintendo was the biggest playing card manufacturer in Japan thanks to deals with the country's tobacco firms.

Several years later though, a chain of events began that would change Nintendo forever. In 1949, Hiroshi Yamauchi (grandson of the company's founder and current President of Nintendo Japan) became head of the firm and promptly introduced a number of major changes including moving Nintendo's headquarters across Japan, modernising the card manufacturing technique and even firing most of the management... including the ones he was related to!

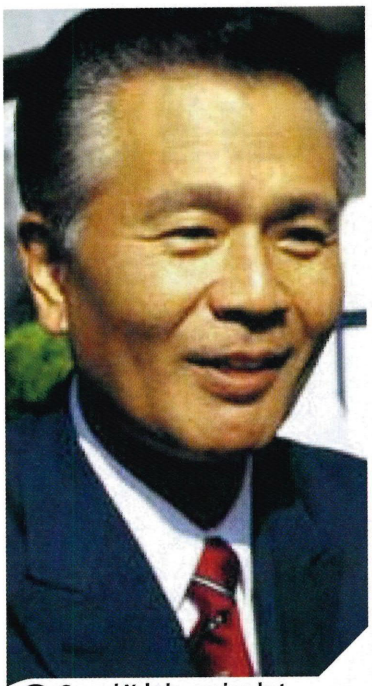
By 1965, the Nintendo Company Ltd was born and the firm dropped playing card manufacturing in favour of toy development; one of its first success stories was the release of the UltraHand in 1970, a toy invented by a new employee called Gunpei Yokoi who would go on to become one of Nintendo's greatest innovators...

After creating the world's first lightgun in 1971, Yokoi-san pitched the idea of using the technology to recreate clay pigeon shooting (a sport that was growing in popularity in Japan during that time). Yamauchi-san agreed and following a number of shrewd business moves – including the purchase of several unused bowling alleys across the country – Nintendo unveiled their Laser Clay Pigeon Shooting System to the world. The first steps into electronic entertainment had begun!

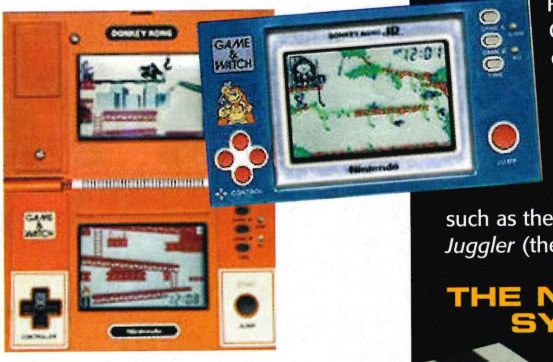
More research followed and as the excitement surrounding home videogame technology grew, Nintendo took the first tentative steps; after agreeing to distribute a basic games system called Odyssey for Magnavox, it struck a deal with Mitsubishi to develop its own videogame console called the Color TV Game 6. Released in 1977, it was met with some enthusiasm in Japan... though not nearly as much as Yamauchi-san expected. Nintendo needed some new ideas and so they hired a young games designer to come up with them – that designer was Shigeru Miyamoto.

Although he was originally assigned to work on an arcade shoot-'em-up called *Radarscope*, Miyamoto-san had other ideas and he promptly dumped the game in favour of his own game based on the popular cartoon character Popeye. The idea was simple: Brutus would kidnap Olive-Oyl and take her to the top of a building, meaning Popeye would have to save her. Sadly, Nintendo

HISTORICAL LANDMARKS



Gunpei Yokoi – genius, but sadly no longer with us.





THE GAME & WATCH

First released on 28 April 1980, the Game & Watch was designed by Gunpei Yokoi following Nintendo's change of direction into electronic gaming. It featured a number of innovations such as the now standard D-Pad which allowed movement without the use of a joystick. In total, there are 59 officially released Nintendo Game & Watch games which fall into ten different categories such as Silver (the original G&W series), Gold, Widescreen, Multi-Screen and Crystal-Screen. Despite the success of superior Nintendo machines such as the NES though, the Game & Watch continued to sell and *Mario The Juggler* (the very last G&W) was released as late as 1991.

THE NINTENDO ENTERTAINMENT SYSTEM (NES)



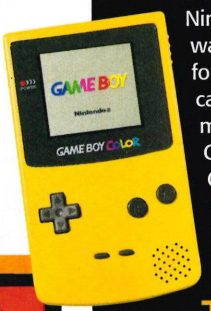
Released in 1983 under the guise of the Famicom (which stood for Family Computer) in Japan, the NES presented Nintendo's biggest risk yet. With the videogames market declining in the US, releasing the company's first home entertainment system could have ruined the firm if it wasn't a success. Thankfully, the release was handled with care and after tests in various regions of America, the NES was sold across the country and notched up sales of over 30 million. The machine continued to go from strength to strength and eventually 'died' in 1994 when the very last official NES game (*Wario's Woods*) was released.

THE SUPER NINTENDO ENTERTAINMENT SYSTEM (SNES)



Created as a superior to the original NES – as well as a competitor to SEGA's MegaDrive – the SNES (or Super Famicom as it was originally called in Japan) was released in Japan in 1990 with complete success, selling out in only three days. The machine also did particularly well in the US, despite Nintendo changing the design to look like a particularly ugly doorstop… thankfully, Nintendo went back to the original Japanese design for the PAL launch. Of course, there were sticking points along the way… most noticeably, Nintendo's cancellation of a SNES CD-drive add-on simply because it felt the market wasn't ready for CD technology. Why is this bad? Because the drive was being made by Sony and when it was dropped, the company went and turned it into the PlayStation. Argh!

THE GAME BOY



Nintendo's biggest success to date, the Gunpei Yokoi-designed Game Boy was originally released in 1989 and revolutionised handheld gaming forever – finally, a system with interchangeable games! As is often the case with success stories, the Game Boy spawned a number of copycat machines including the Atari Lynx (which was rubbish) and the SEGA Game Gear (which ate batteries at an alarming rate). Eventually, the old Game Boy housebrick model evolved into the more sublime 'big screen' version, which in turn became the Game Boy Color. Not surprisingly, the Game Boy is the biggest-selling handheld of all time… unlike the Nintendo-designed Virtual Boy, which sank without trace.

THE NINTENDO 64



First it was Project Reality, then the Ultra 64 and finally just the N64. Flying in the face of fashionable convention, the N64 stuck with the tried-and-tested cartridge format while other companies like Sony and SEGA were moving into CDs. Unfortunately, the strategy didn't quite go according to plan; dogged with problems from the start (like a delayed launch, very few games in the beginning and the lack of 'hip' CD media), the N64 never did as well as it should have done. Thankfully, this disappointment gave Nintendo the kick in the pants it needed to make its next project something very special indeed…

TORY

couldn't get permission to use the Popeye license and so Miyamoto-san changed the characters to an ape called Monkey Kong (which, after a translation error at the packaging printers, became Donkey Kong) and a moustache-wearing chap called Jumpman who ended up being named Mario after a Nintendo warehouse worker instead. Funny how things happen, isn't it?

Shortly after this, Yamauchi-san decided that the company needed to advance the concept of home gaming and instructed Nintendo's engineers to come up with designs for a console more powerful than the Color TV Game 6. The only restrictions were that it had to be cheaper than other machines on the market, as well being able to play a variety of cartridge-based games. Unless you've been living under a rock your whole life, you'll know that this idea eventually became the NES and the rest, as they say, is history…

NINTENDO NEEDED SOME NEW IDEAS, SO THEY HIRED A YOUNG GAME DESIGNER TO COME UP WITH THEM – THAT MAN WAS SHIGERU MIYAMOTO

HANAFUDA

FROM HUMBLE BEGINNINGS…

These are Hanafuda cards – traditionally carved from the bark of trees and then decorated with a number of elaborate designs, they are used to play an incredibly complicated game dating back deep into Japan's history. You can still get them today!





CUBE

JUST THE FACTS,

DRIVE ME CRAZY GC

Obviously, this is the highlight of the GameCube in terms of use – the actual drive itself. Press the Open button (located on the front-right corner of the machine) and the lid will rise, allowing you to insert the game disc of your choice. If and when you need them, the Reset button is directly opposite the Open button while the Power button – the one you'll need to turn the whole thing on – is on the back-left corner of the console. The best part of the drive is that accidentally opening the drive door during play won't reset the game you're playing; by simply closing the lid again, you can resume play from where you left off. Smart!

PLUG IT IN GC

Taking a page out of the N64's book, the GameCube feature four controller inputs on the front for you to plug in your joypads – each one is marked with the relevant player number for those of you who need it spelt out. Thankfully, that means you don't have to spend £30 on a multi-tap when you want to play against your mates, so you can spend the money on something else… unlike PlayStation 2 owners (ha!).

For any hardcore gamer, knowing what your console is capable of is of the utmost importance. Of course, not everyone may have been lucky enough to keep up-to-date with GameCube developments, leaving them in the dark as to what's what with the machine… but then, that's what we're here for, isn't it?

LONG TERM MEMORY GC

As is the case with the PlayStation 2, there are two ports for the specialist memory cards (known as Digicards) found beneath the controller ports. Each one is protected by a hinged door that gives way as you try to insert a Digicard, so you don't have to worry about the ports getting dusty as was the problem with the N64 controllers.

VENT YOUR ANGER GC

In direct contrast to the noisy abominations that were the Dreamcast and PlayStation 2, the GameCube manages to stay cool with a minimum of fuss. On the left of the machine (as you face it) is a decent-sized cooling fan that draws in cold air to keep the internal components from overheating, while over on the opposite side, you've got a vent that allows the hot air to escape. To make a point, it'd probably be a good idea to keep both sides of your GameCube clear. Block them up and you might have a dead console on your hands in the very near future…

MA'AM

SPEED FREAK GC

Look closely at the base of the GameCube and you might just spot a third cover, marked High-Speed Port. What's this for? Well, Nintendo hasn't actually announced the exact use of it but looking at the history of the company's consoles, you can certainly hazard a guess. The SNES had a high-speed port that was to be used as a connector for the CD drive that Sony were developing... until they turned it into the PlayStation, of course. The N64 had a high-speed port on the bottom that would have latched onto the DD64... if they hadn't canned it. So, what could the GameCube one be used for... a hard-drive? A Zip disc? A DVD add-on? All of these are possible ... we'll just have to wait and see what happens, won't we?

SERIAL KILLER GC

Turn the machine over and you'll find a number of clip-mounted covers on the underside. One of these (the long thin one marked Serial Port 1) is used to plug in either the GameCube Modem or Broadband Adapter, depending on which kind of Internet access you use – for the most part, you'll be using the Modem Adapter, as Broadband access isn't fully available here in the UK yet. The other, smaller Serial Port doesn't have a definite use yet although the possibilities are certainly obvious – peripherals such as keyboards and mice can both use serial inputs, so the chances of these appearing at some point (once the machine uses the Internet more) are pretty good.

THE BIG PICTURE GC

When connecting the GameCube to your television, you've got a choice of outputs to use – either Analogue or Digital Audio/Video (AV) Out. Most people will only be able to use the Analogue AV Out port, simply because that's what all run-of-the-mill television sets use – through this, you can connect all manner of TV cables such as Composite Phono (three plugs coloured yellow, red and white), SCART (a single metal plug with lots of pins inside) or S-Video (a small metal plug with several pins, plus red and white phono plugs – the highest quality available to the regular gamer). If, on the other hand you're incredibly rich then you might have a HDTV; they're incredibly expensive but have the ability to display Progressive Scan pictures. By using the Digital AV Out port and a Progressive Scan cable, you'll get the best picture possible from your GameCube... but it'll cost you for the privilege!

I HAVE THE POWER GC

Not surprisingly, here's where you plug in the power cable. Unlike other consoles, it's shaped differently so that you can't accidentally plug in the wrong cable and blow up your machine (like we've had so many experiences of in the past... damn you, Dreamcast!).



THE CONTROLS GC

As with the N64 pad, there are two methods of control of the GameCube controller; an Analogue Stick (now positioned on the left for ease of use) and a Digital Pad (D-Pad). Most noticeable is the fact that the Analogue Stick is shorter compared to its N64 cousin, while it has grooved indentations around the base to make hitting the main eight directions easier. Right now, it's unclear as to whether the D-Pad will be made bigger for the Western release of the console – we'll admit that on the Japanese pads, it's a tad too small for our liking.

TAKING CONTROLS GC

Almost as important as the main unit itself is the ergonomically designed controller – once again, Nintendo has combined innovation with practicality and come up with the perfect device. While it's all pretty self-explanatory, there are a few things that need to be pointed out...

THE C-STICK GC

The biggest change of all in terms of innovation for the GameCube pad from the N64 unit is the introduction of the C-Stick – a replacement for the four original C-Buttons. The use of a stick as opposed to buttons allows for eight directional options rather than four, as well as creating a second analogue stick (much like the PlayStation 2 controllers).

THE MAIN BUTTONS GC

If you take a quick look at the controller, you'll probably be surprised at the button layout; it's almost as if the A Button is being favoured over all the others. Well, that's kind of what Nintendo are going for – Shigeru Miyamoto himself has remarked that he's, "been repeatedly saying that the ideal situation for a game is for gamers to be able to use just the A Button and the main stick... that's all". Whilst a lot of games will use the other buttons as well, most will have the A Button as the main focus (certainly in *WaveRace* and *Monkey Ball*, it plays the biggest role), which ultimately simplifies the concept of games and therefore opens them up to a much wider audience.

On top of the actual GameCube, you'll be needing plenty of extra bits and bobs before you can get down to some next-generation gaming. Luckily, we're here to help – let us guide you through what's what in the world of peripherals...

PERIPHERAL V



SHOULDER BUTTONS GC

The movement of the Z Button from the underside to the right-hand shoulder of the controller is a noticeable difference from the N64 pad. However, this is simply a minor adjustment – the development of the two main shoulder buttons is something far more important. By combining ideas from both the Dreamcast and PlayStation 2 pads, Nintendo has come up with a totally new design; analogue buttons with a digital 'click'. The buttons can be depressed with various levels of pressure to produce different effects (for example, to accelerate slowly in a racing game or as demonstrated in *Luigi's Mansion*, to adjust the suck/blow power of your vacuum cleaner) and then pressed again at their lowest point for an additional action. Clever isn't the word...

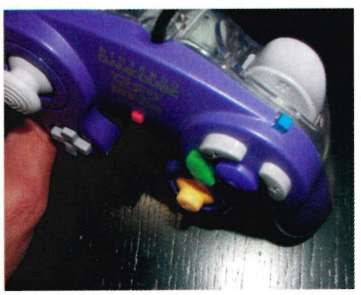
THE THEORY OF EVOLUTION

Not surprisingly, a lot of hard work and design went into deciding how the GameCube controller looks – rather than happening overnight, it's taken plenty of modifications and changes to reach the final product...

THE PROTOTYPE

Here's a picture of the very first version of the GameCube controller. Although it sports a number of similarities with the final product, you can see immediately that the handles are much longer and the D-Pad is completely missing – instead, the Start button is sitting beneath the Analogue Stick.





THE MODIFIED PROTOTYPE

This picture was taken when we actually had a chance to get our hands on a GameCube controller – notice that the pad has a totally transparent back and the D-Pad has returned. The Start and Z Buttons are both very small and blocky, while the B Button is still identical to the X and Y Buttons...

NEARLY THERE...

This final prototype is almost identical to the final controller that will be shipped with the GameCube – only minor differences remain. While little changes like the colours of the buttons and cable are negligible, the fact that the B Button was changed to a smaller, round shape (as well as the size and colour of the Start Button) is important.



ISION

AND THE REST...

Here's a quick look at the other incredibly important bits and pieces that you might want to consider buying, as well as some interesting items that may (or may not) be appearing in the very near future...

THE DIGICARD

Weighing in at practically nothing and looking not much bigger than a couple of postage stamps, the basic Nintendo memory card holds 20 blocks (or 0.5Mb) of information. Although this doesn't sound like much, it's more than enough for approximately ten games-worth of GameCube information.

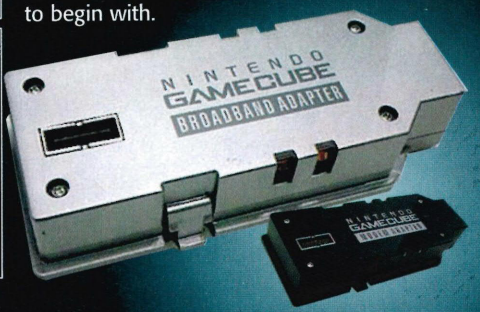


THE MODEM/BROADBAND ADAPTERS





They won't be available until games like *Phantasy Star Online ver.2* are out, but the Modem and Broadband Adapters are the gateway to getting your GameCube online. Sadly, Broadband isn't widely available in the UK yet (although it's practically commonplace across Japan and the US) so it's most likely that the Broadband Adapter won't be available over here... at least, not to begin with.



THE WAVEBIRD

Currently only existing in its prototype form, the WaveBird is an infra-red controller that allows the user to be up to ten metres away from the GameCube and still be able to play on it. There's a catch though – although it's supposedly still in development, there has still be no announcement from Nintendo as to when the pad will actually be released. Don't hold your breath...





THE SD-ADAPTER



Another peripheral that might not see the light of day is the SD-Adapter, currently being developed as an additional item to the basic Digicard. In theory, the SD-Adapter will allow you to plug extra-large memory cards (designed by Panasonic) of any size up to 64Mb in it – that's 128 times larger than the Digicard! Unfortunately, Panasonic has currently put the project 'on hold' which means we may never get the chance to use one... damn.



PAY ATTENTION, HERE COMES THE SCIENCE BIT... MMM, COMPLEX NUMBERS.

X-RAY SPECS

Ahh, technical specifications... don't you just love 'em? All those big numbers and fancy words, splashed all over the place so that you can play 'my Clock Frequency's bigger than yours' with your mates – great. Mind you, the question you've got to ask is: How much of this actually matters to the average gamer? Well, quite a bit if we want to be honest...

LSI: FLIPPER

The ATI/ArtX graphics chip works in conjunction with the Gekko MPU to create mind-blowing graphics. However, it doesn't need to rely on the Gekko to produce highly-detailed textures – thanks to S3 Texture Compression, all of these textures can be stored on the chip.

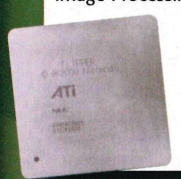
THE GEKKO

The heart of the GameCube; IBM's custom-made micro-processing unit is what makes Nintendo's new console as great as it is. The Gekko is manufactured using IBM's cutting-edge copper circuitry – at the E3 press conference where the GameCube was first announced (over two years ago... blimey!), ex-NOA President Howard Lincoln said that this technique was used because: "nobody else in the world can do what IBM does and quite frankly, anything less is simply not state of the art".

LSI IMAGE PROCESSING

CREATING VISUALS LIKE YOU'VE NEVER SEEN BEFORE...

System LSI	Custom ATI/Nintendo "Flipper"
Manufacturing Process	0.18 micron NEC Embedded DRAM Process
Clock Frequency	162 MHz
Embedded Frame Buffer	Approx. 2 Mb (Sustainable Latency: 6.2ns (1T-SRAM))
Embedded Texture Cache	Approx. 1 Mb (Sustainable Latency: 6.2ns (1T-SRAM))
Texture Read Bandwidth	10.4 Gb/second (Peak)
Main Memory Bandwidth	2.6 Gb/second (Peak)
Pixel Depth	24-bit Color, 24-bit Z Buffer
Image Processing Functions	Fog, Subpixel Anti-aliasing, 8 Hardware Lights, Alpha Blending, Virtual Texture Design, Multi-texturing, Bump Mapping, Environment Mapping, MIP Mapping, Bilinear Filtering, Trilinear Filtering, Ansitropic Filtering, Real-time Hardware Texture Decompression (S3TC), Real-time Decompression of Display List, HW 3-line Deflickering filter



SYSTEM LSI

Both the Flipper and the Gekko chips are manufactured using 0.18 micron processes... yeah, we know that 90% of you out there won't have a clue what that means. Put simply, this process is currently at the forefront of circuit manufacturing technology, which makes the production of the GameCube's most important components as close to 'state-of-the-art' technology as you're likely to get in a consumer product. The fact that the Gekko has IBM's advanced copper circuitry inside proves that Nintendo is determined to make the GameCube the most advance console on the market.

MPU: L2:256KB

As a bonus to the high-speed clock frequency of the Gekko, there's also a whopping 256Kb of cache memory available. Having such a large cache means that the Gekko doesn't have to rely so much on accessing the main memory of the GameCube for additional processing power. According to Satoru Iwata, one of Nintendo's senior creative directors, the increased cache size means that while the MPU clock frequency is only 485MHz, it can actually run up to ten times faster when pushed – something that so far, none of the games actually do! If that's true, can you imagine what the GameCube can do when it tries?

MICRO PROCESSING

THE BEAST AT THE HEART OF THE MACHINE...

MPU (Micro Processing Unit)	Custom IBM Power PC "Gekko"
Manufacturing Process	0.18 micron IBM Copper Wire Technology
Clock Frequency	485 MHz
CPU Capacity	1125 Dmips (Dhrystone 2.1)
Internal Data Precision	32-bit Integer & 64-bit Floating-point
External Bus	1.3 Gb/second peak bandwidth 32-bit address space 64-bit data bus 162 MHz clock
Internal Cache	L1: Instruction 32Kb, Data 32Kb (8-way) L2: 256Kb (2-way)



PERFORMANCE

ANYTHING YOU CAN DO, I CAN DO BETTER

Floating-point Arithmetic	10.5 GFLOPS (Peak) (MPU, Geometry Capability Engine, HW Lighting Total)
Real-world polygon	6 to 12 million polygons/second Peak (Assuming actual game conditions with complex models, fully textured, fully lit, etc.)

AUDIO: PERFORMANCE & SAMPLING FREQUENCY

As any well-versed gamer will know, sound is just as important (if not more so) than graphics and naturally Nintendo has put a great deal of effort into the GameCube's audio architecture. Unless you're knowledgeable about audio standards, these numbers won't mean anything to you – thankfully, what they boil down to is that the quality of the GameCube sound is (in its most basic form) equal to that of a studio-produced music CD and with so many sound channels available, the GameCube is also capable of emulating the abilities of a complete orchestra all on its own.

PERFORMANCE: REAL WORLD POLYGONS

Polygons – the weapon most used by weak-minded people in the 'Console Vs Console' wars. Looking purely at the numbers, it appears that the GameCube comes off worst – against the Xbox and PlayStation 2's claims of 125million and 66million per second respectively, a measly 12million polygons doesn't sound like much. Of course, that remarkably 'low' number (which is still massive by PlayStation and N64 standards) doesn't sound so small when you consider that this takes into account actual game conditions – fully-rendered, textured and animated models and backgrounds with lighting effects and everything else that makes the GameCube graphics looks so great. On the other hand, the Xbox and PlayStation 2 specs don't consider this at all, only pure data – throw in a bunch of effects that you need to make a game even slightly good and those numbers come right down to the 10 million mark or less. Not looking so bad now, is it?

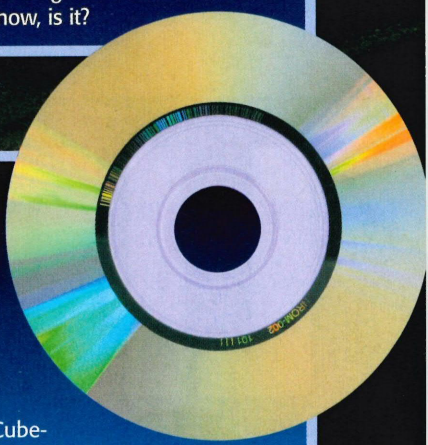
AUDIO PROCESSING

ALL THE BETTER TO HEAR YOU WITH, MY DEAR...

Sound Processor	Custom Macronix 16-bit DSP
Instruction Memory	8Kb RAM + 8Kb ROM
Data Memory	8Kb RAM + 4Kb ROM
Clock Frequency	81 MHz
Performance	64 simultaneous channels, ADPCM & PCM encoding
Sampling Frequency	48KHz

MEMORY: MEDIA

The optical discs used by the GameCube are the first of their kind – despite looking exactly like micro-CDs, the proprietary discs are far more powerful and can hold much more data than them. On the downside, the size of the discs mean that the GameCube is unable to play regular CDs or DVDs; however, Panasonic and Matsushita are currently looking into utilising the GameCube-style optical discs in the next wave of their technology. This means that when these discs eventually become the industry standard, the GameCube will be the only machine in the position to use them.



CLOCK FREQUENCY

At 485MHz, you might think the GameCube is a little on the slow side compared to today's technology. Of course, what you need to consider is that the GameCube's MPU architecture is based upon Apple's PowerPC technology (similar to the chips used in the current Apple G3 computer), making it somewhat faster than the specs would lead you to believe. In direct comparison, the PlayStation 2 runs at 294.912MHz on Sony's famous Emotion Engine while the Xbox clocks in at hefty 733MHz... although that's not as great as it sounds, because the CPU is based on simple Intel PC technology which doesn't run as fast as a PowerPC. Remember, numbers aren't everything...

SPLASH: MAIN MEMORY & A-MEMORY

In addition to the 3Mb of memory housed in the Flipper graphics chip, the GameCube has a total memory of 40Mb. This seems far inferior to the Xbox's boast of 64Mb (which is combined into one solitary block of unified memory) – however, it's the breakdown of memory that brings the GameCube back up to speed. The main memory is made up of 24Mb of 1T-SRAM (single transistor static RAM) – there are many benefits to this, not only because it drastically reduces the cost and physical space of the memory (meaning we don't have to pay as much for the console) but also because it's among the fastest memory technology around today. The remaining 16Mb of A-Memory (Auxiliary Memory) is made up of dynamic Ram (DRAM) which is used as a temporary storage area for buffering all manner of effects and other quick-access necessities.

MEMORY SPECS

ESSENTIAL FOR A HIGH-SPEED CONSOLE

System Memory "Splash"	40 Mb
Main Memory	24 Mb MoSys 1T-SRAM (Approximately 10ns Sustainable Latency)
A-Memory	16 Mb 81 MHz DRAM
Disc Drive	CAV (Constant Angular Velocity) System
Average Access Time	128ms
Data Transfer Speed	16Mbps to 25Mbps
Media	3 inch Nintendo GameCube Disc based on Matsushita's Optical Disc Technology
Capacity	Approx. 1.5Gb
Input/Output	4 Controller Ports 2 Memory Card Slots Analog AV Output Digital AV Output 2 High-Speed Serial Ports High-speed Parallel Port
Power Supply	AC Adapter DC12V x 3.5A
Dimensions	4.3"(H) x 5.9"(W) x 6.3"(D)



Have this... and that... and a side order of this! *Soul Calibur 2* is going to rock – you only have to look at this screenshot to see it...

LIFE OF THE C



OF COURSE, TOP-DRAWER HARDWARE'S USELESS WITHOUT DECENT GAMES. GOOD JOB THEN THAT IT'S NOT ONLY NINTENDO WHO'VE GOT A LOAD OF QUALITY TITLES ON THE WAY; THERE ARE PLENTY OF THIRD-PARTY DEVELOPERS ON THE BANDWAGON TOO...

ACCLAIM

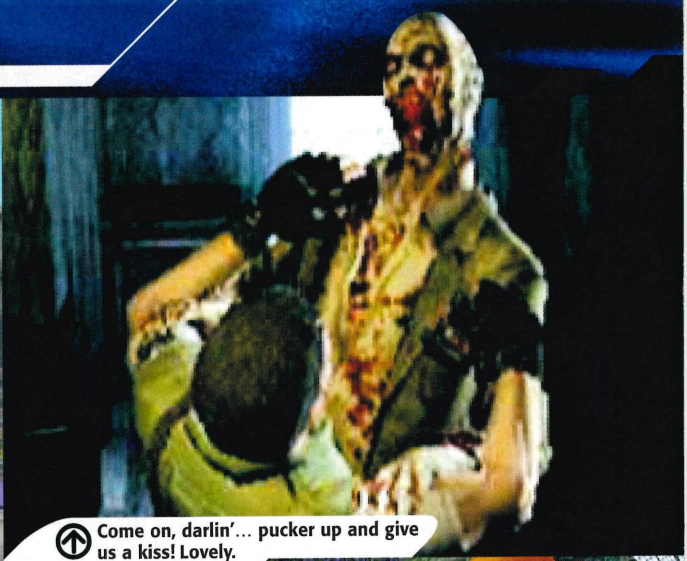






■ Being such a stalwart of the games industry, it was only to be expected that Acclaim would have a huge line-up for the GameCube upon the machine's launch. As well as a number of licensed titles that it managed to acquire from SEGA before the Dreamcast died (namely *Crazy Taxi* and *18Wheeler AmPro Trucker*), there's also a whole host of Acclaim's own games on the way – most notably, *Dave Mirra Freestyle BMX 2* and *XG3* which are both success stories on the PlayStation 2. On top of that is a brand-new wrestling title, the ever-popular *All-Star Baseball* and *NFL Quarterback Club* franchises (well. in the US anyway) and further down the line, there's even a new *Turok* title. Blimey.





Come on, darlin'... pucker up and give us a kiss! Lovely.



Mmm, nice hair – shame about the clothes. You're soooo last season...

THIRD PARTY

ACTIVISION

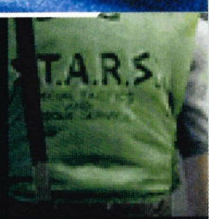




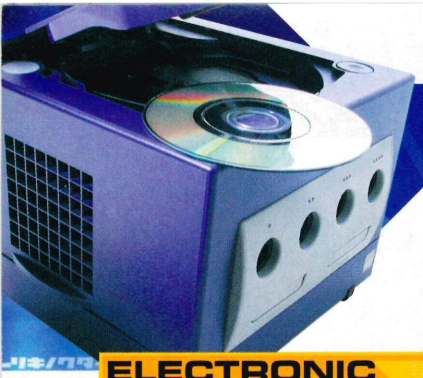
■ It's well-known that Activision has a number of quality franchises under its belt, so the fact that many of them are on the way to the GameCube isn't surprising in the slightest. For starters, there's the exploits of that skateboarding fiend Tony Hawk and his friends – with the title of *Tony Hawk's 3* currently planted in firmly in our minds, we're hoping that Activision and NeverSoft can come up with something superior to even the PlayStation 2 version. Add to that the slew of super-hero licenses that the company owns – including Spider-Man and the recently acquired Fantastic Four and Iron Man – as well as games such as *The Weakest Link* or *Stuart Little* and you can guarantee that there'll be at least one Activision game you'll simply have to own once you've acquired your GameCube...

CAPCOM





■ Two words for you, friends – *Resident Evil*. In a coup that surely rivals anything in history (not that we could think of any, mind you), Capcom has announced that if you want to play any of the *Resident Evil* games, you'll have to buy a GameCube. Why? Because the company is planning to release ALL the *Resident Evil* games – right from the very first one and including the yet-to-be-seen *Resident Evil 4* and *Resident Evil Zero* – on no other console other than the GameCube. Hoorah! A totally remastered version of the original *Resident Evil* will be out in Japan next March, with the others to follow soon after. In the meantime, you could always head over and check out our monster (ho ho) *Resident Evil* feature... unless you're too scared, of course.

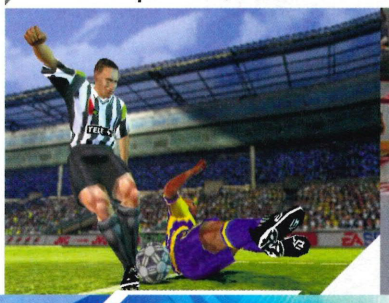


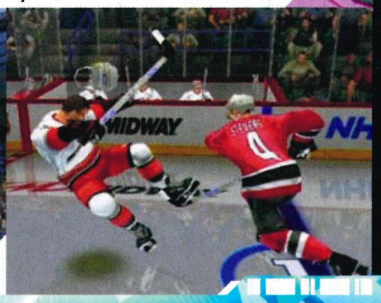
ELECTRONIC ARTS

■ The company that declined to develop for the ill-fated Dreamcast is putting its weight firmly behind Nintendo's console – EA's CEO Larry Probst has even stated that EA were 'very excited about the potential for the GameCube'. With plans already underway to have both *SSX Tricky* (the sequel to the hugely successful PS2 game) and *Simpsons Road Rage* ready in time for the launch of the console in the US, timeless franchises such as *FIFA*, *NHL* and *Madden* are also on the way. Then there's *Agent Under Fire* (the latest in a long line of James Bond titles) and a game based on some bloke called Harry Potter... no, we've never heard of him either.



Thank you, come again! It might just seem like *Crazy Taxi* with the Simpsons in it, but EA will certainly have a hot seller with it...





MIDWAY

■ Who's got its fingers in all the pies? Why, Midway of course – having the biggest line-up of GameCube games coming out over the next year, the company is certainly trying to provide for everyone. Talk about an eclectic mix of titles... there are sports games (*Red Card Soccer, NHL Hitz 2002, NFL Blitz 2002, NBA Ballers, MLB Slugfest 2003* and *Gravity Games BMX*), remakes of classic titles (*Defender, Gauntlet: Dark Legacy* and *Spy Hunter*), beat-'em-ups (*Mortal Kombat 5*) and even a totally new title by the name of *Freaky Flyers* – a madcap racing game with planes. To say Midway is putting a lot of its eggs in Nintendo's basket is a bit of an understatement, but seeing as how the GameCube is such a great machine... well, you can't blame them really, can you?

LIFE OF THE (THIRD) PA

KONAMI

■ So far, Konami has remained tight-lipped about its strategy for games on the GameCube, having only announced that a continuation of the popular *International Superstar Soccer* franchise will be appearing sometime later next year. Still, knowing what sort of titles Konami have produced in the past should be enough to get your mouth watering...

Examples? Well, they've already released a top-notch *Castlevania* game for the GBA (with another in the pipeline) so the chances of one appearing on the GameCube have got to be quite high. Oh, and then there's also that *Metal Gear Solid* series that people are always raving about... now that'd be something worth playing on the GameCube!



It's a well-known fact that *ISS* is the king of football... and it's on the GameCube!







NAMCO

■ As a developer that is renowned for its commitment to Sony and the PlayStation, the announcement that Namco would be bringing many of its new titles to the GameCube is a great boost to the console. The big news that's getting everyone all excited is that the sequel to one of the best 3D beat-'em-ups on the Dreamcast, *Soul Calibur 2*, is coming to the GameCube as early as the middle of next year. There's also the next instalment of *Ridge Racer* (the sixth in the series, no less), as well as the PlayStation 2 platformer *Klonoa 2*, the action-adventure game *Dead To Rights* (which will appear on the Xbox first, thanks to an exclusive deal... damn them!) and a conversion of the arcade racing game *Smashing Drive*. Sounds good, *mais non*?





BMX games are all well and good, but this is just insane, baby!



...RTY



UBI SOFT

■ Check this out... Ubi Soft is planning to release a total of 20 GameCube titles between now and the end of 2002. A tad optimistic? Perhaps, but knowing Ubi Soft's track record, we've got no doubt that it can reach that target. So far, the French developer has announced six titles for the GameCube including: *Rayman Arena, Batman Vengeance, Donald Duck: Goin' Quackers, Disney's Tarzan Untamed, Evolution Worlds* (a continuation of the *Evolution* RPG series) and *Rainbow Six: Rogue Spear*; what they've got up their sleeves for the other 14 is anyone's guess. Still, it's obvious that Ubi Soft feel that the GameCube is going to be a success – with so many titles coming out for it, you'd be a fool to think otherwise...

SEGA

■ Having now dropped out of the hardware race, SEGA's determination to prove itself as a successful games developer on platforms other than its own can clearly be seen in their GameCube line-up. With a good mixture of their Dreamcast and arcade titles already planned for the machine (including proven hits such as *Sonic Adventure 2, Virtua Striker 3* and of course, *Super Monkey Ball*), it's clear that the company is committed to making great games. SEGA is also going to be one of the first developers to take advantage of the GameCube's online capabilities through the release of *Phantasy Star Online ver.2*, plus it's going to give EA a run for its money by bringing all their respected SEGA Sports titles onto the GameCube... talk about going all the way!





AND THE REST...

Of course, there are still plenty of other software companies who are biding their time and waiting until the UK launch gets a little bit closer before announcing their plans. At the time of going to press, respected developers such as Eidos, Infogrames and Codemasters could only say: "No Comment" to our demands for their GameCube plans... but that hasn't stopped the rumour mills from going into overdrive. For example, RPG-developers extraordinaire Squaresoft (the company behind the epic *Final Fantasy* franchise) is heavily rumoured to have something big up its sleeve in the near future and THQ has merely hinted that it'll have some big games ready in the next year or so... can you say WWF? In any case, it's obvious that the GameCube has a lot of solid backing from the third-party developers – the future's is indeed looking bright...



A MEETING OF MINDS

While it's obvious that the GameCube is Nintendo's new console, that doesn't mean that Nintendo are solely responsible for it. A lot of time, money, effort and complicated technology and design went into the machine – something that required a whole load of companies to come together...

PANASONIC

CD DRIVES

As one of the biggest companies in the world responsible for consumer electronics, Panasonic (or more specifically, its Japanese parent company Matsushita) are ideally placed to work hand in hand with Nintendo. In fact, it's thanks to Matsushita that the GameCube exists at all – the company not only develops, but also builds and supplies the CD drives needed by Nintendo to construct the console. As a bonus, it also manufactures the specialist optical discs that the drive uses. Add to that the fact that Matsushita are currently working on a combined GameCube/DVD machine (the silver one displayed at E3 that had everyone dribbling) and you can tell that the company has a busy time ahead...

IBM

GEKKO MICRO PROCESSING UNIT

Just as important in the GameCube manufacturing process as Matsushita is IBM... after all, it's the company behind the revolutionary Gekko Micro Processing Unit that sits at the heart of the machine. Considered as one the leading 'state-of-the-art' manufacturers, IBM are employing cutting edge 0.18 micron copper technology to build the 485MHz MPU... if all that means nothing to you though, just believe us when we tell you that it's all good. Even Shigeru Miyamoto believes that the Gekko chip will allow him to 'take game designs to a new level' – this coming from the man who does the very same thing with every game he comes up with...

ATI

FLIPPER GRAPHICS CHIP

Being the cunning foxes that they are, ATI managed to buy their way into the pending success of the GameCube by purchasing ArtX (the company behind the design of the GameCube's Flipper graphics chip) for a whopping $400 million. The Californian-based engineering company originally behind the graphics chips for the N64 was a natural choice for the same job on the GameCube – having seen what the console is capable of, it's pretty obvious that Nintendo made the right decision (and ATI have been rather shrewd in buying them). This specifically designed chip, which also incorporates the audio components built by Macronix, works with the Gekko MPU to produce some of the best visuals ever seen on a home console.

MACRONIX & FACTOR 5

AUDIO COMPONENTS/TOOLS & DIGICARDS

Manufacturers Macronix play a big part in the production of the GameCube and its accessories - it's the company responsible for building the audio components of the Flipper chip. Besides this important job, the company also makes GameCube Digicards and has designed an adapter allowing for larger memory cards in the future. Alongside Macronix are Factor 5, who assisted on the design of the GameCube's audio hardware. In addition to this, they're also offering up their very own audio tools (known as MusyX) for developers to use in the production of sound. This can only be a bonus for the developers, as the tools are highly regarded in the industry as being the best around.

MOSYS

MEMORY TECHNOLOGY

Ahh, the complicated stuff. After forming a partnership with Nintendo way back at the end of 1999, MoSys took on the job of designing the memory technology that allows the GameCube to run so smoothly and at such high speed. If you're into the technical side of it all, it's responsible for designing single transistor static RAM – each GameCube contains 24Mb of this main memory, which both the Gekko MPU and the Flipper graphics chip have to access. The fact that the RAM is static (SRAM) rather than dynamic (DRAM) means that the Gekko can access the whole memory instantly... yes, we know it's stuff that doesn't really matter but we felt you should know about it all the same.

APPLIED MICROSYSTEMS

GAME DEVELOPMENT HARDWARE

Going even further into 'unnecessary for the average gamer, but still rather interesting' territory, Applied Microsystems is the company responsible for every GameCube game ever made. Why? Without it, the programmers at development companies like Silicon Knights, Rare or SEGA wouldn't have the game development hardware necessary to do their jobs. Combined with the developer tools created by Metrowerks and Numerical Design Limited, the machines provided by Applied Microsystems offer everything a developer needs to put together the very best games... considering what games like *Eternal Darkness* and *Donkey Kong Racing* are looking like, who knows how much better things can get?

NEC

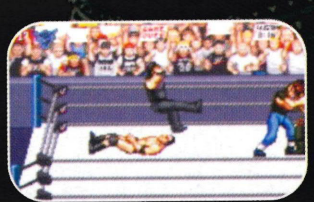
MANUFACTURING FLIPPER CHIPS

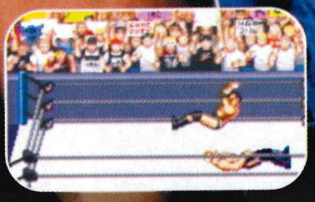
Through a manufacturing partnership with Nintendo, NEC are responsible for building the unique Flipper graphics chip for the GameCube. Though not actively involved in its design, the company played an integral part in getting the chip from the drawing board into the consoles and as such, has spent a great deal of money in building new factories in which to construct the technology. It is also in charge of manufacturing the essential memory chips designed by MoSys that are needed to keep both the Gekko MPU and Flipper graphics chips ticking over.

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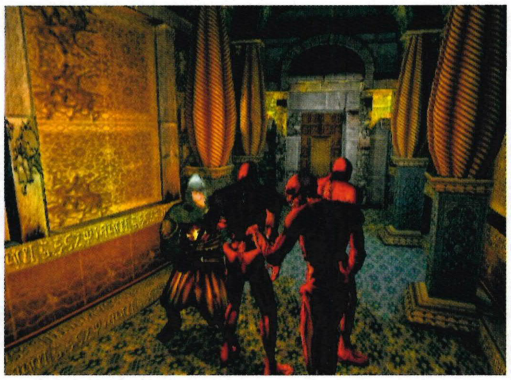
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JAKKS Pacific

THQ









CUBE

INFORMATION

ETERNAL DARKNESS	
PUBLISHER:	NINTENDO
DEVELOPER:	SILICON KNIGHTS
ORIGIN:	US
GENRE:	PSYCHO HORROR
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- THE FIRST EVER PSYCHO HORROR
- 12 PLAYABLE CHARACTERS
- REAL-TIME FACIAL EXPRESSIONS
- 24BIT COLOUR AT 60FPS
- DRAMATIC CAMERA WORK

RELEASE DATES

TBA	TBA	FEB' 2002

ETERNAL

The creators of Legacy of Kain will have you questioning your reality

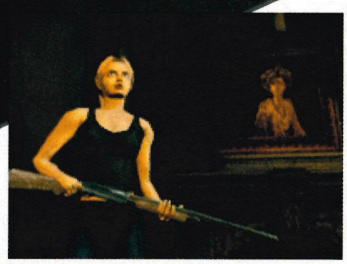


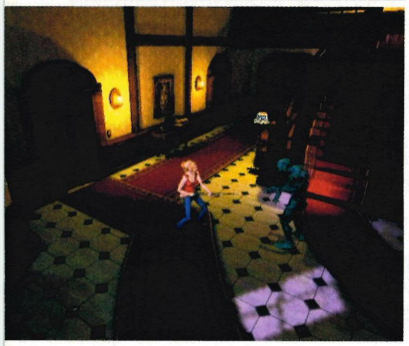
Don't trust anyone. These guys want your body, and not in a good way. Eeuww, what a horrible thought...

THROUGH THE DARK mists of time, long have we travelled... searching for an answer that may not exist, hoping to find the meaning of all creation. But none of that matters anymore. The Ancients are awakening, and with them comes an evil beyond your worst nightmare.

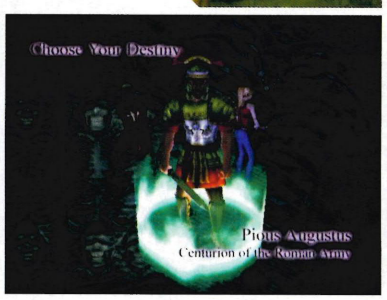
Silicon Knights is working on something amazing. As soon as it was announced for the N64 nearly two years ago, it was obvious that it was going to be huge. The world's first Psychological Horror game would have to be pretty impressive to be able to live up to its description, but once you've played it, you'll understand why it won't be a problem. Now that development has been shifted to the GameCube, the reasons for getting excited have grown exponentially.

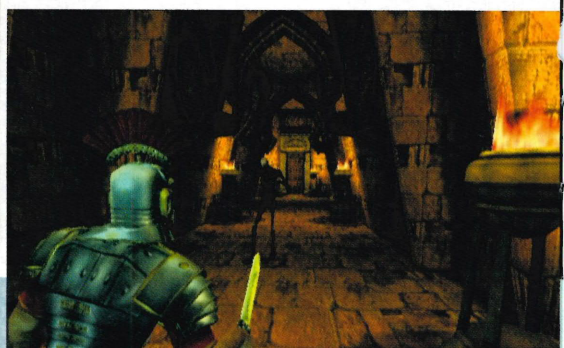
The Earth was originally inhabited by an almighty force known as the Ancients. Time passed and the conditions on the changing planet became so unbearable, that the Ancients were forced to lock themselves away. The planet has now stabilised somewhat, but there are certain religious sects who believe that the Ancients should be awakened. Should this happen, they will reclaim the Earth as their own,



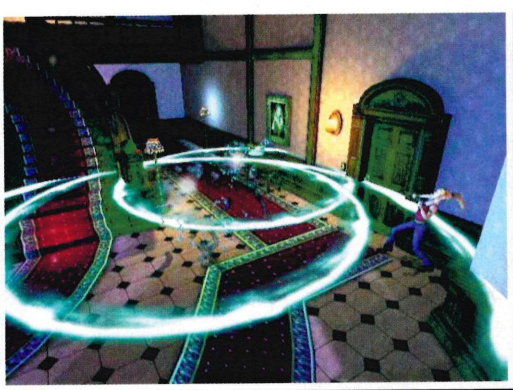


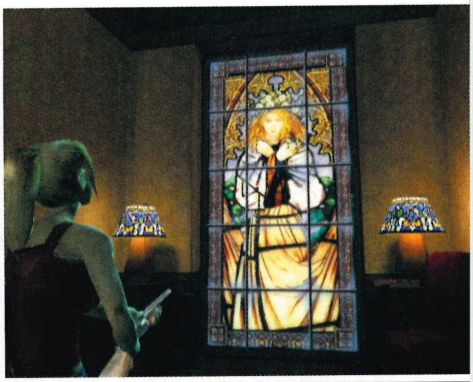






"THE ANCIENTS ARE AWAKENING, AND WITH THEM COMES AN EVIL BEYOND YOUR WORST NIGHTMARE"



ETERNAL DARKNESS
SANITY'S REQUIEM

and the world will be plunged into a pit of eternal evil and darkness.

You take control of 12 characters (one at a time of course), each will have to face the actions of the freedom fighters at some point in their lives. Silicon Knights has worked extremely hard at the story line and the small details, to ensure that every single time zone (each character inhabits a different time zone) is historically accurate. For example, Pious Augustus is a Centurion in the Roman Army and as such he has the armour and weaponry of someone in his position. Even his surroundings are lovingly recreated to represent the correct part of history.

We don't actually have enough room to go into depth about the graphics, sound, facial expressions and the all-important Sanity Meter. There is so much more to say about this game, so much in fact, that we're going to have to leave it until our huge In-Depth feature next issue. Have these lovely screenshots to tide you over.

