CUBE ISSUE 02

100% UNOFFICIAL NINTENDO GAMECUBE PRODUCT

NEW!

CUBE™

NO.2

THE WORLD'S BIGGEST NINTENDO GAME

EXCLUSIVE REVIEW AND GUIDE!

ROGUE LEADER

Brings Star Wars to life on your favourite console!

6 PAGE SPECIAL

We tell you why Nintendo's latest console really is the business!

30 REASONS TO BUY A GAMECUBE





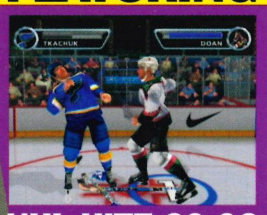
EXCLUSIVE ROGUE LEADER SOLUTION PART ONE

SMASH BROTHERS

REVIEWED!

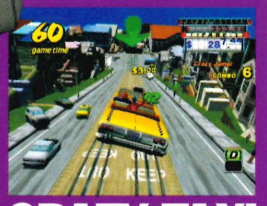
All your favourite Nintendo characters wanna see you outside! Let's get ready to rumble!

FEATURING



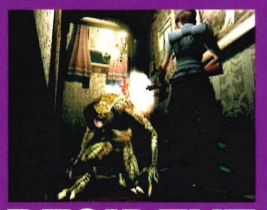
NHL HITZ 20-02

EXCLUSIVE Ice Hockey – it's puckin' marvellous!



CRAZY TAXI

EXCLUSIVE Time to make some crazy money!



RESIDENT EVIL

EXCLUSIVE More on the greatest shocker ever!



SSX TRICKY

EXCLUSIVE Board stupid? Then you'll need this!

SIMPSONS ROAD RAGE

EXCLUSIVE It might be crazy, and it might include taxis...



GALLEON ISLANDS OF MYSTERY

EXCLUSIVE What the creator of Tomb Raider did next



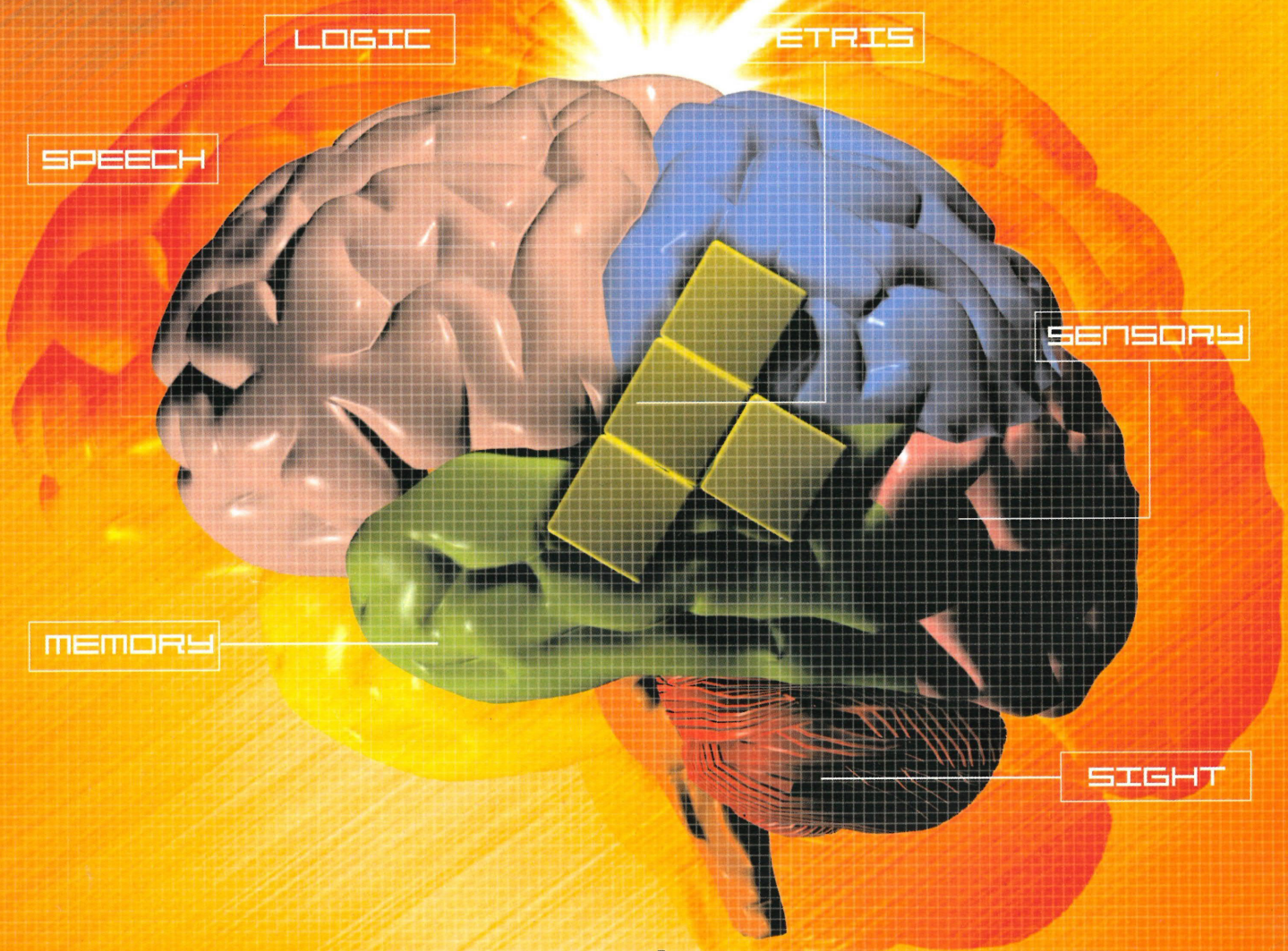
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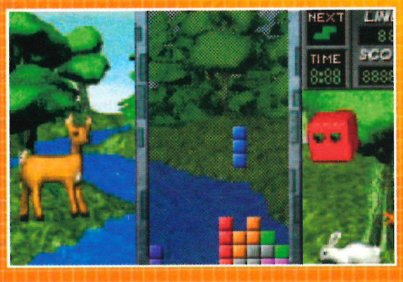
PARAGON PUBLISHING

ROGUE LEADER ■ SUPER SMASH BROTHERS MELEE



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.

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WELCOME

SO, THIS'LL BE issue two then. Last issue was the appetiser and your mails have been, in the main, incredibly positive – and we thank you all for buying issue one and then taking the time to get in touch. As we have repeatedly said on the forum (www.totalgames.net/forum/), we want to guarantee that over the coming months, CUBE magazine evolves to ensure that this is the only GameCube magazine you'll need to buy. If you contact us, be it via the Web site, via SMS (07866620761), the post or even email (CUBE@paragon.co.uk), we'll take your comments, criticisms or praise on board – we are determined to make CUBE the best GameCube magazine because we feel that, more than anything, that this is your magazine and your input is not only appreciated but necessary, so cheers in advance.

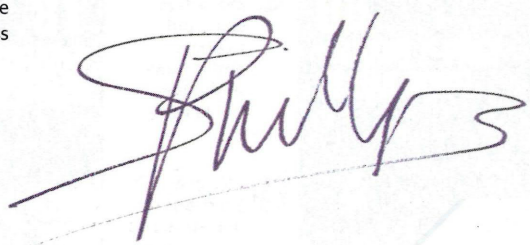
After last month's showcase of top games, it's a pretty healthy sign that there's no let-up as more and more games are being announced almost daily for the GameCube, which makes filling each and every page to the max a joy. Naturally, we've delved deep enough into the world of Nintendo to get as many exclusives as is humanly possible. Want the latest from Nintendo's PR Guru, Shelly Friend? You'll find it here. Want exclusive screenshots of *Bloody Roar: Primal Fury*, or the very latest on *Die Hard* or *Mercedes Benz Champions*? Well, it's contained within these very pages. How about a few exclusive reviews to keep you warm on a winter's night? *Super Smash Brothers Melee*, *NHL Hitz 20-02*, *Dave Mirra Pro BMX* and *Simpson's Road Rage* – all are here and all are exclusive to us! Are we good to you, or what?

Oh yes, with 21 pages of previews and massive in-depth looks at *Tony Hawk's Pro Skater 3* and *Galleon*, we reckon that this issue of CUBE is even better than the last – just the way we like it and that's before we mention *Rogue Leader*...

We covered it to death last issue, and with good reason. We knew that *Rogue Leader* would be special and, having played it to within an inch of its life, we can safely say that this is *the* game to own on the GameCube. Sure, most of the titles we have played have impressed but here is a game that begins to demonstrate just what this console is capable of – it's a real console seller and it's a game that will have rival console manufacturers weeping. That's why you'll find that we've dedicated a huge chunk of this issue to it – and yes, we've included the first part of our exclusive guide to it in the mag. Those of you with import machines will need it, for the rest of you, it gives you a further insight into the game itself.