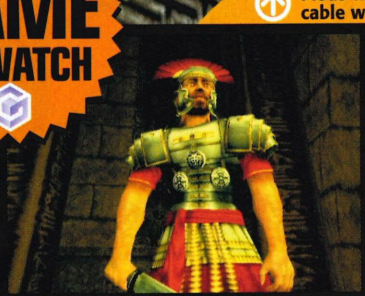
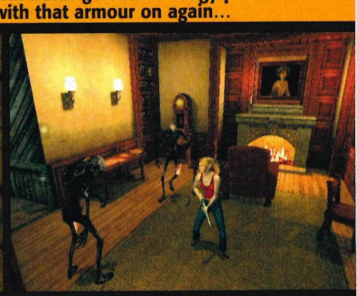
CUBE





Pious will never go near a dodgy power cable with that armour on again...

CUBE GAME TO WATCH

UP FRONT



ON THE VIDEO





CUBE

INFORMATION

GALLEON: ISLANDS OF MYSTERY

PUBLISHER:	INTERPLAY
DEVELOPER:	CONFOUNDING FACTOR
ORIGIN:	UK
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- HEADED UP BY TOBY GARD...
- ...CREATOR OF LARA CROFT
- EXPANSIVE WORLD TO EXPLORE
- PHOTO-REALISTIC TEXTURES
- AMAZING UNDERWATER SECTIONS

RELEASE DATES

MAR 2002 TBA MAR 2002

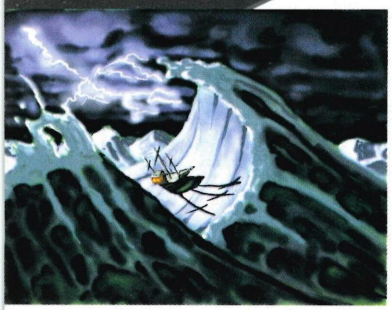
From the vast oceans comes a gallant new hero

GALLEON

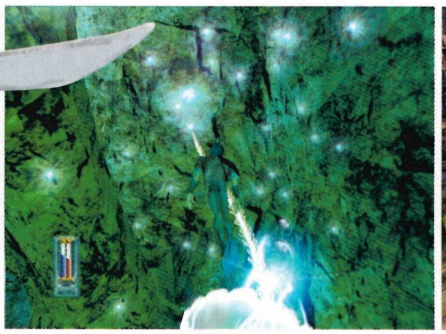
ISLANDS OF MYSTERY

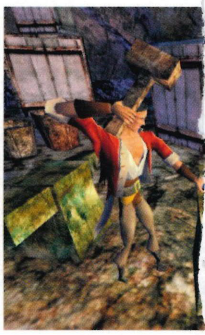
VERY FEW DEVELOPMENT teams manage to successfully create memorable characters, but Confounding Factor has Toby Gard up its sleeve. His contribution is already evident, just by looking at the screenshots, but what of the rest of the game?

There are two misconceptions that you need to get out of your head straight away. Firstly, *Galleon* is not a *Tomb Raider* clone. The only connection it has with *Tomb Raider* is that Toby Gard, creator of Lara Croft, is heading up the project. All this means, is that the character design will be (and is) second to none. Secondly, despite the name, *Galleon* is not a pirate game. Captain Rhama may well have spent most of his life sailing the high seas, but his current adventure takes place on land. Don't get us wrong, there are plenty of underwater









"THE CHARACTERS, STORY AND MUSIC SUCCEED AT ONCE IN CREATING A SENSE OF THE EPIC"







Look at her, she loves it! Love triangles abound, so if you're squeamish, turn away right now.

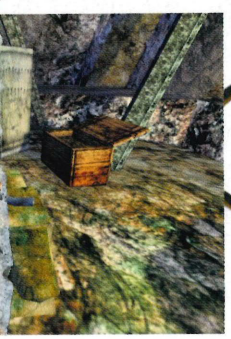
sections, but there are very few instances in which you have to go out to sea.

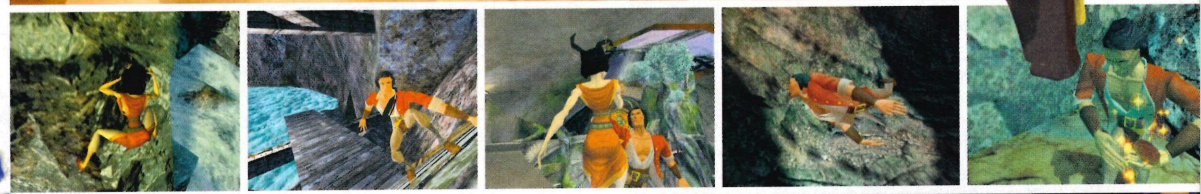
Galleon sees you controlling the charming Captain Rhama. He can climb, swim, dive, roll, punch and kick his way out of any situation, but he's certainly not expecting to have to use any of these abilities. He turns up on the island of Aqua at the request of one Dr Rhelliano, however, this isn't going to be a social visit. No sooner is he on the island, than Rhelliano's servant Jabez is trying to knock him off (and not in a good way), and as time goes on, Rhama gets dragged further and further into a dark and sinister world of lies, mysteries and damsels in distress.

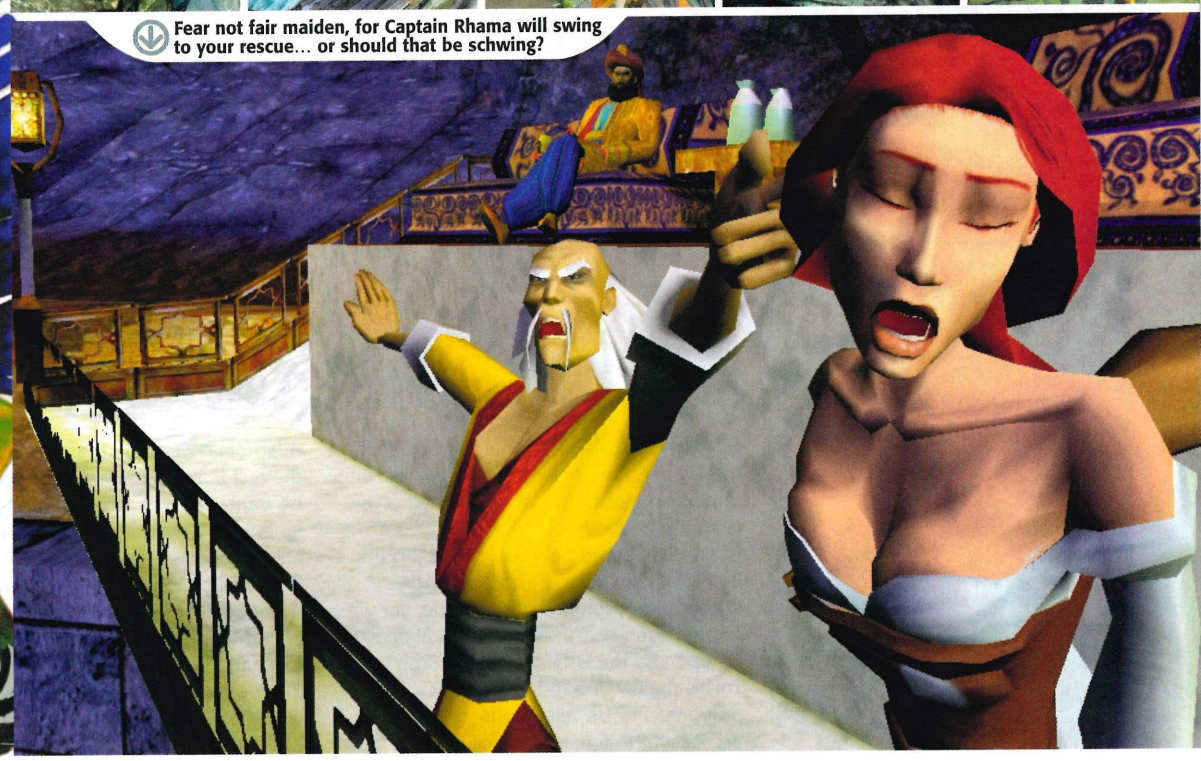
As you can see from the screenshots, *Galleon* is looking good, even at this early stage. A few effects have yet to be implemented, which is why some of the textures tend to blur when they're close up, however, the more complete sections show off some highly detailed, high-resolution textures, which look photo-realistic from a distance.

Confounding Factor certainly has something special in its grasp. The character design, story line, and musical score succeed from the word go in creating an overwhelming sense of the epic in your mind. Look out for out In-Depth feature next issue.

CUBE

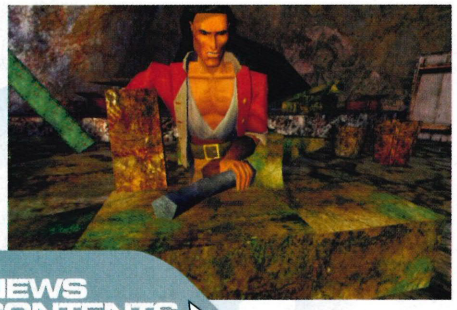


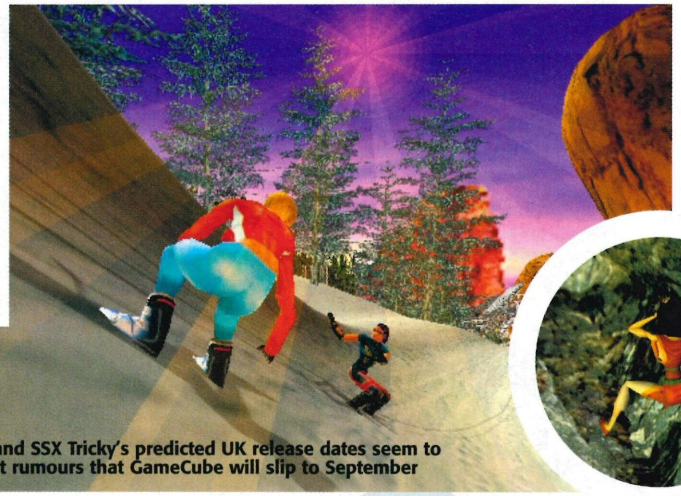




Fear not fair maiden, for Captain Rhama will swing to your rescue... or should that be schwing?

GCN GAMECUBE NEWS





Galleon and SSX Tricky's predicted UK release dates seem to contradict rumours that GameCube will slip to September



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We speak to Shelly Friend of Nintendo about GameCube in the UK
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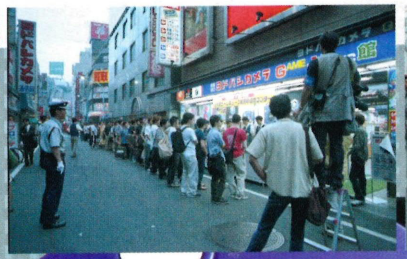
TOTALGAMES.NET
All the latest offerings from Cube's Web site
PAGE 034

CUBE HITS THE WORLD FOR

But the UK launch is still on ice

AND SO WE COME to that early stage in the GameCube's life where we ask the all-important question – when the hell is the GameCube going to hit the UK!? Nintendo's brand new baby has seen the light of day in both the eastern and western hemispheres of the world, yet we haven't even had a sniff of it. Traditionally, Europe and the UK will always come last. This is mainly due to the fact that a large proportion of UK televisions will only accept an RF signal, so specific RF Adaptors have to be made. Then there's the fact that the PAL software will have to be translated into several European languages before it can be released. Lastly, and most importantly, Nintendo's production facilities can only produce GameCubes at a certain rate. It would be physically impossible for Nintendo to supply enough units to three separate territories – it's only just managing to appease Japan and the US as it is.







Those lucky Japs may have had to queue, but at least they have their Cubes. In fact, they've had them since September!



"NINTENDO IS ONLY JUST MANAGING TO APPEASE JAPAN AND THE US AS IT IS"

THE SIX!

Taking all of these aspects into consideration, we weren't expecting to see a PAL launch until Easter '02, however, the cynics of the world are already predicting Nintendo's downfall. Trade paper MCV, reported that several publishers had expressed concerns over Nintendo's lack of communication concerning plans for the PAL launch, and are predicting that Europe won't see the GameCube until September '02! This is a tad extreme, especially after we dug up the following information; EA has 6 March 2002 set as the release date for *SSX Tricky* in the UK. On top of that, Interplay has set a March release for *Galleon*.

To add fuel to the nicely burning fire, Microsoft has announced that Xbox will hit European shores on 14 March 14 2002. By the time you read this, you'll even be able to go into your local games retailer and pre-order an Xbox, but still not even a whisper is to be heard from the Nintendo camp. We decided to contact Shelly Friend, Head of European PR, in a desperate attempt to calm our fears. You can read what she had to say just over there... CUBE

CUBE THINKS...

FIRST IMPRESSION

■ Despite all the rumours and denials, there are still no concrete facts available. The only thing we know for sure is that Nintendo will not release a date, which it isn't 100% sure about. We'll keep hassling, and eventually we'll get an answer, but don't expect anything to be said until December at the earliest. CUBE



IN THE CUBE WITH...

SHELLY FRIEND

NAME: SHELLY FRIEND
POSITION: HEAD OF PR
COMPANY: NINTENDO OF EUROPE

CUBE: When exactly will we be given a firm launch date for GameCube in the UK?
SF: Since E3 2001, Nintendo has always said that it will announce its plans for the UK and Europe after it sees how the Japanese and US launches go.

CUBE: What is your response to rumours that the UK launch will slip to September?
SF: It is impossible for the date to slip, as Nintendo has never given a date to start with.

CUBE: Does the news that Xbox will launch in March affect Nintendo's plans?
SF: Not at all. Nintendo doesn't see the Xbox or PS2 as the competition. They are multimedia, set-top boxes, whereas the GameCube is a pure games console.

Hmmmmm... at this point we started talking about the weather, as it was becoming increasingly apparent that we had a better chance of getting blood out of a stone, than getting even a hint of what the date was going to be.

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO

SELLING LIKE HOTCAKES!

GameCube are being snapped up before they even hit the virtual shelves in the US. Both Amazon.com and Toys 'R' Us sold out of their initial pre-orders in under five minutes.



1080 GETS COLD FEET

The GameCube version of *1080° Snowboarding* has been put on hold indefinitely. It was being developed by NBA Courtside developer, Left Field. No reason has been given.

THQ REACH THE SUMMIT

THQ is set to bring its snowboarding adventure game, *Dark Summit* to GameCube in mid-2002. The game sees you racking up points on the slopes, while trying to evade the persistent mountain ranger.



WOW!

SEGA's to bring *Major League Baseball 3* to GameCube, courtesy of in-house developer, WOW. The action looks so real, that many don't believe that it's running on the GameCube.



RAVEN FLIES HOME

The highly anticipated RPG, *Raven Blade*, has been canned, so that developer Retro Studios can concentrate on finishing their priority title, *Metroid Prime*. Expect a full report next month.

"UNLESS YOU FANCY IMPORTING IT, YOU'D BETTER GET THIS SILVER TEMPTRESS OUT OF YOUR HEAD"

NO MORE IN THE UK

Price and date for Q in Japan, but we'll never see it

PANASONIC HAS FINALLY released firm details about its GameCube/DVD hybrid unit. It was first shown at Nintendo's Spaceworld show back in October 2000 and, ever since then, hardware enthusiasts the world over have been drooling in anticipation. As you can see from the pictures above, Q is a glorious piece of kit, and Panasonic has finally released the full tech specs to appease our technophile desires.

The SL-GC10 (to give it its full model number) will go on sale in Japan on 14 December at a retail price of ¥39,800 (around £235). You can now pre-order units from the Panasonic Japan Web site. Tap in: www.dvdgame.jp/product/index.html#gaikan to get straight there. As well as playing DVDs, Q will run CDs, VCDs, CD-Rs, CD-RWs and GameCube games. All of these modes will be outputted in either stereo (via L and R phono sockets) or Dolby Digital 5.1 (through the Digital Out), depending on what kind of system you have.

The basic design of Q is based on the standard GameCube in order to keep the general theme and sense of familiarity, however Panasonic has made various changes to differentiate it from its pure gaming cousin. Many of the buttons and controls have been transferred to the front of the unit, presumably so that you can get to them easily if you choose to integrate it into your home cinema set-up. Only the basic Play, Skip and Stop controls are remaining on the top, and these can be found in front of the LCD screen. Q also has four significant legs to stand on, raising the base off of the ground, presumably to keep the expansion ports free of dust. The last of the main changes comes in the form of a LCD screen on the top of the unit. This is a standard DVD-player feature, but it has been made to look especially cool by the fact that casing for the screen is made from an adapted GameCube handle shape!

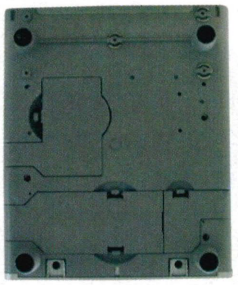
Sadly, there is no news on a UK release – even the US won't be seeing it until Xmas 2002 at the earliest, so unless you fancy importing it, you'd better get this silver temptress out of your head. If you, like us, won't be able to sleep at night until you have one, then listen up. Be warned that the Japanese units will require a step-down mains converter to work in this country. There's also the fact that they will only work on NTSC-compatible TVs and will only run Region 3 DVDs.



Q comes equipped with a completely new pad. Both the colour and the logo are different to standard GameCube controllers







OOOH, YOU TEASE YOU...

Aahhh, Mr Panasonic. With this SL-GC10 you are spoiling us... well, that's what they're saying in Japan anyway. Visit the official Web site (tap in www.dvdgame.jp/product/index.html#gaikan) to see it in all its glory.

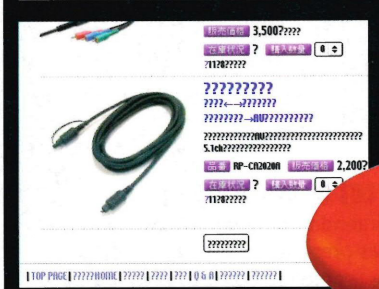


Q-ING



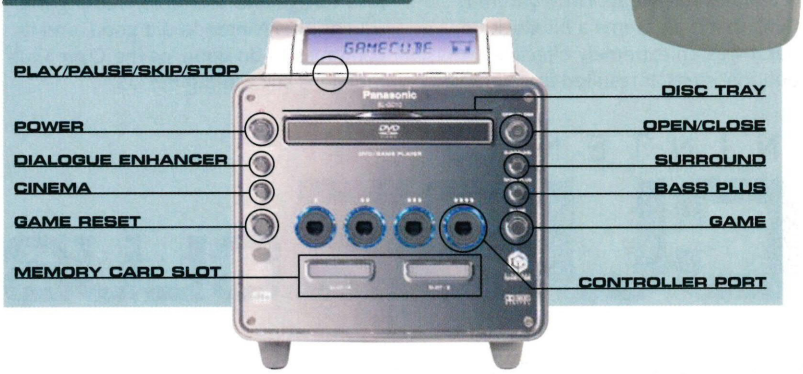
See it from the back, front, top and bottom... then remind yourself that you can't have it.







BOX OF DELIGHTS





CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO

PEDAL TO THE METAL

Insiders at Codemasters have revealed that the company behind hits such as *TOCA* and *Colin McRae Rally* is looking into GameCube development. The future is looking rosier every day.



ALL THE WAY

Publisher Midway has confirmed that a version of current hit *Spyhunter* will be coming to Cube during 2002. *Pilotwings 64* developer, Paradigm, will be working on the title.



ZELDA IN PUNCH-UP

Finally, HAL Labs has confirmed that *Zelda* will be a playable character in *Super Smash Brothers*. Sheik will be able to transform into her at any point during the match, by way of a special move.

PRAISE THE LORD!

Nintendo used the London Gospel Community Choir to woo attendees at this year's Nintendo Show. The group sang *Lifting Me Higher* while a huge Nintendo logo rose behind them.



YIPEEKAYEY!

Due to the tragic events in America, we were unable to bring you shots of *Die Hard* this issue. Fingers crossed, then, that the publishers let things proceed as normal in time for next issue.



Nintendo proves that it knows a thing or two about advertising

IT'S HIP TO B

A LOT OF CYNICISM followed Nintendo's announcement that it was prepared to spend $75 million on promoting GameCube in the US. Just what would they do with it? After all, Nintendo isn't exactly well known for its advertising skills, especially in the light of Sony's huge success with the PlayStation. However, the thing is, Nintendo has been preparing for a long time and so all of your doubts can be wiped clean away.

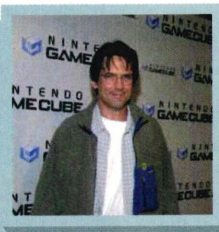
It all kicked off at the start of October, with the LA launch of the first Cube Club. Nintendo hired out an enormous club, filled it with DJs, such as DJ Monet Mazur, invited loads of celebrities and gave everyone free beer and free access to all the GameCube launch titles. The night was a huge success, and as you can see from the piccies, a fair whack of celebrities turned up. Now, you may think that it all seems a bit stuck up, but it was an extremely effective publicity stunt. It resulted in extensive media coverage, but more importantly, it saw famous faces, like Vin Deisel, Shannon Elizabeth, Joey Fatone, Orlando Jones, Ashton Kutcher, Mandy Moore, Milla Jovovich, Marlon Wayons, Jason Biggs and Tara Reid, backing the GameCube. Nintendo did good, and it continues to do good, as the Cube Club mobile is still touring the US.

NINTENDO CUBE CLUB

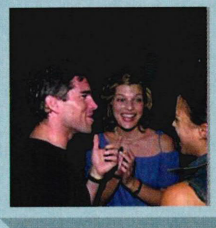
"JUST LIKE OUR GAMES, NINTENDO FANS ARE UNIQUE"

NOA'S EXEC. VP OF SALES AND MARKETING, PETER MAIN

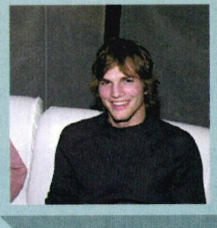

Tara Field


Bill Campbell


Jason Biggs


Milla Jovavich


Mandy Moore


Ashton Kutcher


Joey Fatone

BE SQUARE

It doesn't stop there, though. Nintendo has teamed up with the best in the industry to create their television adverts, which will show on primetime MTV, Nickelodeon etc. Included in the credits is the Director of Photography for the motion pictures *Se7en* and *The Beach* – and it shows.

Then there's the competition that Nintendo has been running. We'll let Nintendo explain it for you:

"Would you eat a bucket of bugs or cut your hair into a Nintendo logo just to get the new Nintendo GameCube videogame machine? Nintendo is 'sounding the gong' and calling for the wildest and zaniest submissions from consumers willing to do just about anything to win Nintendo's next system before its anticipated US launch, which is on 18 November.

A panel of judges will choose one grand prize winner, who will be awarded a Nintendo GameCube, Game Boy Advance, a videogame software package and $5,000 in cash."

As you can probably imagine, there are going to be some 'different' entries.

Nintendo of America's Executive VP of Sales and Marketing, Peter Main, responded by simply saying: "Just like our games, Nintendo fans are unique." Aaahhhh… you've just got to love that Nintendo difference. CUBE

CUBE ON THE BOX

I'M A LIVIN' IN A BOX!

With help coming in the form of the Director of Photography for *Se7en* and *The Beach*, you'd expect Nintendo's TV adverts to be something special. 'Special' is one of the words that we'd use. Dark, weird, inspired and downright stylish are some of the others. Check out the full movie at www.nintendo.com.











FAME AND FORTUNE = KNOWLEDGE?

We asked various celebrities the all-important question at the Cube Club launch party in LA: "What does GameCube mean to you?"

BILL CAMPBELL
"Nintendo is notorious for its games, and we are all hungry for really good games."





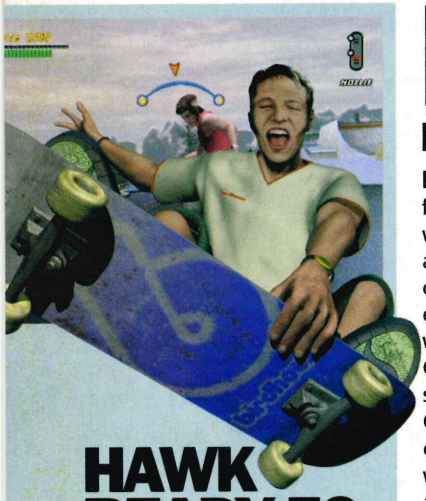
TARA REID
"It's fun – it takes your mind off things and you can have a really good time."

JOEY FATONE
"The games of course, come on! Every time they come up with something new, it's very cool."





MANDY MOORE
"Wow, it's really cool. Nintendo is always the best, so you expect quality from them."



HAWK READY TO LAUNCH

ACTIVISION'S TOP FRANCHISE IS BROUGHT FORWARD!

Giant US publisher Activision has revealed that the superb *Tony Hawks Pro Skater 3* will be released as a launch title in the US. Previously, it wasn't even known if the game would make it out in time for Christmas, so the news came as a bit of a shock to say the least. Strangely though, only one screenshot exists outside of Activision's offices, and here it is. Expect a full review in Issue 2 of CUBE.

IS ISS A REALITY?

Huge football franchise slips out quietly

INTERNATIONAL SUPERSTAR SOCCER is THE football game. If you prefer FIFA, you're wrong – it's as simple as that. Over a year ago, Konami officials hinted that a version of *ISS* would make it to GameCube, maybe even as a launch title in Japan. They even went so far as to say that they hoped that GameCube would be extremely successful, so that could make all their games for GameCube. However, not a whisper has come out of the company until a few weeks ago, when a video of *ISS* was shown as the Tokyo Game Show.

No photographs were allowed, and no screenshots are available, so CUBE contacted one of its Japanese spies in order to find out exactly what is going on. Here's what we found.

"We call this *ISS* game *J-League Perfect Eleven* here in Japan. It is a very good game, and we too are very frustrated at not being allowed to see it. I have a friend inside KCEO (the team responsible for the GameCube version – CUBE). He says that the project is being extremely well guarded, and it is impossible to get any information, but he also said that the game is beautiful. Information will only be released when the GameCube gets a European release date, as Europe is a big market for *ISS*."





IN BED WITH CAPCOM

CAPCOM MAKES ITS BIOHAZARD SERIES A GAMECUBE EXCLUSIVE

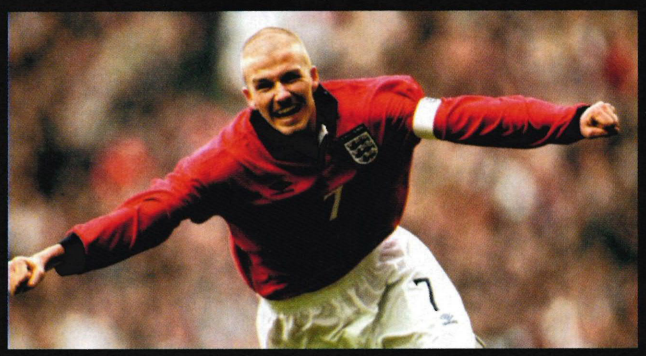
On September 13th (one day before GameCube launched in Japan), Capcom held a press conference. At that conference, Mr Mikami (the man behind the original *Resident Evil* and *Devil May Cry*) revealed that the entire *Biohazard/Resident Evil* series would become exclusive to GameCube. This may seem like a bit of a strange announcement to make seeing as *Resident Evil 1, 2, 3* and *Code: Veronica* are already out on other systems, but there is more to the story. *Resident Evil 1* is receiving a complete make-over (see the In-Depth feature on Page 70). *RE 2, 3* and *Code: Veronica* will probably just be straight ports, Then we get to the juiciest information. *Resident Evil Zero* and *Resident Evil 4* will be exclusive to GameCube, though when we get to see them is anyone's guess.

This was a major coup for Nintendo – let's hope that other Japanese 3rd parties feel the same way.

BECKHAM RAGES ON

Rage finally confirms full GameCube support

CUBE HAS KNOWN for some time that British publisher Rage was planning on bringing its big franchises to GameCube, but it has only just officially confirmed this. First on the list is a version of *David Beckham Soccer*, which is currently receiving extremely favourable reviews in PS2 magazines nation wide. Other franchises include *Rocky, Gun Metal* and *Crash*. CUBE has also heard rumblings of a possible first person, SAS License title. We spoke to Communications Director Glen O'Connell to get the low-down.



CUBE: Rage has been developing for the GBA for quite a while now. Are there any plans to make the GBA and GameCube versions compatible with each other?

GOC: We are aware of the possibilities of the technology, and it is something that we would like to do, however, it all comes down to the timing. We do not have full development kits just yet, so current GBA titles like *David Beckham* won't be compatible. If we develop other GBA titles, say for example, a follow up to *Beckham*, they may well contain this option.

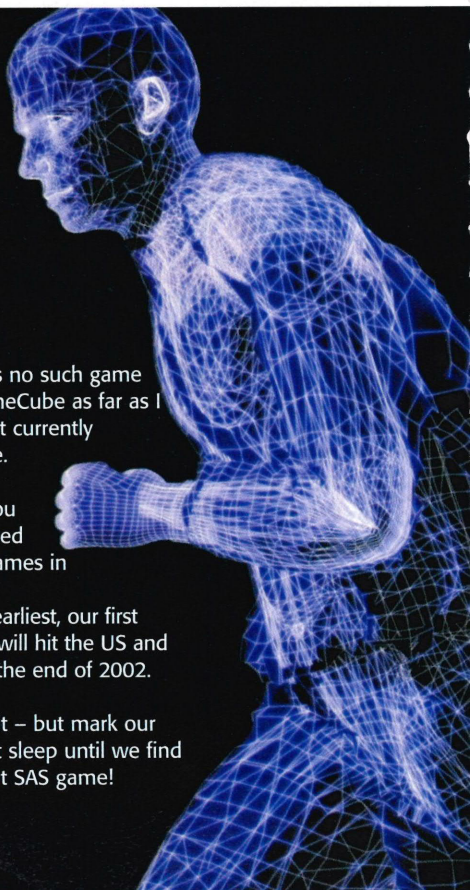
CUBE: Is there any truth to the rumour that Rage is developing a licensed, SAS title for GameCube?

GOC: There is no such game planned for GameCube as far as I know. We do not currently have that license.

CUBE: Do you have any projected dates for your games in the US and UK?

GOC: At the earliest, our first GameCube title will hit the US and the UK towards the end of 2002.

There you have it – but mark our words, we won't sleep until we find out more on that SAS game!





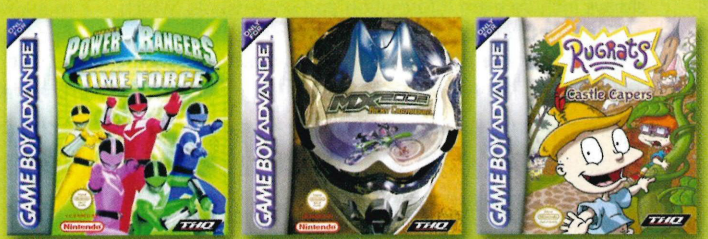


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TOTAL GAMES .net

An introductory guide to the online version of CUBE

THE CUBE WEB SITE is pretty expansive, and we'd be fools to pretend that we could show you it all in two pages, so here's a beginner's guide to what you can gain from visiting the site. Fulfilment? Peace of mind? The meaning of life? Why, of course – all this and much more from the virtual pages of Cube.TotalGames.net.







- News
- Features
- Release List
- Reviews
- Previews
- Gallery
- Tips
- Competitions
- Charts
- Forum

NEWS

The latest news, as it breaks. Announcements, new screenshots, new information… if it's worth knowing, you'll find it here. Updated on a daily basis, you won't miss a thing. Includes stories that won't make it to print in the magazine.

FEATURES

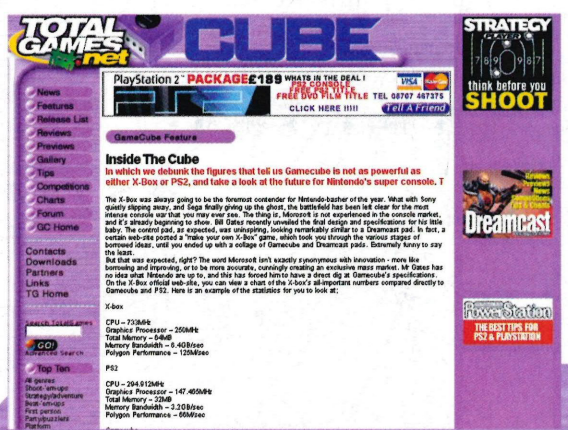
Features from CUBE can be found online, and will nearly always include extra information and screenshots, which couldn't be fitted into the magazine version. There are even two or three features on there now, which never made it to CUBE due to space constraints!

REVIEWS/PREVIEWS

Every review and preview for every existing GameCube game. This section combines the knowledge of the CUBE team with the accessibility of the Net to provide an entire database of information for every game preview for every existing GameCube game.

GALLERY

There are tons of screenshots that don't make it into the magazine version of CUBE – the Gallery gives you the opportunity to see every screenshot that we have. As well as that, you also get to see the full-sized versions for every last bit of detail.









TIPS

All the latest tips, cheats and solutions. If you're stuck on a game, it's more than likely that the Tips section will be the answer to your prayers.

COMPETITIONS

Be the first to find out about new competitions. You can't win if you don't take part...

CHARTS

Until the GameCube launches in the UK, this section will consist of the Import Charts, showing which import titles are the most popular.

FORUM

Now here's where it gets interesting. This is your chance to have your say. Disagree with something that we've said? Disagree with something that a reader has said? The Forum is there for you to voice your opinion. You can even post your own reviews, help out others with tips on a game, or start off a mass debate about bananas. It's up to you.

TOTAL GAMES net

RELEASE LIST

This is only a small section of the Release List. For the full monthly rundown head on over to the release schedule on: cube.totalgames.net and you'll find an extensive release schedule for the games that you'll want to start saving up for!

2001

TERRITORY	GAME	GENRE	PUBLISHER	RELEASE DATE
US	All-Star Baseball 2002	Acclaim	Sports	18 November
US	Crazy Taxi	Acclaim	Crazy Racing	18 November
US	XG3	Acclaim	Racing	18 November
US	Luigi's Mansion	Nintendo	Adventure	18 November
US	Madden NFL 2002	EA Sports	Sports	18 November
US	NHL Hitz 20-02	Midway	Sports	18 November
US	Star Wars Rogue Squadron II: Rogue Leader	LucasArts	Action	18 November
US	Super Monkey Ball	Sega	Puzzle	18 November
US	The Simpsons Road Rage	Electronic Arts	Crazy Racing	18 November
US	Tony Hawk's Pro Skater 3	Activision	Sports	18 November
US	Universal Studios Park Adventure	Kemco	Adventure	18 November
US	Wave Race: Blue Storm	Nintendo	Racing	18 November
Jap	Super Smash Bros. DX	Nintendo	Fighting	21 November
US	Dave Mirra Freestyle BMX 2	Acclaim	Sports	27 November
US	FIFA Soccer 2002	EA Sports	Sports	27 November
US	SSX Tricky	Electronic Arts	Sports	27 November
US	Pikmin	Nintendo	Puzzler	3 December
US	Super Smash Bros. Melee	Nintendo	Fighting	3 December
US	Cel Damage	Electronic Arts	Racing	December
US	NFL Quarterback Club 2002	Acclaim	Sports	December

2002

TERRITORY	GAME	GENRE	PUBLISHER	RELEASE DATE
US	NBA Courtside 2002	Nintendo	Sports	14 January
US	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	11 February
US	18-Wheeler American Pro Trucker	Acclaim	Racing	February
US	Star Fox Adventures: Dinosaur Planet	Nintendo	Adventure	25 March
US	Jeremy McGrath Supercross World	Acclaim	Racing	March
US	Legends of Wrestling	Acclaim	Wrestling	March
US	Batman: Dark Tomorrow	Kemco	Action	March
US	Galleon: Islands Of Mystery	Interplay	Interplay	March

CUBE MOST WANTED

THE THREE GAMES WHICH HAVE GOT THE CUBE TEAM'S BLOOD BOILING WITH ANTICIPATION.



ETERNAL DARKNESS

US: February 11, 2002

Come oh ancient ones! Come and take me to your evil domain where I will be your humble servant for all eternity!



STAR FOX ADVENTURES: DINOSAUR PLANET

US: March 25, 2002

It's like *Zelda*, but with Fox McCloud (who, let's face it, is just as cool), and it's by Rare. What more could you possibly ask for?



PERFECT DARK 2

US: End 2002

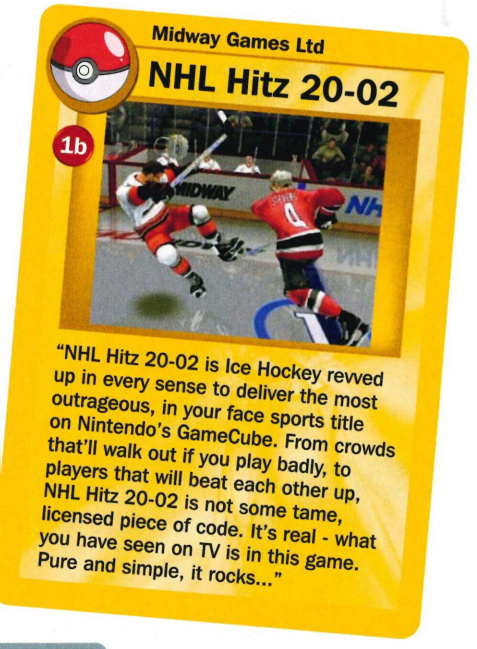
Just think of the possibilities now that the sequel to the world's greatest first-person shoot-'em-up will be utilising the power of the GameCube.

Poké-PR

The people behind the games battle it out for supremacy.

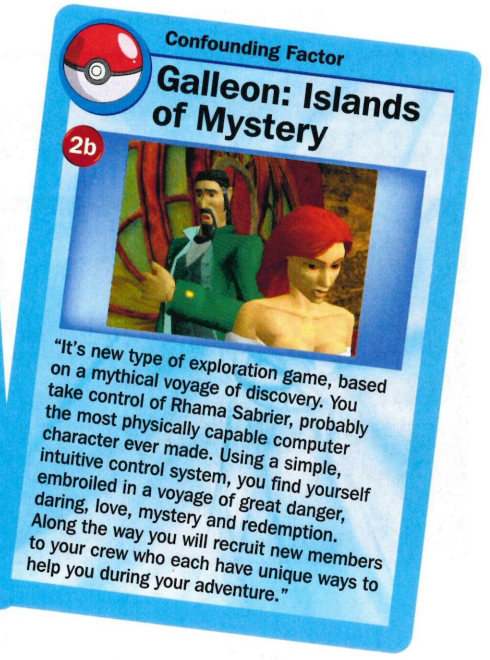
WELCOME TO THE first round of Poké-PR, where the people behind the games get the chance to battle it out using the power of the mind. The winner can only be decided by you, the reader. Eventually, the winners will make it through to the later stages of the tournament, where we'll make them wear strange hats and shout things in a Pokémon-battle style. Decide who you think should win (using whatever means necessary) and then either email us your vote (CUBE@paragon.co.uk, subject: Poke-PR Vote), visit the TGN Cube forum or send it to;
Poké-PR, CUBE
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GC NEWS FINAL THOUGHT...

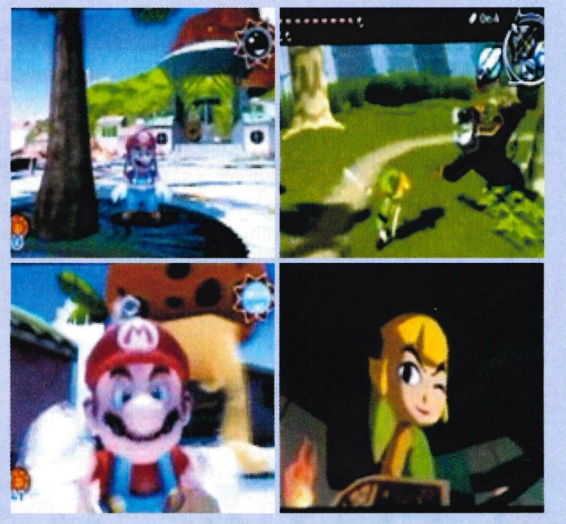
Subject: Where are Mario and Zelda?

AND SO WE come to the end of Issue 1's news section. Did you notice the distinct lack of any *Mario Sunshine* or *Celda* (*Cel Zelda*) articles? Are you wondering why, despite the fact that these two GameCube games have been plastered all over the Internet and other magazines, CUBE hasn't even mentioned them? Well, it's simple really. In this situation, CUBE actually agrees with the official Nintendo line.

Nintendo has not released any shots or gameplay information regarding either of these titles. At Spaceworld 2001 and The Nintendo Show, a brief video trailer showed what could potentially be sections from the games. Any screenshots or videos that you do see will be grainy and misleading, purely because they have been extracted from dodgy video footage. This material is misrepresentative of the finished games and has only been shown because something had to be said about Nintendo's two biggest franchises. When Nintendo feels that the titles are at a presentable stage of development, it will release proper shots.

Considering that it is our duty to provide you with all the latest and greatest, we have included two screens of each title for you – however, CUBE refuses to make a big article out of some extremely dodgy video footage, just to fill space in the magazine.

Don't get us wrong – these games are going to be huge, but *Mario Sunshine* won't be out in Japan until the end of Summer 2002 (read Easter 2003 over here), and *Zelda* won't see the light of the Japanese day until Xmas 2002. Rest assured, even now we're digging for *Mario* gold and when we get it, you'll be the first to know about it.



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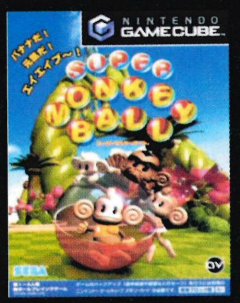


GameCube
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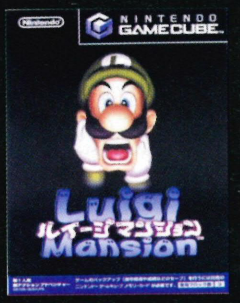


GameCube
Portable
Monitor
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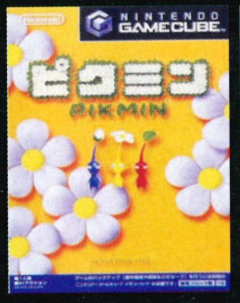
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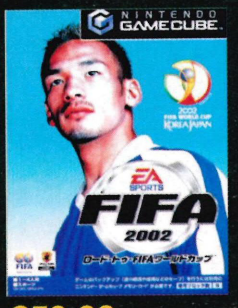
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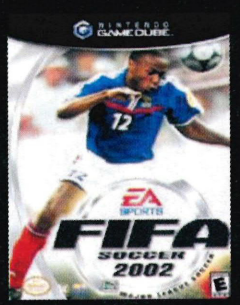


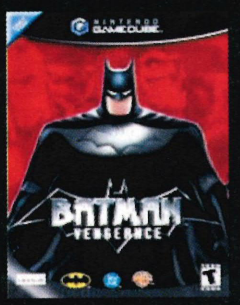
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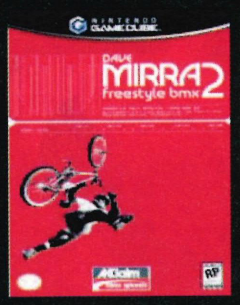


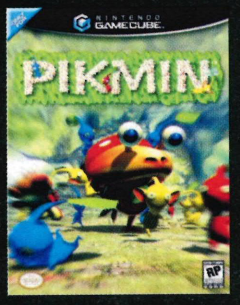
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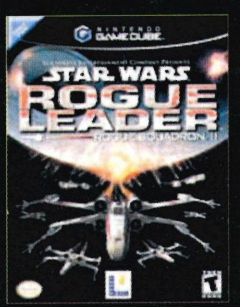
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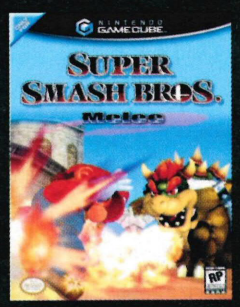


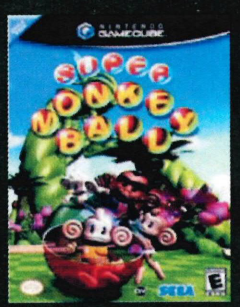


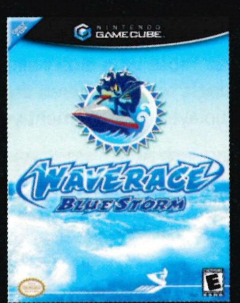


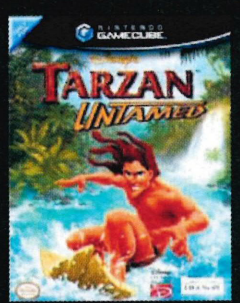


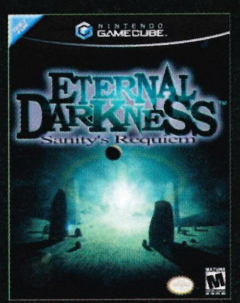


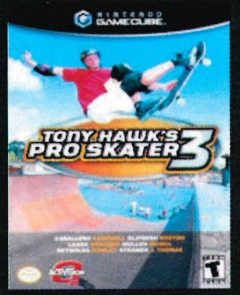










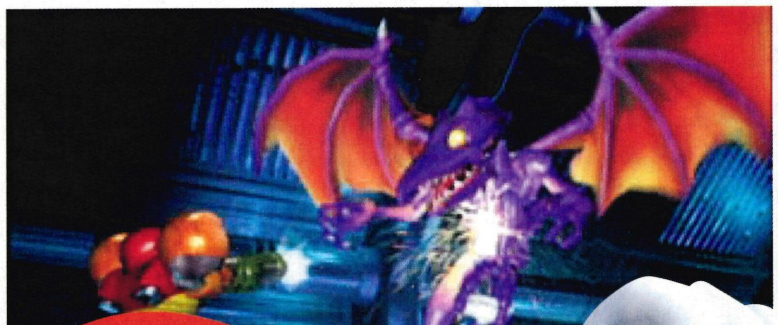


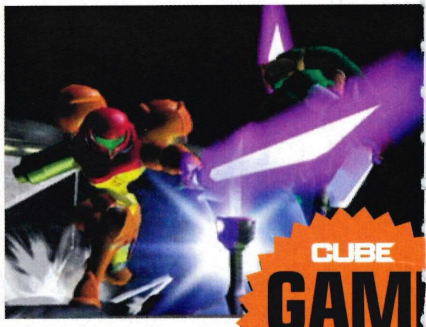
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CUBE GAME TO WATCH

Super, smashing, great... let's kick arse, Nintendo style!

SUPER SMASH BROTHERS M

They all want to be the greatest Nintendo character... so let's fight to decide the winner!

ASK ANY N64 owner about whether their console has a decent beat-'em-up or not, and they'll immediately dig up *Super Smash Brothers* as their example. Yet, outside of the N64 community, *SSB* was frowned upon. It was a kids' game, and that was that. For anyone who didn't play the game, you can understand why they would dismiss it. *SSB* encompassed everything that the cynics would use against Nintendo; relatively simple textures, primary colours and, above all, a whole host of Nintendo-related mascots. Those who didn't play it will have missed out though, for *SSB* offered the most perfect form of multiplayer entertainment yet seen.





CUBE INFORMATION

SUPER SMASH BROTHERS MELEE	
PUBLISHER:	NINTENDO
DEVELOPER:	HAL LABORATORY
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

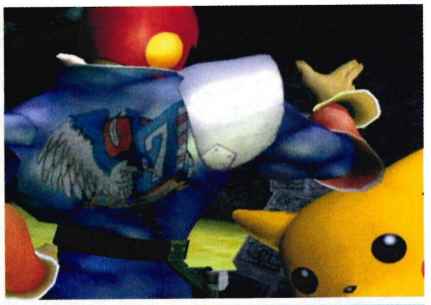
- DEDICATED NINTENDO FIGHTER
- MORE THAN 24 CHARACTERS
- NEW MODES
- EXTRA ITEMS AND WEAPONS
- HIDDEN EXTRAS

RELEASE DATES

TBA | 21 NOV 2001 | 3 DEC 2001









FACT

OLD FACES!