We hope you enjoy this issue and we hope that 2002 brings you all the gaming goodness that only Nintendo can deliver...

Simon Phillips
Group Editor



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We bring to you all of these games – they're very nice, no?

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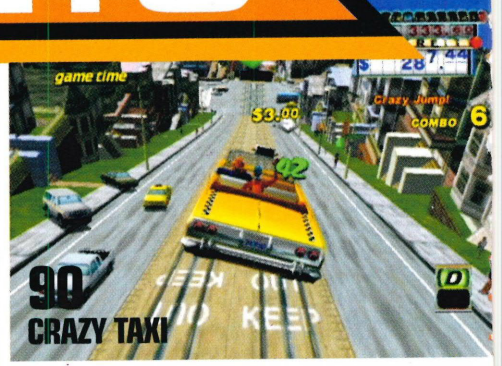
CUBE

ISSUE TWO

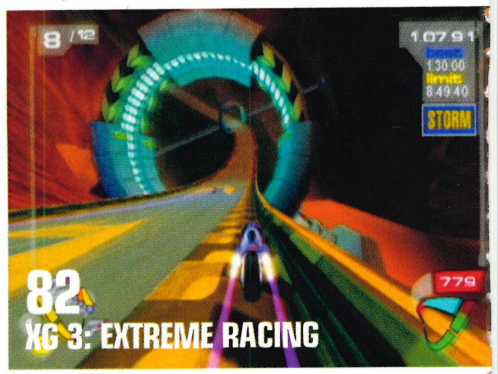
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The world's biggest Nintendo GameCube magazine



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The Nintendo characters come out fighting... and it's one of the best GC games!



78 SIMPSONS ROAD RAGE

EA's gone all Simpsons on our asses and now it's time to play... but is it different enough?

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



More exciting glimpses at this gory GC-exclusive title!



We take the first look at the Dark Knight's GC adventure!





Time to get some phat air on the slopes with *SSX*!

UP FRONT

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

Resident Evil 06
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GCN

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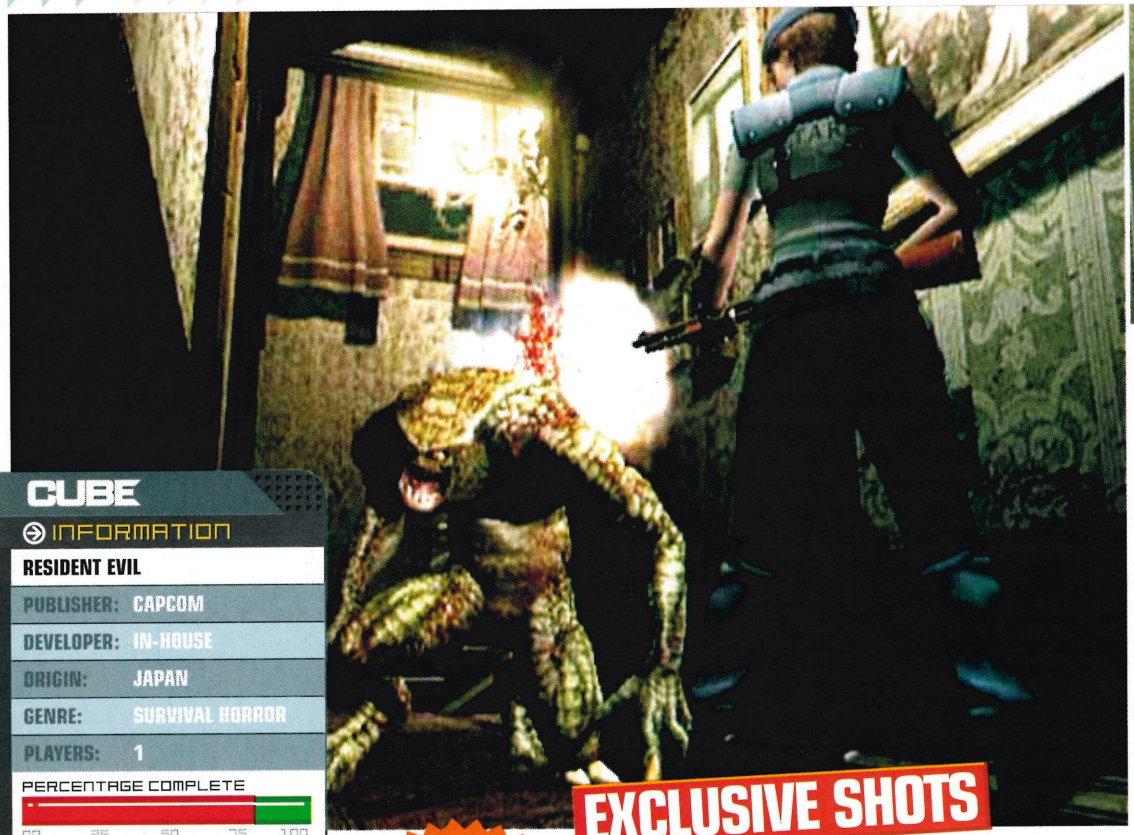
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UP FRONT







IN ISSUE 1 of CUBE, we ripped *Resident Evil* to shreds, explaining what was going to be new about the game, how it was that it looked so amazing and hell, we even got an expert in to explain it all properly! However, there were a few problems with the game at that early stage – thankfully, as this month's screenshots prove, it is now progressing well and the problems are being ironed out.

Problem one: static backgrounds... it's all very well using pre-rendered backgrounds, they look stunning in screenshots, but they tend to look a bit lifeless when you see the game in action. Thankfully, Capcom's skilful programmers have managed to find ways of making the backgrounds appear as if they have depth and life. Leaves, branches and blades of

EXCLUSIVE SHOTS

CUBE GAME TO WATCH

RESIDENT

The hunters become the hunted, as Shinji Mikami's vision grows worryingly real

CUBE INFORMATION

RESIDENT EVIL	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SURVIVAL HORROR
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- REMAKE OF THE ORIGINAL CLASSIC
- LIFE-LIKE, MOVING BACKDROPS
- OBSCENELY DETAILED CHARACTERS
- EERIE LIGHT-SOURCING
- SPINE-TINGLING MUSICAL SCORE

RELEASE DATES

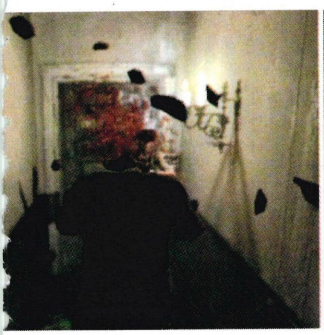
TBA | 22 MAR '02 | APRIL 2002







"THE BACKGROUNDS APPEAR AS IF THEY HAVE DEPTH AND LIFE... BLADES OF GRASS NOW DANCE IN THE WIND"





The backgrounds in the game are looking disturbing realistic. I don't want to go in there...



grass now dance in the wind. The once static Racoon Forest now seems as though it's alive and watching!

Problem two: dodgy shadows... in previous videos, the shadows hadn't been implemented properly. They would break up when they passed over objects, and due to the pre-rendered nature of the scenery, things like chess pieces in the background simply didn't have a shadow. This looks to have been completely sorted, with character and enemy shadows flowing and changing size in accordance with their surroundings and light intensity.

So what else is new? Well, previously unseen rooms are turning up left, right and centre. Every batch of new shots reveals at least one new room. The textures for the Hunters have been

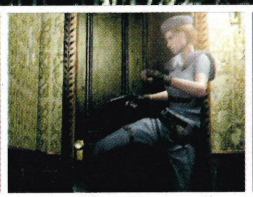
EVIL

redesigned too – the new Hunter looks slightly gnarlier than the old one. The zombie dogs are probably the grimmest new addition, though. Their flesh is literally hanging from their bodies, and their eyes and tongues are swollen and oozing with only God knows what.

You may have noticed that Jill Valentine was conspicuous by her absence in our In-Depth feature. Well, now we can show her in all her grey beret glory, and it has to be said she's looking pretty sexy. Those guys at Capcom really have spent some time on her!

Shinji Mikami's dream is almost complete. The only part missing at the moment is the moody musical accompaniment, and we predict that it's going to be something special. The GameCube's sound chip doesn't touch the central processor when it's in action, so the possibilities are endless. Next issue my pretties, next issue we will reveal all...







The lovely Jill Valentine has finally turned up in the screenshots – looking damned foxy!





CUBE GAME TO WATCH

SMASHING

Put the pedal to the metal with Namco's crazy cab caper

TSST... YOU WAIT years for a crazy racer to arrive, then three turn up at once! We already have versions of *The Simpsons Road Rage* and *Crazy Taxi* (see the reviews on page 78 and 90 respectively) so do we really need yet another cab racer? Well, Namco seems to think so, and by the looks of things, its latest arcade conversion will offer something above and beyond the competition.