As well as the characters that you get to fight as, you'll probably recognise a lot of other faces throughout the game – they're all back from their relative Nintendo titles...

Check out the detail on Fox's face... and that's what he looks like in the game!

SH MELEE





PREVIOUS

FROM THE MAKERS OF...

- Super Smash Brothers
- Earthbound/Mother 2



PICK A FIGHTER, ANY FIGHTER

As you'd expect from a game showcasing some of the greatest Nintendo characters to ever exist, *Super Smash Brothers Melee* features a wide range of fighters to choose from. Everyone has their favourite character – whether it's an obvious choice like Mario, a bad guy such as Bowser or an underdog like Captain Falcon, there's plenty for everyone here. We've got the starting line-up here for you to see... how many more characters are hidden away though remains to be seen!

MARIO MARIO

ROLE: PLUMBER/ALL-ROUND HERO
FIRST SEEN: DONKEY KONG (ARCADE, 1977)

Everyone's favourite Italian plumber has come a long way since his humble beginnings and now he finally makes an appearance on the GameCube. Considering his fan base and ability to produce fireballs out of thin air, we reckon he'll be a popular choice in *Super Smash Brothers Melee*.



YOSHI

ROLE: MARIO'S LOYAL SIDEKICK
FIRST SEEN: SUPER MARIO WORLD (SNES, 1990)

Mario's best friend comes in a wide range of colours, but that doesn't mean he isn't a force to be reckoned with! He can grab enemies with his long tongue and pull them into his mouth, chewing them a few times for good measure before spitting them back out as an egg. How charming...



PRINCESS PEACH TOADSTOOL

ROLE: RULER OF THE MUSHROOM KINGDOM
FIRST SEEN: DONKEY KONG (ARCADE, 1977)

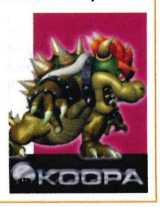
Aside from her brief appearances in *Mario Kart* and *Super Mario Brothers 2*, gamers haven't really had the chance to take control of Princess Peach... until now, that is. She might be a girl, but she still packs one hell of a punch – don't let your guard down when she's around!

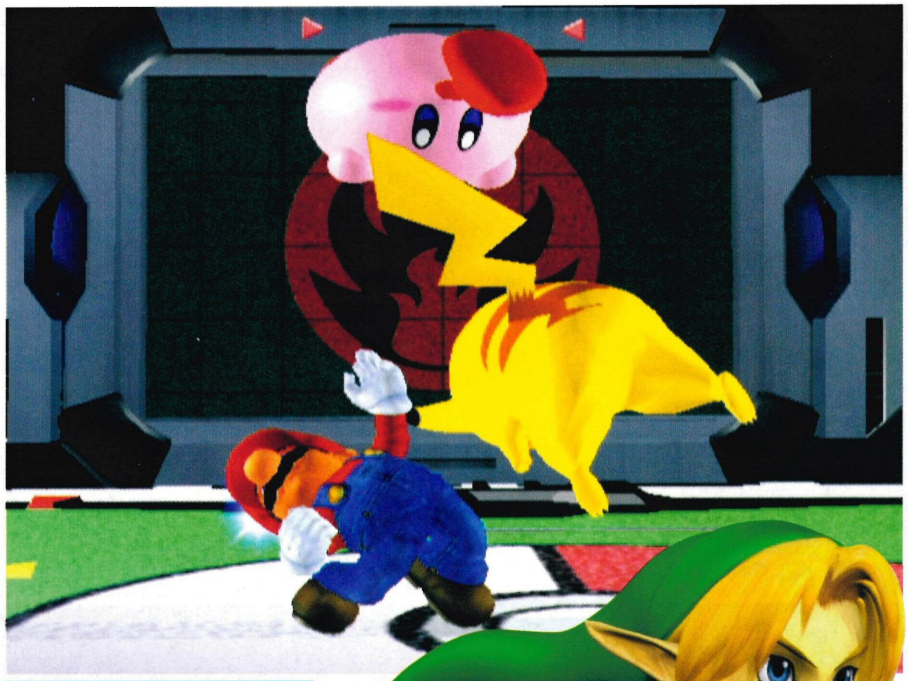


BOWSER

ROLE: EVIL LIZARD EXTRAORDINARE
FIRST SEEN: SUPER MARIO BROTHERS (NES, 1985)

Boo! The big lizard's back and he's still out to kick Mario's arse. Not surprisingly, Bowser is a powerhouse of a fighter, but seems to be a bit on the slow side... still, that doesn't make him useless. He'll jump into the air and squash you flat as soon as look at you!





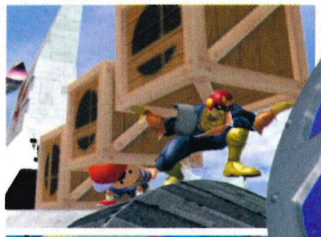




COINING IT IN

Not surprisingly, Nintendo has made a number of enhancements and additions to the *Super Smash Brothers* concept, so that you'll keep playing for a very long time. It's not just fighting this time around... oh lordy, no. As well as the usual punch-up battles you'd expect, there are other games that require a bit more skill and strategy. One of our favourites is the all-new Coin mode – it's like a regular battle, only striking your enemies causes them to drop coins. You'll need to collect these in order to come out on top, because the winner is the person with the most coins... but naturally, it's not that easy. Getting KO'd or pushed out of the level causes you to lose half of your coin stock, while the coins themselves will fly around in all directions, meaning you won't be able to grab them all. It's a whole lot of fun and one of the things we'll be playing the most when the game comes out!









Keep your eyes on the cars at the Mute City racetrack – if you get run over, it'll hurt like hell!

DONKEY KONG

ROLE: BANANA-LOVING MONKEY
FIRST SEEN: DONKEY KONG (ARCADE, 1977)

Rivaling Bowser in terms of strength, Donkey Kong is the character of choice for people who prefer brute force over speed or cunning. You might think he's already big enough, but feed him one of the Magic Mushroom items and you'll wind up having a 50ft monkey on your hands!



LINK

ROLE: HYRULIAN HERO
FIRST SEEN: THE LEGEND OF ZELDA (NES, 1986)

Having saved Hyrule and Princess Zelda from the evil clutches of Ganon more times than we care to mention, Link needs a well-earned rest... but he's not going to get it here! Armed this time around with his trusty Bow and Master Sword, Link's our pick for the champion of *Super Smash Brothers*!



SHEIK

ROLE: MYSTERIOUS PROTECTOR
FIRST SEEN: LEGEND OF ZELDA: OCARINA OF TIME (N64, 1999)

The kung-fu fighting survivor of the Shiekah clan has been included in *Smash Brothers*. Fans will know that Sheik was actually just Princess Zelda in disguise... so does that mean you'll be able to play as her too? You'll have to wait and see...



SAMUS ARAN

ROLE: INTERGALATIC BOUNTY HUNTER
FIRST SEEN: METROID (NES, 1986)

She's beaten the evil Mother Brain no less than twice and wiped out all but one of the Metroids... is it any wonder that Samus is up for a scrap? No, of course not! She's got a mean line in bombs, lasers and grappling beams, so if you're looking for a no-nonsense fighter, she's your gal.



The new dodge ability means that you often evade oncoming attacks like Fox's laser beam



FACT

YOU BIG CHEAT!

Because it was considered by many to be a cheap move, Fox's laser has been weakened for the sequel. Of course, that's doesn't make it totally harmless so watch out!

MY KINGDOM FOR A GUN!

TIME TO TAKE SOME STICK

Ahh, weapons – the essential ingredient for a good *Smash Brothers* battle. Simple punches and kicks are never enough in a well-matched fight… if you can get hold of something with a bit more oomph though, you might just be able to turn the tide. As well as the familiar arsenal of magic rods, baseball bats and laser swords, you'll spot a number of new weapons – everything from parasols, mallets and even a good old Super Scope (remember those?) are available. It's every man, woman, monkey and lizard for themselves, so if you can lay your hands on one of these goodies… do it!



Yeah, right… we very much doubt that Bowser can get that close to Peach without kidnapping her!









KIRBY

ROLE: CUTE PINK BLOB

FIRST SEEN: KIRBY'S DREAMLAND (GB, 1992)

He's pink, he's round, he bounces on the ground… it's Kirby! Possibly the most harmless-looking and yet totally effective fighter of them all is back and he's even more dangerous than ever before. Don't underestimate the pink blob… unless you want to be sucked up and spat out!



FOX MCCLOUD

ROLE: THE GREATEST STAR PILOT ALIVE

FIRST SEEN: STARFOX (SNES, 1993)

Not content with getting his own GameCube title next year, Fox makes an appearance in *Super Smash Brothers Melee* as well. As before, he's got his blaster and annoying selection of kicks to hand… if you can get the hang of playing as him, you'll be a Smash Brothers master in no time.



CAPTAIN FALCON

ROLE: PILOT OF THE BLUE FALCON

FIRST SEEN: F-ZERO (SNES, 1990)

Switching his speedy car for some even speedier moves, Captain Falcon goes from being a secret character in the original to a lead fighter here. When you fight him on his home turf of the Mute City racetrack, keep your eyes open for any oncoming cars… they'll run you down if you're not careful!



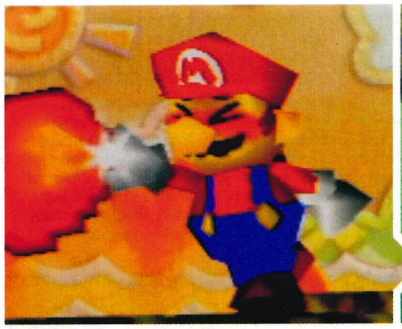
PIKACHU

ROLE: ELECTRIC MOUSE

FIRST SEEN: POKÉMON (GB, 1996)

Pika-pika! Yep, the one Pokémon that everyone knows makes a welcome return to the *Smash Brothers* ring and this time, he's out to win. From what we know, he's joined by a host of other Pokémon including Celebi, Charizard and Blastoise… but whether they're playable characters remains to be seen.












OUT WITH THE OLD...

To say that the GameCube finally does *Super Smash Brothers* justice is a bit of an understatement – this latest version blows away what we saw on the N64 all those years ago. When you look at the immense amount of detail that each character, level and weapon has in *SSBM*, you'll realise just what kind of power the GameCube has under its rather small bonnet... and it's not even being pushed to the limit! Don't believe us? Then check out some of these comparisons...







"EVEN IF YOU DON'T HAVE ANY MATES, IT'LL ENTERTAIN THE PANTS OFF OF YOU; IF YOU DO HAVE THREE MATES... WELL, GOD HELP YOU"

NESS

ROLE: PSYCHIC SCHOOLBOY
FIRST SEEN: EARTHBOUND (SNES, 1994)

Never heard of Ness? That's okay – unless you're quite old-school (like us), you won't have played the game he originally came from. Still, he's quite nifty once you get the hang of his psychic powers and with his good friend Mr Saturn by his side, you'll want to watch out for this young lad.



THE ICE CLIMBERS, NANA AND BOBO

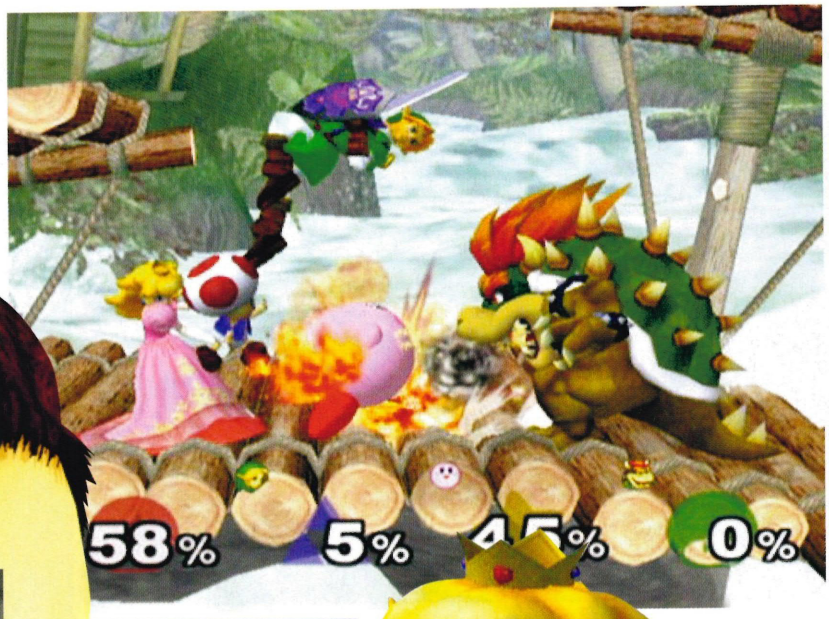
ROLE: ERR...ICE CLIMBERS (OBVIOUSLY)
FIRST SEEN: ICE CLIMBER (NES, 1985)

The most interesting of the new characters, Nana and Bobo can be controlled at the same time – even though they're separate characters! Joined at the waist by an elastic bungee cord, these two little tykes will attack with their ice picks and friendly smiles. Ooh, we just hate cutesy characters!





Despite the overall negative response to N64 *SSBM*, a hell of a lot of people bought it, and when it came to this year's E3 show, *SSBM* GameCube had the biggest crowds around it. The graphics have been thrown into a completely different dimension. Each character is now made up of an unbelievable number of polygons, and could easily be mistaken for a pre-rendered model. They look so impressive, that you would be very pleased if you saw just one of them jumping around a screen, however, developer HAL wasn't pleased with that. In some instances, eight characters will be battling it out at once, with magic attacks and zooming/scrolling, all running at a constant 60 frames per second. The only problem is that to fit all of these characters on screen, the camera has to zoom out. This makes the characters

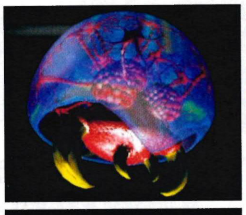






WHAT DO POINTS MAKE?

Of all the things we're desperate to find out about in *Super Smash Brothers*, it's the special trophies that can be won throughout the game. By playing the new Trophy mode, you can earn coins that are used to operate the trophy slot machine – each coin that you put into the machine will award you with a randomly chosen trophy. There's quite literally hundreds of these trophies, taking the form of characters, items, weapons and other pieces of memorabilia from past and present Nintendo games. For example, you can earn a trophy of the Mallards from Duck Hunt, the Eggplant Man from Wrecking Crew and a whole gang of various Pokémon. Although the fact that these trophies exist has been disclosed, Nintendo is keeping tight-lipped as to what they're for. Do they unlock secret characters? Possibly – the fact that there are trophies of Luigi and Ganondorf (who are suspected to exist as playable fighters) suggests so. Until we actually get our hands on the finished game though, we won't know for sure...







FACT

PRIZE PLAYER

There are absolutely hundreds of trophies to be won, featuring many familiar faces... as well as some we haven't seen in a very long time!



smaller, and so seemingly less impressive, but once you're in the midst of the action, you won't have time to notice things like that.

HAL has high hopes for this game, and so it should. Considering the amount of work that it has put into the sheer number of playable characters, options, play modes and secrets, *SSBM* deserves to be seen as one of the most entertaining beat-'em-ups in existence. With at least 24 characters playable by the time you've achieved certain goals in the game, you're certainly not going to get bored anytime soon. Then there are all the different play modes, which we've covered further on in the preview.

To summarise, you need this game. Even if you don't have any mates, it'll entertain the pants off of you, and if you do have three pads and three mates... well, god help you. CUBE



The battle continues... Mario and Bowser have been mortal enemies for ages and ages!

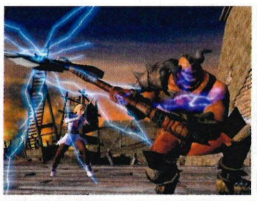
CUBE THINKS...

FIRST IMPRESSION

■ Despite the fact that the original N64 game was disregarded by many as a beat-'em-up for the kiddies, *Super Smash Brothers Melee* on the GameCube is another of those 'must have' titles that'll be populating the system in the near future. It's fast, furious and packed with action, as well as having more modes, secrets and bonus goodies hidden away to keep you going for a very long time. We've said it before and we'll say it again – you need this game. CUBE

"GameCube in ace fighting game shocker!"

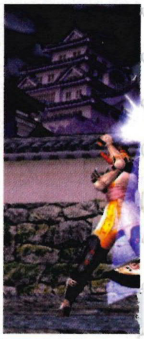














CUBE

INFORMATION

SOUL CALIBUR 2	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- GC'S FIRST SERIOUS BEAT-'EM-UP
- MUCH-RESPECTED ANCESTRY
- BONE-CRUNCHING NEW MOVES
- REDESIGNED QUEST MODE
- GAMECUBE EXCLUSIVITY

RELEASE DATES

TBA TBA TBA

SOUL CALIBUR 2

NAMCO'S FIERY SOUL RAGES ON

Swashbuckling swordplay aplenty as the GameCube comes out fighting!

CUBE GAME TO WATCH



SOUL CALIBUR ON the Dreamcast was, up until a little while ago, the premium 3D fighter on any system. No questions, no arguments, it just was, okay!? The control system made it easy to pick up, and rewarding to master, and the separate parts of every combo flowed together seamlessly to form a glorious game. Now Namco has announced that the sequel will be appearing on GameCube towards the end of next year. With the original setting such a high standard, it's going to be hard for Namco to come up with the goods, but graphically, the game is already looking extremely sweet.

Before we start may we just remind you that all the shots of *SC2* on this page are from the arcade version, which is currently running on PS2-based hardware. In other words, the GameCube version will definitely surpass this in terms of polygon counts and graphical effects.

Soul Calibur 2 will be going straight up against Tecmo's *Dead or Alive 3* when they both launch next year. *DOA3* is set to be an Xbox exclusive – Tecmo has repeatedly stated that no other console could reproduce the graphics that they are trying to display on the Xbox, but we think you'll agree that this is utter nonsense. You can see from the *DOA3* shot (which we've printed), that GameCube can easily hold its own, if not surpass the Xbox graphically.

If you haven't played *Soul Calibur* before, it basically consists of a range of fighters who rely on their weapons to defeat their enemy. From twin daggers, to Samurai swords, to eight-foot long soul blades, Namco is well known for going completely over the top. New additions this time round include a revamped graphics engine, which puts bump-mapping to full effect – it's thanks to this feature that the stone walls (with their host mosses and lichens) look so real.

The extra polygon-pushing power of the GameCube has been used to make the clothing, armour and hair even more realistic, as well as allowing the floor to have proper tiles, which are slightly raised above the ground. Whether there will be any gameplay changes is as yet unknown, but rest assured, as soon as we get our hands on it, we'll let you know.

SC2 is set to be released in Japanese arcades any time now. CUBE

PREVIOUS

FROM THE MAKERS OF...

- Tekken
- Ridge Racer
- Rage Racer
- Ace Combat
- Time Crisis
- Pac Man







FACT

GOOD LOOKING?

REMEMBER THAT THE SC2 ARCADE BOARD ISN'T AS POWERFUL AS THE GAMECUBE!!







"EASY TO PICK UP AND REWARDING TO MASTER"

With the kick blocked, Taki's opponent is now open for a stab to the nadgers. Close your eyes and count to ten...









NEW CHARACTER

CASSANDRA

SO MUCH ANGER IN ONE SO YOUNG!

Cassandra is definitely angry about something. She appears to be wearing almost identical gear to Sophitia from *Soul Calibur*, so we can only assume that she is related or from the same clan. This is all speculation until Namco releases some concrete details, but we suspect that Cassandra is on some sort of mission to avenge the death of her comrade in arms. You would've thought that she would want to cover up her legs a bit more though...

NEW CHARACTER

TALIMA

HER INNOCENT SMILE HIDES A DEADLY INTERIOR!

Despite Talima's sweet appearance, she won't hesitate to rip your insides apart with her twin daggers if you get in her way! Her weapons are very similar to Taki's, but you can be sure that their fighting styles will be quite different, as Taki is a Ninja, and Talima is not. She'd make quite a good belly-dancer though...

Her pig-tails make her an easy target for head-swingers. We tried to tell her, but, well, you know...

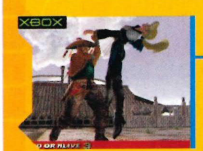
FROM DC TO GC

NOTHING COMPARES TO CUBE

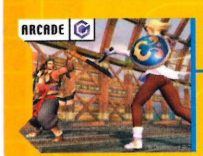
Let there be no mistake – Namco will make full use of the GameCube's abilities. Take a gander at these comparison shots to see the differences between the different versions.



This still looks amazing, but you can see that the number of polygons in the background is limited and the textures stretch out in places.



The Xbox allows more polygons to be used for the characters and the backgrounds, which is evident in the clothing and the floor tiles. Bump mapping also adds to the realism.



The arcade version lacks some of the abilities of the Xbox, but the GameCube version will more than make up for this. Expect the texture quality to be far higher than it is in these shots.

CUBE THINKS

FIRST IMPRESSION

■ From what we have seen of *Soul Calibur 2* it's going to be every bit as good as its superlative predecessor on the Dreamcast. The N64 lacked quality fighting games but this, combined with offerings from Capcom (*Street Fighter* anyone?), should ensure that the GameCube offers pugilists plenty of thrills!

McCloud returns, but he ain't here to foxtrot...









CUBE

INFORMATION

STAR FOX ADVENTURE	
PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ORIGIN:	UK
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- THE STAR FOX TEAM ARE BACK!
- STUNNINGLY DETAILED 3D WORLDS
- WHO NEEDS ZELDA?
- HUGE, MENACING BOSSES

RELEASE DATES

TBA TBA MAR 2002

STAR FOX ADVENTURES

DINOSAUR PLANET

Rare arrives at the GameCube party fashionably late, but it comes bearing wonderful gifts...



CUBE GAME TO WATCH

DINOSAUR PLANET STARTED its life back on the N64. It remains, to this day, the most beautiful looking N64 title. Alas (or fortunately; it depends I guess), it was canned, only to appear as a playable GameCube title at E3 2000. Despite looking nice, it was a far cry from the beauty, which many were expecting from Rare. Thankfully, the latest version, shown at The Nintendo Show, looks stunning, but you can be sure that 'we ain't seen nothing yet.' Fox McCloud is back, and Nintendo has got a hand in it. That's really all the information you need to know...

When Nintendo announced that *Dinosaur Planet* would be getting the *Star Fox Adventures* prefix, you just knew that this was going to be a huge game. Admittedly it was going to be huge anyway, but it has now become apparent that with Link taking a departure from the norm, Nintendo is treating this game as the replacement for *Zelda*.

The once peaceful Dinosaur Planet is now riddled with General Scales's minions – their intentions are unclear. These habitats range from lush, green meadows filled with flowers, to barren, rocky landscapes, to ancient temples. Each area spans out as far as the eye can see, with superbly detailed textures, which give a completely new meaning to the term 'photo-realism.' Interaction in these environments is not only possible, but encouraged, with boulders, trees and crates hiding items of use.

Then, of course, we come to the bosses. These guys really don't know the meaning of OTT! Some of the bosses seen so far have been the size of a10-storey tower block. Despite being so huge, they are just as detailed as everything else in the game, and it all runs at a silky-smooth 60 frames per second. March can't come soon enough... CUBE

PREVIOUS

FROM THE MAKERS OF...

- Banjo-Kazooie
- Donkey Kong 64
- GoldenEye
- Jet Force Gemini
- Perfect Dark
- Diddy Kong Racing

"THIS LATEST VERSION LOOKS ABSOLUTELY STUNNING BUT YOU CAN BE SURE THAT WE AIN'T SEEN NOTHING YET!"

CUBE THINKS

FIRST IMPRESSION

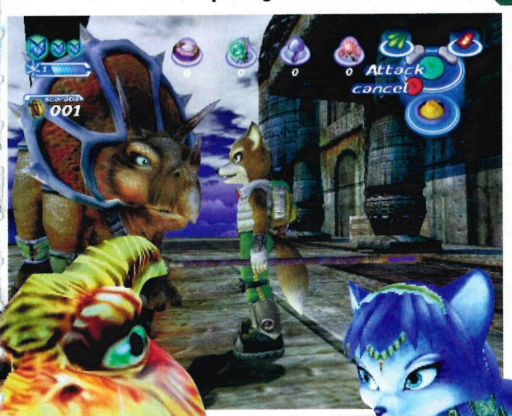
■ Considering that we were excited about *Dinosaur Planet* way back when it was an N64 title, the addition of Fox McCloud as a lead character tips our drooling abilities over the edge. Right now we're imagining a mixture of *Zelda* gameplay, GameCube graphics and Rare genius... mmm, we can hardly wait for next March to get here!

FACT

RARE EXAMPLE

Rare used to be called Ultimate Play The Game, but everyone thought that it was a bit rubbish, so the long-winded name was dropped in favour of the new one.

The in-game version of Fox is identical to the computer-generated render.



TRICKY SITUATION

Fox prefers to work alone. It's always been that way. It's the reason why his team-mates Slippy, Peppy and Rob are waiting in the side-lines, rather than being within arm's length. Despite his domineering persona (or maybe it's just out of concern for his team-mates – we doubt it though), Fox will have to join forces with a young Triceratops by the name of Tricky. The dinosaur Prince is native to Dinosaur Planet, and is one of the few creatures who is actually willing to help out. Shortcuts, tips and various special abilities are his forté, so Fox had better swallow his pride – otherwise, he's finished.



STAFF TRAINING

TIME TO TAKE SOME STICK

At the start of the game, Fox manages to lay his hands on a patterned staff. At first, the staff is nothing more than a wooden stick, with which Fox can crudely dispose of his enemies. However, as the game progresses, it becomes apparent that this staff holds the key to survival on Dinosaur Planet.



■ The standard staff is merely a patterned stick with a piece of coloured flint at the tip. You can knock off a tiddler, but larger enemies will laugh in your face.

■ Soon enough, you will get the chance to upgrade your staff. The difference comes in the form of a gem being attached to the end of the staff.

■ The staff now has the ability to fire off bolts of plasma energy. This can be allocated to a button on the controller, most likely X or Y.

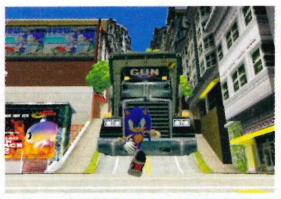
■ Holding down the Z Trigger brings up a crosshair, *GoldenEye/Perfect Dark*-style. This attack provides one of the few ways of hitting taller bosses. Other upgrades such as Fireballs can also be found later on in the game.

The staff doesn't just act as an offensive item. One of the upgrades allows Fox to use it as a type of pogo stick, shooting him up to higher platforms. Alternatively, it can always be used to smash open crates or lever rocks out of the way.

Sonic... on a Nintendo console?! You'd better believe it, baby!



CUBE GAME TO WATCH







Who would have ever thought that Ninty's new console would be the new home for Sonic?

SONIC ADVENTURE 2 BATTLE

SEGA's mascot sprints onto the GameCube with with an all-new multiplayer mode!

CUBE INFORMATION

SONIC ADVENTURE 2 BATTLE	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	DEC 2002	SPRING 2002



HE MIGHT NOT be as good as Mario (heck, no game character is), but Sonic sure is a nippy little bugger. Indeed, the whole focus of his games has always been speed – flying through each level at the speed of light, trying to grab as many rings as possible. Still, being Nintendo fans means we've never been able to experience his adventures... until now, that is. With a port of *Sonic Adventure 2* on the way from SEGA itself, it looks like the face of Nintendo platform gaming is about to change...

So, what can we expect from the blue hedgehog? Well, loads – with *Sonic Adventure 2* being his biggest game yet, there's tons of stuff to experience. Not only are there more than 30 levels in the game, but you've also got the chance to see the story from the other side... namely, the enemy. As well as taking control of Sonic, Tails and Knuckles (the 'good guys'), you can also play as Dr Eggman, Rogue and even evil alter-ego of Sonic, Shadow. As you'd expect from SEGA, *Sonic Adventure 2* is a roller coaster ride of platform action combined with enough new mini-games and added GameCube extras to make it worth your while. We'll bring you more as we have it... CUBE



FACT

PAINT IT BLACK

This is Shadow the Hedgehog. Created by Dr. Robotnik as the ultimate biomechanical weapon. However, all is not what it seems...

THE MISSING LINK-UP

SONIC ADVANCES ONTO THE GBA!

In addition to being a game in its own right, *Sonic Adventure 2 Battle* can also be linked up to *Sonic Advance* on the Game Boy Advance for added fun. As seen in the Dreamcast version of the game, you can breed creatures called Chao (pronounced Ciao) with an aim to racing them for trophies. Of course, these creatures need to have their own adventures in order to grow stronger – by downloading them onto a GBA cartridge, you can do just that!








Is that a monster in your pocket?

KAMEO
ELEMENTS OF POWER

As far as games development goes, Rare once again proves that it's not just a bit player...

KAMEO MAY WELL have been ousted from the public eye due to the might of StarFox & Co but we reckon that come next Autumn, this will be in the top three of your most wanted GameCube games...

The game centres around the lead character, a young girl by the name of Kameo, who has been landed with the task of saving six Elemental Children from the evil clasp of the enemy. Being slight of build and only knowing weak magic spells, she can't go into battle on her own, but thankfully help is at hand. Kameo has the ability to assume the form of certain animals and use their abilities to her advantage. However, she can only do this with animals that she has raised from young. This domestication process will result in them joining your team to take on other groups of monsters.

Each monster has different abilities, allowing them to defeat certain enemies and cross certain types of terrain. This may sound like a pretty simple idea, but with over 60 different types of monster to raise, the gameplay combinations start to really rack up.

Keep your ears to the ground on this one, 'cos it's a sleeper hit if ever we played one.

CUBE






In the later stages of the game, you'll get the chance to control some huge monsters, spikes and all!

CUBE

INFORMATION

KAMEO: ELEMENTS OF POWER	
PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ORIGIN:	UK
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBC TBC AUTUMN '02

ELEMENTARY, MY DEAR WATSON...

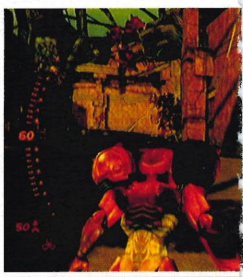
As you can see from the screenshots, Kameo has a talisman in her possession, which can call upon certain powers. At first, her magical abilities are non-existent, but with the help of this Talisman she can grow stronger. There are six colours on the Talisman, representing the six Elemental Powers. Each can be called upon in battle, but only after rescuing that particular Elemental Child, will it be available to you. Once all of the children have been rescued, their powers will combine to form the ultimate white magic.

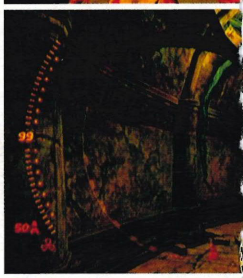


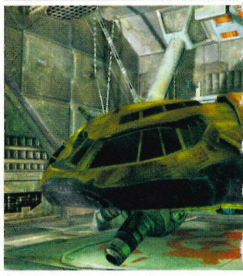


Samus returns and this time, she's looking better than ever!

METROID PRIME







CUBE INFORMATION

METROID PRIME	
PUBLISHER:	NINTENDO
DEVELOPER:	RETRO STUDIOS
ORIGIN:	JAPAN
GENRE:	ACTION/ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

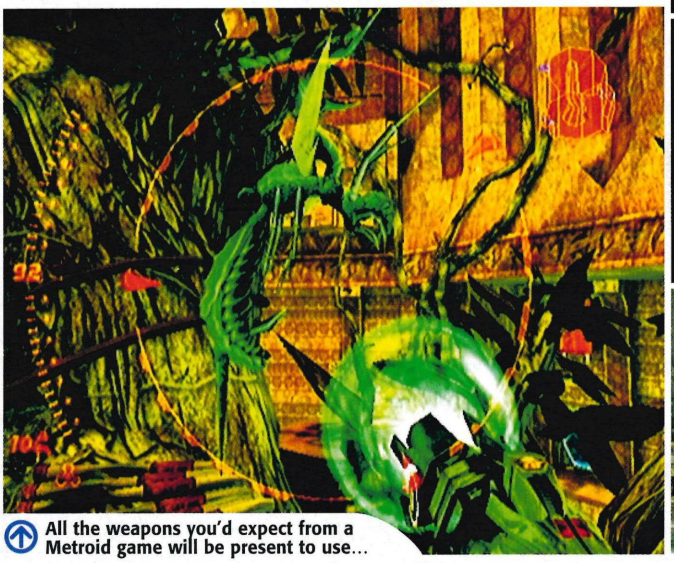
RELEASE DATES

TBA TBA TBA

If you know your games, you'll realise that this is one title you'll be wanting...



You can bet your bottom dollar this guy isn't nice.



All the weapons you'd expect from a Metroid game will be present to use...

Stand back... Bomberman's coming through!

BOMBERMAN GENERATIONS

It'll blow your socks off!

CUBE INFORMATION

BOMBERMAN GENERATIONS	
PUBLISHER:	NINTENDO
DEVELOPER:	HUDSON SOFT
ORIGIN:	JAPAN
GENRE:	ACTION/ADVENTURE
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA TBA TBA



The cartoon style is reminisant of the original





ANYONE WHO'S ANYONE knows that *Bomberman* rules... well, most of the games do anyway, before they tried to move into 3D. Thankfully, that seems to be a lesson Hudson Soft has learnt...

Having made the leap from 2D to 3D rather badly, Hudson Soft is doing the sensible thing and making the GameCube version of *Bomberman* the way it should be... simple and fun. Using the cel-shaded animation technique that caused the new *Zelda* game to create such an uproar, *Bomberman Generations* introduces a wealth of fiendish puzzles and nasty monsters for you to bomb your way through. The goal? To rescue the Bomb Element, an important artifact that's been kidnapped by the evil Higehige Group. Naturally, there's also the immensely playable multiplayer game thrown in for good measure – we've got no doubt that *Bomberman Generations* will be an essential purchase when it finally arrives. CUBE

And for the other end

GOLD STAR

Ooh, look – an odd Japanese RPG...





Hey, you! Get do that ledge this in

THE DEVELOPERS OF *Rune* (see right) are also beavering away on an RPG which is obviously aimed at kids. The simple textures, linear gameplay and Japanese character design combine to make sure that the only people playing this are Japanese children.

In that respect, the game is fine, and provides an enjoyable aside.

The 3D exploration seems to change to a locked, side-on view when you encounter an enemy, at which point you can opt to fire the main character's weapon or use the sub-character's magic attacks. At the end of the day though, Dreamcast-esque graphics are not what you bought a GameCube for... CUBE



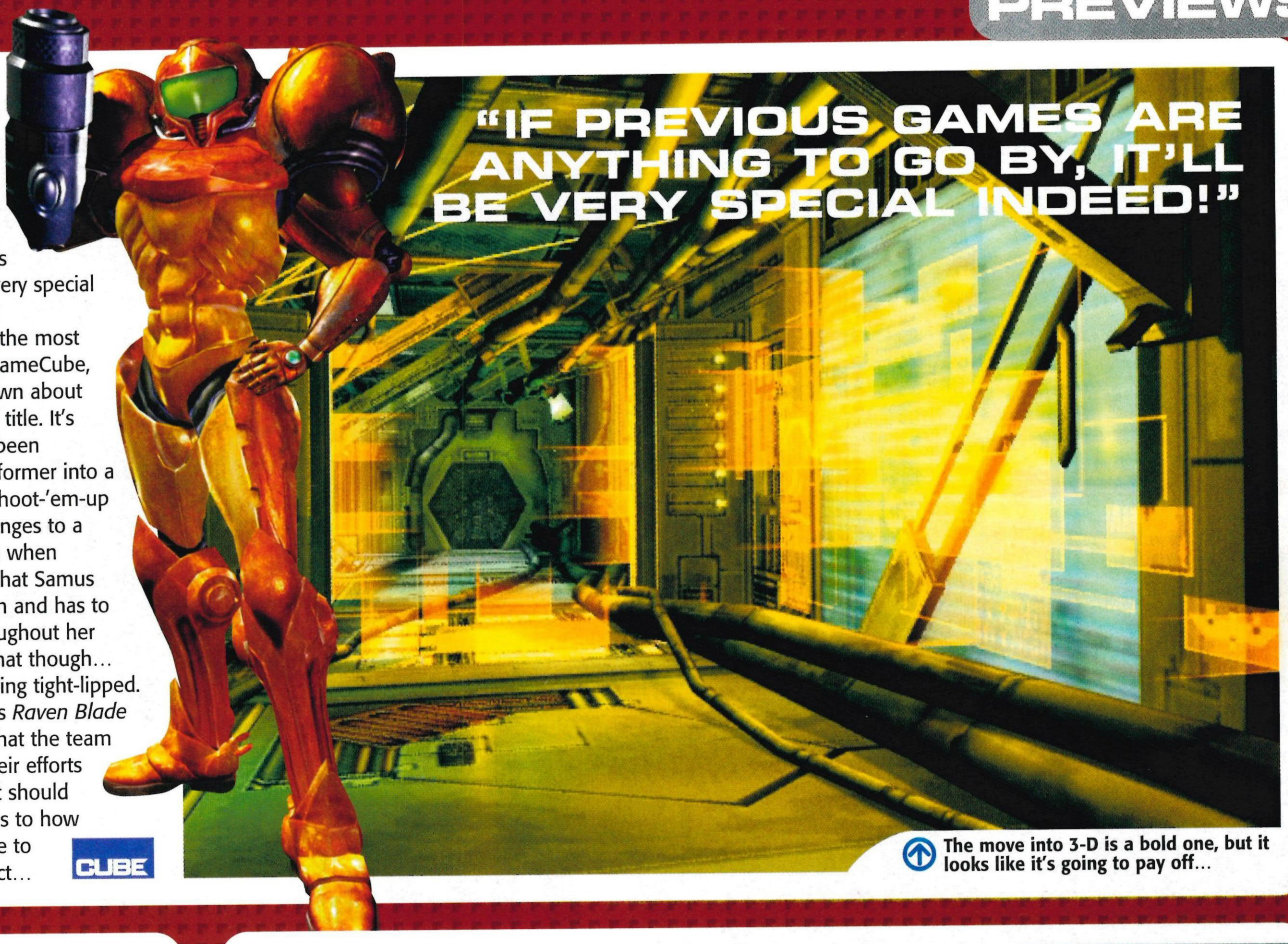




IN TERMS OF reputation, *Metroid Prime* is as anticipated on the GameCube as *Mario* or *Zelda* are – if previous incarnations are anything to go by, it's going to be something very special indeed...

Despite being one of the most wanted games on the GameCube, very little is actually known about Nintendo's next *Metroid* title. It's true that the game has been changed from a 2D platformer into a first-person adventure/shoot-'em-up (although the game changes to a third-person perspective when required). It's also true that Samus makes a welcome return and has to battle huge bosses throughout her adventure. Apart from that though... well, Nintendo are keeping tight-lipped. Still, the game known as *Raven Blade* was canned simply so that the team could concentrate all their efforts on *Metroid Prime* – that should give you an indication as to how committed Nintendo are to making the game perfect...

CUBE



The move into 3-D is a bold one, but it looks like it's going to pay off...

...of the age spectrum...

MOUNTAIN







wn from
istant!

CUBE INFORMATION

GOLD STAR MOUNTAIN	
PUBLISHER:	TBA
DEVELOPER:	FROM SOFTWARE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

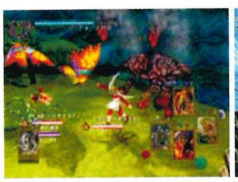
TBA | 2ND QUARTER 02 | TBA

Anyone for a game of cards?

RUNE

Pokémon for the more enlightened age.









Using cards creates rather large monsters...

AHH, THE JAPANESE – they do come up with some bizarre ideas. Rapping dogs, talking fish and now this; monsters that live inside magical playing cards. Whatever next, eh?

If there's one thing *Rune* can be described as, it's... well, different. Taking on the role of a princess out to save the world from evil, you have to find various magical cards that hold the power to defeat the numerous enemies you'll run into. These cards can be used to heal, cast spells or even summon monsters to fight for you – if you're looking for something to compare it to, think of *Pokémon* dragged into the realm of *Dungeons & Dragons*, then made even darker. So far, it's looking interesting and quite pretty (though not up to the high standard we'd expect from the GameCube) so *Rune* is certainly one to keep an eye on.

CUBE INFORMATION

RUNE	
PUBLISHER:	AGETEC
DEVELOPER:	FROM SOFTWARE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | LATE 2001 | TBA

Futuristic racing taken to the extreme!

CUBE

INFORMATION

XG3

PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM CHELTENHAM
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

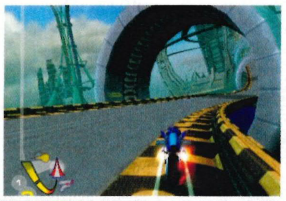
- THE FIRST FUTURISTIC RACER
- BREAK THE SOUND BARRIER
- EXHILARATING 4-PLAYER ACTION
- ALL-NEW WEAPONS
- ALL-NEW COURSES

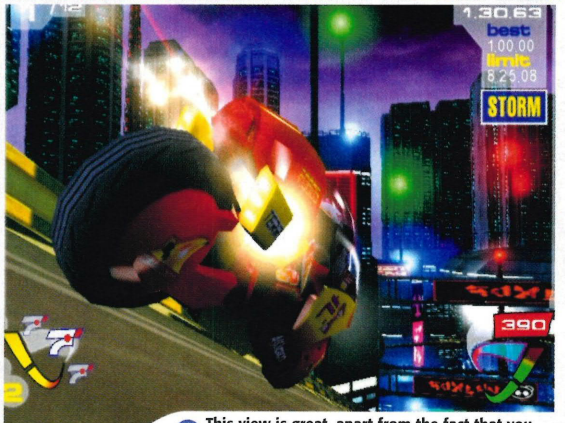
RELEASE DATES

TBA | TBA | OUT NOW









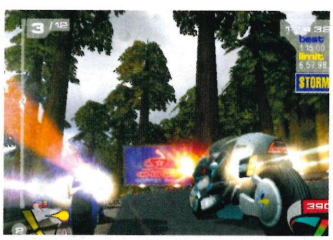
This view is great, apart from the fact that you can't see where you're going. Never mind, eh?

XG3

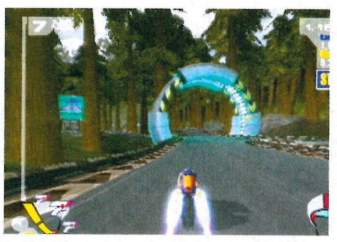
The *Extreme-G* series started back on the N64, and the first game won the hearts of many with its high speed, racing thrills.

YOU DON'T NOTICE until you put the GameCube version next to the PS2 version, that the former really does look impressive. The textures are crisp and solid, and the neon colours set against a post-apocalyptic wasteland really give the game a futuristic feel.

The GameCube's multipass rendering ability has been put to full use, with lighting effects, textures and transparencies being chucked around like there's no tomorrow. The polygon-pushing power of the machine has also allowed the designers to have tracks winding off into the distance without any pop-up. On the frame-rate side, the action is currently staying at a decent speed, but we'll reserve our judgement on the handling until we get our hands on the full version next issue. CUBE



The developers have really gone for it with the transparency effects. Nice...

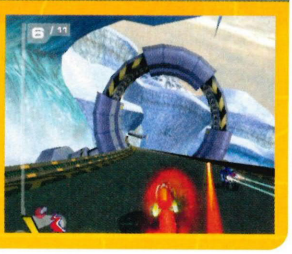


GREAT BALLS OF FIRE

FEEL THE PAIN!

From straightforward Missiles, to Triple Homing Rockets and EMPs, the *Extreme-G* series has never been one to do weapons by halves. You can be sure that when these guys hit home, you're going to know about it. Let's hope that the different types of counter measure are just as impressive.





Finally, a decent excuse to run up a massive phone bill...

PHANTASY STAR ONLINE

Clubbing monsters to death online has never been so much fun... and it's all SEGA's fault!



PHANTASY STAR ONLINE was, on the whole, a damn fine game – it offered the chance for gamers all over the world to play together rather than against each other. Not surprisingly, the GameCube version of *PSO* will be a flawless conversion of *PSO ver.2* on the DC, as well as having a number of essential improvements such as: the ability to play with your friends offline, a new selection of additional characters and even a whole new level set in the Swamps of Ragol. We can't wait – roll on March 2002.

CUBE



They may be slight of build, but a flick of the wrist is all it takes...







CUBE INFORMATION

PHANTASY STAR ONLINE	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBC | MARCH '02 | JULY '02

He had to turn up sometime, right?

CUBE INFORMATION

MICKEY MOUSE	
PUBLISHER:	NINTENDO
DEVELOPER:	CAPCOM
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

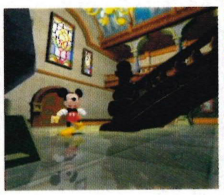
PERCENTAGE COMPLETE

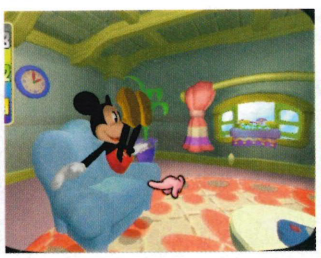
00 25 50 75 100

RELEASE DATES

TBA | TBA | TBA



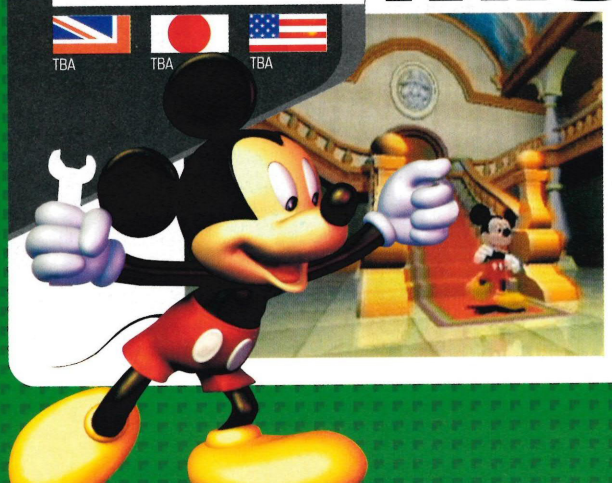






One day, someone will wipe that smile off his face – the furry little [Enough!! – Ed]

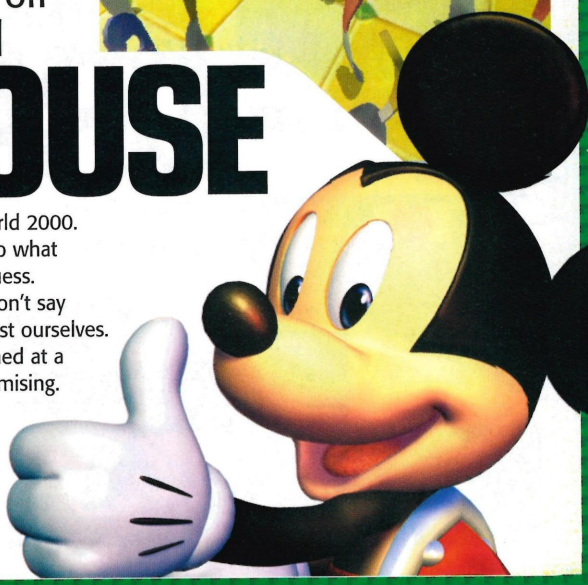
MICKEY MOUSE



A VIDEO OF this title was shown at Spaceworld 2000. The same video was also shown at E3 2001, so what exactly is going on with this title is anyone's guess. Capcom refuses to comment, and Nintendo won't say anything more, so we're left to wonder amongst ourselves.

At the moment, despite obviously being aimed at a younger audience, *Mickey* looks extremely promising. The animation is up there with animated feature films, bringing the world of Fantasia, with its dancing cutlery and singing teapots, to life on your screen. Unfortunately, at the moment any other details are being left to the imagination.