There are two possible images that could enter your head when you hear the name *Smashing Drive*. The first is of recklessly smashing your way through traffic until you get to your goal, the second is of driving down a country road in a Morris Minor saying things like: "Jolly ho, smashing drive this!" Ahem... Rest assured, Namco hasn't provided us with the latter. The arcade conversion sees you assuming the part of a crazed, New York yellow cab driver – competition is fierce, and you're going to have to pull off something special to get your customers to their destination ahead of everyone else. Think *Crazy Taxi* meets *Rush 2049* meets *Twisted Metal* and you'll pretty much get the gist.

One way of beating the game is to use your anti-gravity engines to sail over the competition – however, you can only go so high, and the plentiful skyscrapers will prevent you from simply going from A to B in a straight line. Thankfully, you can take short cuts through car parks, offices and shopping centres to save you from using the public highway. Not enough action for you? Well, there's always the fact that you can pick up add-ons along the way. Only the skilful will find any but the most basic power-ups, but once you do, it will be bolted to your cab; battering rams, rockets,

CUBE

INFORMATION

SMASHING DRIVE	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	USA
GENRE:	CRAZY RACING
PLAYERS:	2

PERCENTAGE COMPLETE

AT-A-GLANCE

- RIDE IN HOVERCABS!
- INSANELY FAST-PACED ACTION
- METAL-MUNCHING ADD-ONS...
- ...TO BREAK THROUGH TRAFFIC
- CONVERSION OF THE ARCADE HIT

RELEASE DATES



TBA TBA TBA

"THINK CRAZY TAXI MEETS RUSH 2049 MEETS TWISTED METAL AND YOU'LL GET THE GIST"





Snow-ploughing into police cars? Now there's something that you won't see in *Crazy Taxi*. This lil' game's special, see?







DRIVE

buzz saws, flamethrowers and more can be unleashed on anyone who blocks your path... God rest their once-peaceful souls.

The general concept of the game sounds like great fun, and the two-player split-screen option will add spade-loads to the game life, but CUBE *is* a little worried about the graphics. The arcade board is running on System 246 hardware (the same board as *Soul Calibur 2*) but at the moment, the game is having trouble looking as good as *Crazy Taxi 2* on Dreamcast. Still, we're not ones to be negative at such an early stage, and have complete confidence in Namco's abilities to sort this out. You'd better be listening, Namco...



GCN GAMECUBE NEWS

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AT A GLANCE

NINTENDO WHIPS US INTO A FRENZY
Full report on GameCube's US debut – just over there, see?

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JAPANESE GAMERS BACK CUBE
The land of the rising sun finally shows its appreciation for Nintendo!

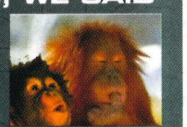
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TDK PREPARES FOR CUBE
TDK, the publishers of *Shrek*, *Dinotopia* and more, have their say on GameCube.


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WORLD NEWS
The best of the rest of this month's news from around the gaming world.

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THEY SAID, WE SAID
We expose the shameful mumblings of the industry. Bunch of monkeys...

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IN THE CUBE WITH...
A World Exclusive interview with the people behind GameCube Die Hard!


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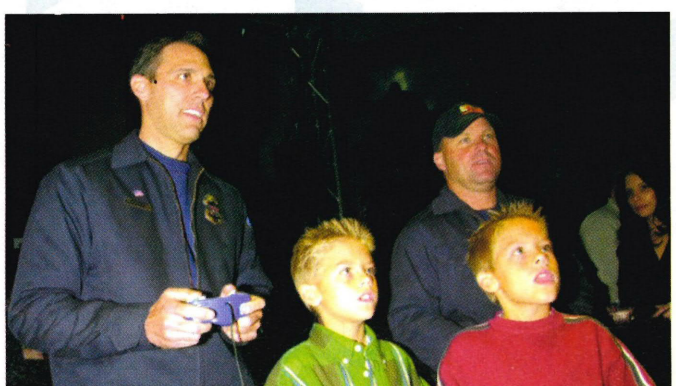




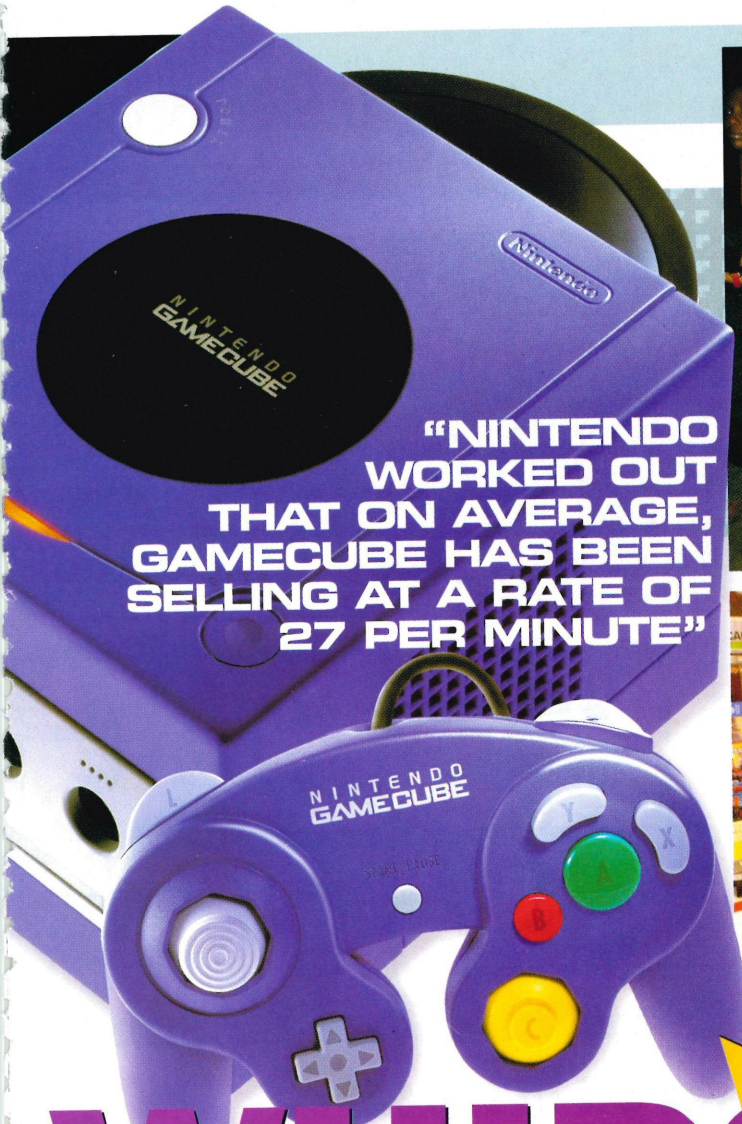
America has been officially cubed! The GameCube sold at record-breaking speeds on its US launch.

NINTENDO US INTO A

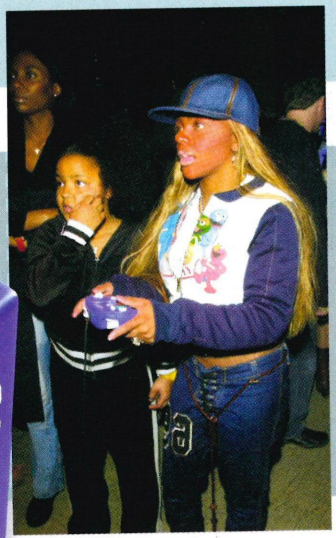
GameCube breaks records left, right and centre – and this is just the beginning!

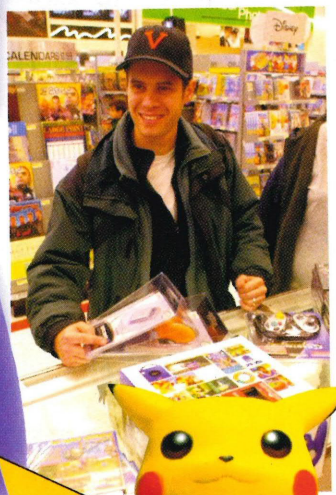


TWO MONTHS AFTER its Japanese debut, GameCube has hit North America, Canada and Latin America. The launch was regarded by all as a storming success and the latest figures from the US back this up. Nintendo initially shipped 740,000 units on day one. Around 660,000 of these units went into retail – the rest went to rental stores and in-stores displays. 400,000 of these were sold on day one, creating revenues of $98 million! In comparison, the Harry Potter film only achieved $93.5 million in its opening weekend (three days). With 125,000 units shipping to US retail each week, Nintendo managed to sell through well over 600,000 units in two weeks, making it the fastest selling console ever. To prove the point, Nintendo worked out that on average, GameCube has been selling at a rate of 27 per minute!