CUBE



Driving down the road, happy as can be... grrrrrrr, cookie cru*!@ (smash,

SIMPS

CUBE

INFORMATION

SIMPSONS ROAD RAGE	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	RADICAL ENT.
ORIGIN:	US
GENRE:	CRAZY DRIVING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

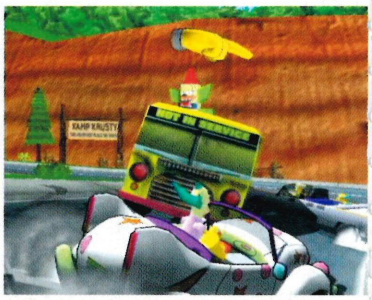
- IT'S GOT THE SIMPSONS IN IT
- SPOKEN DIALOGUE IS INDIVIDUAL
- IT'S A DRIVING GAME
- SPLIT-SCREEN ACTION

RELEASE DATES

TBA | TBA | NOV '2002

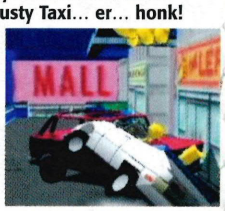






Hey, hey, hey! It's that old SEGA favourite Krusty Taxi... er... honk!





Get some Crazy money!

CUBE

INFORMATION

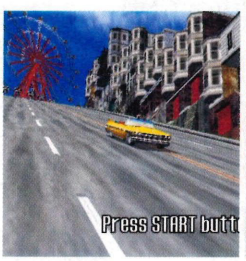
CRAZY TAXI	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM CHELTENHAM
ORIGIN:	UK
GENRE:	CRAZY RACING
PLAYERS:	1

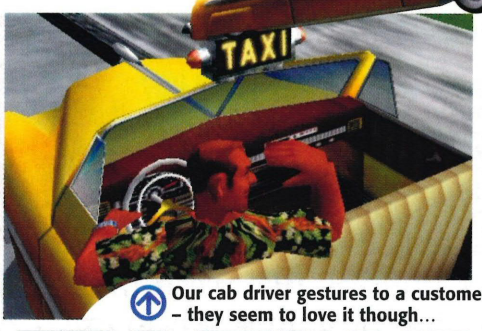
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | NOV 18TH





Our cab driver gestures to a customer – they seem to love it though...

CRAZY TAXI

SEGA's arcade smash has hit every console under the sun. Now it's our turn...





CRAZY TAXI SEES you screaming your way around two cities, picking up customers in an attempt to get them to their destination within the time limit. It's a fantastic game, but sadly it's one that has been around for far too long. Unless it offers something above and beyond the other versions, we can see the majority of people going for *The Simpsons Road Rage*, simply for the change of scenery. It's a tough call – tune in to next month's review to get the final verdict.

CUBE

Oh Tony baby, you dri

CUBE

INFORMATION

THPS3	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	2

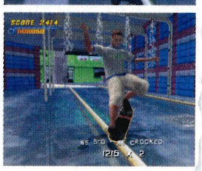
PERCENTAGE COMPLETE

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RELEASE DATES

TBA | TBA | NOV '2002



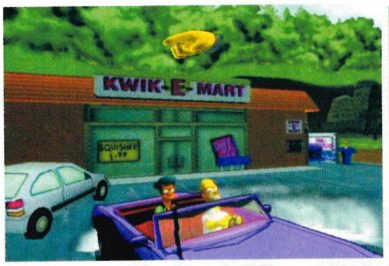


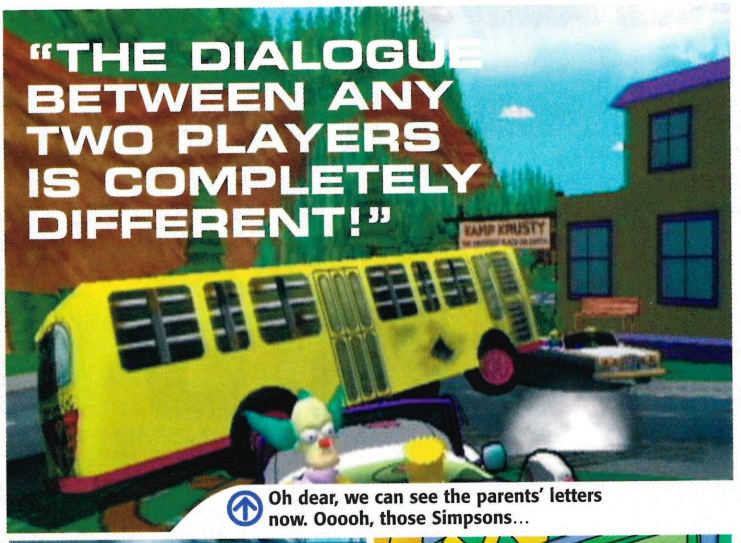


Grind your body, wiggle ya belly, wind and go up... wind and go down...

kerpow)...D'OH!!!

ONS ROAD RAGE





Oh dear, we can see the parents' letters now. Ooooh, those Simpsons...





Can you handle possibly one of the world's most complicated ideas to hit any console, ever?

RIGHTY HO, ENGAGE imagination and get ready to deal with some very tricky concepts. Right, take *Crazy Taxi* and blend it with *The Simpsons*. Got that? Good, you now know pretty much all you need about what *Road Rage* is all about – disengage imagination and prepare to soak in pure data. *Road Rage* will feature over 25 characters from the TV show and you can play as any of them as you motor around Springfield driving a variety of taxis in a crazy manner.

Expect all the right voices coming out of all the right mouths as well as character specific dialogue. We know, it's enough to make your brain hurt so we're not sure we should even tell you about the two-player mode where you compete with a friend to make passenger pick ups. D'oh!

CUBE

ve me so crazy...

THPS3

"And this is how I fractured my pancreas..."

CHANCES ARE THAT you've never played another console before and know nothing about these magical things we're calling "videogames." You almost certainly have never heard off, seen or smelt games called *Tony Hawk's Pro Skater* (one through to two) and so you won't have a scoobies about the third game in the series. Well you've come to the wrong place. Ha! GameCube humour, of course.

New to the mix come interactive environments where you can affect pedestrians and cause earthquakes as well as meet other sk8ters. Taking your attitude to the streets – well awlriiiight!

CUBE



SSX – isn't that a motor oil brand?

CUBE INFORMATION

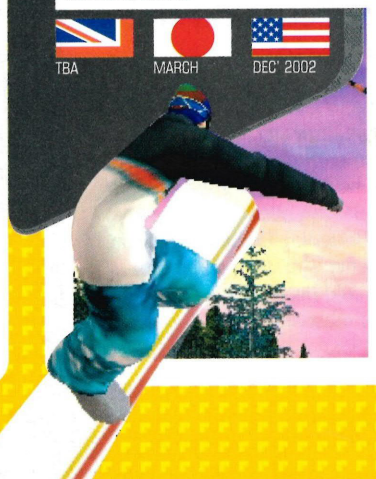
SSX TRICKY	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	EA SPORTS BIG
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

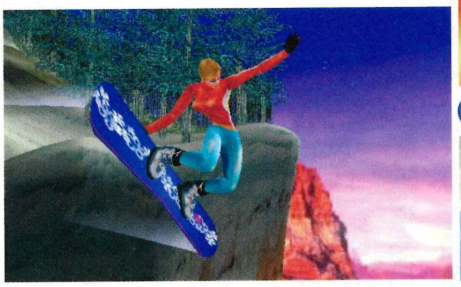
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA MARCH DEC' 2002







Luckily, aerodynamism doesn't come into it.



SSX TRICKY

Welcome to the world of snowboarding where style is the mantra that drives you

SSX TRICKY IS the sequel to the number one snowboarding extravaganza on the PlayStation 2. With no real competition in the snowboarding stakes, coupled with an alarmingly disappointing set of games available at release (PS2), it was no real surprise when *SSX* hit the number one spot. The shock was that it wasn't just a matter of a videogame drought forcing sales of lacklustre games – this one actually worked and was as fun to play as it was to witness. Don't expect much more from the sequel than a slight polishing and some "gnarlier" courses though. But then, if it ain't broke...

CUBE

Brutal bunny-hopper in heavy traction

DAVID MIRRA'S PRO BMX 2

Bloomin' Nora, that thing's gorra seat like a ruddy razor blade. Gonna hurt, is that...

CUBE

INFORMATION

DAVE MIRRA'S PRO BMX 2	
PUBLISHER:	ACCLAIM
DEVELOPER:	Z-AXIS
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	2

PERCENTAGE COMPLETE

00 25 50 75 100

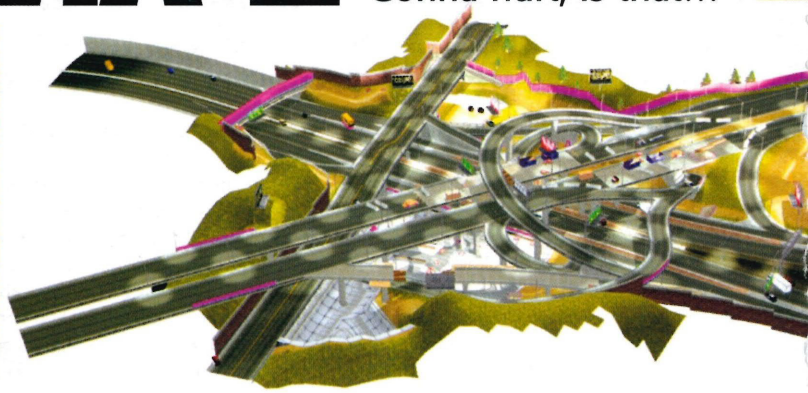
AT-A-GLANCE

- TONY HAWK'S ON A BIKE
- FEATURES 'EXTREME PAIN' MODE
- YOU GET TO GRIND GOLF CARTS...
- ...OR PLAY AS A GRANNY

RELEASE DATES

TBA TBA NOV 2001





Acclaim pitches another hit

CUBE

INFORMATION

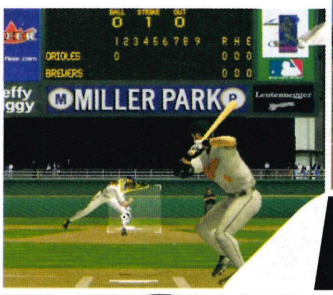
ALL-STAR BASEBALL 2000	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM AUSTIN
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

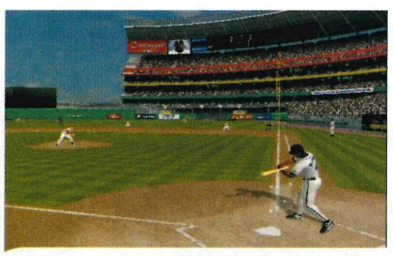
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA TBA NOV '2001



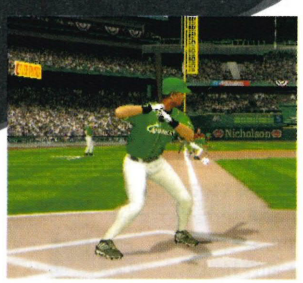


ALL-STAR BASEBALL 2000

Can Acclaim carry on the success on the N64's hit, 'hi-rez' *Baseball* series?

ALL-STAR BASEBALL features the full Major League Baseball licence with all the teams, players and stadiums. Obviously the first improvement over the N64 versions will be the graphics with 130 batting stances, 50 different pitching deliveries, and over 1,500 motion captured animations. The gameplay has also been tweaked and improved to give better control like the Future throw technology that allows smooth catches and throws, and the new 3D batting system and swing selection. With multiple game modes (including Exhibition, Season, World Series and Batting Practice) there should be enough to satisfy even the most ardent baseball fan.

CUBE



EA score a touchdown

CUBE

INFORMATION

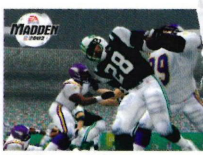
MADDEN NFL 2002	
PUBLISHER:	EA
DEVELOPER:	EA-TIBURON
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA TBA NOV '2001



M





This not what the game actually looks like... it's just a map, see?

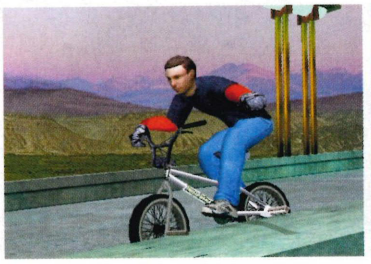


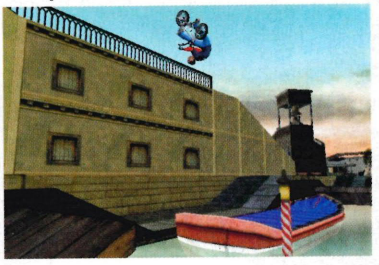
This level is filled with death-defying jumps. One slip, and you'll end up at the bottom of the canyon.



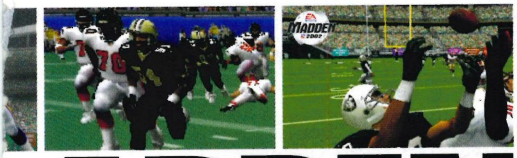
WE'LL GET PAST all the obvious stuff about how this is like a certain skateboarding game but on a bike, and get straight to the good stuff. We have wide and open environments, fluid controls and even friendly cyclists to talk to; we also have the wonderful Pain mode and all the fun therein. Two players take turns to cycle around a course with the idea that you must find the most risky trick – then fluff it up completely. The more you bust up your character, the more points you get. Now this is originality, and it's smiling at you through broken teeth. We love it already.

The custom track editor is in there as well, so when you start to tire of the standard stunt areas, you can make up your own with this easy-to-use interface. Developers Z-Axis have said that they like the hardware, so expect this version to be extremely polished, and running at a constant 60 frames per second to say the very least. CUBE





...with this NFL title!



MADDEN NFL 2002

American football baffles us, but the Yanks love it...

LOOKING AT MADDEN *NFL 2002* you can see why. The game features the full NFL licence with all the real players, teams, stadiums and statistics. Thanks to new body and face-mapping technology, the players look and move much closer to the real thing than ever before and the improved replay feature allows you to get right in the players faces as they make that all important catch. Try it... you might even like it. CUBE

With no competition, Courtside will fly...

CUBE

INFORMATION

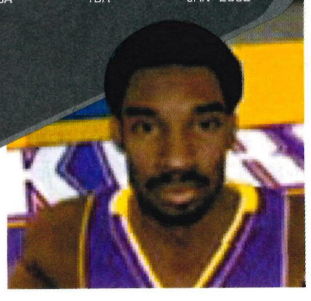
NBA COURTSIDE 2002	
PUBLISHER:	LEFT FIELD
DEVELOPER:	NINTENDO
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	4

PERCENTAGE COMPLETE

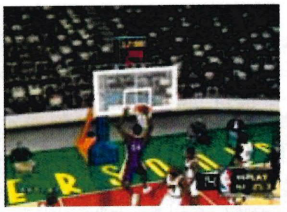
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RELEASE DATES

TBA TBA JAN '2002







NBA COURTSIDE 2002

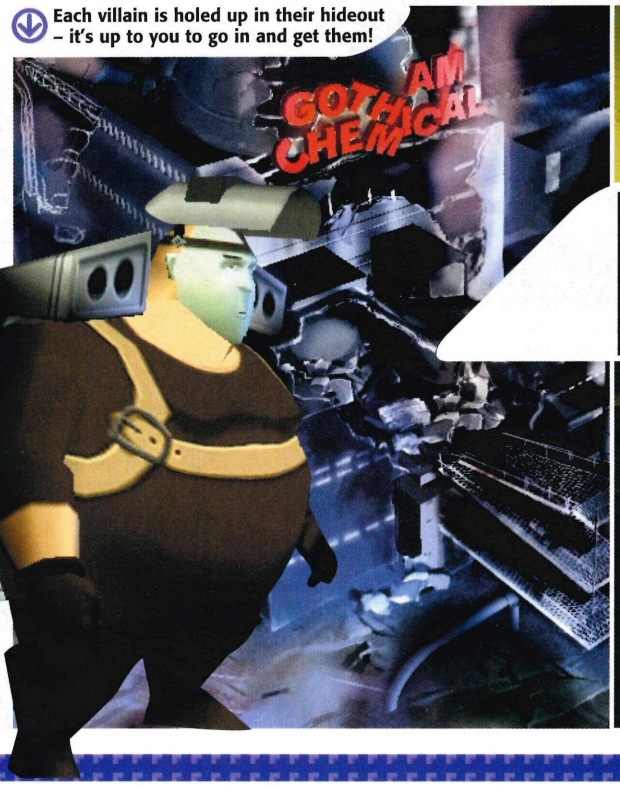
Can *Courtside* repeat its N64 success, and knock the other players out?



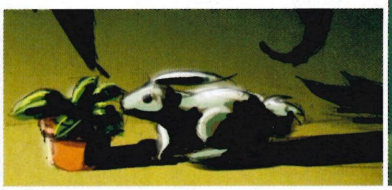


COURTSIDE HAS THE full NBA license and so features all the real players, teams and stadiums. To make the experience even more lifelike, brand new motion-captured and high-polygon 3D models have been used to show off the moves and facial expressions of the real players. The ball physics, collision detection and AI have all been turned up a notch to recreate the experience as faithfully as possible. Control has also been improved with passing on the fly being made easier with the use of the C-stick. Not long now... CUBE

Holy GameCube, Batman! It's your best videogame yet!



Each villain is holed up in their hideout – it's up to you to go in and get them!





BATMAN

CUBE INFORMATION

BATMAN VENGEANCE	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	ACTION/ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

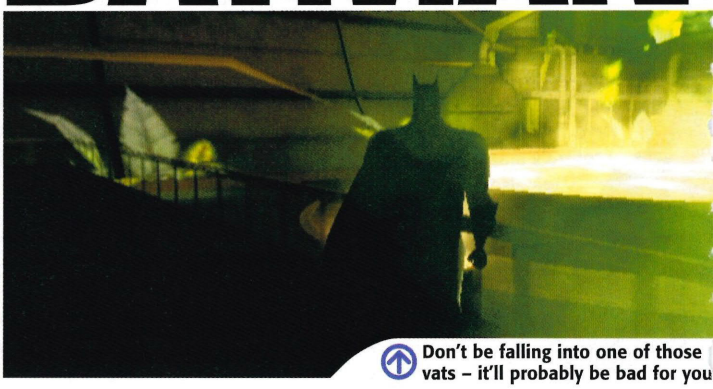
00 25 50 75

AT-A-GLANCE

- BASED ON THE CARTOON
- HELP KEEP GOTHAM SAFE
- FIGHT AGAINST OLD FOES
- USE BATMAN'S UTILITY BELT!

RELEASE DATES

TBA | TBA | DEC 2001



Don't be falling into one of those vats – it'll probably be bad for you

FIFA's new and improved for the GameCube

CUBE INFORMATION

FIFA 2000	
PUBLISHER:	EA
DEVELOPER:	EA SPORTS
ORIGIN:	UK
GENRE:	SPORTS
PLAYERS:	1-4

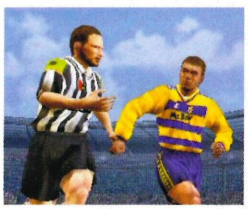
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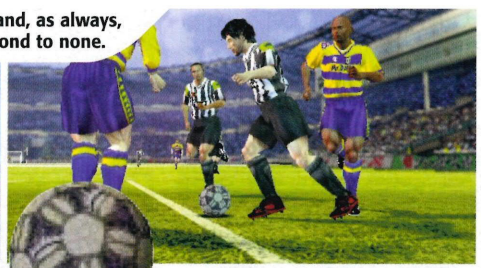
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RELEASE DATES

TBA | TBA | NOV 2001

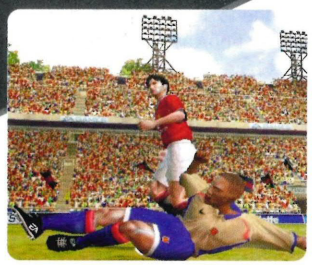
The detail is incredible and, as always, the game's action is second to none.





FIFA 2000

Another of EA's long-running franchises makes its GameCube debut...



DESPITE BEING CRITICISED by *ISS* fans, the *FIFA* games sell by the bucket-load every time a new one is released. Nothing will change with this year's version except the game itself. EA have designed an innovative new passing system that makes the game much more involved than the usual 'get the ball and head for the sweet-spot'. You can also send team members on strategic runs through the defence and set up your next goal. New tackling models mean that you don't get caught if the ref can't see you. These new features will hopefully make the game a more challenging and ultimately more satisfying experience.

CUBE

All the fun of the fair...

CUBE INFORMATION

UNIVERSAL STUDIOS PARK ADV.	
PUBLISHER:	KEMCO
DEVELOPER:	KEMCO
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | NOV '2001





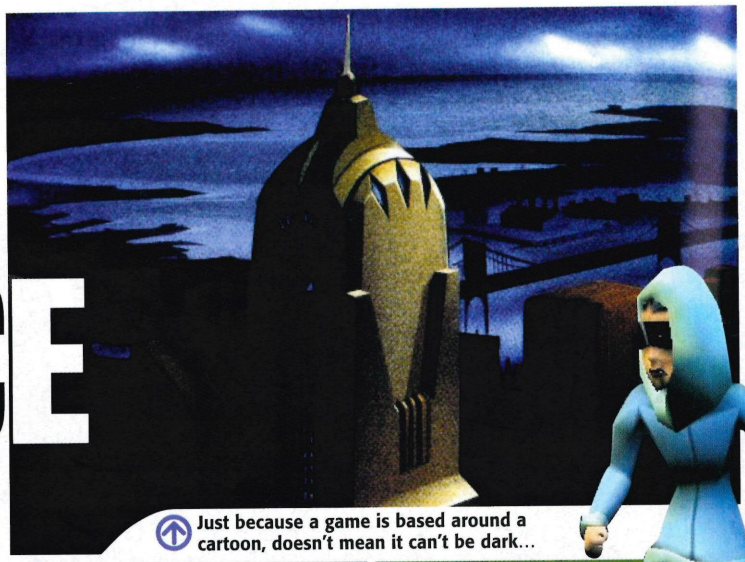
The action comes thick and fast at Universal!



VENGEANCE

Super-hero games are finally coming of age – thanks to the GameCube, of course...

AFTER THE BRILLIANT example set by *Spider-Man* on the PlayStation, it looks as though games developers have finally worked out how to make super-hero games decent. The latest example is *Batman Vengeance* – a top-notch action/adventure pitting Batman against all manner of foes including Mr Freeze, Poison Ivy and The Joker. It might look like the animated series but don't be fooled; this is aimed at a more mature audience. Also appearing on the PlayStation 2, the GameCube version promises better graphics and sound. Featuring amazing effects, a good spread of game styles (including driving levels, platform bits and even a few first-person sections), *Batman Vengeance* looks set to impress when it arrives very shortly after the US launch. CUBE



Just because a game is based around a cartoon, doesn't mean it can't be dark...







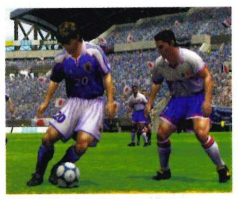
or is it a theme park?

UNIVERSAL STUDIOS PARK ADVENTURE

We've got a ticket to ride on the GameCube!

WHY YOU'D WANT to spend a day at a virtual theme park when you can do it for real is anyone's guess, but that's exactly what Universal Studios offers – with many of the top park rides replicated for your pleasure, you'll have to try them all if you want to explore the whole park. Complete with adventuring advice from Woody Woodpecker who will try and guide you around, you can ride anything from Back To The Future or Jurassic Park to Jaws or even the Wild Wild Wild West Stunt Show... great! Ride the rides, answer questions and solve puzzles to receive stamps that'll give you even more to do – who'd have thought it'd be so much fun? CUBE

Football's coming home! Hoorah!



VIRTUAL STRIKER 3 2001

Kick off with another of SEGA's top-notch arcade conversions...

CUBE

INFORMATION

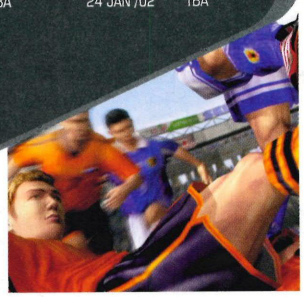
VIRTUAL STRIKER 3 VER.2002	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	SPORT
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | 24 JAN /02 | TBA





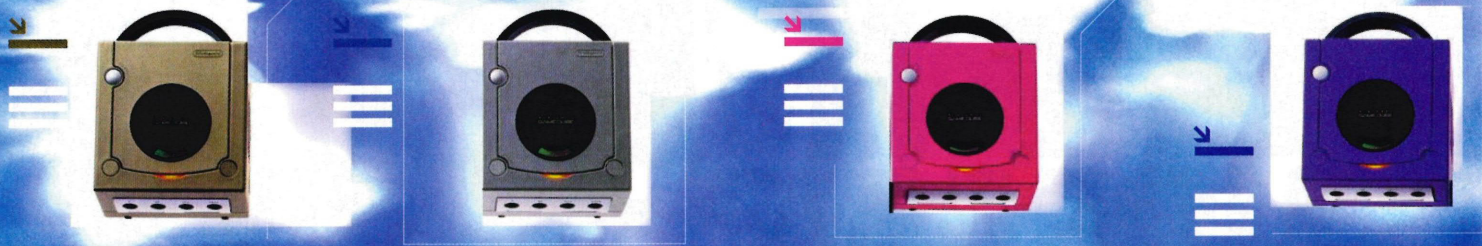




FOOTBALL'S A FUNNY old game and one that isn't easy to convert into a videogame. *Virtua Striker* always looked great, but it didn't play so well and that's why Amusement Vision has gone back to the drawing board with its GameCube conversion of *Virtua Striker 3*. It still looks amazing, but with some tweaks to the gameplay and a bundle of new options, there's no doubt it'll be one of the better footie titles around. CUBE

CUBE GIVEAWAY

5 GAMECUBES



GET 'EM WHILE THEY'RE

COMPETITION!

OH YES, WHO wants to pay the hard stuff for Ninty's latest console when we're offering five of you the chance to have one delivered to your door? And you'll get it on the very day that it is released in the UK!

Think of the money you'll save (at least £150), think of the shoe leather you'll save by not having to go through any of that pre-ordering nonsense or having to trundle down the shop – probably at midnight – to pick up a GameCube! Oh yes, this is one offer that you are not going to want to miss out on and, what's more, it couldn't be simpler! All you have to do is answer what should be the simplest question ever. You know that you want it, so why not enter now!

Q: WHO INVENTED MARIO?

A) YUJI NAKA
B) SHIGERU MIYAMOTO
C) HIDEO KOJIMA

To enter the competition simply dial and follow the simple instructions.
Remember to leave your name and address.

PHONE NUMBER - 0906 966 0063

The phone call will last no longer than 3 minutes and is charged at £1.00 per minute. Please ask the permission of the person who pays the phone bill before calling. The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 9 January 2002 (midnight).





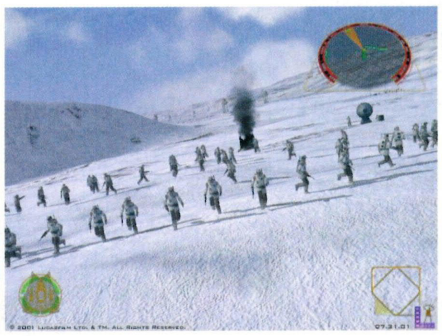
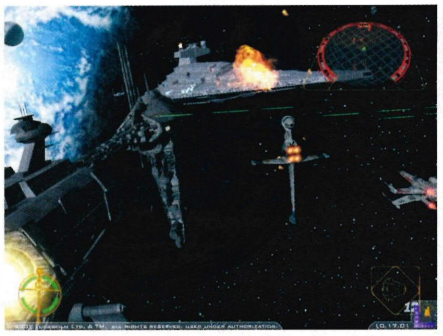
Check out our BIG TV giveaway on page 118

TO GIVE AWAY!



HOT!

"YOU CAN BE ONE OF THE FIRST IN THE UK TO OWN A CUBE!"


Forget that galaxy far, far away. Rogue Leader is right here, right now, and Factor 5 is setting what will be the standard for light years to come.

STAR W
ROGUE L

CUBE INFORMATION

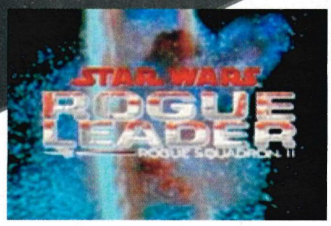
STAR WARS ROGUE LEADER: RSII	
PUBLISHER:	ACTIVISION
DEVELOPER:	FACTOR 5
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA TBA OUT NOW



BEFORE WE START, there are some things that you should know. Factor 5 – the developer of *Rogue Leader* – began life in Germany in 1987, headed up by one Julian Eggebrecht. After making such a sterling job of several *X-Wing* titles on the PC, LucasArts offered it the chance to move to San Rafael, California (LucasArts's base). Factor 5 moved, and since then, it has developed *Rogue Squadron*, *Battle For Naboo* and *Indiana Jones* exclusively for the N64. In fact, over the past four years, it hasn't developed for anyone other than Nintendo. Why? It's quite simple really. Its reasoning is that it is quite happy with Nintendo, its philosophy, and its hardware. Factor 5 doesn't need to develop for any other platform, and its games couldn't be realised on any other platform anyway. Hey, that's fine by us.

The bottom line then, is that Factor 5 and LucasArts like working with Nintendo. The three companies put together create something quite magical. It didn't come as much of a

"FACTOR 5 DOESN'T NEED TO DEVELOP FOR ANY OTHER PLATFORM, AND ITS GAMES COULDN'T BE REALISED ON ANY OTHER PLATFORM ANYWAY"





ACCURACY OVERLOAD

THAT CANNON IS 270MM IN DIAMETER

- Amongst other things, the official license allows the developers to use the original designs and schematics from every ship, droid and character. There won't be any mistakes.

GOT A LIGHT MATE?

A GOOD OLD-FASHIONED BLASTER

- Every bit of laser-fire creates its own impact on its surroundings by lighting up the relevant area. GameCube seems to chuck lighting effects around without even breaking a sweat.

FINGER-LICKIN' GOOD

STUFF PLAYING IT – I'M JUST WATCHING IT

- The graphics in *RL* rival the Special Edition trilogy – in some places, they even surpass it. Rumour has it, that LucasArts asked for the graphics to be toned down!

FACT

BY GEORGE!

Though it was Luke's idea to use the harpoons to bring down the AT-AT Walkers, it was Wedge Antilles and his gunner Wes Janson who were the first to do it. The Force? Pah!

ABS LEADER

ROGUE SQUADRON II

PREVIOUS...

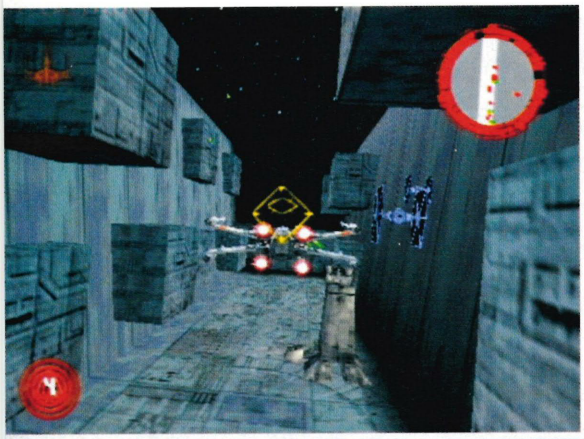
FROM THE MAKERS OF...

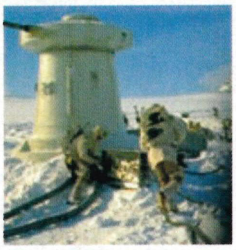
- Rogue Squadron
- Battle For Naboo
- Indiana Jones: IM
- Ballblazer Champions
- Rebel Assault 2
- Turrican Series

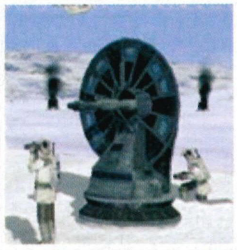


surprise then that a breath-taking demo of *Rogue Squadron* accompanied the GameCube's unveiling back at Spaceworld 2000. At that point it was only a tech demo, but a few months later, LucasArts announced that it would indeed be turned into an exclusive GameCube title. Something of this quality would normally see a three-year development cycle. However, the fact that the game is set to launch after merely 18 months of development is testament to Factor 5's development skills and clearly demonstrates that placed in the right hands the GameCube can produce stunning results in a relatively short period of time.

By the time you read this, the game will be out in the US, and it will be selling by the bucket-load. Not only does it have the official *Star Wars* license (with all the perks, which are afforded to it) – it is also the most graphically intensive game (home or arcade) ever created. Factor 5 reckons that at its peak, the *Rogue Leader* engine is pushing around 15 million polygons per second with all the effects. This all runs at a mind-blowing 60 frames per second. It's hard to imagine any GameCube or Xbox title bettering this... until the next Factor 5 game comes out, that is.

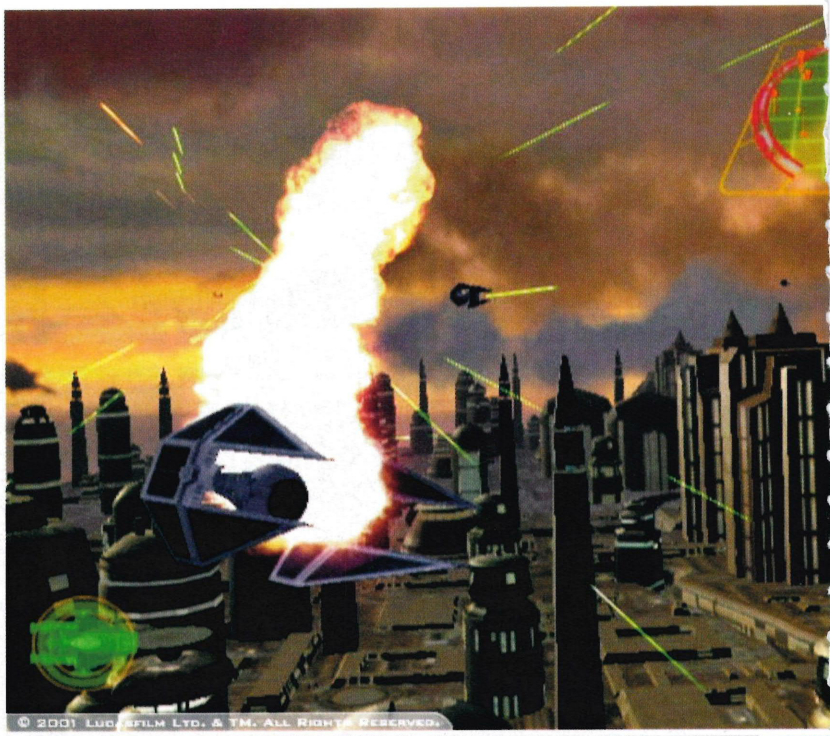






DREAMS ARE MADE OF THIS

Still not convinced that the graphics are pant-changingly good? Geez, what's it going to take, huh? Well, how about this for size? We've gathered up a selection of comparison shots from both *Rogue Squadron* (N64) and the Special Edition films. Can you tell which is which? We guarantee that you probably won't be able to tell the Rogue Leader shots from the film and that's no mean feat. As for the N64/GameCube comparisons... well, we're not saying anything...but at the time they were still mightily impressive...

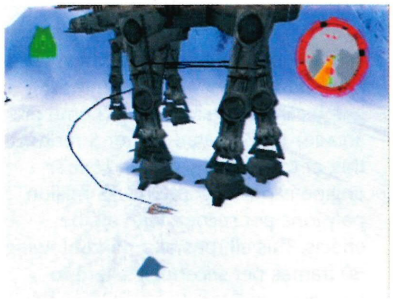


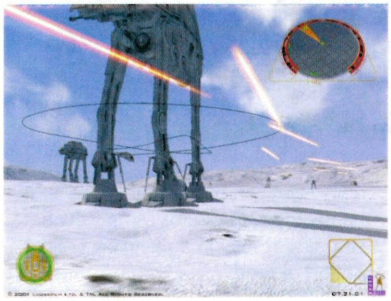










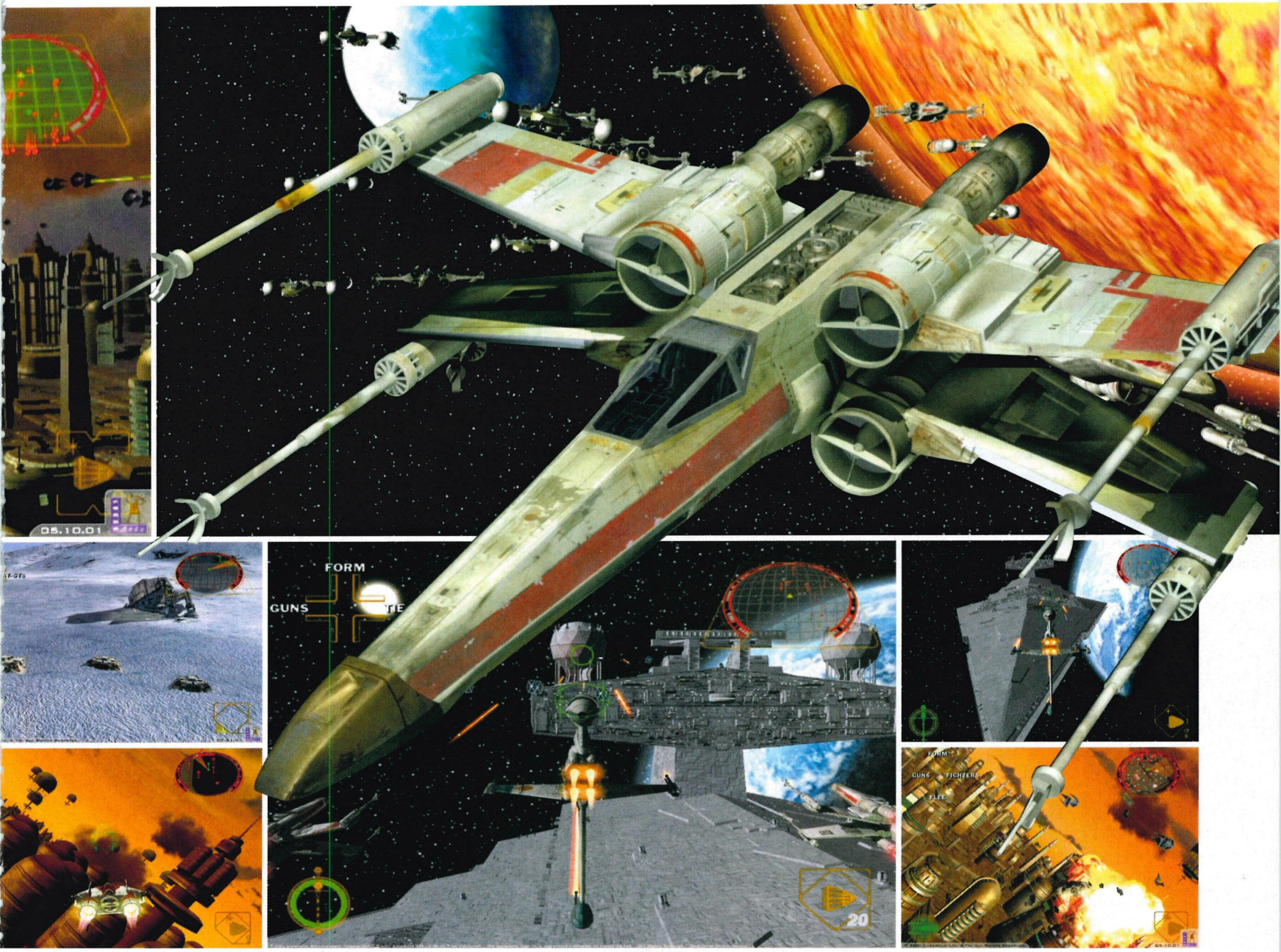


This was possibly one of the trickiest things to do in the original game thanks to the fact that once harpooned, the camera panned back. It ain't any easier this time...

Factor 5 really must be hated by developers and publishers world-wide. Thanks to them, everybody else has to work so hard. Before *Rogue Leader*, you wouldn't have thought that graphics such as these were possible. Games that would've been perfectly acceptable before now look dated by comparison, and LucasArts knows it. It's the reason why Factor 5 has been given access to every single *Star Wars* resource available. We're not just talking from a graphical standpoint either – just as the graphics mimic the Special Edition films, so too does the sound.

Some of the original actors have been brought back into the studio to record additional bits of commentary. On top of this, Dolby has allowed Factor 5 to be one of the first companies to use its new Dolby Pro Logic II technology. The developers decided that while Dolby Digital 5.1 would have been nice, it just wasn't viable. So many people would miss out by not having the correct speaker set-up – it just wasn't worth it.

"AT ITS PEAK, THE ROGUE LEADER ENGINE IS PUSHING A MIND-BLOWING 15 MILLION POLYGONS PER SECOND"



Believe us though when we say that you won't notice the difference between the two technologies. To have a Tie Interceptor scream past you as it gets gunned down by Wedge, is an exhilarating experience. Remember that in most levels, there are enemies around you at all times, and the sound effects can get bewildering… but that's the idea.

Okay, so by now you know that the graphics are unrivalled, and that the sound is technically and spatially authentic, but what of the levels? Is it any fun to play? Thankfully, it isn't all eye candy. Even in this unfinished stage, the handling of each vehicle is different. Some vehicles, like the A-Wing, are a bit twitchy to start with (especially after coming from the cumbersome B-Wing), but you soon get used to the differences, and adapt accordingly.

Enough already! Turn the page to see exactly what the game has in store for you. Please note that these are only seven of the eleven levels, we'll show you the rest next month!



Taken from the best *Star Wars* movie, the Battle of Hoth, along with the Death Star run from *Episode Five*, are all-time classics.

TATOOINE TRAINING

VISIT LUKE'S HOME PLANET FOR SOME RIGOROUS TRAINING

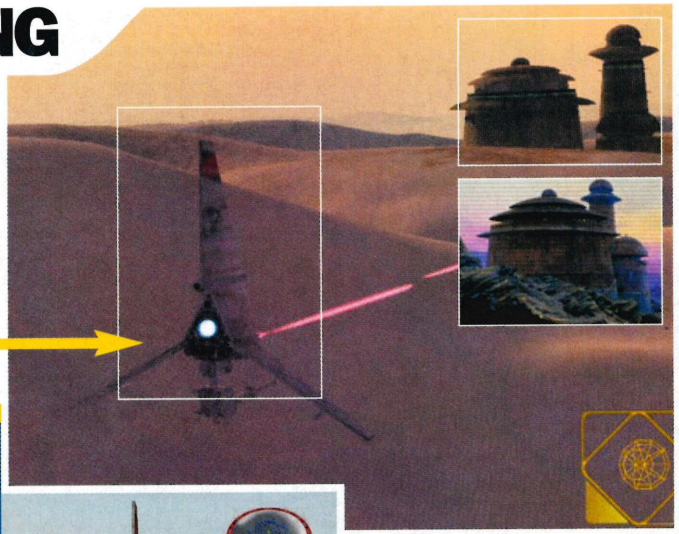
The first level of Rogue Leader sees you taking the controls of the T-16 Skyhopper in an attempt to learn how to target enemies, and to get used to the controls in general. It's a bit of a sightseeing tour as well – you won't want to miss Jabba's Palace, Mos Eisley, or the Great Pit of Carkoon.



T-16 SKYHOPPER

THE BABY OF THE BUNCH...

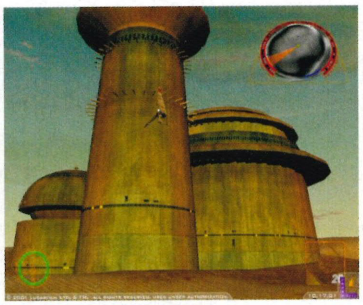
■ Despite being limited to atmospheric flight, the T-16 can fly at over 1,000kmph. The T-16's controls are very similar to the X-Wing set-up, so Luke shouldn't have a problem transferring between the two.

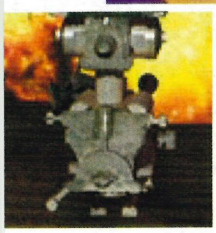


JABBA'S PALACE

HOME OF THE HUTT

■ The version of Jabba's Palace, which appears in the game, is even more impressive than the film version. The surface textures are incredibly detailed, making full use of the GameCube's bump-mapping ability.

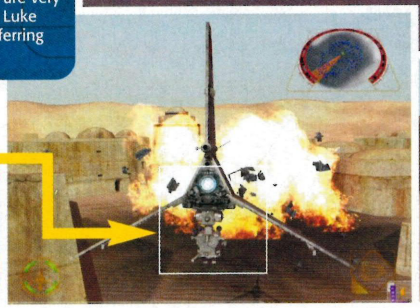


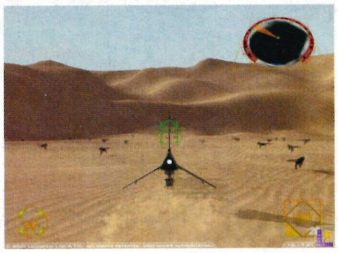


WEAPONS UPGRADE

HIDING YOUR UNDERCARRIAGE

■ The version seen here has been given a weapons upgrade, hence the Ion Cannon protruding from the base. Standard T-16s don't carry any weaponry, and are normally only used for high-altitude travelling.





NATIVE NASTIES

WHERE ARE THE WOMP RATS?

■ Factor 5 has included every last detail. Bantha, Dewback, Oopie, Womp Rats and the dangerous Krayt Dragons roam the deserts of Tatooine. You're fine while you're inside the T-16, but God help you if you break down...

DEATH STAR ATTACK

RE-LIVE THIS CLASSIC MOMENT - CLOSE YOUR EYES, AND USE THE FORCE.

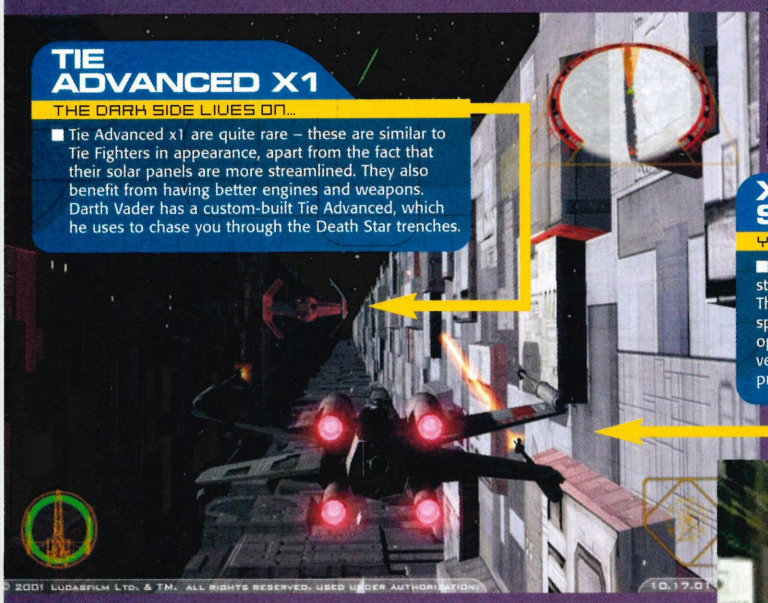
Rebel Alliance spies have manage to get hold of the Death Star's schematics, and have uncovered a vital flaw in the death-machine's design. Fly your X-Wing into the trench and guide a pair of Proton Torpedoes into the exhaust vent. Freedom depends upon it.



TIE FIGHTER

THEY'RE EVERYWHERE!

■ The most common of the Empire's attack vehicles, these guys will always be found in huge numbers. They are relatively crude, and one shot to the solar panels will take them out. You always know that back-up is nearby, as Tie Fighters have no Hyperdrive and can only travel relatively short distances, hence the reason why they must be dispatched from a cruiser.