"NINTENDO WORKED OUT THAT ON AVERAGE, GAMECUBE HAS BEEN SELLING AT A RATE OF 27 PER MINUTE"





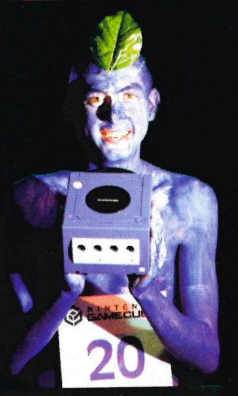


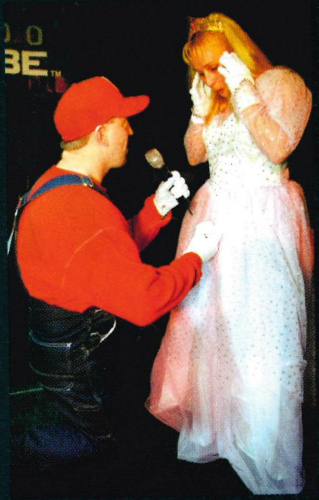
PIK-ME!?

YOU THINK THE PIKMIN ARE WEIRD? YOU AIN'T SEEN NOTHIN' YET!

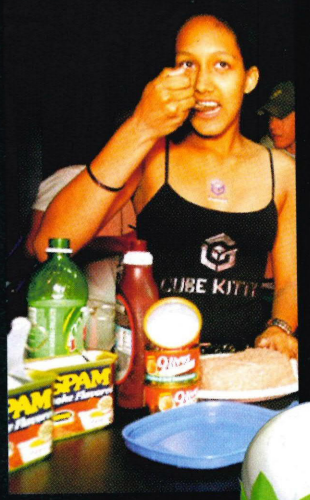
Remember the 'What Would You Do For A GameCube?' competition that we told you about last issue? Well, there be winners! As you would expect, there were some strange entries…

In first place was Corey Olcsvary, who shaved his head, donned a leaf, painted himself blue, then proceeded to eat a bowl of assorted worms and crickets.





In second place was Jason Siler, who dressed up as Mario and proposed to his girlfriend, who was dressed as Princess Peach. A bit boring really.



In third place was Lizzy Joseph, who ate a GameCube-sized replica of uncooked Spam, cat food and chocolate syrup. Eeurghh, I wanna throw!



So the Pikmin theme won the day, but there's yet more Pikmin craziness in-store. Nintendo recently announced that a new flower has been developed in conjunction with S&G Flowers, USA, which will be commercially available in April 2002. The new 'Pikmin Flower' (Bacopa Cabana) resembles a Pikmin's head exactly, and is the first flower ever to have been bred specifically for a game. Nintendo of America's Exec VP Of Sales and Marketing, Peter Main, added a particularly awful pun: "We used a variety of innovative and unusual activities to build anticipation for the Nintendo GameCube. Naming a flower after a videogame is just one more way Nintendo is 'seeding' [ouch] creative marketing."

WHIPS FRENZY

The machine shipped with 15 titles, including such earth-shakers as *Rogue Leader, WaveRace, Tony Hawk's* and *NHL Hitz 20-02*. The two best-selling launch games were *Luigi's Mansion* (1) and *Rogue Leader* (2), which may come as a surprise – you have to remember, though, that *Rogue Leader* had already been on sale for ten days before the hardware was launched, so a lot of customers had already bought the title.

Nintendo expects to have shipped 1.3 million consoles by the end of the year, and believe us, they will shift. As we went to print, both *Pikmin* and *Super Smash Brothers Melee* had been on sale for a week, and you can be sure that sales of both games will mirror the Japanese success story (see pages 12-13).

All of this really shouldn't come as much of a surprise though. If you read our 'It's Hip To Be Square' article in Issue 1, you'll know that the big N is putting a lot of weight behind advertising. The Nintendo Cube Club tour, the 'What Would You Do For A GameCube?' competition (see the Pick-Me!? section) and the amount of celebrity status garnered by the hype pretty much assured GameCube a place on primetime news stations and television shows. In short, the entire continent knew about it. The only possible problem could come in the form of joypad shortages – with four-player games like *Smash Brothers* doing the rounds, Nintendo will have to be careful not to annoy customers by not having enough pads to go round!