TIE ADVANCED X1

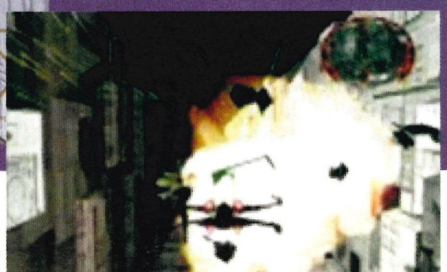
THE DARK SIDE LIVES ON...

■ Tie Advanced x1 are quite rare – these are similar to Tie Fighters in appearance, apart from the fact that their solar panels are more streamlined. They also benefit from having better engines and weapons. Darth Vader has a custom-built Tie Advanced, which he uses to chase you through the Death Star trenches.

X-WING STARFIGHTER

YOU KNOW THAT YOU LOVE 'EM!

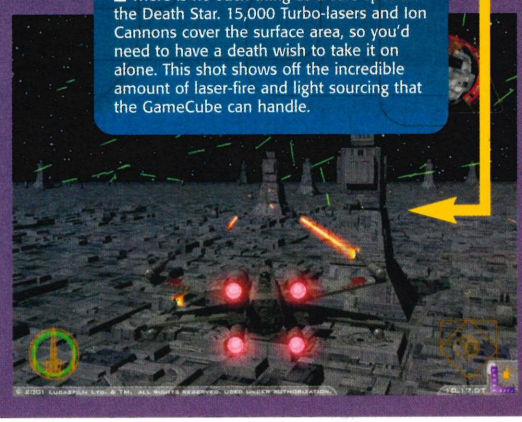
■ Probably the most recognisable of all the starships in *Star Wars*, and with good reason. The X-Wing is fast and manoeuvrable in both space flight and air flight. In the air, the wings open up to provide stability. The in-game versions even show off battle scars from previous encounter.



DEATH STAR DEFENCES

TAKE 'EM OUT FIRST!

■ There is no such thing as a safe spot on the Death Star. 15,000 Turbo-lasers and Ion Cannons cover the surface area, so you'd need to have a death wish to take it on alone. This shot shows off the incredible amount of laser-fire and light sourcing that the GameCube can handle.



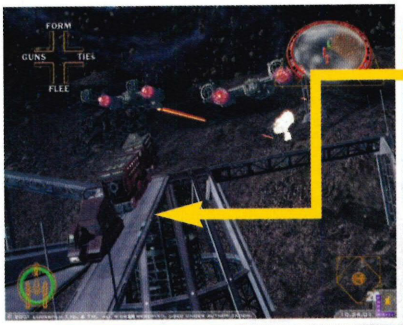
"FLY YOUR X-WING INTO THE TRENCH AND GUIDE PROTON TORPEDOES INTO THE EXHAUST VENT – FREEDOM DEPENDS ON IT"



PRISONS OF THE MAW

THE ENGINEERS OF THE DEATH STAR MUST BE STOPPED ONCE AND FOR ALL

Top Empire scientist Bevel Lemelisk has set up an installation on the remote world of Despayre. Here, he used prison labour to mine for the materials, which he needs to create a weapon so powerful, that it can destroy entire planets with one blast. This is the birthplace of the Death Star. Bevel must be stopped at all costs.



TRANSPORT TRAINS

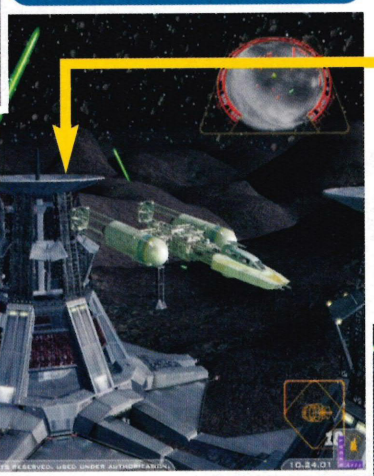
DO THEY DO LEGO VERSIONS OF THIS?

■ These monorail vehicles are used to transport the mined materials from the depths of the planet to where they are needed. You can destroy them, but there really isn't any point. It's the main installation, which you need to hit.

COMMUNICATIONS ARRAY

IT'S BAD TO TALK

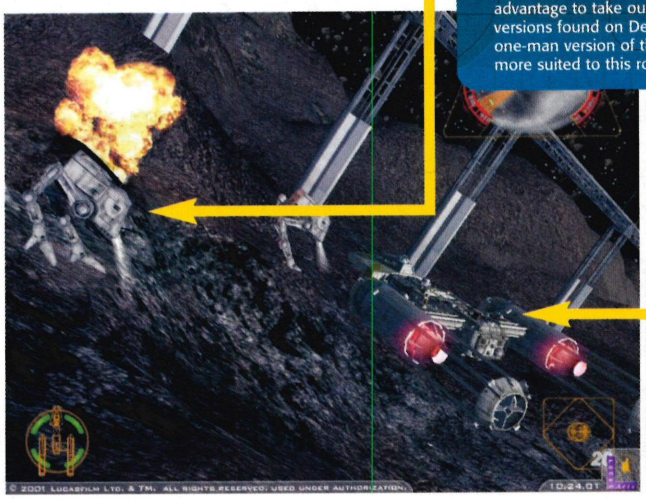
■ Your primary objective will be to destroy the Comms Array. Despayre is right on the edge of the Outer Rim, so this array is the only way that the settlement has of calling for backup.



AT-ST WALKER

ANYTHING WITH TWO LEGS IS EVIL

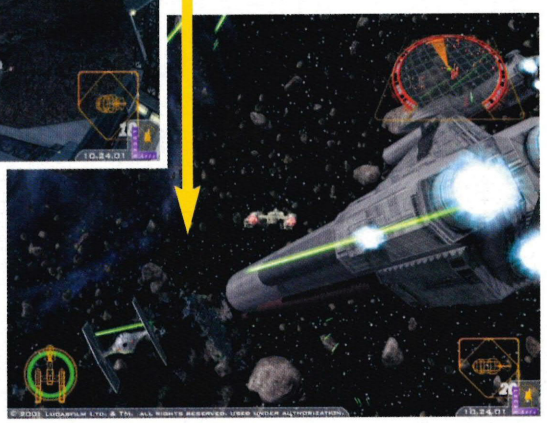
■ The All-Terrain Scout Transports are bipod walkers, which use their height advantage to take out ground troops. The versions found on Despayre are AT-PTs, a one-man version of the AT-STs, which are more suited to this rocky terrain.



ASTEROID FIELDS

NEVER TELL ME THE ODDS!

■ You can be safe in the knowledge that the Tie Fighters are going to have huge problems with these asteroids. Your best bet is to stay close to the troop carriers, as they can use their weapons to blast the asteroids apart.



Y-WING STARFIGHTER

BOMBS AWAY!

■ The Y-Wing is ideal for this mission. It is basically a bomber, equipped with air-to-ground bombs and Proton Torpedoes, with which it can take out the communications towers of the Death Star production facility. The version shown here is a BTL-S3 – it has room in the back for a maintenance droid.

RAZOR RENDEZVOUS

PREPARE TO BE DWARFED BY THE LARGEST STARSHIPS IN THE GALAXY.

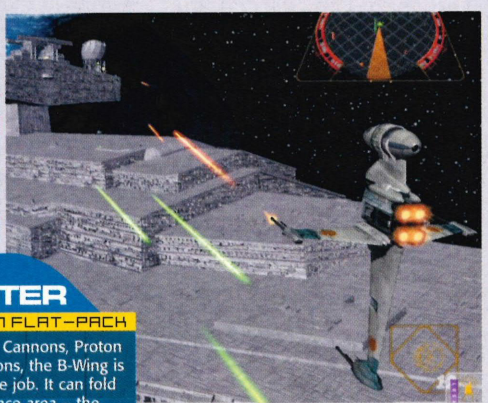
The Empire's fleet of Imperial Star Destroyers has just dropped out of light-speed near the planet of Hoth. X-Wings are being used to escort the Rebel Transporters to safety, but someone needs to draw their fire. Call in the B-Wings.

SHIELD GENERATOR

I NEED MORE POWER CAPTAIN!

■ You don't stand a chance against a powered-up Star Destroyer, but if you can take out the shield generator, your Proton Torpedoes will go straight through the hull.

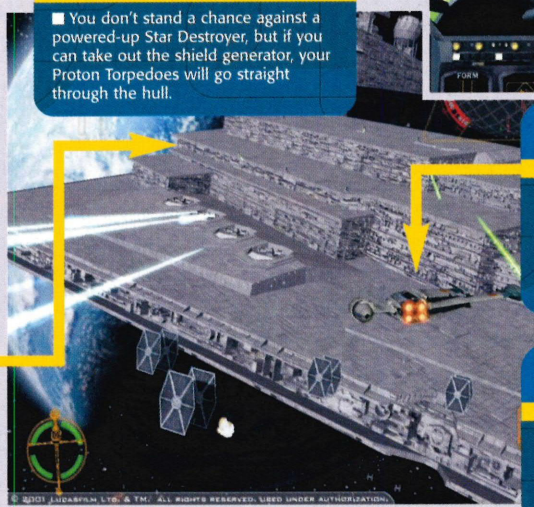




B-WING STARFIGHTER

ALSO AVAILABLE IN FLAT-PACK

■ Armed with twin Laser Cannons, Proton Torpedoes and Ion Cannons, the B-Wing is the best Starfighter for the job. It can fold up, thus reducing its surface area – the cockpit works like a gyroscope, so that the pilot is always upright.



IMPERIAL STAR DESTROYER

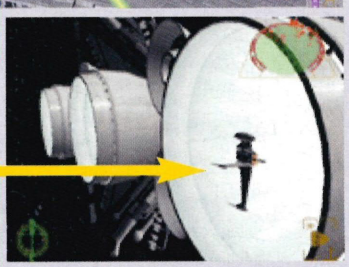
YOU'VE FAILED ME FOR THE...

■ Heaving with weaponry, and large enough to hold scores of Tie Fighters, the Star Destroyers are things of mass-destruction. The GameCube's texture-mapping power makes them look like they are made up of tens of millions of polygons, and flying past one is an extremely daunting experience.

FEELING SMALL?

THAT'S NO MOON...

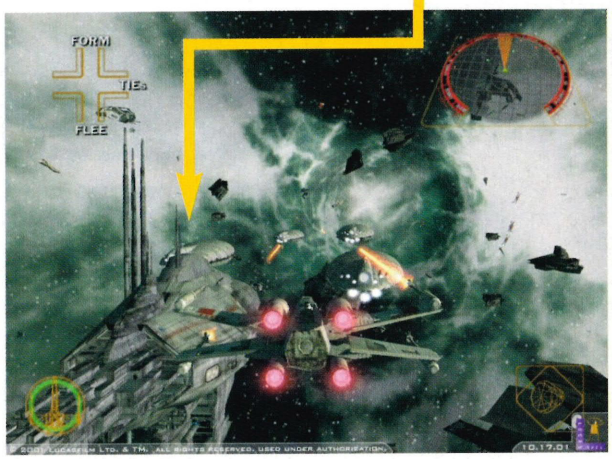
■ Flying past the enormous engines helps you to appreciate that this ship isn't a result of graphical trickery. The ship really is made up of millions of polygons. There's no other way that something so huge could be so detailed.



ISON CORRIDOR AMBUSH

TRAVELLING THROUGH THE BERMUDA TRIANGLE OF SPACE IS NO EASY TASK

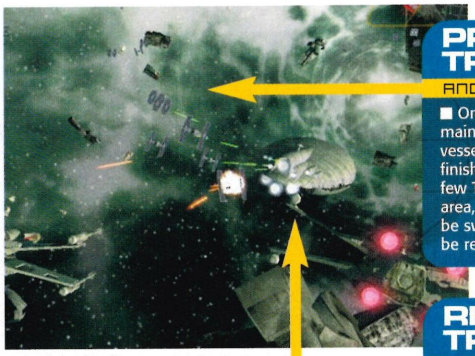
There is only one way to get directly to Bespin, and that is through the Ison Corridor. Littered with space debris from battles long past, this nebula is an eerie place at the best of times. This is the least of your troubles though – Boba Fett has tipped off the Imperial Fleet, and you've got transporters to protect.



ESCORT FRIGATE

THE ALLIANCE IS CLOSE

■ These giants originally belonged to the Empire, but over time, the Rebel Alliance managed to 'acquire them.' These Rebel Cruisers have enough space to hold two squadrons of Starfighters, as well as packing a punch with their Turbo Lasers and Laser Cannons.



PROTECT THE TRANSPORTERS

AND THEN A HERO COMES ALONG.

■ Once the Imperial fleet arrives, their main priority will be to destroy the supply vessels. Without supplies, the Alliance is finished. It's easy enough to take out a few Ties, but with Star Destroyers in the area, you just know that they are going to be swarming. Some sharp shooting will be required.

REBEL MEDIUM TRANSPORTER

ONE HELL OF A CARGO HOLDER

■ These huge flying boxes are used to transport Rebel supplies and weapons from A to B. They are unarmed, and extremely slow. Because of this you will always find Escort Frigates and X-Wings protecting them.



TIE INTERCEPTOR

IF EVER A SHIP LOOKED EVIL...

■ Faster, and more manoeuvrable than the older Tie Fighters, these guys will cause you some problems. Their increased speed comes from their aerodynamically shaped solar panels. The cut-away section also allows for a wider viewing angle – it won't be quite so easy to sneak up on them.

BATTLE OF HOTH

THE IMPERIAL FLEET HAS FOUND THE ECHO BASE. IT'S TIME TO GET THE HARPOONS OUT...

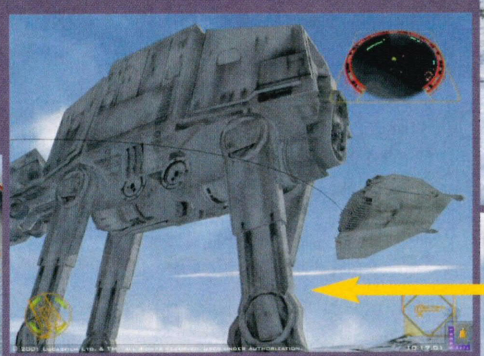
The Rebel Alliance has set up base on the ice-covered planet of Hoth. Imperial probes have detected the base, and within hours the entire fleet is on the doorstep. You'll need to find a way of taking out the Imperial Walkers before they get to the Shield Generator.

TIE BOMBER

MILE-HIGH BOMBERS' CLUB

■ The Tie Bomber has been designed specifically with high altitude bombing in mind. You'll need to take these out as soon as you can, otherwise their payload will break through Rebel base's shields in no time.



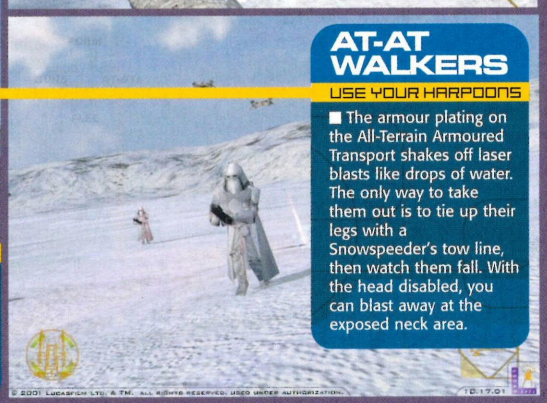




SNOWSPEEDER

DOESN'T IT LOOK GORGEOUS?

■ As well as Laser Cannons, Snowspeeders also have a rear-facing harpoon – this is the only way of taking down an AT-AT from the air. They are probably the most graphically impressive of all the Alliance ships, if only because of the vertical plates on the back of the ships. They just look so cool.

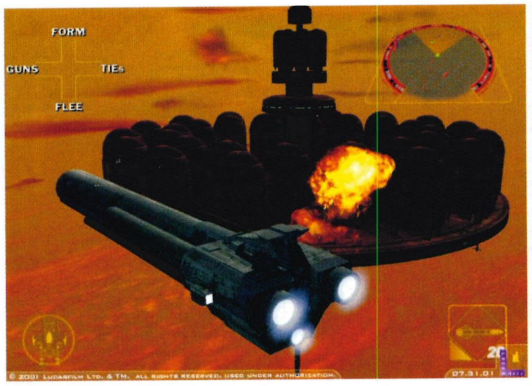


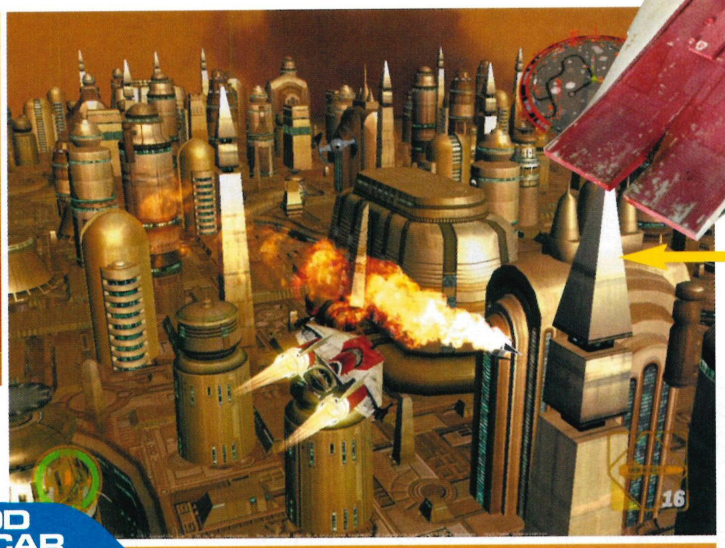
AT-AT WALKERS

USE YOUR HARPOONS

■ The armour plating on the All-Terrain Armoured Transport shakes off laser blasts like drops of water. The only way to take them out is to tie up their legs with a Snowspeeder's tow line, then watch them fall. With the head disabled, you can blast away at the exposed neck area.

"YOU CAN ACTUALLY PREVENT THE REBELS DESTROYING THE DEATH STAR. WILL THE DARK SIDE TEMPT YOU?"







TOWER BLOCKS

ENTER THE LABYRINTH

■ Bespin is covered in tall tower blocks, meaning that you won't always know about position of the enemy until the last minute. Luckily, the A-Wing's manoeuvrability lets it dart about like a fly.

RAID ON BESPIN

CLEANSE CLOUD CITY OF THE IMPERIAL FORCES

Lando Calrissian has surrendered control of Cloud City to the Imperial forces. Bespin is the one place where the Rebels could have come to re-charge themselves, so the only option is to liberate Bespin at all costs!

TWIN POD CLOUD CAR

WELL, WELL, WHAT 'AVE WE 'ERE?

■ These guys are the equivalent of the local Police force on Bespin. They will try to aid you, but sadly the best that they can do is draw the enemy fire away from you.


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LOOKOUT POINTS

WATCHING FROM ABOVE

■ The lookout points litter the skies of Bespin. Simply put, they are gun-mounted platforms – now that they are in Imperial hands, they cause a serious threat.



A-WING STARFIGHTER

SPEED OF THE PUMA...

■ The Alliance is taking this threat quite seriously, with Tie Interceptors and Tie Advanced patrolling the skies. There is only one Starfighter that can deal with the speed of an Interceptor, and that's an A-Wing.

LASER CANNONS

OOOOH, WHAT A BIG WEAPON...

■ Each lookout point is home to a number of laser cannons. Each cannon is manned by two soldiers. The targeting system is quite slow, but if you get hit, you'll know about it.

CUBE THINKS...

FIRST IMPRESSION

■ *Rogue Leader* will, without a doubt, be THE game of 2001. Whether you like *Star Wars* or not, you can't get away from the fact that this is the greatest graphical accomplishment yet seen on any console, and many awards will prove that point in the coming months.

The attention to detail lavished on every square inch of the game, along with the spot-on handling of the vehicles proves the point that Factor 5 is a force to be reckoned with. Indeed, the Force is strong with this one... CUBE

BONUS LEVELS

Factor 5 always sticks bonus levels in its games, and here are two of the ones that will be available in *Rogue Leader*.

THE DARK SIDE

Play as Darth Vader's Tie Advanced x1! Yup, you can actually go up against Rogue Squadron in the Death Star trenches, and stop them from destroying the Death Star. Will you let the Dark Side tempt you?



SPEED OF THE FALCON

After escaping from Hoth with Princess Leia, you'll have to out-run the Imperial fleet and negotiate your way through a dense asteroid field. It will take a lot of skill to get through unharmed.





FACT

50% EXTRA!
Now that the designers can integrate all of their original ideas, *Resident Evil* GameCube will be around 50% bigger than the original version!

ON THE VIDEO

CUBE

RESIDEN

CUBE

INFORMATION

RESIDENT EVIL	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	THIRD-PERSON ADV
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | MAR '02 | SUMMER '02

As the smell of rotting flesh fills your nostrils, you smile a wicked smile. It's time to paint the town red!

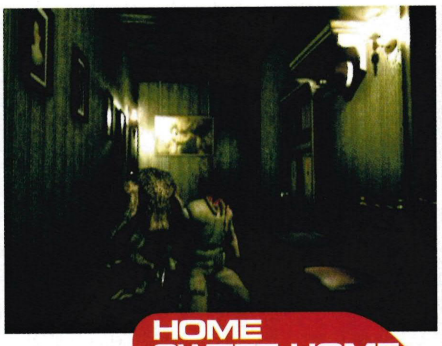
BACK IN 1996, a genre-breaking new game hit the shelves of Japanese gaming stores. Its pre-rendered backdrops and polygonal characters meant that it couldn't have been realised on any system before the PlayStation. This game was *Biohazard*. It instilled fear into the hearts of anyone who played it. Anyone who has played the game will tell you that the ultimate test in life, is to play *Biohazard* (*Resident Evil* in the western world) on your own, at 2am, in an empty house, with the lights off and the sound pumping through the stereo. It's human nature to fear the unknown, and with *Biohazard* you had no idea what was going to happen from second to second. The set-pieces (such as dogs smashing through windows) had never been done in computer games before – you simply weren't expecting it, so when it happened, it was heart-stopping.

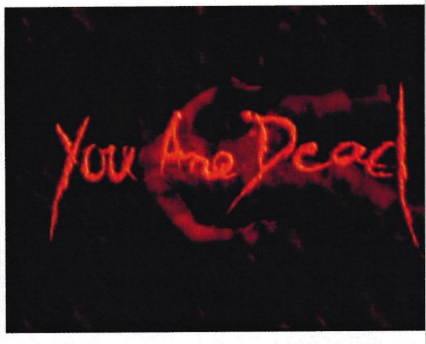
Since then, the series has been expanded to encompass three other

"THE ULTIMATE TEST: PLAY BIOHAZARD ON YOUR OWN, AT 2AM, IN A DARK EMPTY HOUSE WITH THE SOUND PUMPING THROUGH THE STEREO"









HOME SWEET HOME

2D RENDERING AT ITS VERY BEST

■ Capcom really has done its research properly, and the GameCube compliments this by showing it all in high resolution.

SLEEP WALKING

SO REAL YOU CAN SMELL 'EM

■ The zombies in the GameCube update show off an unprecedented level of detail. The only aspect missing is a scratch 'n' sniff option.

IN THE SHADOWS

AS IF WE WANTED TO SEE YOUR FACE

■ The lights play off of every bump on the zombie's body and throw shadows all over the room. But why don't the chess pieces have shadows?

games, all continuing the story of Umbrella and its viral, zombie-state-inducing experiments.

Each successive game has seen the fear factor weakening. Sadly, the development team's 'well of fear' has pretty much run dry, or rather, the ideas that they do have can't be realised on the available hardware. Mr Mikami-san, the man behind the original *Biohazard*, saw a solution to this in the form of GameCube. In fact, he was so impressed by the GameCube hardware and Nintendo's philosophy, that he has made the entire *Biohazard* series exclusive to Nintendo's new console! You can find out exactly what this means in the 'In Bed With Capcom' news story.

In a nutshell though, this means that no *Biohazard/Resident Evil* games will be coming out on PS2 or Xbox and the first fruits of this new deal will come in the form of a completely revamped version of the original (and best) *Biohazard*. Hurrah!





PREVIOUS

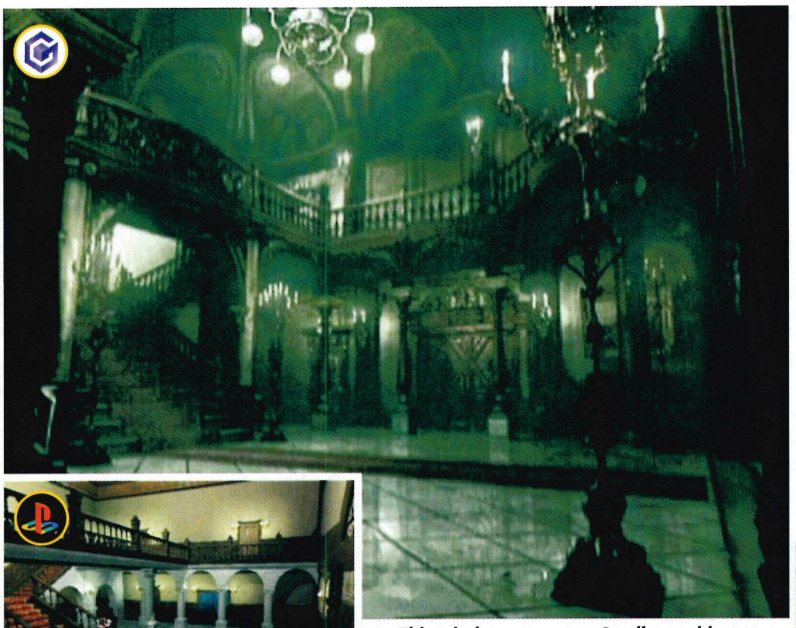
FROM THE MAKERS OF...

- Resident Evil Series
- Street Fighter Series
- PowerStone 1, 2
- Ghouls & Ghosts
- Megaman Series





Lamps now come in the form of individual light sources, not just a blob of colour. Each source throws light over the entire scene.

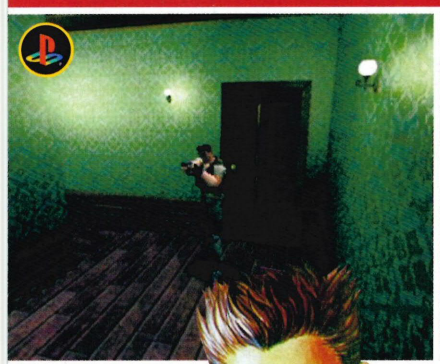


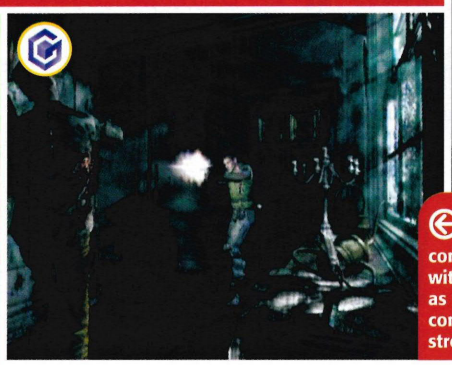
This window has been moved ever-so-slightly so that you can see the curtains blowing in the wind.

Candles and lamps can be spotted all over the place, giving an eerie glow to the entrance hall. In the original, the room was well lit.

TASTE THE DIFFERENCE

No one section of *Resident Evil* will remain untouched. Whichever screenshot you look at, you'll notice that it has been changed in some way. Whether it's a different camera angle, beautiful lighting or additional furniture, you can be sure that Capcom is rolling out the red carpet for this one. Good job too – the blood won't show up so badly!







This scene has been completely redesigned, with additional furniture as well as a new window complete with eerie streaming moonlight.

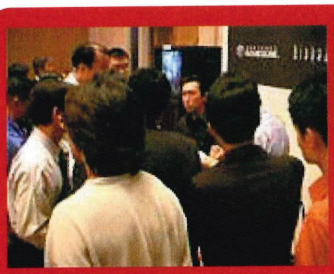


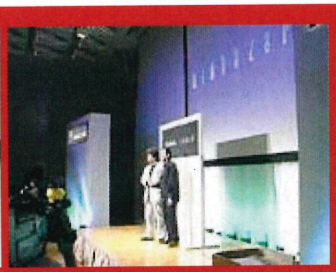


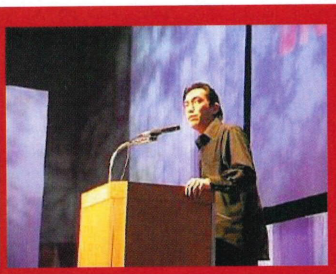
So, hold on a second. If the series is waning, then why should you care that it's going to have GameCube exclusivity? Well, one of the main aspects of the PSone version of the game, was that the backgrounds looked so convincing. It was quite easy for your mind to lapse into thinking that you were in a real mansion. GameCube takes this realism to a totally different plain. The backdrop textures are now so much more detailed, due to the fact that the hardware can display them in 640x480 resolution. In fact, the possibilities of the hardware have got Project Leader Mr Mikami-san so excited, that he is taking the original game back to the storyboard stage. The general layout of the mansion will remain the same, but now, all of the original ideas that never made it to the finished game (due to hardware restrictions) can be fully realised. Already, screenshots of never-before-seen areas of the game are coming through.

A fitting example of this comes right at the start of the game. Previously, the game would start in the entrance hall of the mansion. This is no longer the case – you will now have to make your way through the surrounding woodland in order to get to the relative safety of the front gates. There are also completely new corridors

"THE POSSIBILITIES HAVE GOT MR MIKAMI-SAN SO EXCITED, HE'S TAKEN THE ORIGINAL GAME BACK TO THE STORYBOARD STAGE"







MATCH MADE IN HEAVEN

Quite literally one day before GameCube launched in Japan, Capcom held a press event. Nobody was expecting anything big, but at the same time, nobody had a clue what the event was for. It came as quite a shock then, when both Mr Mikami (Project Leader – *Resident Evil*) and the legendary Mr Miyamoto came onto the stage.

Mikami-san went on to say how much respect he had for Nintendo as a company, and how he was worried about the direction in which the games industry was going. Miyamoto responded by saying how big a fan he was of the *Resident Evil* series, and of Mikami-san's work.

The big news came in the form of the entire *Resident Evil* series coming exclusively to GameCube. You can read more about this in the '1, 2, 3 o' Clock, 4 o' Clock, Rock!' section.







linking rooms – thankfully, Capcom will not be revealing their significance until the game is out, thus heightening the tension when you finally get to play it. Even the standard rooms and corridors are unrecognisable due to new textures, additional furnishings and completely new camera angles.

The most significant upgrade, which GameCube allows, is the lighting. As the warm lights and candles flicker, they brighten everything around them in real time. More impressive is the storm, which constantly rages outside the walls of the mansion. Every now and then lightning will strike and, as it does so, the entire room will light up, sending shadows dancing around the room. New windows have purposely been added to rooms in order to show off this feature. The resulting atmosphere is tense, to say the least – several pairs of pants at the bare minimum we reckon.



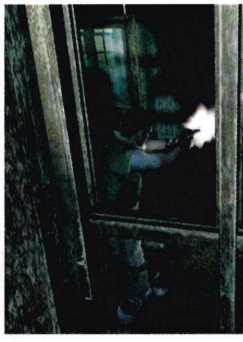












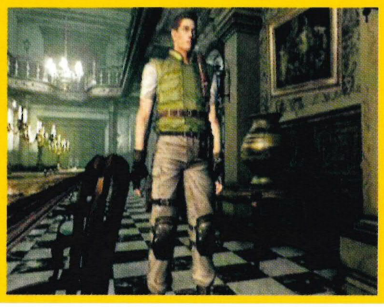
CHARACTER PROFILE



- NAME: CHRIS REDFIELD
- HEIGHT: 6' 4"
- STANDARD WEAPON: COMBAT KNIFE
- FAVOURITE FOOD: GRANNY SMITH'S APPLES

As part of the S.T.A.R.S. secondary squad (sent in after the Alpha Team disappeared without a trace), Chris worked with Jill and Barry, under the command of Wesker. After giving Jill his pistol, Chris has to make do with his trusty combat knife – not that he has a problem with that, he actually prefers one-to-one combat, but he might change his mind when he finds out what he's up against.

You can choose to play Chris or Jill – each character will have to tackle the mansion in a different way. Jill can pick locks, but Chris will have to find some other way of solving the eerie puzzles.













Don't deny it evil mutant saucer scum... you killed my father!

"EVERY NOW AND THEN LIGHTNING WILL STRIKE AND THE ENTIRE ROOM WILL LIGHT UP SENDING SHADOWS DANCING"



TRICK OF THE LIGHT

LIGHTING PLAYS AN ENORMOUS PART IN RESIDENT EVIL'S TENSE ATMOSPHERE, AND THESE SHOTS PROVE IT

■ Being the lovely, dedicated people that we are, we've put together a selection of shots, showing off the difference that the lighting makes to the game. The lighting tends to come from three different sources: lamps/candles, lightning and muzzle flare. The resulting effects mean the difference between seeing a zombie a few feet in front of you, and not knowing about it until you're being munched.



If there was a zombie there, you wouldn't know about. When the lightning strikes, you'll have a split second to search.



The candles give the room an eerie glow, but they pale in significance to the effects of a lightning bolt.



When you get to this quality of graphics, you have to wonder how it can ever get better. *Resident Evil* is breathtaking.

(IT HELPS IF YOU'RE) Blind Date



AND HERE IS YOUR HOST... MISS METEETHAR BLACK!

CONTESTANT 1

NAME: Gary Baldy
HOME: Umbrella Mansion
SELLING POINT: I'll gaze thoughtlessly out of a window for eternity, in the hope that you will return. I might have no hair, but it makes me smooth as a baby's bottom!

CONTESTANT 2

NAME: Lockjaw Dan
HOME: Racoon City Forest
SELLING POINT: I'll wander the dank forests of the world with my scant arms outstretched, longing for your touch. The ladies tell me that I have a lovely smile.

CONTESTANT 3

NAME: Yellowbelly Jim
HOME: The Study, Umbrella Mansion
SELLING POINT: Why do I live in the study? I'm a stud of course! Why not try me out – my home has plenty of darkened corners.





As the wind howls through the trees, you realise that you're being watched...







THE SECRET BITS

Wondering just how it is that *Resident Evil* looks so amazing? Here's Mario Aguera, Game Director on Bits Studios' GameCube Die Hard title, to tell us how it's done.

"SO HOW HAS Capcom managed to make the game look so damn beautiful? Well, in *Resident Evil* all the environments you see in the game are pre-rendered. What this means is that all the background graphics are calculated beforehand and not at run-time. There are two main advantages to using this method: Firstly, it means that all of the GameCube's polygon pushing power can be concentrated on making the real-time part of the engine, i.e. the characters, look fantastic (since the graphics processor doesn't have to worry about drawing the actual "world"). Secondly, this method frees up the game's background artists from any limitations imposed on them by the console, e.g. the number of polygons they can use to model the scene or the size of texture maps that they use to 'paint' these models with.

It's not an issue for them since it doesn't really matter how long it takes to draw the scene. You can leave the rendering machine to draw the image and create the z-buffer while you go and make a cup of tea. Hence the artists can really go to town with the amount of detail they put into the scene and how they light it.

Make no mistake though, the final images you get will only be as good as the talent of your artists – as you can see from the screenshots, these guys are truly skilled. The main drawback with this method, however, is that your game camera is static. It cannot move

"BECAUSE OF THE MAIN 2D RENDERING MOST OF THE GAMECUBE'S POLYGON-PUSHING POWER CAN BE USED ON THE CHARACTERS"





smoothly around the world following the player – to draw each frame with such detail would be too slow. Instead the view will jump from one pre-rendered position to the next, as the player moves around.

In a game like *Resident Evil* this works perfectly. It can be used to increase the tension within the game, since the player cannot see what's around the next corner until the camera view switches. Cue loads of zombies jumping out at you.

The real trick with using this form of engine though is to make the real-time and pre-rendered components of the game blend seamlessly. For starters you have to make sure that the lighting of the characters matches the lighting within the scene, so that they don't 'stick out.' The z-buffer, which is created when you render out a view, lets the engine know how far into the scene all the objects in the environment are. This is so that when the real-time bits are added to the scene at a later stage, it knows whether they should be drawn in front or behind a certain object.

Another improvement the guys at Capcom have added, is animation within the backdrops. For example, a fire flickering in a fireplace, or a fan slowly turning casting an ominous shadow on a back wall. I have also heard that they also plan to add graphical distortion to the final image to represent things such as mist. All these effects help to blur the divide between what is being drawn in real-time and what is not.

From what I have seen so far, Capcom has done an outstanding job. The game shots look gorgeous and moody, and it's certainly great to see another more adult-orientated game (both in look and content) on Nintendo's machine." CUBE



LIGHT OF MY LIFE

BABY LEAVE A LIGHT ON FOR ME

■ These shadows are all part of the pre-rendered backdrop. If the lights were to be turned off, the shadows would still remain.

FLAT CANDLE?

MIXING FANTASY WITH REALITY

■ Even the lamp-holder is merely a 2D render. The light isn't though – that is a real, 3D light source.

A LIKELY THREESOME

SADLY, THE HUNTER'S REAL

■ There are only three polygon models in this scene; Chris, the zombie and the door. The door has to be made out of polygons in order for it to open.



CUBE THINKS...

FIRST IMPRESSION

■ Come 2002, GameCube owners will be treated to one of the most exhilarating adventures of all time. The GameCube's immense processing power will allow Capcom to create their original dream of what a Survival Horror should be all about, and believe you me, it will be scary. Looking back on it, it's hard to see how we were scared by such crude graphics, but if we were scared by that, just imagine what our reaction will be to this version.

No doubt the game will be presented in Dolby stereo, and with the GameCube's awesome sampling abilities, it will certainly sound the part. Roll on 22 March. CUBE

IT SPEAKS!

EDITORIAL

NORMALLY, HAVING THE opportunity to be part of a brand-new magazine is something every games journalist dreams of; it gives us the chance to really put our skills to the test and show just how passionate we are about what we do. That's certainly been the case for me recently, simply because of my pure belief that Nintendo has come up with the flagship console for many years to come. Mind you, that's not to say I haven't had some hardship this month – if you knew the hell some of us here at CUBE Towers have been through whilst bringing you this fine magazine, you might find yourself having some pity for us. Hours of toil, even more hours of sitting on stuffy coaches going nowhere, disgruntled girlfriends, missing bicycles and something that can only be thought of as the 'last minute panic'... it's all been a bit hectic. Still, none of this has been enough to prevent us doing what we do best and that's why you're holding issue one of Cube – if you sniff the pages ever so slightly, you might even be able to pick up the traces of our blood, sweat and tears. Anyway, hold your nose and enjoy the line-up of games we've got for you this month; I certainly did. And there's even more to look forward to in the upcoming months... if you think these look good, you really haven't seen anything yet. Joy!

MARTIN MATHERS



80 Get those spare pants at the ready – Luigi's got a severe case of the heebie-jeebies. It might not be the big Mario game we were all hoping for, but that doesn't mean that you won't love Luigi's first big adventure to pieces!



LUIGI'S

CUBISTS

We only pick the finest people for CUBE, fresh from the stalk in the mountain groves of Guatemala... or somewhere like that.

SIMON PHILLIPS



GROUP EDITOR, CUBE

TOP TITLE: Pikmin
ANTICIPATING: The Legend Of Zelda
CAME TO CUBE: With the intention of bringing you (the lovely readers) the very best GameCube magazine on the face of the planet... at least, that's what he told us in in a slurred voice down the pub.

MARTIN MATHERS



GAMES EDITOR, CUBE

TOP TITLE: Pikmin
ANTICIPATING: Star Fox Adventures
CAME TO CUBE: After much moaning and whining about wanting to work on a magazine where they actually had more than two games a month to play. Honestly, there's always one...

CHANDRA NAIR



NEWS EDITOR, CUBE

TOP TITLE: WaveRace: Blue Storm
ANTICIPATING: Rogue Leader
CAME TO CUBE: Having spent the last six months writing all manner of things for it – even though it didn't exist before now. You'd think he might have noticed that something wasn't right, eh?

WILL JOHNSTON



GAMES EDITOR, PLAY

TOP TITLE: Super Monkey Ball
ANTICIPATING: Tony Hawk's Pro Skater 3
CAME TO CUBE: Thanks to the convincing wiles of Martin, some money in a brown envelope and threats of a red-hot poker if he didn't let go of his turgid PlayStation beliefs... the zealot.

SIMON GRIFFIN



STAFF WRITER, POWERSTATION

TOP TITLE: Super Monkey Ball
ANTICIPATING: Super Smash Brothers Melee
CAME TO CUBE: To get away from writing guides and show everyone that even though he's nothing more than a walking mass of beast-like hair, he can play games with the best of them. Growl.

NICK TRENT



GROUP ART EDITOR, CUBE

TOP TITLE: Super Monkey Ball
ANTICIPATING: Sonic Adventure 2 Battle
CAME TO CUBE: To keep everyone in check – being the responsible married man that he is, you might want to think of him as the dad of the team... right down to his pipe and slippers.

ROB SULLIVAN



DESIGNER, CUBE

TOP TITLE: Pikmin
ANTICIPATING: Soul Calibur 2
CAME TO CUBE: Because he has to sit on the same table as the rest of the CUBE guys under constant supervision – if he didn't do something on it, they'd probably wind up dragging him outside for a bit of a 'chat'.

STEPHANIE PEAT



DESIGNER, CUBE

TOP TITLE: Luigi's Mansion
ANTICIPATING: Mario Sunshine
CAME TO CUBE: To even out the natural balance. As the team is mostly boys, they need a woman's touch – things like washing the dishes, doing the ironing, cooking the pies... that sort of thing. No, only joking... sorry Steph.

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST







WAVE RACE: BLUE STORM

86 On your marks, get wet... go! It's high-speed action on the open seas with the soggiest racing game around – get your wetsuit at the ready and be prepared for the ride of your life with Nintendo's racer with a difference!



SUPER MONKEY BALL

98 One banana, two banana, three banana, more! SEGA's defection to the other side starts with a bang as its first game brings us everything you could possibly want from a game... and monkeys. Don't forget the monkeys...



LUIGI'S MANSION





PIKMIN

92 Grow your own miniature army as Shigeru Miyamoto opens the floodgates on his new opus. These crazy little critters will do virtually anything for you and you'll need them every step of the way... don't forget the BabyBio!

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION
This is the place to look for all the essential statistics on the game including release dates, players, publisher/ developer and some vital bullet points summing it all up.

COMMENT
The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



BOXOUTS
If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

2ND OPINIONS
If you're still not 100% sure whether you're going to take one expert's opinion for it, you'll find not one but two more snippets of advice right here.

ALTERNATIVES
Obviously not every game will be to your taste so if there's something that might be of interest instead, they'll be outlined here for you to think about.

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers...

RATING 90 **9.0 OR ABOVE**
Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

RATING 7.5 **7.5 > 8.9**
Although they haven't quite make it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 5.0 **5.0 > 7.4**
Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING 2.5 **2.5 > 4.9**
If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 0.0 **0.0 > 2.4**
It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!



DID YOU KNOW: THIS IS LUIGI'S FIRST GAME!

Get ready for the fright of your life!

LUIGI'S MANSION



CUBE

INFORMATION

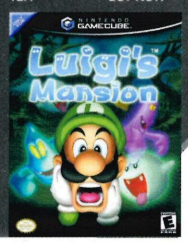
LUIGI'S MANSION	
PUBLISHER:	NINTENDO
DEVELOPER:	NCL
PRICE:	£59.99 (IMPORT)
ORIGIN:	JAPAN
PLAYERS:	1

STATS

- NINTENDO'S FIRST GC MARIO TITLE
- LUIGI GETS THE STARRING ROLE!
- EXPLORE FIVE HAUNTED FLOORS
- OVER 50 ROOMS IN TOTAL
- REALISTIC LIGHTING EFFECTS

RELEASE DATES

TBA	OUT NOW	OUT NOW



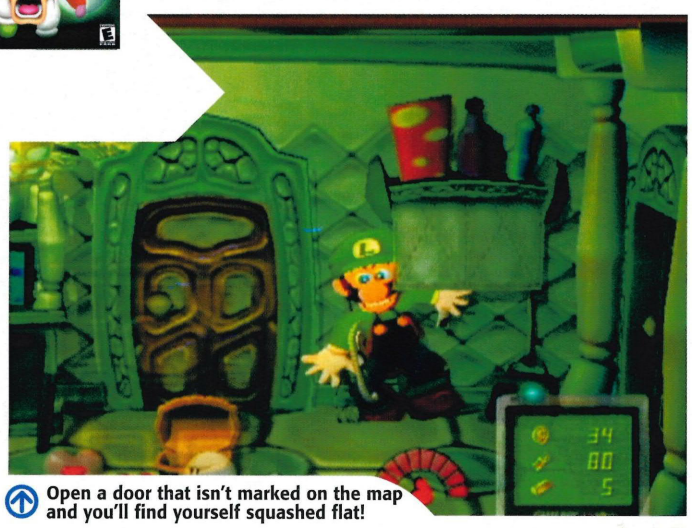
Everyone's second-favourite Mario Brother finally goes out on his own to kick some ghost butt... who ya gonna call?

YOUR EYES aren't deceiving you – the very first Mario game on the GameCube doesn't star Mario at all... well, not until the very end at least. Instead, Nintendo has produced *Luigi's Mansion* as one of the first wave of GameCube launch games, giving them the opportunity to let Mario's oft-neglected brother Luigi into the spotlight. Those of you looking for the return of your favourite Italian plumber might feel a tad confused as to why Shigeru Miyamoto didn't bring *Mario Sunshine* to the GameCube first; after all, what's been seen of the game so far proves that it'll be the kind of thing that will sell GameCubes. Still, while that's a fair old while away (sources say Summer 2002 in Japan), we're left in the capable hands of *Luigi's Mansion* instead – a game that makes up in innovation and enjoyment what it lacks in depth. It's fun, intriguing and man, does it look pretty...

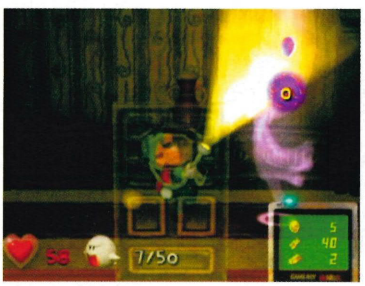
ON THE VIDEO

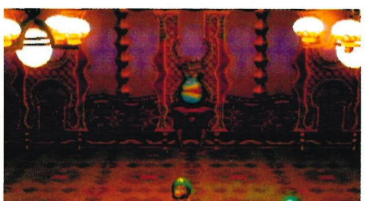


The bigger Portrait Spooks will take a bit of time to suck up, but it'll be worth it...



Open a door that isn't marked on the map and you'll find yourself squashed flat!



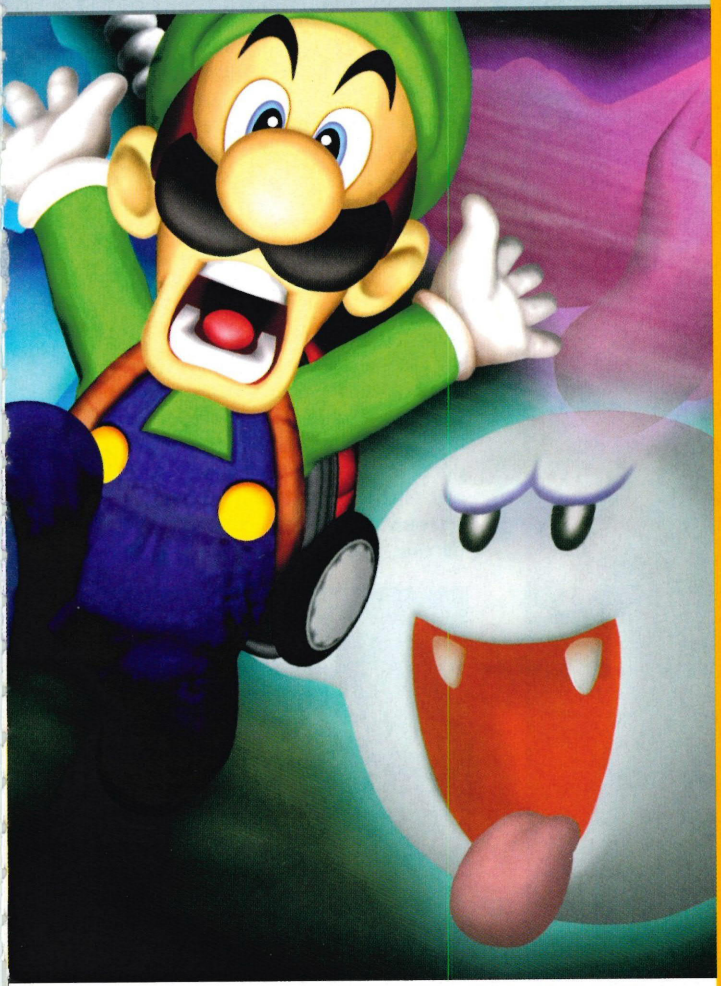


Clear a room of ghosts and the lights will come back on, making it 'safe'. Yeah, right...



PICTURE PERFECT

While the main task at hand for Luigi is the rescue of his brother Mario, there's also the job of collecting the resident ghosts of the mansion for the mad professor. Why? Because he wants to turn them into paintings for his gallery, that's why! There are a total of 22 'Portrait Spooks' located around the mansion and each one takes a bit more work than just having a torch flashed at them when it comes to capturing them...

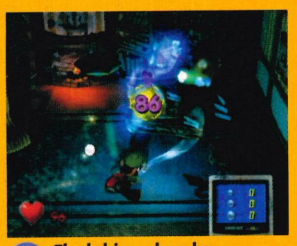




The father of the house likes nothing more than having his nose stuck in a good book.



Of course, he's been up reading his book for so long that he's starting to get a bit tired...



Flash him when he yawns and you'll be able to suck him up in no time at all!



Mrs Ghost loves to brush her hair, but can't stand being chilly... what can you do about that?



Pull back the curtain and you'll reveal a broken window that really lets the air in.



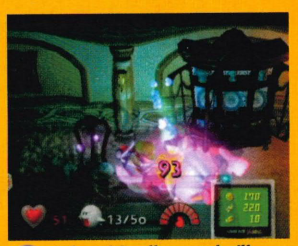
Watch her get up to stop the draft, then flash your torch at her and suck her up too!



This ghost likes his food... in fact, he's far too busy eating to notice little old you!



If you wait until he's not eating, you can steal the precious food out from under his nose...



When it's all gone, he'll get really angry – that's your chance to suck him up!

SUCK 'N' BLOW

SPRAY-AWAY

Although much of the time you'll be using Luigi's faithful vacuum cleaner to suck up all the ghosts you can find, it actually has a number of different uses... once you find the right equipment, that is. As you head further into the mansion, you'll find a number of different sprays that can be fitted to your nozzle – these allow you to spout flames, water or ice from your vacuum depending on which ones you hold. Just suck up the relevant elemental Boo (which are hidden in obvious places... flame Boos are in candles, ice Boos are in frozen objects and fridges!) and then let rip with your new spray!



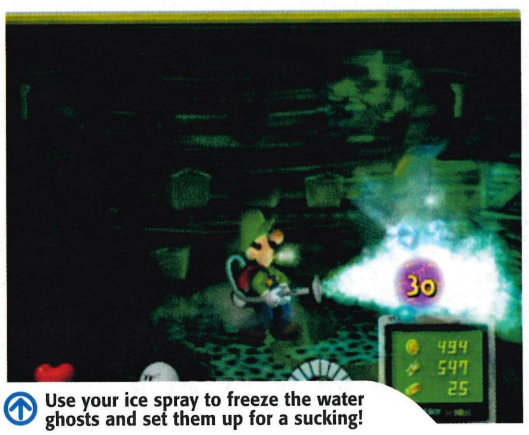
LIGHT 'EM UP!

STRIKE A LIGHT!

Using Luigi's torch to illuminate each room is essential, so it's no wonder that Nintendo worked hard to make all the lighting effects as realistic as possible...





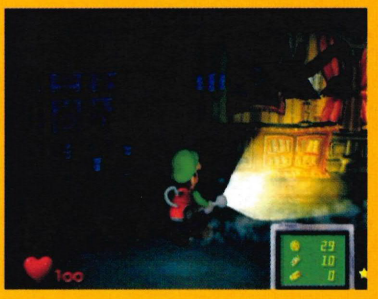


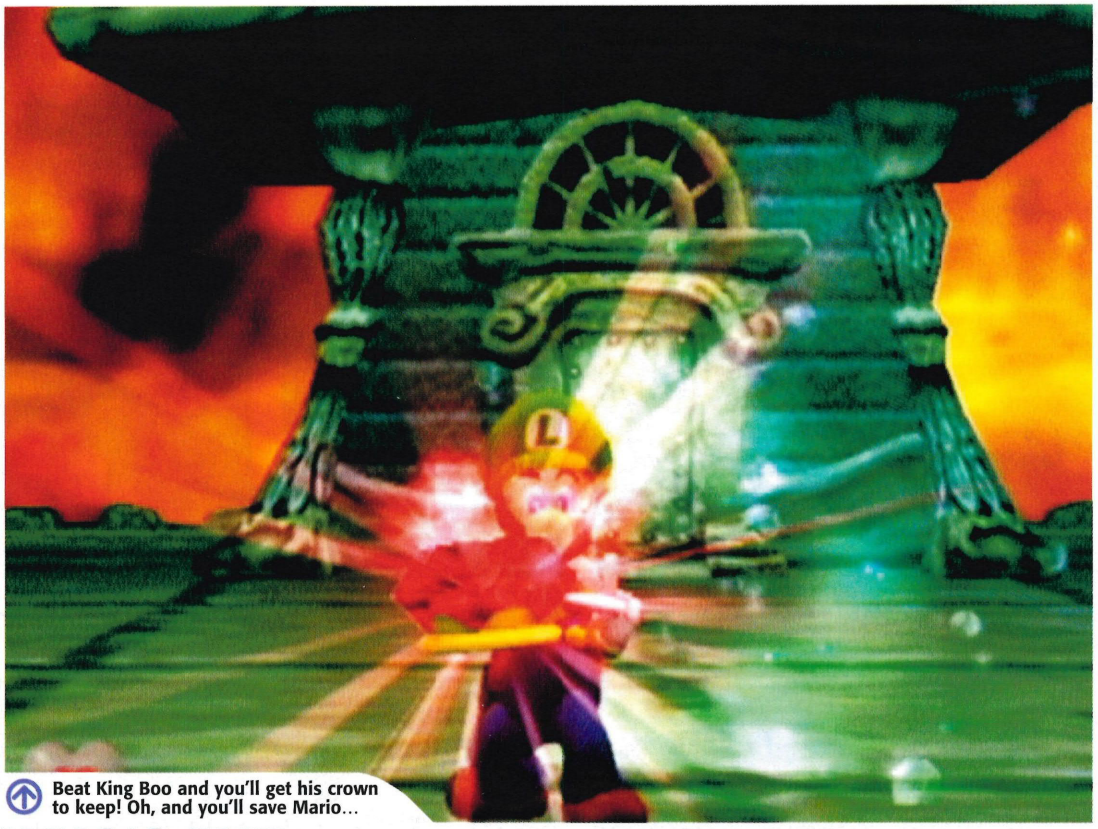
Use your ice spray to freeze the water ghosts and set them up for a sucking!



TAKING

The most interesting thing about *Luigi's Mansion* is the control system – Nintendo's patented innovation has once again brought us something markedly different from what we're used to. As you'd expect, the Analogue Stick is used to guide Luigi around the mansion but the innovation comes with the use of the C Stick to direct exactly where his torch or vacuum nozzle are pointing. By using both sticks at once, you can walk in one direction and illuminate the scenery behind you or (in the case of sucking up ghosts, money or other objects) direct the stream of your vacuum while dragging the target across the room. Sound complicated? Well, it's not and more importantly, it works really well once you get to grips with it – something that will take you all of five minutes. Another success for Nintendo!





Beat King Boo and you'll get his crown to keep! Oh, and you'll save Mario...

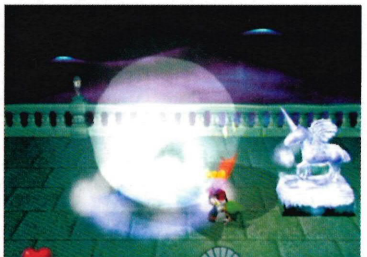
BOSS FIGHTS

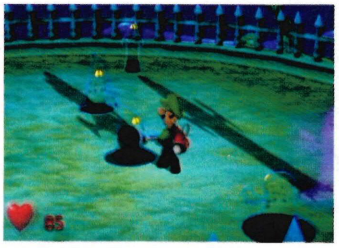
WHO'S THE BOSS?

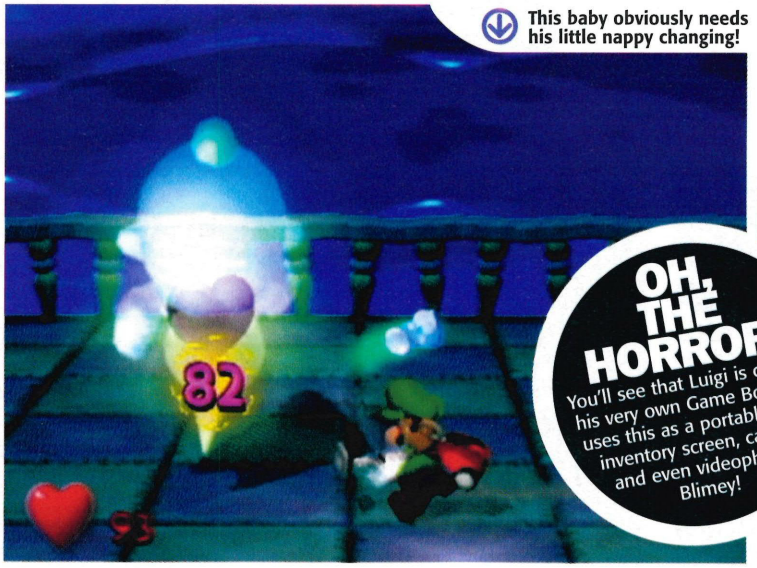
Not surprisingly, not all the ghosts you come across are willing to be sucked up and framed – some of them really don't fancy the idea at all. In fact, they're willing to do anything to prevent it... even if it means kicking your vacuum-toting arse! These rather large 'boss' ghosts come in a variety of forms including a giant baby (complete with rattle and killer rocking horses), a nasty graveyard-dwelling shadow and a bunch of Boos who gang up to form quite a daunting enemy. Then of course, there's King Boo – the ghost responsible for kidnapping Mario. He's going to take quite a bit more punishment than the other bosses.



Steer clear of Bowser's flaming breath... it burns!





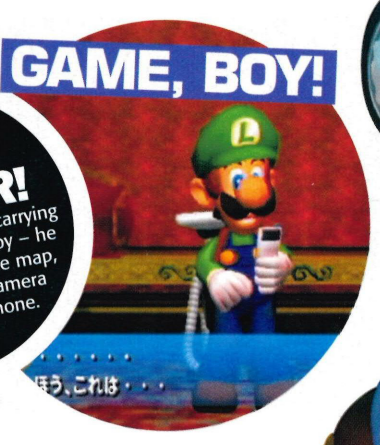


This baby obviously needs his little nappy changing!

OH, THE HORROR!
You'll see that Luigi is carrying his very own Game Boy – he uses this as a portable map, inventory screen, camera and even videophone. Blimey!

"LUIGI'S MANSION IS REALLY FUN TO PLAY... BUT WHEN THAT FUN ENDS IN AROUND TEN HOURS, THE WHOLE THING FALLS A BIT FLAT."

GAME, BOY!



CONTROL

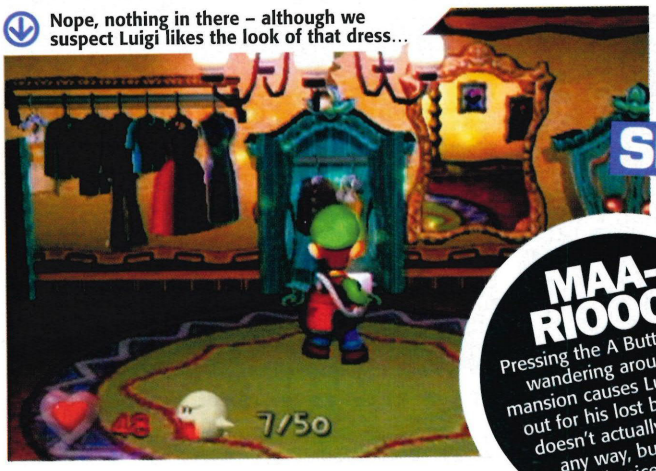




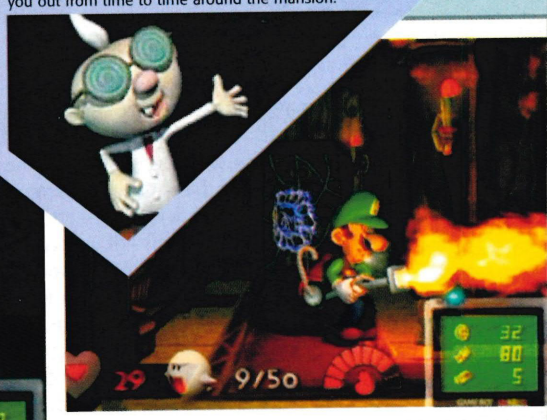
You might uncover hidden ghosts when you examine the furniture around the house...

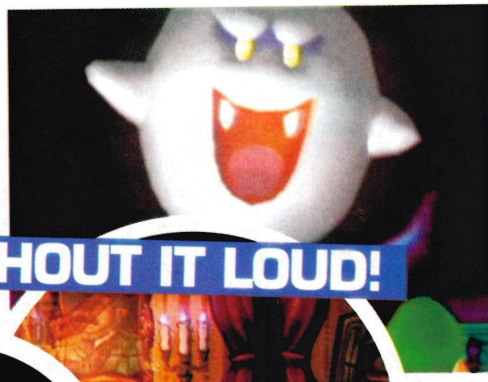


Nope, nothing in there – although we suspect Luigi likes the look of that dress...



MAD AS A HATTER: The professor is the one responsible for your vacuum cleaner and will help you out from time to time around the mansion.

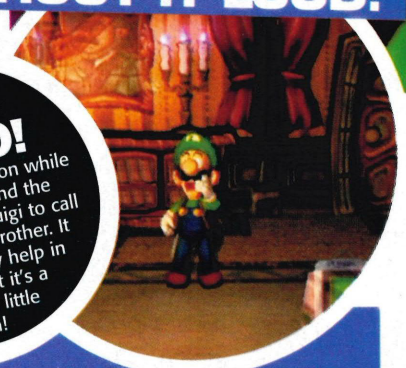




SHOUT IT LOUD!

MAA-RIOOO!

Pressing the A Button while wandering around the mansion causes Luigi to call out for his lost brother. It doesn't actually help in any way, but it's a really nice little touch!





PEEK-A-BOO, I SEE YOU!

Though the mansion already has its fair share of ghosts and ghouls, there's a whole gang of nasties trapped under the house that you might just recognise... yes, it's the Boos! Last seen hanging around Big Boo's Haunt in *Super Mario 64* (as well as minor appearances in *Paper Mario* on the N64 and *Mario Kart Super Circuit* on the GBA), they're back to make Luigi's life a misery... and it's all your fault!



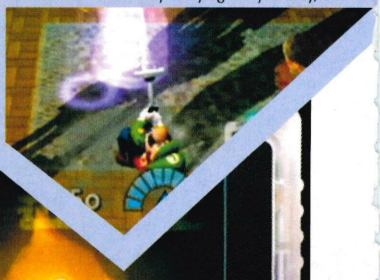
Okay, so the button's marked 'Don't Push!' but that doesn't mean we can't, does it? Just a little tap and... oh no! Luigi's let all the Boos out! You'd better go and round them up, hadn't you?



Not surprisingly, the king of the Boos is behind Mario's abduction... and he's not going to give him back without a fight! Can you guess who's going to help him?



REEL 'EM IN, LUIGI: The trick to sucking up the bigger ghosts in one go is to pull in the opposite direction to which they're trying to fly... easy, eh?



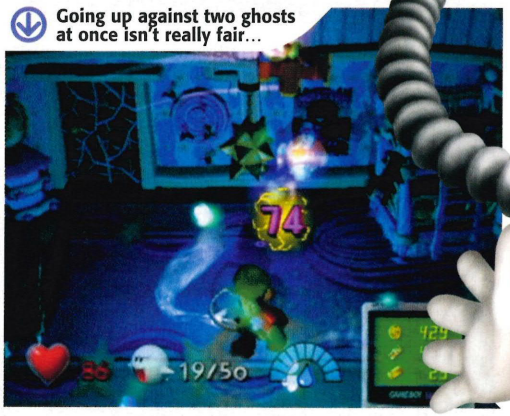
SNAP HAPPY

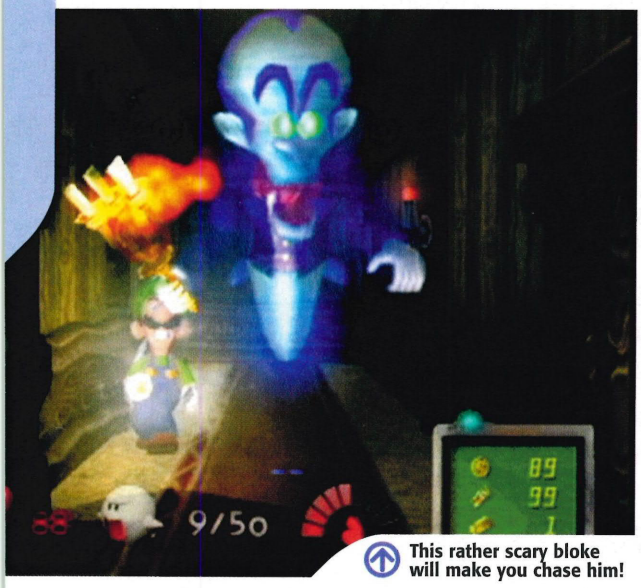
WATCH THE BIRDIE

Think that the side-on view that the game offers is a bit restrictive and lets the the GameCube an easy ride, in terms of having to create a 'proper' 3D world? Well, think again – if you want to explore every inch of the mansion, you can. Thanks to the miracle that is the Game Boy Horror Camera, you've got the option to enter a first-person view and look around to your hearts content. It's essential for finding all the hidden passages and other secrets stowed away in the mansion, but also lets you understand just how much care and attention Nintendo has paid to every detail of the entire world in the game.



Going up against two ghosts at once isn't really fair...





This rather scary bloke will make you chase him!



"LUIGI'S MANSION LINGERS ON THE VERY BRINK OF BEING GREAT, THEN STEPS BACK..."



COMMENT

As you can probably deduce from the glaringly-obvious title, *Luigi's Mansion* focuses on Luigi Mario, one half of famous Mario Brothers, whose luck is obviously changing for the better – he's inherited an old mansion. Eager to get out on his own, Luigi sets out straight away to check it out... and runs straight into trouble. Sadly, Luigi's new bachelor pad turns out to be the kind of decrepit old house you usually see in *Scooby Doo*. Although you'll start the game off unarmed and defenceless against the ghosts roaming the halls of the mansion, help soon arrives in the form of the mad professor. For some reason, he's intent on catching the ghosts and turning them into paintings, but because of his size, he can't do it... and that's where you come in. You're soon sent back to the mansion with your objectives made clear – catch all the ghosts and rescue Mario!

Now first impressions are awfully important, especially for a newly-launched games console... which is why the presence of Shigeru Miyamoto (the brain behind *Mario*, *Zelda* and *Donkey Kong*) at Nintendo has always been a blessing. Take *Super Mario 64* for example – here was a game taking a recognised genre in a new direction with top graphics (for the time), tons of playability and enough things to do to keep you going for a long time.

This time around though, we've got *Luigi's Mansion* – Miyamoto-san's very first GameCube game and one that lingers on the brink of being incredible... before taking a rather large step back from said brink and looking a little forlorn. It's not that it doesn't possess that legendary Miyamoto magic, because it does – the intuitive controls, beautiful visuals and 'little touches' that make the game so special just ooze quality. In fact, it's really fun to play... but when that fun ends in around ten hours (and that includes exploring everywhere and taking your time), the whole thing falls a bit flat. It's a real shame, because *Luigi's Mansion*, while it lasts, is a rich gaming feast – it's just not the kind of game you'll be coming back to time and time again.

MARTIN

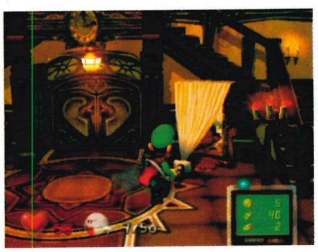


GREEN FINGERS

As well as zapping those pesky ghosts and lighting up each room, don't forget that you'll need to collect all the cash you can find – someone's got to pay for rebuilding the mansion once it's safe, after all. Most of the time you can find coins, notes or even valuable gold and jewels hidden in the furniture and chests located around the mansion… but the big money isn't that easy to find. Take the flower puzzle hidden in the yard – once you can spray water from your vacuum, you'll find a seed in a nearby path of dirt that can be watered. When it grows into a small stem, you'll need to come back and water the flower on a regular basis. Forget to do it and it'll die, but make it grow into a fully-fledged bud and you'll be rich!

"PLAYING FOR AN HOUR LETS YOU SEE JUST HOW MUCH CARE AND ATTENTION NINTENDO HAS PAID TO EVERY DETAIL OF THE ENTIRE WORLD IN THE GAME."

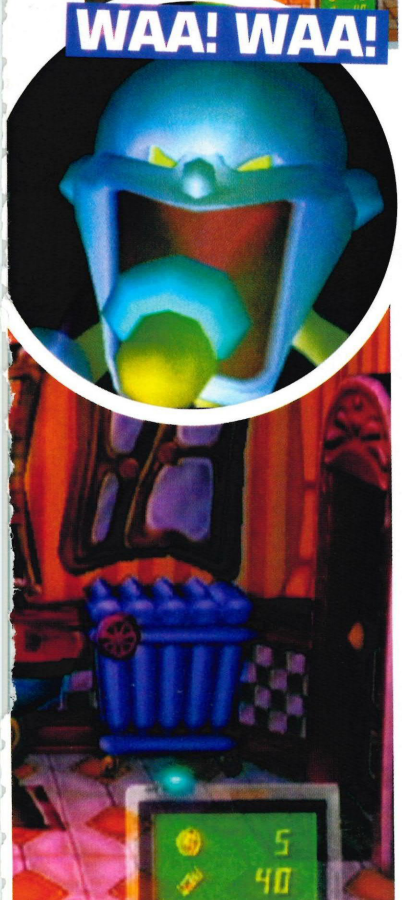






You'll be seeing a lot of the entrance hall… better get used to it, we're afraid!





CUBE VERDICT: LUIGI'S MANSION

A HAUNTINGLY BEAUTIFUL GAME THAT'S JUST A BIT TOO SHORT

VISUALS
Fantastic lighting and transparency effects, combined with beautiful backgrounds make this a joy to behold.

AUDIO
The exaggerated tunes of the haunted rooms, Luigi's humming and cries of 'Maaaario!'… a perfect atmosphere.

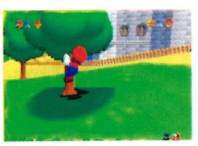
GAMEPLAY
Once you get into it, you won't be able to put the joypad down… you'll be dying to find out what's coming!

LIFESPAN
If you know what you're doing, you can earn the top grade in around six hours… not exactly 'longevity', is it?

ORIGINALITY
Once again, Nintendo whips out the innovation card and manages to bring us a game like no other.

ALTERNATIVE

SUPER MARIO 64



Well, it was the last time you ever had to fight against the Boos so that's got to be enough reason to put it in here. Well, can you think of any other game with ghosts in? Huh?

DOOM



Find keys, open doors and shoot anything that moves… hey, we're reaching here. What more do you want – blood? Ta-da! Doom is a 2D version of *Luigi's Mansion* with added gore and fear-factor.

OPINION

PASS THE SALT... "A fun little game while it lasts, but I expected far more from a Nintendo launch title."
CHANDRA

BUSTED! "Slightly disappointing for one of the first titles on the console, but still fun to play."
SIMON

FINAL SCORE

7.6

IT'S FUN AND SHOWS OFF WHAT THE GAMECUBE CAN DO, BUT CAN'T MATCH THE OTHER LAUNCH TITLES.

Nintendo chucks us in at the deep end!

WAVE RAC BLUE STORM

CUBE

INFORMATION

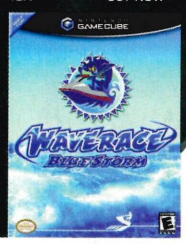
WAVERACE: BLUE STORM	
PUBLISHER:	NINTENDO
DEVELOPER:	NSTC
PRICE:	£59.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1-4

STATS

- THE MOST REALISTIC WATER EVER
- 2-4 PLAYER SPLIT-SCREEN
- 8 TRACKS
- 8 CHARACTERS
- MULTIPLE SHORTCUTS

RELEASE DATES

TBA	OUT NOW	OUT NOW



Realistic water is one of the hardest elements to re-create in a game, but little-known in-house developers NSTC seem to have got it nailed.

WAVERACE 64 was the first game ever to provide realistic water, and not only in the console world. It terms of fluidity and pure watery loveliness, it surpassed even the dedicated arcade titles such as *Wave Runner*. It was a beautiful game that combined realistic graphics with arcade gameplay, and once you'd played it, you wouldn't imagine that water could ever look any better. That particular title was created in-house by Nintendo of Japan's EAD team, so when it was announced that the sequel would be handled by the relatively unheard of NSTC (US branch of Nintendo), eyebrows were raised. We needn't have worried.

It's tantamount to the power of the GameCube, and the skills of the developer, that after playing WaveRace: Blue Storm, you'll wonder how you could ever have thought that the N64 version was any good! *WR:BS* is nigh on perfect. This is why...

CUBE STAR GAME



Looks like she's well up for some mounting action. Best turn the lights down.

ON THE VIDEO



This is no time to stop for a coffee! Ah, stuff it, why not? I'll have a muffin with that.

The current is strong with this one... steer away from the right side while you can!





CUNNING STUNTS: As ever the GameCube shows off it's amazing power with this elemental display of rough seas and stormy weather – amazing!

REALISTIC!

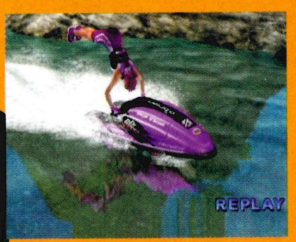
BUMPY RIDE!
Your characters react realistically to every little bump thanks to some great programming on NSTC's part. It feels like you're actually there yourself!



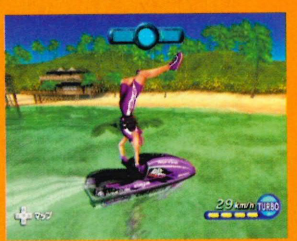
Once you have mastered the courses you'll deinitely want to get to grips with being able to pull off some cool stunts. Here's why!

TRICKY STUFF

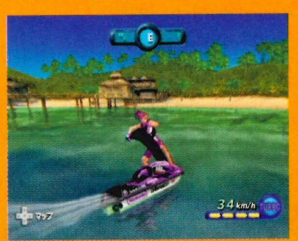
Stunts are a bit of a double-edged sword in *WaveRace: Blue Storm*. Performing the more complicated stunts will cause you to lose momentum in the air, so what's the point in doing them? There isn't much point in looking the part in the air when the other racers cruise past you as you land, but thankfully, there is a plus side. Every successful stunt will fill up one bar on your Turbo Meter, and sacrificing a bit of momentum in exchange for your Turbo Meter is more than worth it. The only other way to fill it up is to get round the buoys.



You'd have to have pretty good upper-body strength to do this stuff.



Isn't she looking the wrong way? That's gonna hurt when she crashes...



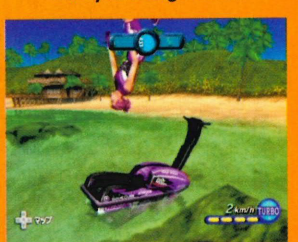
Your vehicle's handling goes downhill for this stunt, as you'd expect.



Getting through all the stunt rings in series will earn you a huge bonus.



It's a real shame that there's no first-person view in WaveRace: BS



Now come on, there's no way that you could land this stunt in real life!?

All 15 of the possible stunts can be performed using the A and B buttons, and the analogue stick. Aside from them building up your Turbo Meter, they can also be put to use in the Trick Mode, where you can earn points for performing as many stunts as possible within the time limit.

BIG WAVES!

HELL OR HIGH WATER

You can't appreciate the severity of the waves until you have a point of reference to compare to. You'll know that they're big alright, but the only way to really see how big the waves are, is to stand still next to an object. We've included a couple of examples for you, but even these shots don't show off the three metre waves that you get out at sea!



It's worth taking time out to look for sneeky shortcuts.



You can see from the pictures above and to the left that the waves are over two metres high!





How much dop you reckon they had to pay to get that banner in there? A fiver?

GRAPHICS

TWO BY TWO

There are so many little extras in this game that you won't notice unless you sit back and watch. For example, the native animals wander/fly around the shorelines of every track.

IN MY DAY...

Some of you may have this glorified image of WaveRace 64 in your minds, and that's just fine. After all, WR64 was a fantastic game, but take a look at these two shots back to back, and you'll realise what we're talking about. There's no contest – this is true next-generation gaming.

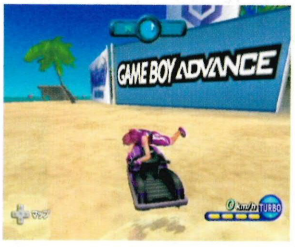




SPONSORSHIP

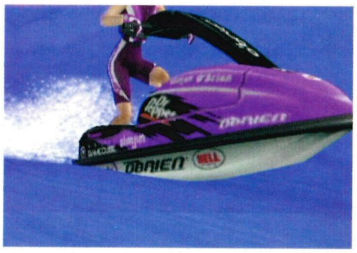
STAR-SPANGLED BANNERS

Back in 1996, *WaveRace 64* was sponsored by Yamaha. This time around, Jetpilot are the vehicle sponsors, and Slimjim are behind the clothing. As you would expect, their logos, as well as Game Boy Advance and GameCube logos adorn the various courses. There's nothing like blowing your own trumpet!





Needless to say, Nintendo blatantly advertises the Game Boy Advance everywhere, not that it really needs to.



O' Brien and Slimjim will be familiar to those of you into watersports.





Do you reckon that the sponsors had to pay double due to their reflected logos?



ON YOUR KNEES! The advanced animation techniques, coupled with the rock-solid graphics, make WaveRace: Blue Storm look unbelievably real.





RETRO CORNER!

SOUND APPEAL

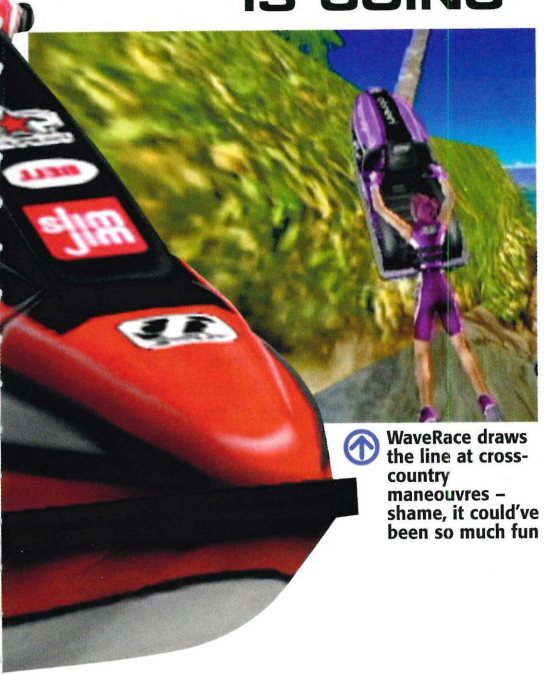


Sit back, relax, and put the tunes on. Honestly, they really are that good!

A SOUND CHIP OFF THE OLD BLOCK

If you the chance, you really should visit the options screen. Once there, you can listen to all of the sound effects and songs from the game. The sound effects are quite good, but it's the tunes that really stand out. There are a number of songs that use acoustic instruments such as acoustic guitars and bongos. These particular instruments are crystal clear, and they really show off the GameCube's 48KHz, audio chip sampling frequency. All of the instruments sound so good, that they could be playing in the same room as you.

MPLETE THE FIRST SHIP, AND YOU'LL LLY START TO SEE HERE THE POWER OF GAMECUBE IS GOING"



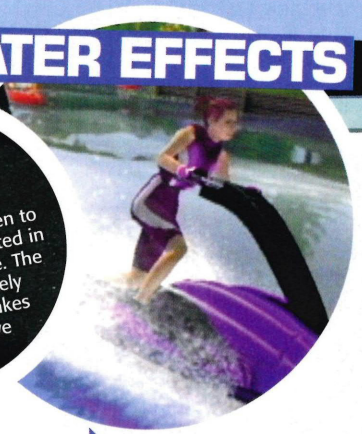
WaveRace draws the line at cross-country maneouvres – shame, it could've been so much fun





Despite the buoys' huge size, they can still disappear behind a wave.





WET DREAM GameCube allows everything on the screen to be reflected and refracted in the water, in real-time. The results are absolutely breathtaking. It makes you want to dive right in!

COMMENT It's a strange thing, but you just don't appreciate how good this game is until you've played it for a while. I'll admit that when you start on the first available course, you'll wonder what all the fuss is about, but you have to remember that *WaveRace* is all about the water and how external influences affect it. The first course is sunny and still – the water is pretty flat, but this is all part of the silky-smooth learning curve. Thankfully, NSTC has understood the importance of this, and has even included a Training Mode.

As you make your way through the first championship, you'll progress onto more challenging courses, which provide steadily increasing amounts of action, and slowly worsening weather conditions. Complete the first championship, and you'll really start to see where the power of GameCube is going. Courses such as Aspen Lake and City Harbour show an amazing amount of real-time reflection and refraction. Absolutely everything, from rocks, to trees, to helicopters, are reflected on the water's surface. Where the water ripples, the reflections will ripple and distort accordingly. Where objects appear under the water, the image will be refracted.

Objects can also affect the way in which the water acts. Falling crates, or more notably the collapsing icebergs on the Cool Ocean, cause immense waves of water to come rushing towards you, as the water is displaced. There's nothing more satisfying than landing a huge jump only to have your view completely blurred by an enormous spray of water!





SMASHING-GOOD FUN: Nearly all of the shortcu require you to break stuff, which is fine by me

COMMENT

It's only when you get to this stage of the game, that you realise how powerful GameCube is. Eight detailed Jetpilots cruising round at ridiculous speeds. Realistic water boasting real-time reflection, refraction and distortion. Solid, detailed environments, with no pop-up and real-time weather conditions... all at one time, all running at 30 frames per second!! There's no competition. Even the well-balanced Multiplayer Mode shows off four screens with hardly any loss of detail at a constant 30fps!

There is only one area in which *WR:BS* falls short, and that's the track count. There are five standard tracks, with three extra tracks becoming available as you complete the championships. If these were eight original tracks, then we may have been more forgiving, but half of them are based on the original game, and two of them are identical! Aside from the lower than expected track count, *WR:BS* is supreme in every way. NSTC has combined ultra-realistic physics with frantic and enjoyable gameplay, for an unrivalled water racing experience. Buy it... play it... love it.

CHANDRA

CUT THEM UP

On Expert level, the racers will cut you up unless you get in there first, Cut in front of them and create a wake that will send them flying off into the shoreline!



SAFETY FIRST



With the crate falling directly in your path, you have no choice but to jump it.





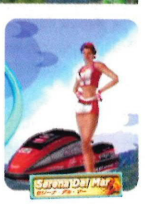












CHARACTERS

MOTLEY CREW

There are eight characters in all to choose from. N64 owners out there may recognise most of them, as they have been drawn from *1080° Snowboarding* and *WR64*, with the exception of a few. Each character has completely different stats, ranging from powerful, heavy and slow, to weak, light and nimble. Each has a different voice-over during the course of the race, which is a neat little addition, although sometimes it does mean that you won't pick a certain character due to the fact that one of the voice-over annoys you!



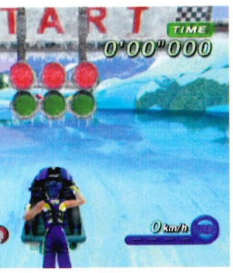




CUTTING CORNERS

Pretty much every track in *WR:BS* has alternative routes or shortcuts. These may come in the form of gates opening up on later laps, or you may have to physically break through a barrier.

Southern Island has five shortcuts! The first (1) is stairway, which cuts across a long outcrop. The second (2) is a ramp, which propels you over an abandoned boat and sets you up perfectly for the oncoming buoys. This ramp can only be used when the tide goes out on lap two. This is also the case with the third (3) shortcut, a tunnel cutting through a pier, which is covered by a rusty grate. The fourth (4), and most impressive shortcut is a large ramp, which allows you to dive underneath a jetty, thus cutting out an entire corner! The final (5) shortcut can only be taken on the last lap, when the tide has gone right out. Read the waves correctly, and they will propel you over the outcrop. This last one is a bit of a hit and miss affair though – if the wave







"REALISTIC WATER WITH NO POP-UP, ALL RUNNING AT A CONSTANT 30FPS – THERE REALLY IS NO COMPETITION"

Stuff racing – I want to grab my scuba gear and explore the coral reef!







CUBE VERDICT: WAVE RACE: BLUE STORM

RACING SPORTS GAME THAT GIVES YOU A WHITE KNUCKLE THRILL

VISUALS
Beautiful spot-effects, large, solid environments, and the most realistic water ever seen – all silky smooth

AUDIO
Convincing effects, accompanied by studio-quality instrumentals. Cheesy voice-overs though

GAMEPLAY
The developers have combined the realism of a real-life Jetpilot with the fun factor of any top Nintendo title

LIFESPAN
Even if you eventually complete the Championship Mode, you'l,l always come back for a quick splash

ORIGINALITY
Hardly original, right down to the identical tracksfrom *WaveRace 64*, and that's where it loses points I'm afraid

ALTERNATIVE

WAVE RACE64



The next best thing may seem a bit rough around the edges in hindsight, but it still a fantastic game. Considering that some of the tracks are the same, you'll be a master at it

1080° SNOWBOARDING



OK, so it's on snow, but in terms of handling, it works in the same way as WR. Just as much fun, but oh so much cooler. Don your Tommy Hilfinger shades, and take to the slopes.

OPINION

IMPRESSIVE! "*Wave Race: Blue Storm* is the business, massively playable and an impressive launch title."
SIMON

CHALLENGING! "It's certainly not the easiest game to get the hang of but once you do, you'll love it!"
MARTIN

FINAL SCORE

9.3

A ROLLERECOASTER RIDE OF AQUATIC ACTION. SUPERB, AND UNLIKELY TO BE BETTERED...EVER.



Gotta Pick 'Em All!

PIKMIN

The man who brought us *Donkey Kong*, *Super Mario Brothers* and *Zelda* hits the GameCube with... his very first gardening game?

CUBE

INFORMATION

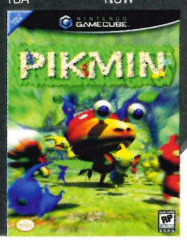
PIKMIN	
PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO EAB
PRICE:	£59.99 (IMPORT)
ORIGIN:	JAPAN
PLAYERS:	1

STATS

- A MIYAMOTO TITLE
- CONTROL 100 PIKMIN AT A TIME
- REBUILD YOUR SPACESHIP
- INTUITIVE CONTROL SYSTEM
- FIVE DIFFERENT AREAS

RELEASE DATES

TBA | NOW | 3 DEC 2001



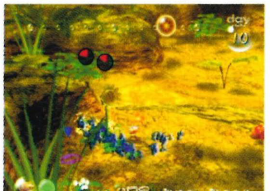
STRICTLY from a fan's viewpoint (although it's likely that quite a lot of people who aren't Nintendo enthusiasts know who he is as well), it's an unwritten law that when Shigeru Miyamoto comes up with a totally new game, people sit up and take notice. Certainly, that's also the case for the next instalment of either *Mario* or *Zelda* – believe us, if there's a single one of you out there who isn't excited about *Mario Sunshine* or the new GameCube *Zelda*, we'll get very angry – but when it's actually something entirely original and unique, that's an experience worth savouring. Seeing as how the GameCube is providing him with the chance to create games as he actually envisions them (his words, not ours), it's no surprise that Miyamoto-san has turned his hand to a game like nothing we've ever seen before. We don't know what that man's on, but we'll have a double...



CUBE STAR GAME

ON THE VIDEO CUBE









P-P-P-PICK UP A PIKMIN!

Right at the very start of the game (after crashing your spaceship, obviously), you'll activate your very first Pikmin generator; there are three in total, but finding the others takes time. You'll also receive a single red Pikmin – it's from him that you'll be able to build up your very own Pikmin army...

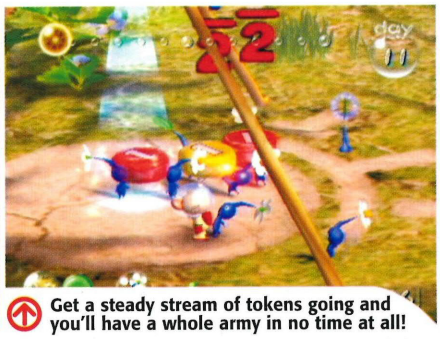
[1] Once you've uprooted him, throw the little fella at one of the nearby flowers to have him chop in down.

[2] Command him to pick up the Pikmin token that the dead flower leaves behind – he'll carry it back to the generator.

[3] When it's absorbed, the Pikmin token will produce more Pikmin; harvest these and then do it all over again...

[4, 5, 6] The number on the token denotes how many Pikmin are needed to carry it – the higher the number, the more Pikmin it'll produce when fed into the generator. Defeated enemies and other goodies can also be absorbed to create Pikmin... the bigger, the better!





Get a steady stream of tokens going and you'll have a whole army in no time at all!





"WITH SO MANY THINGS GOING ON AT ONCE, SURELY THE GAMECUBE MUST BE STRAINING UNDER THE PRESSURE? WELL, NO - IT ISN'T"









THE BIGGER THEY ARE...

Although the enemies you meet at first aren't too tough to beat, you'll soon run into some tougher competition. Though they might look pretty invincible to begin with, a bit of thought will soon reveal a way of beating them...

[1] This nasty-looking bug monster has heavy armour and sucks in air before spitting huge boulders at you... how can you beat him?

[2] Easy – stand bravely in front of him, then watch for him preparing to attack. When he does, chuck Pikmin at him to block up his airhole!

[3] Once he can't breath, he'll go into a panic and open up his armour – now you can get behind him and batter his insides with more Pikmin.

[4] Keep doing this, remembering to round up your Pikmin as he shakes them off and you'll soon have more fuel for your generators...

AIM OF THE GAME



ROCKET MAN

Watch the intro sequence to the game and it'll become clear what the aim of the game is – having crash-landed on an alien world, it's your job as the cute little spaceman to rebuild your ship and get back home. You can do this with the help of the Pikmin who are more than willing to help you; since you can't do anything for yourself (though it's never really explained why... chronic laziness, perhaps?), you need to get the Pikmin to break down walls, build bridges and carry stuff around for you. There are 30 pieces of your spaceship to find, spread over five different areas – while some are pretty easy to get, others require a lot of thought and a fair amount of effort on the part of the Pikmin. Some might even die trying... but it's all for a greater good. Really, it is.



The more Pikmin you have working on one job, the quicker it'll be completed...

AWW, CUTE!

GO WITH A BANG!

If you feel like letting the Pikmin take the strain, holding Down on the D-Pad will make them carry you back to your rocket. They'll even launch some fireworks in your honour!





SKILLS

THE GOOD, THE BAD AND THE PIKMIN

Although you only start out with a few red Pikmin, there are actually three types to take command of – you'll need the skills of each kind to recover most of your ship parts. Trying to keep a good mix of Pikmin in your crew is the first step to success!



RED PIKMIN

Characteristics: Pointy noses
Special Abilities: Red Pikmin are excellent fighters and can take down enemies much quicker than other Pikmin. They are also impervious to fire, making them handy when exploring underground caves.



YELLOW PIKMIN

Characteristics: Big ears
Special Abilities: Yellow Pikmin are the only ones capable of carrying Bomb Rocks – small explosive stones that are essential for blowing up obstacles. They can also be thrown higher than other Pikmin.



BLUE PIKMIN

Characteristics: Skinny
Special Abilities: Blue Pikmin have the advantage of being able to survive in water, allowing to explore parts of the planet others cannot. However they are exceptionally bad at fighting, building or demolishing.





TICK TOCK, TICK TOCK

Each day in Pikmin lasts around 15 minutes, so you'll have to get moving if you want to get your ship back together. Any Pikmin unaccounted for at the end of the day are lost!









COMMENT

When *Pikmin* was first unveiled, the collective gaming community gawped in disbelief. It probably wasn't a good disbelief either... being the cynical stalwarts that most of us games journalists are, we no likey change. "They're plants... but you pick them and they follow you around? Riiiiight..." said many a poor fool, until they actually had the chance to pick up a pad and get to grips with hundreds of tiny little creatures with leaves on their heads. It was at that point that a whole piggybank full of pennies dropped and we all 'got it' – Pikmin was truly amazing, despite what we'd all thought.

You see, whereas a lot of developers see money-making potential in a rehash of the same old tat (whatever the genre), Miyamoto-san has this incredible knack of knowing what makes games great without having to rely on those that have gone before. *Pikmin* is a perfect example of that; there's certainly nothing quite like it and yet the game manages to encapsulate everything about videogames that we love.

Graphics? Check – it's gorgeous to look at, with enough attention to detail to make you smile again and again. Gameplay? Oh hell yes, check – packed with that essence that'll keep you coming back for more, Pikmin couldn't possibly be more fun. Lastability? Check again (despite seeming quite short to begin with) – although in theory the whole game can be completed in eight hours, it'll take you much longer than that to really master the skills of the Pikmin and rebuild your spaceship. You'll probably spend ages trying bits over and over again just to get it perfect and on top of that, you've got the Challenge mode that'll have you trying to top your best score. You might believe it just by looking, but it's the playing that'll have you eating out of the Pikmins' hands...

Labelling someone as a genius is something that happens far too often these days, but in this case it applies many times over. Since becoming part of the Nintendo family over 20 years ago, Shigeru Miyamoto has done nothing but create original, quality titles – with the power of the GameCube

ON THE MOVE

Although controlling 100 Pikmin at once sounds incredibly complicated, Nintendo has worked hard to make sure that you can pick it up in no time. There are even special techniques that can be used once you've mastered them all...



As you'd expect, the Analogue Stick makes you run around in all directions – any Pikmin you're in charge of will follow you.



The A Button works as an all-purpose action button, letting you uproot Pikmin, throw them about and attack with your antenna.



When Pikmin have wandered out of your reach or completed a task, hitting the B Button allows you to take control of them again.



Your troop of Pikmin can be independently directed with the C Stick – handy for guiding them past enemies, traps or other hazards.



If you need to sort your Pikmin out, hitting the X Button will split them into separate groups depending on colour or status.



The shoulder buttons adjust the view – R zooms in and out, Z moves between low and high view and L moves the camera behind you.





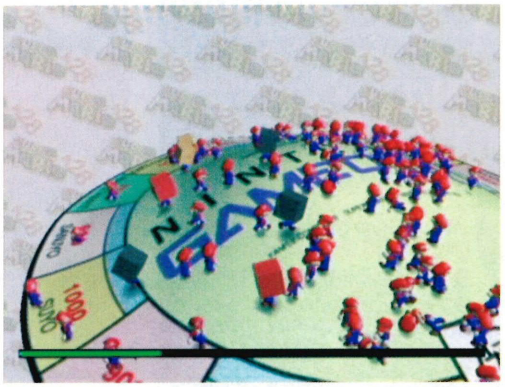


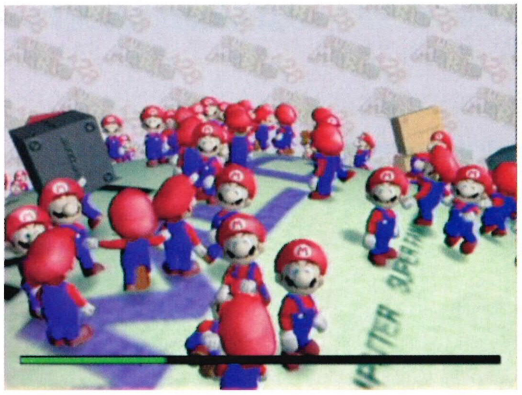


TECH DEMO

100 PIKMIN SITTING ON THE WALL

When you think about it, being able to control up to 100 different characters at the same time (101 if you include the spaceman) is quite a feat... especially when you've also got to consider the enemies, surroundings and other graphical effects. Surely the GameCube must be straining under the pressure? Well, no – it isn't. If you recall when the GameCube was originally announced, Shigeru Miyamoto gave a demonstration of '100 Marios' (a short demo showing exactly how much the machine could handle) and that didn't even use half of the GameCube's power. Considering Miyamoto-san said he'd like to turn 100 Marios into a game, we can see how *Pikmin* might have come about...







MAJOR TOM: This here is the little spaceman you use to control the Pikmin – he can get hurt too and if he dies, it'll be game over for you!



CAN YOU DIG IT?

WHISPERING GRASS

If you spot your Pikmin digging around in the patches of grass and stones, don't chastise them – they're looking for nectar. Drinking this will advance your Pikmin from a leaf to a flower!



"THERE'S CERTAINLY NOTHING QUITE LIKE PIKMIN AND YET THE GAME MANAGES TO ENCAPSULATE EVERYTHING ABOUT VIDEOGAMES THAT WE LOVE"

COMMENT now opening new doors to what he can do, the man's clearly going to pull out all the stops if *Pikmin* is an example of what sort of stuff he's got in mind.

If you've got your doubts about whether you'll like *Pikmin*, don't worry – so did I, right up until I actually got the chance to play it. It's one of those games where you'll be told things like: "You have to actually play it to appreciate it" and much as it's a cliché, it's also true. The sheer brilliance of *Pikmin* can't be gleaned from simply looking at a few screenshots because it's not ground-breaking in the visuals department. *Pikmin* excels in the gameplay and even though it might be a tad short (the main game can be finished in around eight hours once you've got the technique down), that doesn't make it any less enjoyable. Absolutely essential.

MARTIN

CUBE VERDICT PIKMIN

PLAY IT UNTIL YOUR FINGERS TURN GREEN!

VISUALS
Zoom out to see the big picture, zoom in to see the loveable faces on the Pikmin... it's a truly gorgeous game

AUDIO
The usual Nintendo fare of bouncy tunes, mixed with some delightful sound effects from the Pikmin...

GAMEPLAY
Unputdownable... if there really is such a word. It's one of those "Ooh, I'll just have one more go..." games

LIFESPAN
Although a little on the short side, there's enough variety (along with a Challenge mode) to keep you going

ORIGINALITY
Pah... since when have you seen anything like this? Never, that's when. If this isn't original, we're monkeys

ALTERNATIVE

LEMMINGS
It's got similar little creatures... but we remember always trying to squish them rather than save them.



HARVEST MOON
Err... you grow things? Like we said, *Pikmin* is a one of a kind – this is the closest to an alternative as you're going to get! You reep what you sow and all that.



OPINION

PIKI-PIKI! "It may look a little childish on the surface, but *Pikmin* grabs hold of your mind and never lets go."
CHANDRA

SEEDTASTIC! "You'd never think to look at it, but *Pikmin* is by far my favourite GameCube game right now..."
SIMON

FINAL SCORE

9.3

DID YOU REALLY EXPECT MR MIYAMOTO TO COME UP WITH SOMETHING LESS THAN BRILLIANT?

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Nokia Logos



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Fatboy Slim "Right Here, Right Now"	200086	Robbie Williams "Eternity"	200012		
Missy Elliot "Get Ur Freak On"	200105	Wheatus "Teenage Dirtbag"	200024		
Sophie Ellis Bexter "Take Me Home"	200122	Dido "Thank You"	200030		
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Nokia Picture messages & screensavers



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Hey, hey – it's the monkeys!

SUPER MONKEY BALL



CUBE

INFORMATION

SUPER MONKEY BALL	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
PRICE:	£59.99 (IMPORT)
ORIGIN:	JAPAN
PLAYERS:	4

STATS

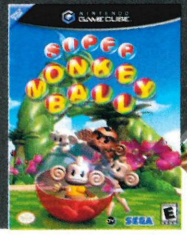
- THE BEST LAUNCH TITLE
- OVER 100 LEVELS OF ACTION
- FOUR MONKEYS TO SELECT
- THREE MULTIPLAYER PARTY GAMES
- EXTRA MINI GAMES TO UNLOCK

RELEASE DATES

TBA	OUT NOW	OUT NOW

A SEGA game on a Nintendo console? You'd better believe it… and it's one of the best games out on the GameCube so far. Yay!

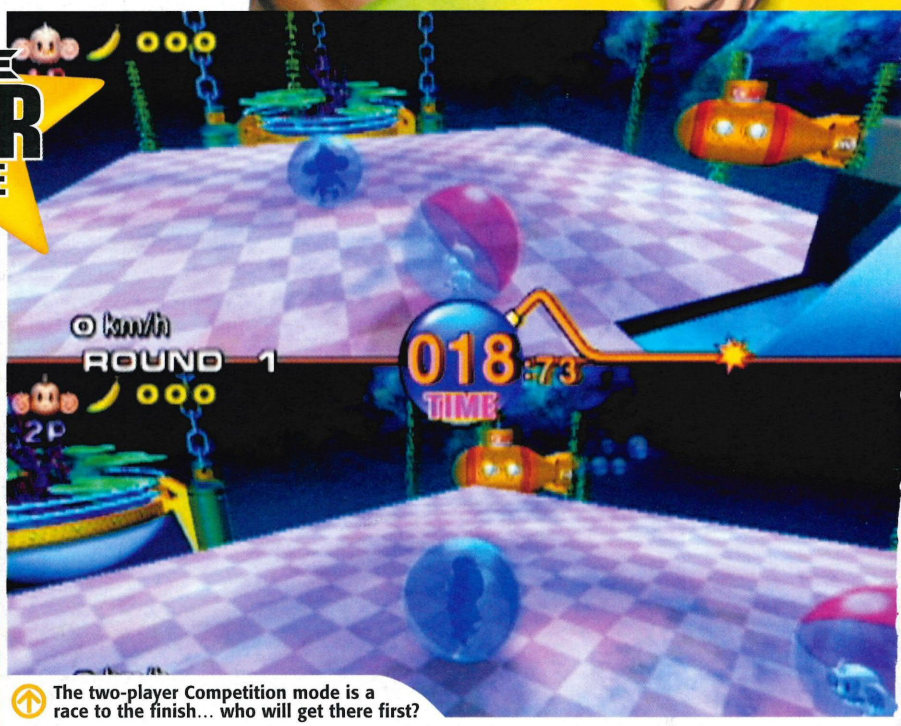
THE BIGGEST unwritten rule of all is that if something's got monkeys in it, then it'll be great. *Monkey*, the Japanese TV show – that was ace. *Planet Of The Apes* (the original, not the rubbish remake) – a blinding movie. Carrying that theme onto the GameCube, we've got *Super Monkey Ball*; a game which not surprisingly contains a large number of monkeys inside plastic balls… now there's a typically Japanese concept if ever there was one. Still, it's got monkeys in it and that by definition makes it brilliant – it just so happens that there's an incredible game included with the monkeys as well…







CUBE STAR GAME



The two-player Competition mode is a race to the finish… who will get there first?

ON THE VIDEO



GOING, GOING, GONGON



Joining the three original monkeys from the arcade version GonGon – he's slower than the others, but can pack one hell of a punch!







Actually landing on this platform takes a lot of speed and perfect ball control...





The ledge is narrow, but that doesn't make it impossible... just watch for the bumper!





HERBIE GOES BANANAS

If you take into account just how complicated a lot of videogames are these days, *Super Monkey Ball* is a welcome breath of fresh air. The concept couldn't be simpler – there's a monkey in a ball (obviously... you could have guessed that from the title) and all you have to do is guide it from the starting point to the 'Goal!' arch. Easy, eh? Well, no – it's a bit more difficult than that. You see, you don't actually control the ball or the monkey; instead, you use the Analogue Stick to tilt the floor of each stage and effectively 'balance' the ball to the end. It's not so hard to begin with when the levels are quite wide and barren, but when you're trying to guide your monkey down a winding narrow strip of track... well, it's tough to say the least. Plus, you've got all those bananas to collect... it's insane, we tells ya!



Be careful not to tip the floor around too much or you'll lose control!



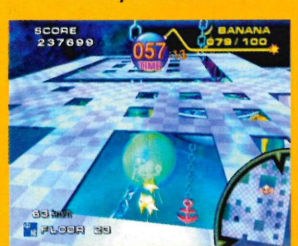
Always look around to begin with – there might be another way out...



You did it! Finish the level quickly and you can double your score.



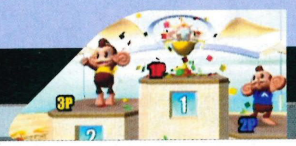
Nearly there... don't lose your cool or you'll have to start all over again!



Go too fast and you might find yourself going down a nasty hole...



Ooh, nasty – going down stairs is tough, as you can run right off the end!



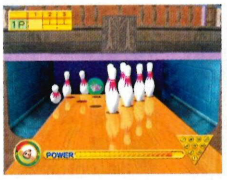
MINI-GAMES

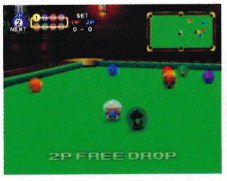
WE'RE HAVIN' A PARTY!

Being an arcade conversion, you'd be right in thinking that SEGA needed to add a lot of extras to the game in order to maintain interest (not that the Arcade mode won't keep you going for a long while). Thankfully, this is one area that SEGA excels at – previous arcade conversions on the Dreamcast were packed with added material and *Super Monkey Ball* is no exception. As well as an extended Arcade mode featuring multiplayer competition games and the chance to practice any level you've already reached, there are two other categories of extras…











PARTY GAMES
- A bundle of multiplayer games that you can either play against the computer or with friends.

MONKEY RACE
- A *Mario Kart*-esque race around six different tracks, featuring plenty of weapons and bouncing around in your little plastic ball.

MONKEY FIGHT
- One big arena with no walls, four monkeys with boxing gloves attached to their balls… can you guess what the object of the game might be?

MONKEY TARGET
- The best Party Game – roll off the end of the ramp, then spread your 'wings' and try to land on the targets lying in the ocean below you.

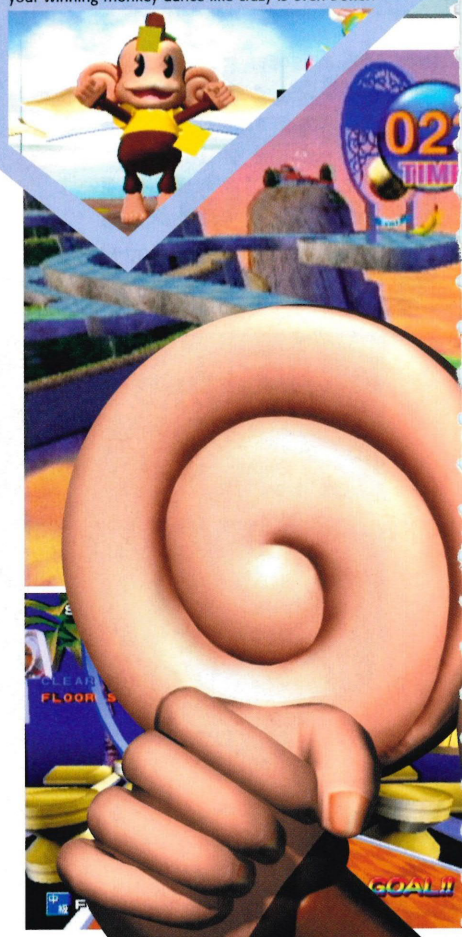
MINI-GAMES
- More multiplayer action, only these games have to be unlocked with Play Points from the Arcade Mode.

MONKEY BILLIARDS
- So good, it deserves a game all to itself! A full-on game of 9-Ball Pool, complete with cheesy pool hall music and even a Tournament mode!

MONKEY BOWLING
- Fancy playing a ten-frame game of bowling, plus a Challenge mode where you have to knock down sets of pins? Then this is ideal for you!

MONKEY GOLF
- It's crazy golf… only you're the ball! There are a complete set of 18 holes here for you to play through with up to four of your friends.

SHINY HAPPY MONKEYS: Battling against your friends is a wonderful thing, but being able to watch your winning monkey dance like crazy is even better!





Take the tricky route and you'll get warped forwards a few more stages…

GETTING AHEAD

YOU TAKE THE HIGH ROAD

Further on through the game, you might notice that some of the levels have more than one 'Goal!' arch to pass through – it's not *déjà vu*, but rather just a different way to exit the stage. These extra gates will warp you ahead to stages further down the line, depending on their colour – green gates go up between three and five levels, while red ones take you up another seven to ten. Of course, they're never as easy to reach as it might look… especially when you get to some of those horrible Expert levels!

"IT'S BY FAR THE BEST OF ALL THE JAPANESE GAMECUBE LAUNCH TITLES, PERIOD"

COMMENT Having been a SEGA fan for some time now (as well as a Nintendo geek, obviously), I've begun to appreciate just how creative SEGA is as a games developer. While most developers tend to stick to established genres and grind them into the dirt, SEGA is always willing to push the boat out and come up with something new and interesting. Jet Set Radio was a totally new style of game with a look that impressed almost everyone, Chu Chu Rocket! managed to revolutionise the puzzle genre and *Samba De Amigo* took the dancing game concept and made it 'cool'.

Now, we've got *Super Monkey Ball* – another age-old idea that no-one's done anything decent with… until SEGA got its hands on it. It's possibly the most basic concept for a game that we've seen for a very long time, but in truth it's that simplicity that makes it some much fun. The compulsively addictive hook that'll keep you coming back for more every time is down to the fact that each and every level looks so easy to complete – it's only when you actually get the ball rolling and you realise that it isn't that simple. There's one fact that'll have you smacking your palm against your head – every time you watch your monkey dropping into the abyss, it really is your fault. The physics of the game are so accurate, your failure isn't the game cheating you… you're just not good enough yet.

An honest opinion? *Super Monkey Ball* is by far the best of all the Japanese GameCube launch titles, period. It doesn't have a complicated plot or visuals that'll pull your eyes out of their sockets, but what it does offer is pure addictive gameplay and lots of it – much as the polygon-obsessed zealots may disagree with me, but that's what has always counted when it comes to great games. It's titles like this that'll make the GameCube great…

MARTIN

IT'S NOT OVER...

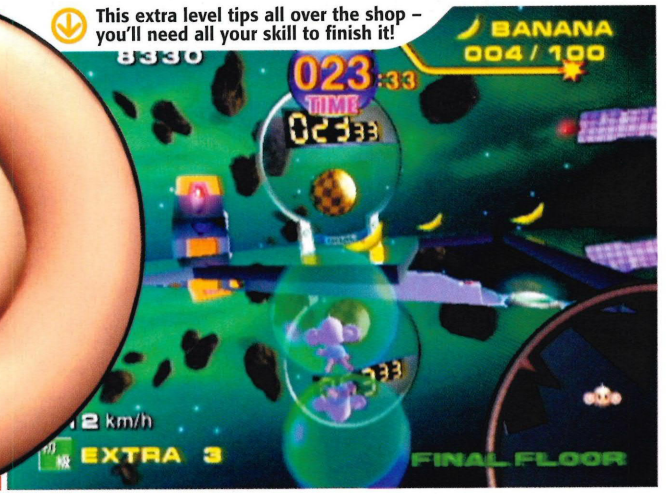


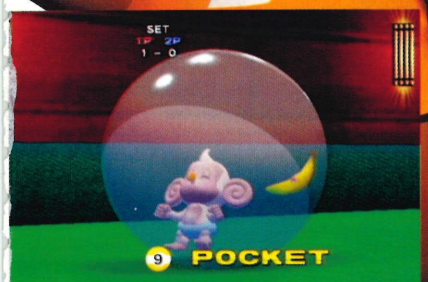
THINK YOU'VE FINISHED?

Just because you can get through an entire set of stages without using up all your continues, that doesn't mean you're the king... oh lordy, no. That title only goes to those who can complete all 10 stages of Beginner, all 30 stages of Advanced or all 50 stages of Expert without losing a single life! If you can do that, you'll be faced with the Extra stages; not surprisingly, these are insanely tough and should only be attempted by true masters. Here's a look at some of the ones we unlocked earlier... being the geniuses we are, obviously.



This extra level tips all over the shop – you'll need all your skill to finish it!







CUBE VERDICT: SUPER MONKEY BALL

PROVES THAT SEGA ARE AMONG THE FINEST GAMES DEVELOPERS AROUND!

VISUALS
Does exactly what it says on the tin – they're not incredible, but still have the level of detail and beauty you'd expect.

AUDIO
Nothing amazing about the tunes and effects, but they are perfectly suited to the style of the game. Ooh ooh!

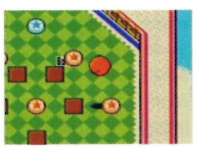
GAMEPLAY
It's here that *Super Monkey Ball* really shines; the 'just one more go' factor will keep you going at it for ages.

LIFESPAN
With over 100 levels to conquer, plus mini-games and multiplayer, you'll never EVER get tired of playing!

ORIGINALITY
SEGA does it again. Its taken a concept that's only been used once and turned it into something you can't be without.

ALTERNATIVE

KIRBY TILT 'N' TUMBLE (GBC)



Pretty much the same idea, only with everyone's favourite pink fluffy thing instead of those loveable monkeys. But we like monkeys!

MARBLE MADNESS (SNES)



The original 'get a ball to safety' game. Sure, it's old but that doesn't make it bad. Not having monkeys in it though... that's bad!

OPINION

MAGIC! "I prefer *WaveRace:BS* in 1P Mode, but SMB is without a doubt the best multiplayer game in existance."
CHANDRA

BANANAS! "SEGA know how to come up with a cracking game... and here's a perfect example of one!"
SIMON

FINAL SCORE

9.2

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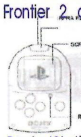
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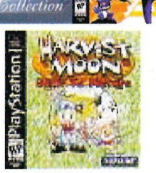
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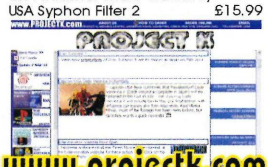


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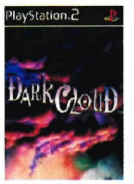
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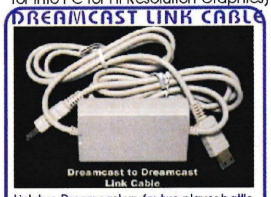


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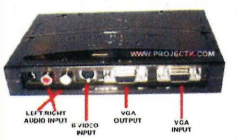
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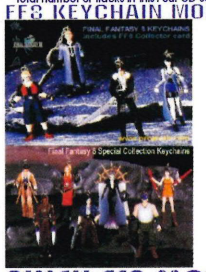
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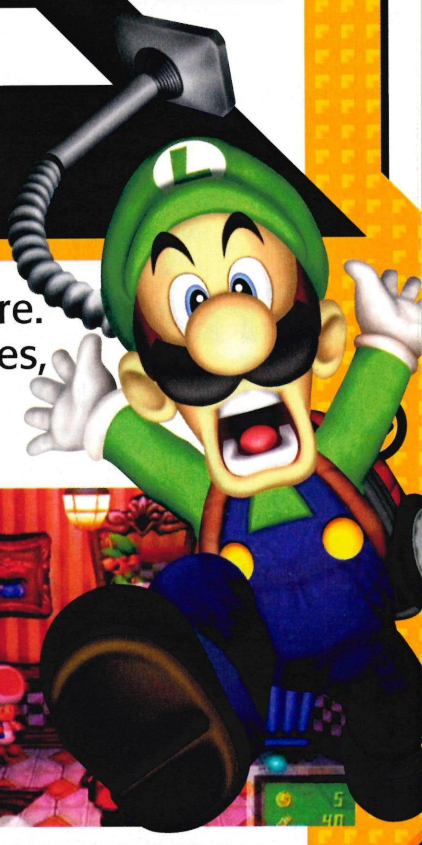
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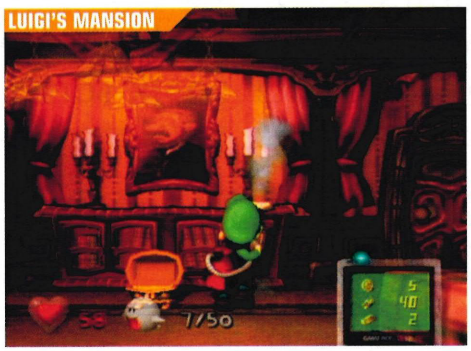
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VIEWPOINT

VIEWPOINT

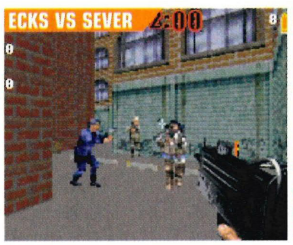
104 Ordinarily, this would be where you get to share your views on the world of the the GameCube and Nintendo. This month, we've started you off with a few controversial missives to get your blood boiling!

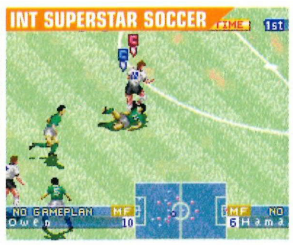




GUIDE: LUIGI'S MANSION

106 If you have the game already this walkthru will prove indispensable, however, for those of you without a GameCube this serves as a guide to just why Nintendo's latest game is just a little bit special...



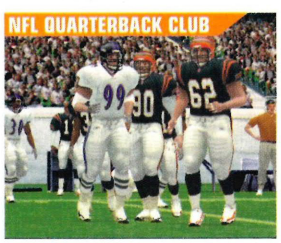


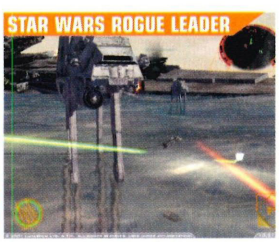
ADVANCE

120 Where there's a GameCube there has to be a Game Boy Advance. Because the two are virtually inseparable we've reviewed a selection of the latest and greatest GBA games available.

HORIZON

124 This month's issue was chocker with great GameCube games galore. Next month though, it'll be even better as we review EVERY US launch game. You'd be mad to miss it!





I WANT MY BIG TV! page 118

Well do you? Tanks to Bam! Entertainment we have a rather splendid Hitachi 28inch widescreen TV with all the trimmings... Remember: you have to be in it to win and it and we reckon it'd look rather lovely in your front room!

SUBSCRIPTIONS page 126

If you don't want to miss out on the best GameCube magazine on the planet and you want to save money we seriously recommend that you subscribe to ensure that you never miss an issue. More details, and a lovely form to fill in can be found here!

IN CLOSING... page 130

The very last page of the mag... each month we'll be doing something a little different, usually informative, occasionally funny. This month we give you the lowdown on Nintedo's mascot, Mario...

CUBE VIEWPOINT

LAUNCH ISSUE

Your Chance To Get It Off Your Chest!

We're not going to pretend that you lot have been sending in mail to a magazine you didn't even know existed. However, we've selected a few editors to comment on the GameCube and raise a few pertinent questions about the Nintendo's latest console. We hope that it'll spark some debate amongst you all... Go on, argue, you know you want to!

GET IN TOUCH

Come on then, join in the fun! There are loads of ways to get in touch with us so there's absolutely no reason not to.

EMAIL

Drop your question in to us via email at CUBE@paragon.co.uk.

LETTER

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SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866620761.

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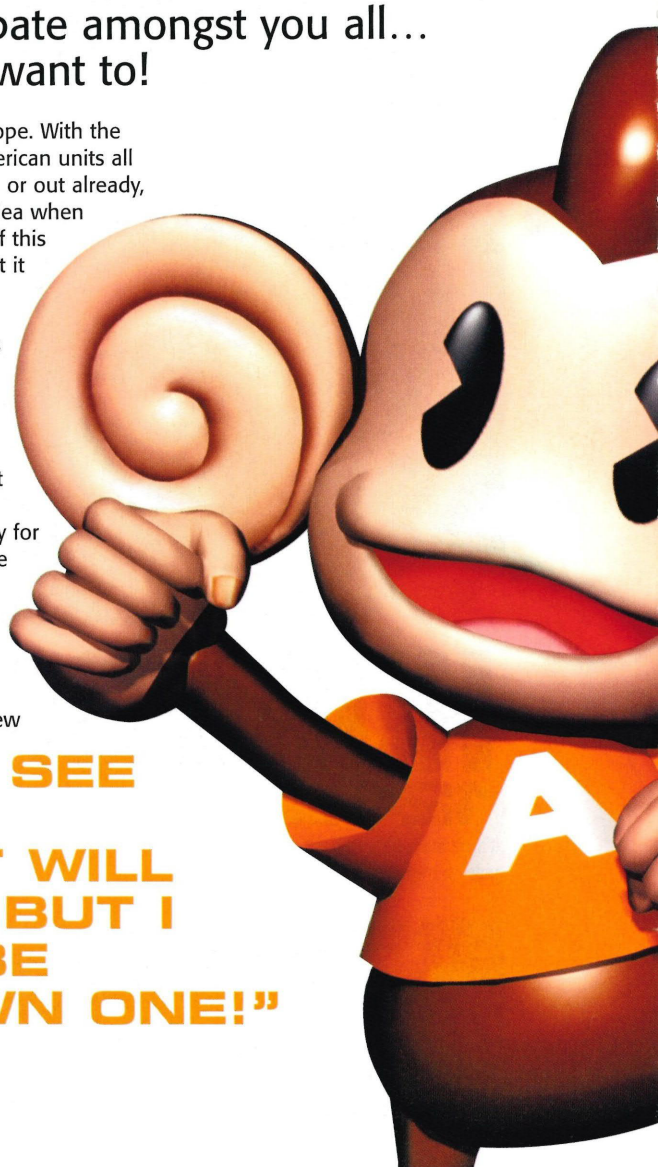
EXCUSE ME?

I'M SURE I WILL see games on the GameCube that will blow me away, but I would simply be ashamed to own one! It looks like Fisher-Price has made the box – all cheap plastic and tiny buttons. If Nintendo were going for the kiddy toy market I would understand it, but from what I understand they are going for an older, more mature gamer market – well why make such a kiddy-looking console then? Nope, this is going to be a console for the kids, while the real men play games on their Xbox and PlayStation2.

NICK ROBERTS
MANAGING EDITOR AND LAUNCH EDITOR OF XBM

I have been a devoted Nintendo fan for a very long time and wanted to know why Nintendo are so slow when releasing games and new equipment in Europe. With the Japanese and American units all readied for launch or out already, we still have no idea when we can get hold of this new machine. Isn't it about time that someone recognised that us gamers in the UK are just as important as those in other territories. I do not want to pay huge amounts of money for an import machine that will only play games in Black and White on my PAL TV. When Nintendo first announced this new

"I'M SURE I WILL SEE GAMES ON THE GAMECUBE THAT WILL BLOW ME AWAY, BUT I WOULD SIMPLY BE ASHAMED TO OWN ONE!"



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Point your browser in this direction for the opportunity to air your views about all things Nintendo – it's like your very own online community!

www.totalgames.net/forum/

Author | **Topic: Gamecube, the most advanced console ever made...**

MindZEye
Learner Member

posted 20 September 2001 10:30 AM

...if all you want to play is remakes of old games. Resident Evil, the new Wave Race games, Zelda, the next version of Pokemon Stadium, the list is endless.

I'll just stick with my PS2 and games like Freak Out, at least they're original.

IP: Logged

Author | **Topic: Mature Games Petition Gamecube !!!!!!**

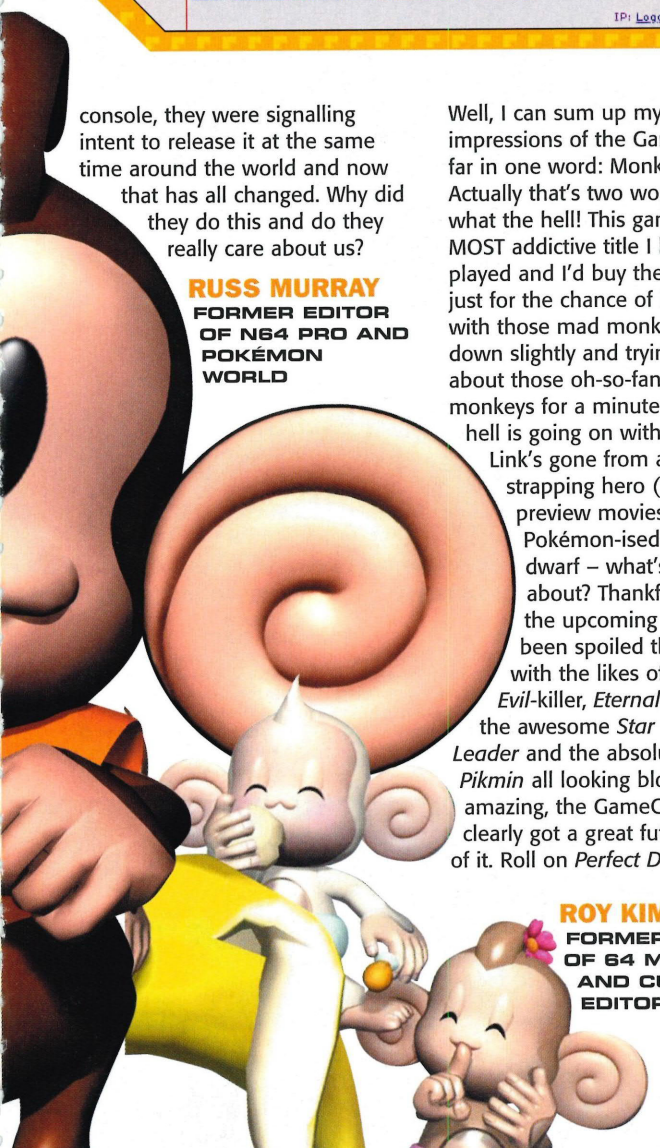
NgCman
Learner Member

posted 12 April 2001 12:22 PM

Mature Games Petition
An online petition has been posted demanding that 3rd-party developers bring mature videogame titles to GameCube. It's a simple, straightforward petition to demonstrate that there are older gamers who will be buying GameCubes when they hit the market and that those gamers are planning on purchasing mature games. With the lackluster sales of Conker's Bad Fur Day, some sources are questioning the demand for planned GCN titles, so show your support by signing here!
http://www.petitiononline.com/MatueGC/petition.html

IP: Logged

Here are a couple of the more controversial postings. Are you going to stand for that?



console, they were signalling intent to release it at the same time around the world and now that has all changed. Why did they do this and do they really care about us?

RUSS MURRAY
FORMER EDITOR OF N64 PRO AND POKÉMON WORLD

Well, I can sum up my impressions of the GameCube so far in one word: Monkey Ball! Actually that's two words, but what the hell! This game is the MOST addictive title I have EVER played and I'd buy the console just for the chance of half-an-hour with those mad monkeys! Calming down slightly and trying to forget about those oh-so-fantastic monkeys for a minute – what the hell is going on with *Zelda*? Link's gone from a realistic, strapping hero (in the preview movies) to a Pokémon-ised cartoon dwarf – what's that all about? Thankfully, not all the upcoming titles have been spoiled though, and with the likes of *Resident Evil*-killer, *Eternal Darkness*, the awesome *Star Wars Rogue Leader* and the absolutely mad *Pikmin* all looking bloody amazing, the GameCube has clearly got a great future ahead of it. Roll on *Perfect Dark 2*!

ROY KIMBER
FORMER EDITOR OF 64 MAGAZINE AND CURRENT EDITOR OF GEAR

So we've had Duplo bricks – sorry, GameCubes – tumbling into the office since the Japanese launch and, like an IV trickling through an ageing NHS patient, the games have seeped in after them. I use the term loosely of course, as 'Luigi's Claustrophobia' and 'Wave Race 64-and-a-half' were clearly not intended for interactive entertainment, purpose-built instead as shelf-fillers for all those early adopters of 36 months or younger. That game with the monkey's quite good fun, but when a bizarre novelty becomes the jewel in your launch software crown it's time to move back in with your parents.

I mean what's that handle for on the back? I'd use it to shot-putt this thing as far out of my house as possible.
Always yours,

GRAEME NICHOLSON
EDITOR, PLAY MAGAZINE

PS – Can I see a picture of that fat skittle from Microsoft dancing about on stage? Oh no, that's a different mag, innit.

CUBE

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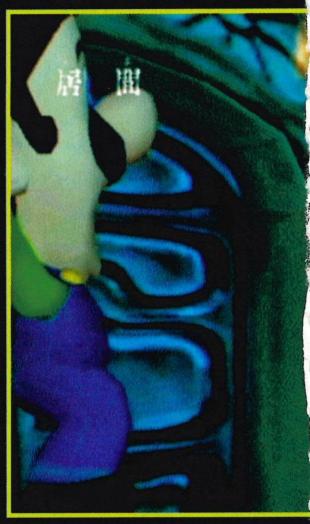
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CUBE CONTROL

ALL THE RIGHT MOVES

ANALOGUE

Pretty obvious, really – push the Analogue Stick in any direction and Luigi will move around.

C-STICK

Whenever you use Luigi's torch or the vacuum cleaner, use the C-Stick to point them the right way.

A BUTTON

By walking up to cupboards, tables and other objects and pressing the A Button, you can examine them.

B BUTTON

When using your torch in darkened rooms, pressing the B Button switches off the light.

R BUTTON

Pressing the R Button activates your vacuum cleaner – use it to suck up ghosts, money or anything else!

L BUTTON

Pressing the L Button will blow or spray – the further you press down, the stronger the stream.

Y BUTTON

Hitting the Y Button at any time brings up a map of the mansion for you to look at.

X BUTTON

You can use the Game Boy Camera to examine your surroundings from a first-person viewpoint.

Z BUTTON

GHOSTIES AND GHOULIES

'KNOW YOUR ENEMY', AS THE SAYING GOES...

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.

THE CHASER

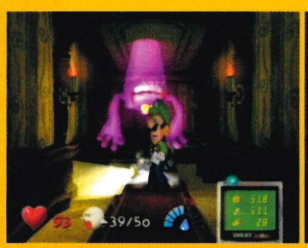
LIFE FORCE: 10
COLOUR: ORANGE

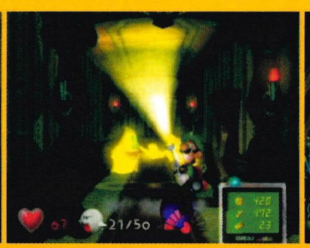
- The most common of ghosts, Chasers will (not surprisingly) chase you round the room and try to outnumber you. Watch out for them trying to take a quick swing at you when they get up close and personal...

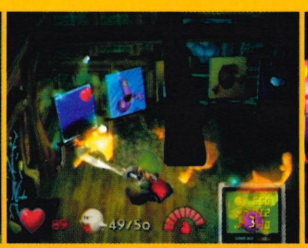
THE PUNCHER

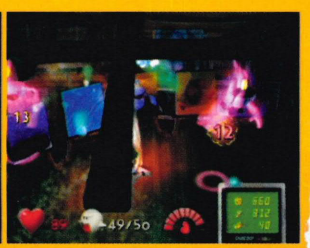
LIFE FORCE: 20
COLOUR: PINK

- 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!















CUBE

INFORMATION

LUIGI'S MANSION	
PUBLISHER:	NINTENDO
DEVELOPER:	NCL
GENRE:	PUZZLE/ADVENTURE
PLAYERS:	1
CUBE SCORE:	7.6
ISSUE:	1

LUIGI'S MANSION

CUBE PLAYERS' GUIDE

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 here, step-by-step. Coincidence? We think not!

AND BELIEVE US, YOU'VE GOT NOTHING BUT ENEMIES INSIDE LUIGI'S MANSION!

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 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 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...





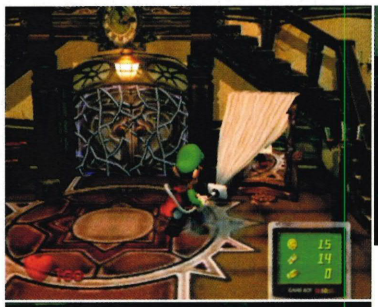




IMPORTANT NOTICE! Later in the game, the four main types of ghost (Chaser, Puncher, Grabber and Thumper) will start appearing with barriers around their hearts made out of either fire, water or ice. To catch them, you'll need to break these barriers by hitting the ghosts with the right spray from your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

BEFORE THE GAME BEGINS...

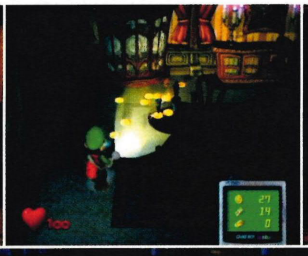
AT THE VERY START of the game, wander round for a bit, exploring all the locked doors until you see an orange glow – after disappearing upstairs, it'll leave a key behind. Grab it and head upstairs, going through the double doors to meet the Professor; once the coast is clear, he'll take you to his lab 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!

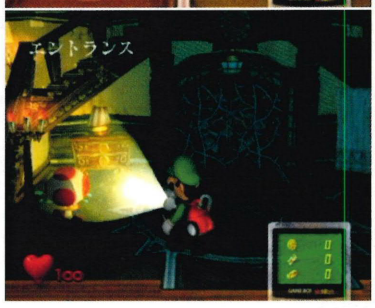










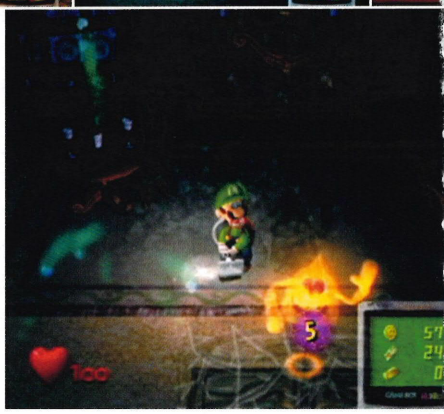


ENTRANCE FOYER (1F)

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...



MONEY MONEY MONEY

YOU'LL NEED THE CASH TO REBUILD THE MANSION...

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 it in. 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 worth your attention!



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.)



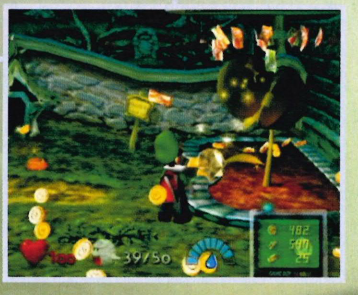
TRAP THE MICE!

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)



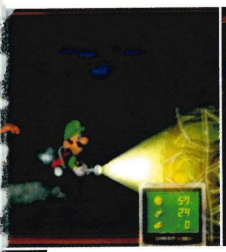
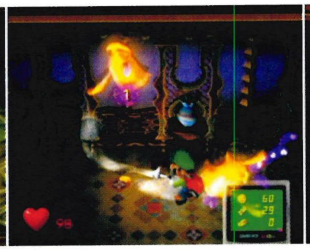
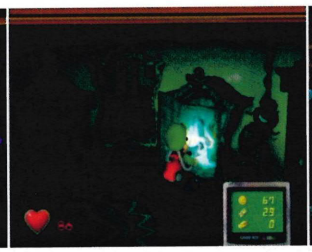
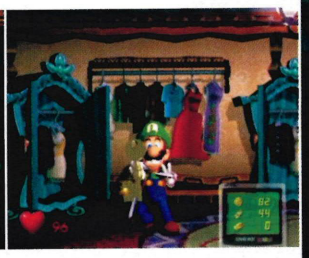
GROW THE SEED!

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


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…

BLUE CHASERS WILL ONLY APPEAR IF THE LIGHTS IN THE ROOM ARE OFF

TOP TIP

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)

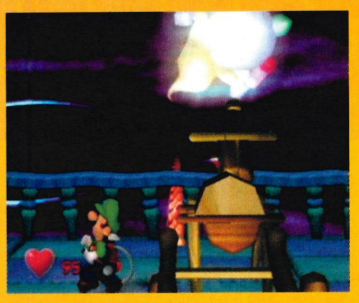
Go down the hall to the Master Bedroom – inside, you'll see the mother of the house brushing her hair in front of the mirror. You'll need to distract her… using your vacuum, pull back the right-hand curtain to reveal a draughty hole in the window and then turn to face the Portrait Spook. When she notices 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…**

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!

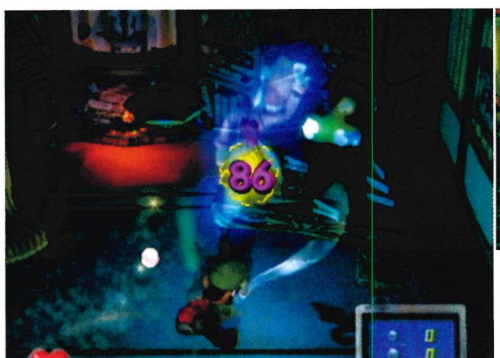
BABY GHOST — LIFE FORCE: 100



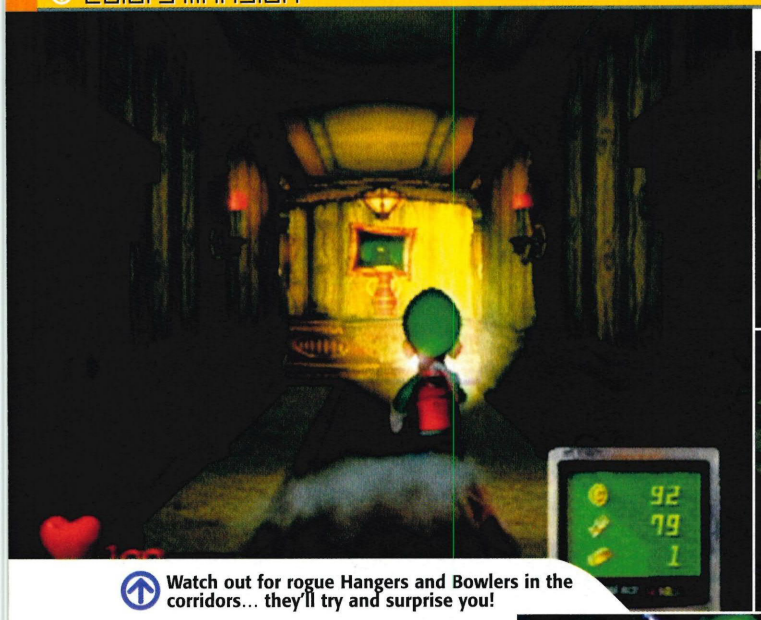
THE GIANT BABY isn't difficult to beat; watch out as he summons up rocking horses to attack you (which you'll need to side-step to avoid) and then throws large rubber balls at you. After this attack, a rubber ball will be left behind – suck this up and fire it at the baby as before to reveal his heart, allowing you to suck him up with the vacuum. Repeat this process until you suck him up completely.

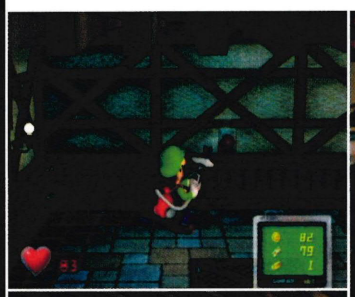
Once you've finished the baby off, you'll appear back in the Nursery – proceed to open the chest that has appeared to find the Heart Key. Once you collect it, you'll be taken back to the Professor's lab. Watch him turn the Portrait Spooks into paintings, then talk to him again and head back toward the mansion.















Watch out for rogue Hangers and Bowlers in the corridors... they'll try and surprise you!

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 in 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...**

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...

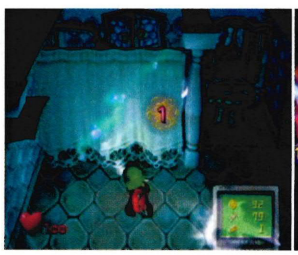
BONUS! There's a piece of cheese hidden behind the Fortune Teller's chair – photograph it with your camera to reveal a golden mouse! **NOW GO TO...**

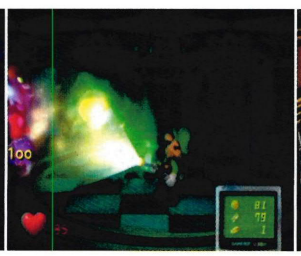
MIRRORED HALL (1F)

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...**





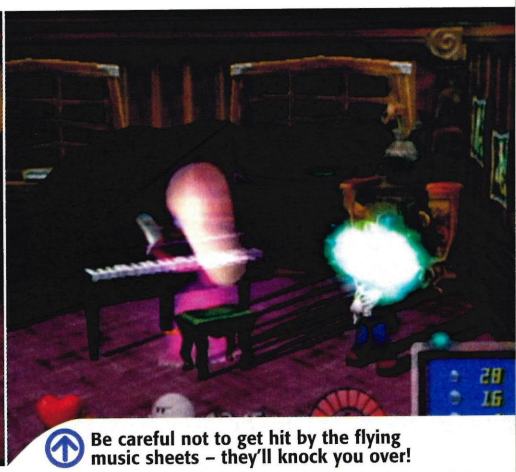












Be careful not to get hit by the flying music sheets – they'll knock you over!

LAUNDRY HALL (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 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...





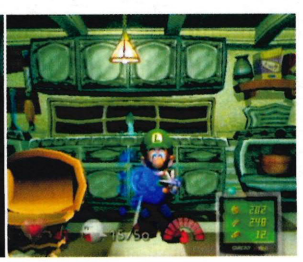
TOP TIP

GOLDEN MICE WILL ONLY APPEAR IF THE LIGHTS IN THE ROOM ARE OFF





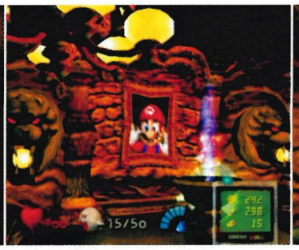
















YARD (1F)

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!

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...



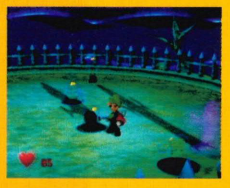




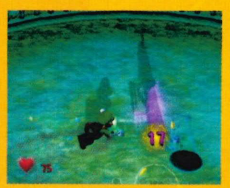
BOSS FIGHT!

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.









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…**

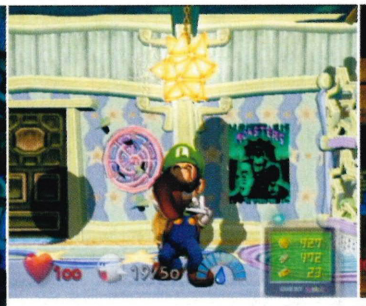




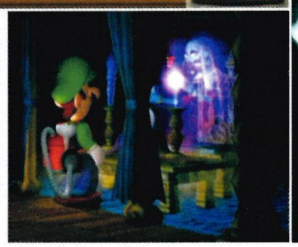


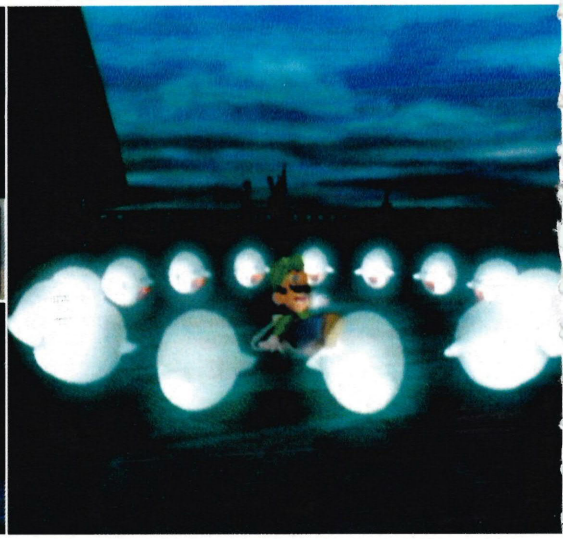












BOYS BEDROOM (2F)

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

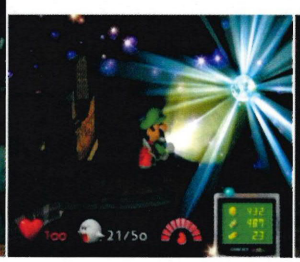
On your way upstairs to the Trophy Room, make sure you grab an ice Boo from the champagne bucket in the Upstairs Banquet Hall. Through the door, you need to turn right and use your vacuum to shake the three stag trophies on the wall to make the ghosts appear here. Some of them have got water covering 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.

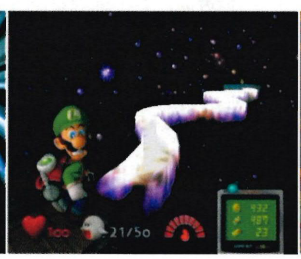
BONUS! There's a piece of cheese hidden behind the comfy chair on the far right of the room – photograph it with your camera to reveal a golden mouse!

NOW GO TO...

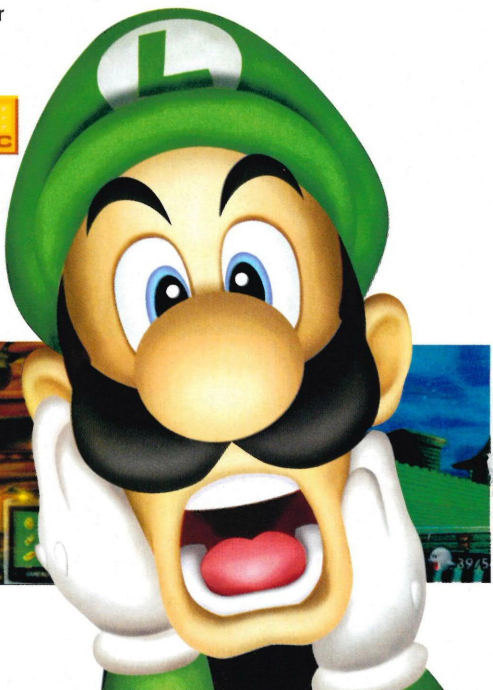
UPPER BALCONY ATTIC

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! ...**BOSS FIGHT!**









BOSS FIGHT!

BIG BOO GHOST







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! 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!



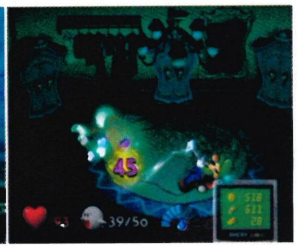




UPPER BALCONY — ATTIC

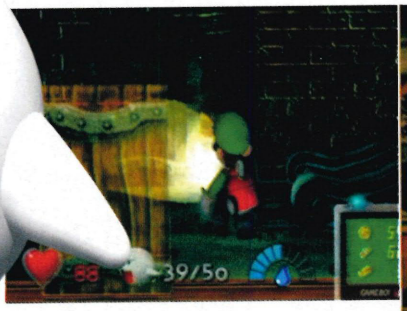
When you eventually return to the Entrance Foyer, run through the mansion all the way back up to the Upper Balcony – the Diamond door is on the far left. Approach it to remove the thorns... and then watch as a lightning bolt cuts the power to the whole house! There's a generator in the basement, but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

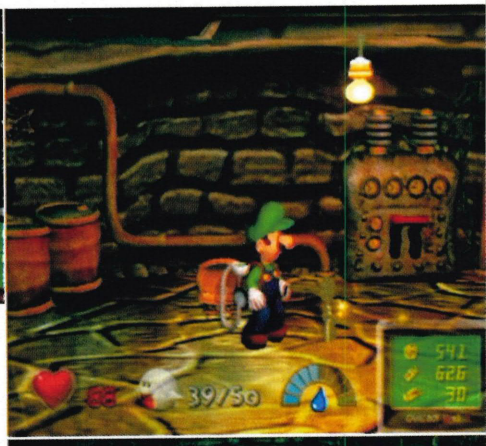
Again, get here as quick as you can while avoiding the ghosts – inside, head straight for the generator and Luigi will throw the big red switch to illuminate the room (along with the rest of the mansion that you've already cleared). What's more, you'll get another key for your efforts.
BONUS! There's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

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...

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...





This store room can be a pain to explore if you don't clear the dust...



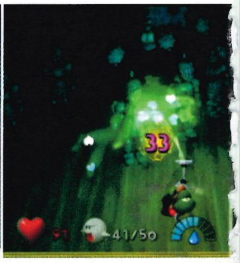












TOY ROOM — ATTIC

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 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 to the brim 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 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

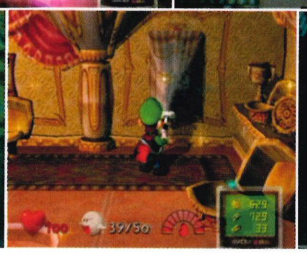
Grab an ice Boo from the frozen jug, then inspect the four vases at the back of the room. A Portrait Spook will challenge you to catch him... so you'd better agree, or he'll kick you out of the room! Watch for him appearing from one of the vases and spray him with ice – get him seven times to win. Now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

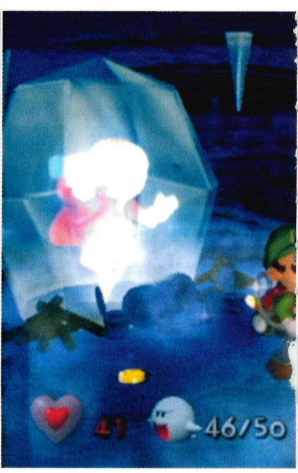












If you lose your grip on the girl, simply spray her with water again to get her attention!



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...**

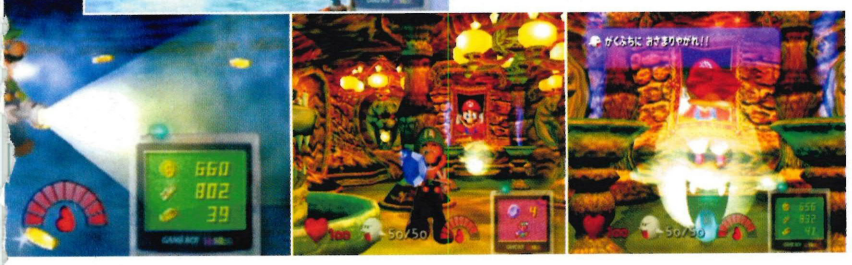
ART STUDIO — ATTIC

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 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!**





BOSS FIGHT!

KING BOO — LIFE FORCE: 500

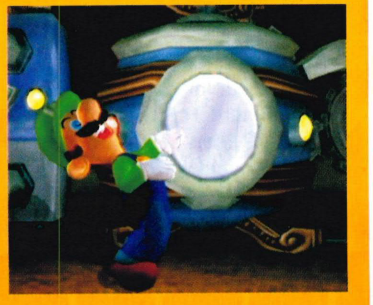
SEEING AS KING Boo is scared of your vacuum, he's enlisted some help in taking you... in the form of a giant robotic Bowser suit! You can only harm King Boo when he's outside the suit, so blowing Bowser's head off is a priority. Run away from him as he breathes fire at you, then turn on your vacuum as 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 storm 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 Mario's painting... now sit back and let the Professor do his work!











I WANT MY BIG TV!

WIN!

A 28inch Hitachi Widescreen Television Plus Copies Of Driven And Ecks Vs Sever!

OKAY, SO YOU'VE already noticed that we're giving away a whole bunch of GameCubes for you to play with... but what are you going to play it on? You'll be wanting a really decent television to plug the GameCube into, but what are the chances of you being able to get one of those for nothing, eh? Well, we'd say they're pretty good if you take the time to enter our sweet competition...

That's right – we've got a top-of-the-line Hitachi television to give away, thanks to our lovely friends at bam! Entertainment. Has that got you interested? Then here's a closer look at what you could win.

HITACHI C28W430SN

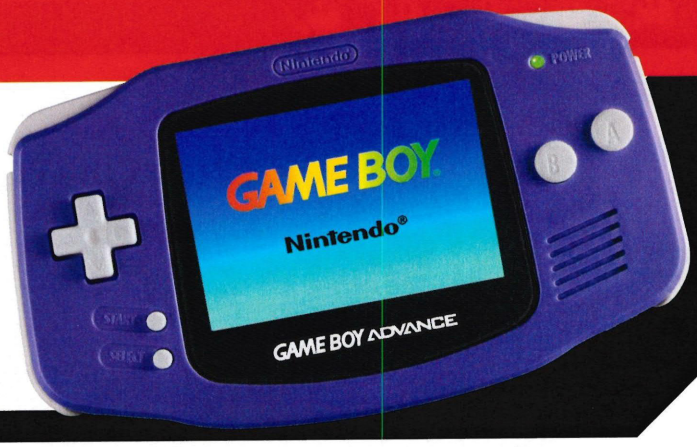
A stunning 28" Widescreen TV with Nicam Stereo sound, a super flat/super black picture tube and Fastext, plus twin SCART connectors and front AV inputs

features

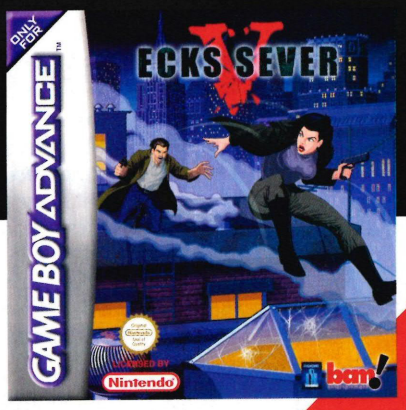
- 28" (66cmV) Widescreen TV
- NICAM stereo sound
- Super flat/superblack tube
- Picture enhancement features
- Fastext
- 2 scart sockets
- Front AV sockets
- 2 x 10W RMS output
- Light silver finish with matching console.



Check out our GameCube giveaway on page 60

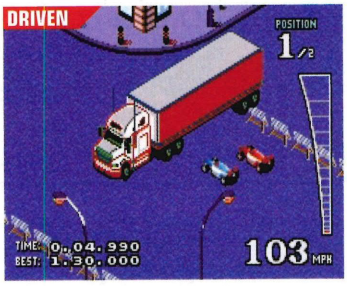






RUNNERS-UP PRIZES...







WE'VE ALSO GOT five runners-up prizes, consisting of copies of *Driven* and *Ecks Vs Sever* for the Game Boy Advance – they're both blinding games, so you can't really go wrong with this one. Of course, you'll need to actually enter to be in with a chance of scooping the big prize (or even the little ones); all you have to do is answer this rather simple question:

Q) THE INVENTOR OF THE TELEVISION (NOT THIS ONE... THE ORIGINAL ONE, OBVIOUSLY) WAS JOHN LOGIE BAIRD. WHAT NATIONALITY WAS HE?

A) ENGLISH **B) IRISH** **C) SCOTTISH**

When you think you've got the answer, fill in the coupon provided and cut it out (or photocopy it if you don't want to destroy your lovely magazine) before sending it along to the address below, making sure we receive your entry before 31 January 2001:

GIMME, GIMME, GIMME A TV AFTER MIDNIGHT
PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS

COUPON

CUBE ISSUE 1

GIMME, GIMME, GIMME A TV AFTER MIDNIGHT COMPETITION

I THINK THE RIGHT ANSWER TO WIN THE TV IS...

A) .....

B) .....

C) .....

Mr/Mrs/Ms/Miss

Name: .....

Address: .....

.....

Postcode: .....

Telephone Number: .....

E-Mail: .....

Date Of Birth: .....

THE RULES...

The Editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsor bam! Entertainment may not enter. The winners will be available in writing from Paragon Publishing. The sponsor reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

From time to time, you may be sent news about exciting new products and opportunities that might be of interest for you. If you do not wish to receive such information, please tick this box. ☐

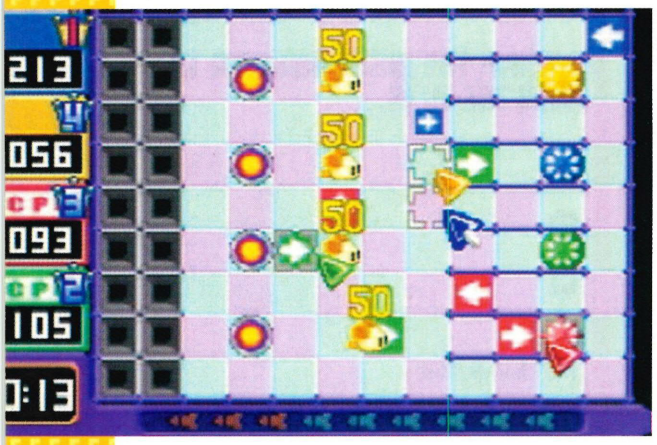
WELCOME TO ADVANCE...

The part of the magazine where we turn our attention to the greatest handheld console in the world... the Game Boy Advance. With the ability to connect a GBA to your GameCube through titles like *Sonic Advance* and *Kirby's Tilt 'N' Tumble*, the Game Boy Advance is an essential piece of kit that every GameCube owner should have. Of course, it's got more than enough great games of its own to make it worth owning in the first place and that's what we'll be looking at here. In future months, we'll be expanding the Advance section to cover even more top games, as well as bringing you the latest previews and news from the world of the Game Boy Advance – if you want to see more, just write in and tell us! For now though, let the great games begin...



ADVANCE

Only the best make it to ADVANCE – if it isn't here, it isn't worth buying...







Once the mice get moving, the four-player games turn into an absolute nightmare!

CHU CHU ROCKET!



Blue-eared mice and orange cats... it can only be SEGA!

CUBE
INFORMATION

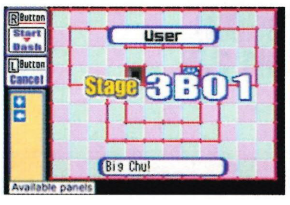
PUBLISHER:	INFOGRAMES
DEVELOPER:	SONIC TEAM
GENRE:	PUZZLE
PLAYERS:	1-4
RELEASE:	7 DECEMBER 2001

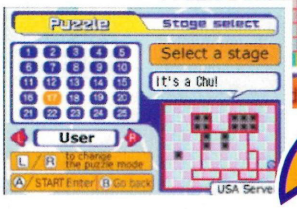
STATS

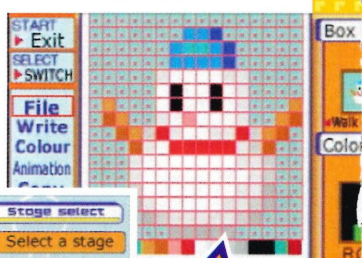
- THE DREAMCAST GAME COMES TO THE GBA
- OFFERS A WEALTH OF DIFFERENT MODES
- DC AND ORIGINAL GBA PUZZLES INCLUDED
- CREATE YOUR VERY OWN PUZZLES...
- ... OR EVEN YOUR OWN LITTLE CHU CHUS!

WHEN IT FIRST came out on the Dreamcast, *Chu Chu Rocket!* was heralded as one of the greatest puzzle game ever created. It was simple, yet brilliant – you guide the Chu Chus (small, blue-eared mice) to the rockets with arrows, while trying to keep away from the Capu Capus (orange cats with pointy teeth). Some even thought that it was the ideal game for a handheld platform... so that's probably why SEGA has bunged it onto the Game Boy Advance. Not surprisingly, the game remains practically identical with the only noticeable differences being the lack of online play (well, duh) and the addition of plenty of new levels. Thankfully, this means that *Chu Chu Rocket!* remains as great a game as it always was and combined with the four-player link-up mode (which is so much fun, it should be illegal), makes it a must-have for puzzle fans everywhere.

CUBE RATING 9.0









With spies like these, who needs enemies?

ECKS VS SEVER

NOT SINCE GOLDENEYE on the N64 has there been a first-person shoot-'em-up that makes being a spy fun. Sure, we like those classic 'run-around-and-blast-anything-that-moves' games but when you've got actual objectives to meet as well, things really start to get interesting. That's where *Ecks Vs Sever* comes in – you get to control either a top-rated FBI agent or a contracted NSA hitman (well actually, she's a girl but hey...) over 24 different single-player missions.

Not surprisingly, you'll have to utilise an array of realistic weaponry (including machine guns, grenade launchers and even a sniper rifle... mmm, nice) to complete the job. There's also a four-player link-up mode with a number of different games including straight-out Deathmatch, Assassination (where you have to either protect or kill the target) and Bomb Kit where blowing stuff up is the name of the game. If it's an ace thinking man's shoot-'em-up you're after, this is it.

CUBE RATING 94



Hand grenades are all well and good, but they won't do in an emergency!





CUBE

INFORMATION

PUBLISHER:	BAM! ENTERTAINMENT
DEVELOPER:	CRAWFISH INTERACTIVE
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- GREAT FIRST-PERSON SHOOT-'EM-UP
- BASED ON THE MOVIE OF THE SAME NAME
- TONS OF WEAPONRY TO CHOOSE FROM
- GAME CHANGES AROUND WHO YOU PLAY AS
- FOUR-PLAYER LINK-UP





Ahh, they don't make games like this any more...

DOOM

SAD AS IT may seem, we actually remember when *Doom* came out way back when we were in high school... ahh, painful memories. It was the game that made everyone go crazy about first-person shoot-'em-ups and spawned not only a horde of clone games (which mostly sucked), but also paved the way for the *Quake* series (which ruled... and still does). Despite being years old though, Activision has brought the original *Doom* to the Game Boy Advance and on the whole, it's damn fine. Everything from the PC version has been lovingly recreated here including the weapons, enemies and levels – coupled with the GBA's link-up capabilities (which allow for a great multiplayer experience), it's all good. Sadly, we felt the action was a little sluggish at times and to be honest, it is a rather old game... but it's still great. Of course, there's also *Ecks Vs Sever* to consider...

CUBE RATING 83







CUBE

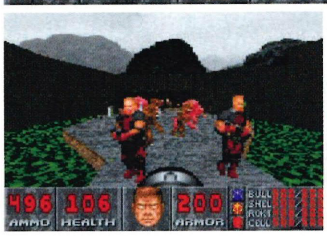
INFORMATION

PUBLISHER:	ACTIVISION
DEVELOPER:	DAVE PALMER PRODUCTIONS
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- FLAWLESS CONVERSION OF THE PC GAME
- GO UP AGAINST THE LEGIONS OF HELL
- TONS OF NASTY WEAPONS TO USE
- EXCELLENT FOUR-PLAYER LINK-UP GAME
- INCLUDES DEATHMATCH AND CO-OP MODES









Get ready for the best beat-'em-up on the Game Boy!

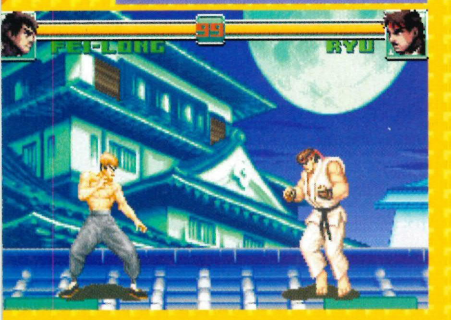
SUPER STREETFIGHTER II TURBO REVIVAL

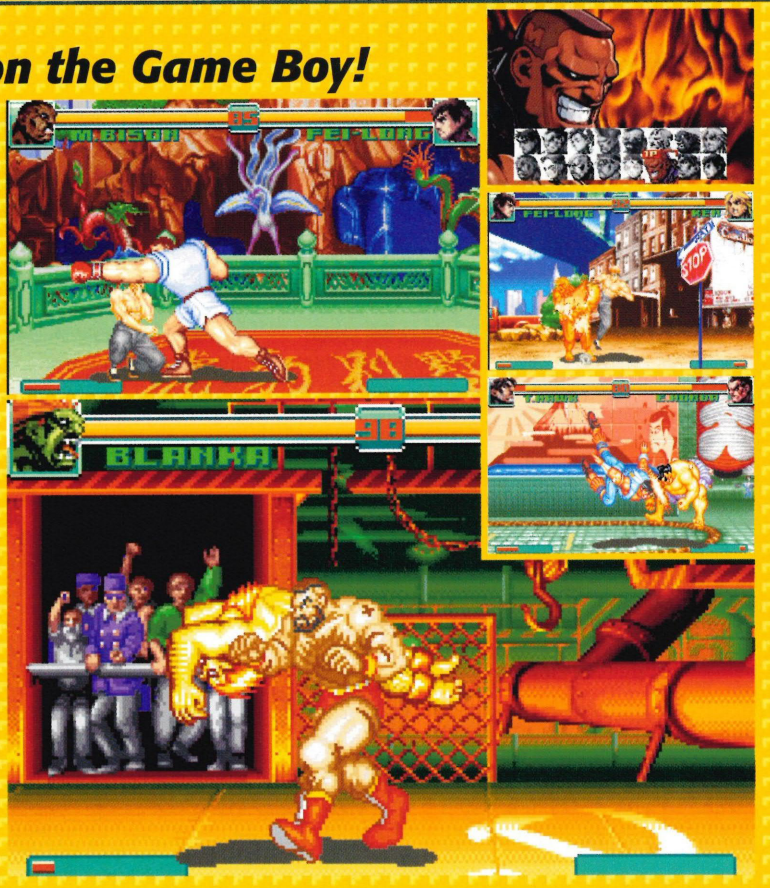
CUBE
INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	CRAWFISH INTERACTIVE
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- THE GREATEST HANDHELD FIGHTER EVER!
- 17 DIFFERENT CHARACTERS TO CHOOSE FROM
- GRAPHICS TO RIVAL THE SNES VERSION
- EXTRA MODES TO KEEP YOU INTERESTED
- TWO-PLAYER LINK-UP





IF THERE'S ONE constant in the games industry, it's *StreetFighter*. It's a simple enough concept – two people punch and kick each other until one falls down. Of course, you need a certain level of technology to pull that sort of game off on a handheld... so it's a good job that the Game Boy Advance is so darn great, eh?

StreetFighter II Turbo Revival is a near-perfect conversion of *Super StreetFighter 2* on the SNES. All 16 characters are present (from favourites like Ryu and Guile, bosses like Sagat and M Bison and newcomers such as DeeJay and Cammy), including all their moves, poses and backgrounds to fight on. There are plenty of extra modes on top of the Arcade mode, such as Survival or even getting to play the mini-games from within the game (such as where you get to beat the living daylights out of a car or smash up some barrels just for the hell of it) anytime you want. Throw in the amazing two-player link-up mode as well and you've got possibly the greatest fighting game on a handheld ever!

CUBE RATING 9·6



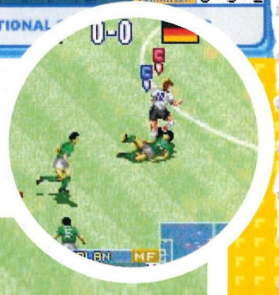






INTERNATIONAL SUPERSTAR SOCCER

Konami shoots and scores with its top-notch soccer game!



CUBE
INFORMATION

PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
GENRE:	SPORTS
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- THE BEST HANDHELD SOCCER GAME EVER
- LOOKS EVEN BETTER THAN THE SNES VERSION
- IT'S GOT FULL-ON SPOKEN COMMENTARY
- ALL THE TOP TEAMS TO CHOOSE FROM
- PLAY WITH FORMATION AND STRATEGY

EVEN THE MOST avid football-hating gamer knows that when it comes to soccer, Konami's *ISS* series is the best in the business – although you can't quite put your finger on what makes it so great, all the games from the original SNES version to the most recent PS2 game have ruled. Of course, handhelds are notoriously difficult to create a decent football game on... so has Konami managed to fluff up for once? Of course not – the GBA version of *ISS* is the best ever! With more visual detail than you'll have thought possible from a handheld, coupled with dynamic speech (yes, speech!) and some of the best gameplay imaginable, you can tell that Konami has really pulled the stops out. Throw in an ace two-player mode and you've got a game that you'll love forever. *ISS* is a gamer's dream... even if you don't like football!

CUBE RATING 9·2



IT'S COMING...



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XBOX

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THOUGHT ISSUE 1 WAS GOOD? WAIT UNTIL YOU SEE WHAT'S COMING NEXT MONTH!

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

HORIZON

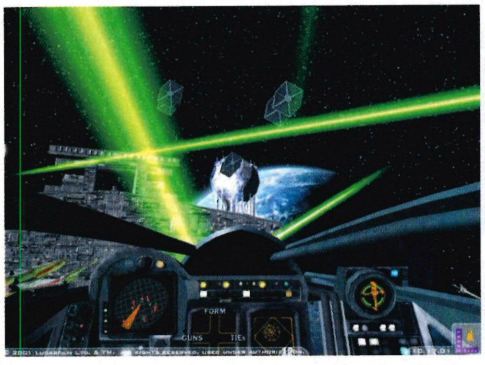
BIG GAMES

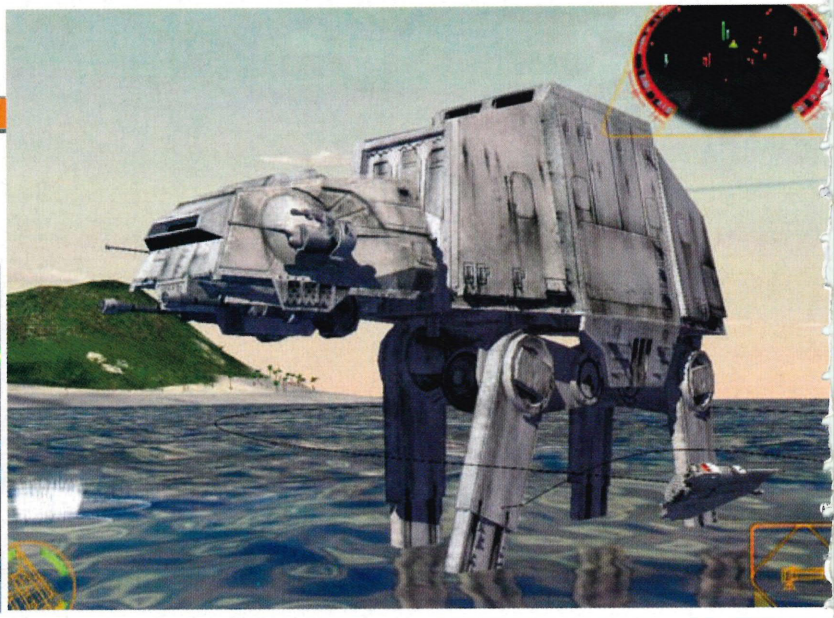
ROGUE LEADER

REVIEW

It's here at last! We already have 10 pairs of Galactic-strength space-pants, and a special Dark Side Protection Amulet just for the occasion. Join us – it is your destiny...



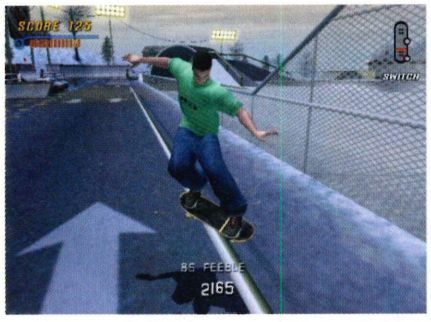


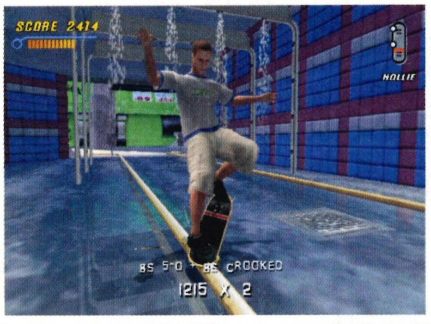


TONY HAWKS PRO SKATER 3

REVIEW

Eyes of the hawk... strength of the bear... speed of the puma! The Hawkster grinds his way onto the Cube in true next-generation stylee.





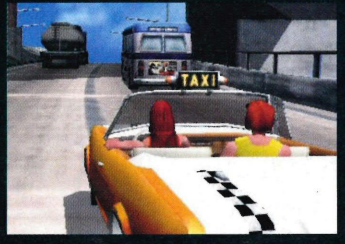


Definitive reviews of ALL the latest GameCube

REVIEWS



SUPER SMASH BROTHERS MELÉE
The Cube's first beat-'em-up had better be good!



CRAZY TAXI
Hey, hey – it's time to make some crazy money! Are you ready?



MADDEN NFL 2002
Touchdown! Don your body armour and let's hit the gridiron!



XG3
Visors down – the sound barrier is just waiting to be broken...

ISSUE 2 ON SALE 10 JANUARY 2002

IN-DEPTH





PLUS

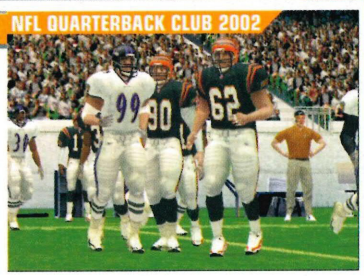
GALLEON: ISLANDS OF MYSTERY

IN-DEPTH

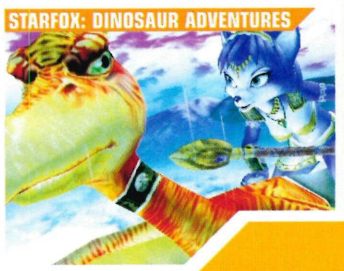
All the latest Galleon screenshots, with new information straight from the mouth of Confounding Factor's head-honcho, Toby Gard.

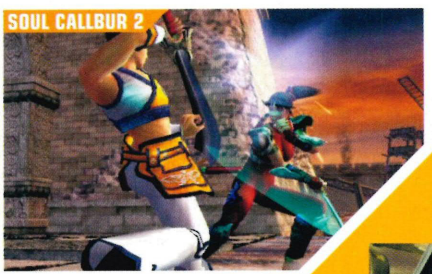
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SPY CAMERA... CHECK!

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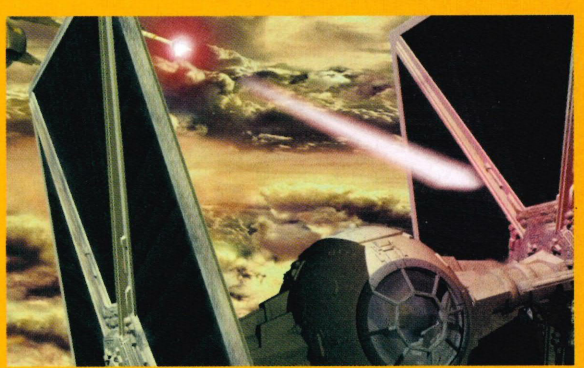


SOLUTIONS

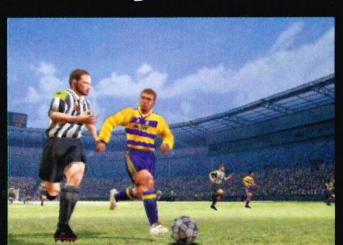
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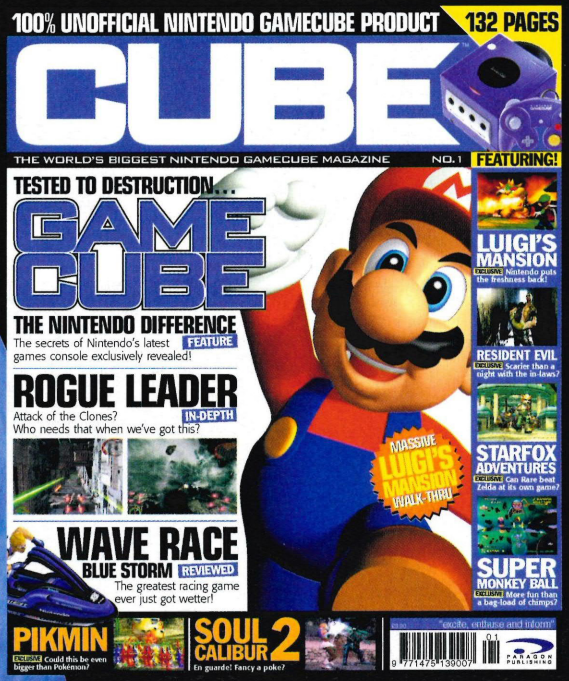
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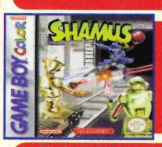


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PASS NOTES

NAME: Mario Mario

NICKNAME: Jumpman

IN A SENTENCE: Working-class boy done good.

AGE: 24 – he just looks older than he really is, it's the lifestyle; too many mushrooms and saving the world for one so young – and there's the workload...

APPEARANCES: This fella has featured in over 53 games (including educational titles, handheld games such as the Game and Watch series and cameos in numerous Nintendo titles). He's one busy lad – we bet his Corgi registration isn't up to date!

HIGH POINTS: *Super Mario 64* being the best-selling 32 or 64bit game (though sales of *Super Mario Bros* hit a staggering 40 million).
Being more recognisable to American school children than Mickey Mouse.
Having a street in Sweden named after him, Mario's gata (or Mario's Street, for those not fluent in Abba).

LOW POINTS: Always having to rescue Princess Peach (not very PC, is it?).
Being played by Bob Hoskins in the movie about him, a man some 35 years his senior – not very flattering really...
Always having to wear red dungarees, even if they're not fashionable anymore...
...and that hat.
Donkey Kong Jnr – when our hero fancied a spot of kidnapping... he was much younger back then...

DON'T MENTION: *Super Mario Brothers: The Movie*

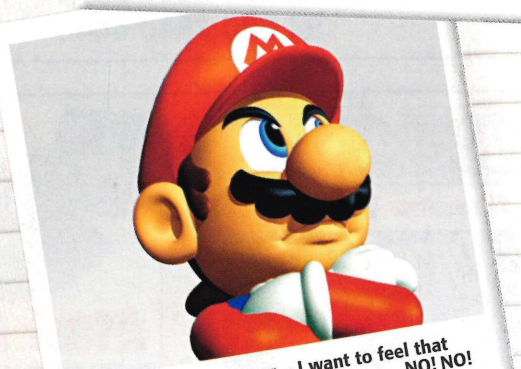
NOT TO BE CONFUSED WITH: Wario, Cheerios, Maid Marion.

MOST LIKELY TO SAY: 'It-sa me, Mario!'

LEAST LIKELY TO SAY: 'I think it's your ball cock, love.'



It's a well-known fact that all Italians are this happy... especially the beautiful women.



Now give me anger – I want to feel that anger through the lens. Yes, yes... NO! NO!



We once knew a bloke who could shoot fireballs after a curry... no, really we did.

Top 20 Chart Tones

1.	Because I Got High - Afroman	5603
2.	Can't Get You Out Of My Head - Kylie	5536
3.	Hey Baby - DJ Otzi	5767
4.	Closer To Me - Five NEW	6125
5.	What Would You Do? - City High	5548
6.	One Night Stand - Misteeq	6103
7.	I'm A Slave 4 You - Britney Spears	5782
8.	You Rock My World - Michael Jackson	5763
9.	Don't Need The Sun To Shine - Gabrielle NEW	6205
10.	Smooth Criminal - Alien Ant Farm	5742
11.	You Got It Bad - Usher	5751
12.	Family Affair - Mary J. Blige	5541
13.	In The End - Linkin Park	5610
14.	Chain Reaction - Steps	5798
15.	Flawless - The Ones	5619
16.	Follow Me - Uncle Cracker	5417
17.	Chop Suey - System Of A Down NEW	6164
18.	Rock The House - Gorillaz NEW	5811
19.	I'm So Crazy - Par-T-One NEW	6206
20.	We Fit Together - O Town NEW	6207

This Week's New Releases

5597	GIMME SOME MORE - BUSTA RHYMES
5785	BOUNCE WITH ME - LIL BOW WOW
5609	DON'T MESS WITH THE RADIO - NIVEA
5636	THE METRE - POWDERFINGER
5664	XZIBIT - PAPARAZZI
5576	SOUVENIR - M CLAN
5565	FIRST DATE - BLINK
5572	OUT OF CONTROL - DARUDE
5632	NITE & FOG - MERCURY REV
5537	ALCOHOLIC - STARSAILOR
5538	ANDROGYNY - GARBAGE
5539	ARE CODES - LUDACRIS
5540	BATTER UP - NELLY ST LUNATICS
5542	FINALLY - KINGS OF TOMORROW
5544	JUS 1 KISS - BASEMENT JAXX
5546	MUHAMMED ALI - FAITHLESS
5549	WHO - EDCASE AND SWEETIE IRIE
5551	SWEET REVENGE - THE SPOOKS
5552	YA MAMA - FATBOY SLIM

NEW!

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TONES OF THE WEEK

6067	Laurel & Hardy
3548	The Great Escape
1836	The Rock (Wrestling)
0099	The Muppets
4850	BBC Cricket Theme
6060	Bare Necessities (Jungle Book)
0013	Beverly Hills Cop
5317	Joe 90
5061	Dambusters March
4860	Pulp Fiction - Theme
0005	Walk This Way - Aerosmith
0132	Simpsons Theme
1576	Who Let The Dogs Out
0025	James Bond Theme
0221	Match of the Day
0065	Halloween Film
0094	Mission Impos. Theme

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NEW THIS WEEK!

THE HULK - TV THEME	6077	ONLY FOOLS AND HORSES	6152
WILLOW THE WISP - TV THEME	6079	RAGGY DOLLS	6153
BUGSY MALONE GOOD GUYS	6068	THE SMURFS NEW!	6154
HI HO HI HO - SNOW WHITE	6072	WINNIE THE POOH	6179
HE-MAN - TV THEME	6149	ENTER THE DRAGON	6172
BACK TO THE FUTURE	6146	TARZAN	6176
BLUE PETER	6147	GODZILLA	6156
DOGTANIAN	6148	KICK START	6159
HE-MAN	6149	HAPPY BIRTHDAY - TRADITIONAL SONG	6075
HOME AND AWAY	6150	THE WEDDING MARCH	6078
JIM'LL FIX IT	6151		

NEW FILM & TV TONES

LAUREL & HARDY TV THEME	6067	UP WHERE WE BELONG - OFFICER & GENTLEMAN	5412
ZIP A DEE DOO DAH - DISNEY THEME	6098	SPEAK SOFTLY - THE GODFATHER	5413
BUTTON MOON - TV THEME	6090	WHERE EAGLES DARE - FILM THEME	5422
GRANGE HILL - TV THEME	6093	WHOLE NEW WORLD - ALADDIN	5424
TOM & JERRY - TV THEME	6095	IF I WERE A RICH MAN - FIDDLER/RF	5397
BRAVEHEART - FILM THEME	6076	SINGIN' IN THE RAIN - MUSICAL	5411
LORD OF THE RINGS (PART 1)	6080	JESUS CHRIST SUPERSTAR	5418
THE GOOD, THE BAD & THE UGLY	4854	OH WHAT A BEAUTIFUL MORNING	5419
BABY ELEPHANT WALK - HARATI	5401	THE TIME WARP - ROCKY HORROR	5421
CHIM CHIM CHEREE - MARY POPPINS	5403		

Football Tones/Logos

SUPPORT YOUR TEAM GET THEM TO NO.1

LIVERPOOL STAY TOP!!! JUST!!!

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

BECKS 4254 | IPSWICH 4243 | Charlton 1652
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CARDIFF CITY 3934 | GUNNERS 3514 | Wolves 1489
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WEST HAM 1472 | FOREST 3937 | COVENTRY 1653
SHEFFIELD UNITED FC 3547 | OWEN 4262 | RANGERS 4272
KEANO is god 1571 | CHELSEA 4240 | ROVERS 1469

Films & TV Tones

(★★★ MOST POPULAR)

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

Wrestling Tones & Logos

3486	APA	4836	I'VE GOT IT ALL - BILLY GUNN
3487	CHYNA NEW!	4837	MEDAL - KURT ANGLE
3485	KANE	4838	OUT OF THE FIRE - KANE
3480	KURT ANGLE	4839	PIE - THE ROCK & SLICK RICK
1839	RAW	4840	SHOOTER - CHRIS BENOIT
1836	THE ROCK ★★★	4841	THE GAME - TRIPLE H
3481	STONE COLD STEVE AUSTIN	4842	WHO I AM - CHYNA
1840	TOO COOL		
3482	TRIPLE H		
3484	UNDERTAKER (NEW)		
4835	IT JUST FEELS RIGHT - LITA		

THE ROCK 1835 | APA PROTECTION 3042
DEADMAN THE UNDERTAKER 3050 | Y2J 3052
HARDY BOYS 3040 | KA KURT ANGLE 3048
CHYNA 3044 | HHH TRIPLE H 3051 | RAW IS WAR 3058

More Films/Tv

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

CHART PRE-RELEASES

5782	I'M A SLAVE FOR YOU - BRITNEY SPEARS	5438	BEAUTY DIES YOUNG - LOWGOLD
5755	RIGHT ON, RIGHT ON - SILICONE SOUL	5449	BODY ROCK - THYMES 4
5758	NEW BORN - ELBOW	5445	DO YOU LOVE ME - MADAMOISELLE
5761	FEAR - IAN BROWN	5430	I DON'T KNOW WHY - THE HONEYZ
5746	ASH - CANDY	5433	I WAS MADE FOR LOVING YOU - ANASTACIA
5437	BLISS - MUSE	5448	NOTHING WITHOUT ME - MANCHILD
5764	FEELING ON YOUR BOOTY - R KELLY	5443	SERIOUS - MAXWELL D
5770	SOUL JACKER - THE EELS	5498	OH YEAH - FOXY BROWN
5748	SMOOTH CRIMINAL - ALIEN ANT FARM	5499	PLAYAS GON PLAY - 3LW
5747	BROWN SKIN - INDIA ARIE	6142	MY FRIEND - GROOVE ARMADA
		6143	STAND CLEAR- M.O.P. FEAT ADAM P.
		6178	THAT DAY - NATALIE IMBRUGLIA

NEW!

BIG KIDS TV CORNER

0012	PEANUTS - SNOOPY	5367	WIZARD OF OZ	4865	WALLACE & GROMIT
0098	MUNSTERS	5337	DOH A DEER	5333	BOB THE BUILDER ★★★
4861	RAINBOW	5316	BANANA SPLITS	5334	DANGERMOUSE
5359	BATFINK	4690	MAGIC ROUNDABOUT	0229	POSTMAN PAT
5362	HONG KONG FUEY	4688	DR WHO ★★★	0052	FLINTSTONES
5355	MR BENN - THEME	5317	JOE 90 ★★★	0088	LOONY TUNES
5363	JAMIE & THE MAGIC TORCH	5375	FRAGGLE ROCK	0204	KNIGHTRIDER
5365	NEW ADV OF SUPERMAN	0155	THUNDERBIRDS	4691	PINK PANTHER ★★★
		0099	THE MUPPETS - THEME	0128	SCOOBY DOO
		5319	CHITTY CHITTY BANG BANG	0130	SESAME STREET ★★★
		5339	WOODY WOODPECKER	0156	TELETUBBIES

NEW!

ALL TIME FAVOURITE TONES

5273	CASTLES IN THE SKY - IAN VAN DAHL	5272	PERFECT GENTLEMAN - WYCLEF JEAN
5270	ETERNITY - ROBBIE WILLIAMS	0134	SMOKE ON THE WATER - DEEP PURPLE
5215	HEAVEN IS A HALFPIPE - OPM	3732	GIRLS DEM SUGAR - BEANIE MAN
5525	I'M ALL ABOUT YOU - DJ LUCK	3722	*1#* ON YOU - D12
5446	HELP ME I'M A FISH - LITTLE TREES	3721	CLINT EASTWOOD - GORILLAZ
5322	ETERNAL FLAME - ATOMIC KITTEN	0294	CHANGES - 2PAC
5350	LITTLE L - JAMIROQUAI	3752	BOW WOW - LIL BOW WOW
5271	PURPLE HILLS - D12	3723	PIANO LOCO - DJ LUCK
0060	GET UP AND STAND UP - BOB MARLEY	4750	WE COME ONE - FAITHLESS
		5468	STARLIGHT - SUPERMAN LOVERS
		5229	LUV ME LUV ME - SHAGGY

ANTHEMS

0062	GOD SAVE THE QUEEN	4141	JERUSALEM - CLASSICAL
5077	IRISH NATIONAL ANTHEM ★★★	0126	RULE BRITANNIA - BRITISH
5084	WELSH NATIONAL ANTHEM	0129	SCOTLAND THE BRAVE
		5306	FLOWER OF SCOTLAND
		0024	STAR SPANGLED BANNER (USA)

NEW!

70's/80's HITS

0333	JUST CAN'T GET ENOUGH - DEPECHE MODE	0087	THE LION SLEEPS TONIGHT - TIGHT FIT
0241	SURFIN USA - BEACH BOYS	5356	SUMMER OF 69 - BRYAN ADAMS
0001	TAKE ON ME - AHA	0185	WALK OF LIFE - DIRE STRAITS
0243	TEARS IN HEAVEN - ERIC CLAPTON	1507	DANCING QUEEN - ABBA
		0095	MONEY MONEY MONEY - ABBA
		5469	KINGSTON TOWN - UB40
		0167	YMCA - VILLAGE PEOPLE

NEW!

POP

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

ROCK

0005	WALK THIS WAY - AEROSMITH	0086	LIGHT MY FIRE - THE DOORS
0108	PRETTY FLY FOR A WHITE GUY - OFFSPRING	0201	I WILL SURVIVE - GLORIA GAYNOR
		0245	THOSE WERE THE DAYS - QUEEN
		0109	ONE LOVE - BOB MARLEY

CLASSICS

5260	BOHEMIAN RHAPSODY - QUEEN		
5261	CARELESS WHISPER - GEORGE MICHAEL		
5290	CANDLE IN THE WIND - E JOHN		
5291	NIKITA - ELTON JOHN		
5301	A WHITER SHADE OF PALE - PROCUL HARUM		
5303	LOST THAT LOVIN' FEELING - THE RIGHTEOUS BROTHERS		
1584	MISSING YOU - PUFF DADDY		

BRAND NEW CLASSICS

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

60's HITS

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

EMINEM

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

ROBBIE WILLIAMS

0346	MILLENNIUM
0266	ANGELS
0377	SHE'S THE ONE
1519	KIDS
1585	ROCK DJ

TONE OF THE WEEK

I'm A Slave 4 You - Britney Spears
Code 5782



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The A-Team - TV Theme Code - 4847	Banana Splits - TV Theme Code - 5316	Hawaii 5-0 - TV Theme Code - 4855

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OASIS 1672 | limp bizkit 4164 | Robbie 4111

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4044 | 4023 | 4022
0432 | 0681 | 0436
I ♥ BEER 4329 | 0471 | 0569
4046 | 1665 | I'm sorry 2872
I ♥ YOU 2762 | 2789 | 0438

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