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO

REACH FOR THE SKIES

SEGA is to bring its Swashbuckling RPG Skies of Arcadia *to the GameCube. The game is set in a world of Air Pirates and features lavish landscapes and OTT specials. Expect it to arrive in time for summer.*



NAMCO ALL-STARS

Namco insiders have revealed that due to the success of Super Smash Brothers, *the company – behind* Soul Calibur, Tekken *and* Ridge Racer *– has started work on a similar title featuring Namco characters!*

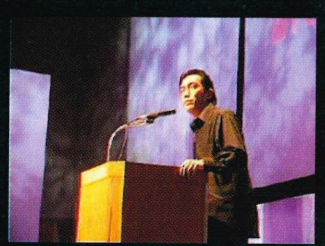


CUBE GETS FISHY

Next year, the GameCube will see an update of the ageing 16bit platformer, James Pond. *God damn, that name still makes us cringe. Let's hope that the words* Robocod *and* Kindergarden Cod *stay in the closet...*

DONKEY BUSINESS

All the Rare fans out there now have another title to drool about. The latest news suggests that before we get a chance to play Perfect Dark 2, *we'll be sampling the wonders of a new Donkey Kong game. Mmmmmmm...*



ROCK THE CAS-RA

Resident Evil *creator Shinji Mikami has revealed that after he finishes on the* Resident Evil *remake, he will begin working on another exclusive GameCube title. Codenamed 'CAS-Ra', the game is due to be shown at E3 in May 2002.*







JAPANESE G BACK CUBE

GameCube sales finally take off in Japan

AFTER AN EXTREMELY slow start in Japan, sales of the GameCube hardware and software have begun to rise. Until recently, Nintendo hadn't even managed to shift the initial batch of 350,000 units, but on 29 November, something happened. In fact, two things happened – *Super Smash Bros DX* and the Spice/Jet Black GameCube units were released. Gaming bible *Famitsu* generally lays down the law in Japan, and whatever it says goes. After awarding *SSBDX* a whopping 37/40, it was pretty obvious that the game was going to be a huge hit in Japan. First week sales amounted to a staggering 360,000 units. In contrast, *Pikmin* has sold less than half this amount despite having been on-sale for a month longer.

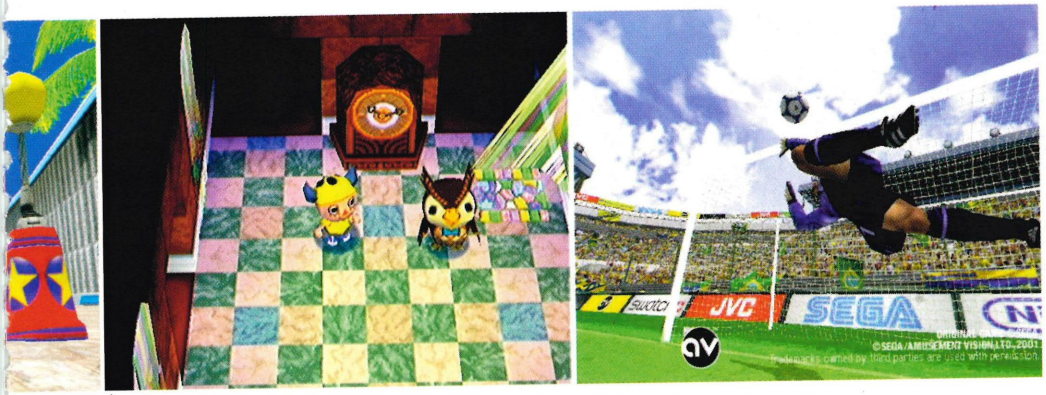
The second reason for the hardware sales boost stems from the fact that a fair number of gamers had been waiting for the Spice and Jet-Black coloured consoles to be released before they bought into the way of the Cube. These two factors have directly contributed to the Japanese week-on-week sales of GameCube increasing by around 800%! In the final week of November, 130,000 GameCube consoles were sold compare to 15,000 the week before. This brings the total installed base in Japan to just under half a million.

Thankfully this is just the beginning for the purple/spice/black wonder in Japan. By the time you read this, *Animal Forest +* will have been released. This update to the N64 communication game will be the first title to utilise the GameCube-Game Boy Advance Link-Up cable. The GBA's 3.5 million user-base, along with *Famitsu*'s 37/40 rating (they absolutely love it) will see to its success – anyone who buys the GBA version will more than likely be tempted by the link-up possibilities. The second GBA link-up title, *Sonic Battle Adventure*, will also be out by the time you read this, and the New Year sees no letup, with *Animal Leader, Doshin The Giant, Rogue Leader, Virtua Striker 3* and *ESPN Winter Sports* all arriving within the first six weeks.

It's great to see Nintendo doing well on home turf, but could Japan's gain be Europe's loss? Could this sudden increase in sales, along with the sell-out situation in the US, see stock being taken from the European allocation in order to appease the other two territories? Thankfully, this doesn't appear to be the case, as emphasised by Nintendo Europe's Shelly Friend. We contacted her to calm our fears, and while we were there, asked her a few more probing questions. Check out what she had to say just over there [points to the right]. CUBE

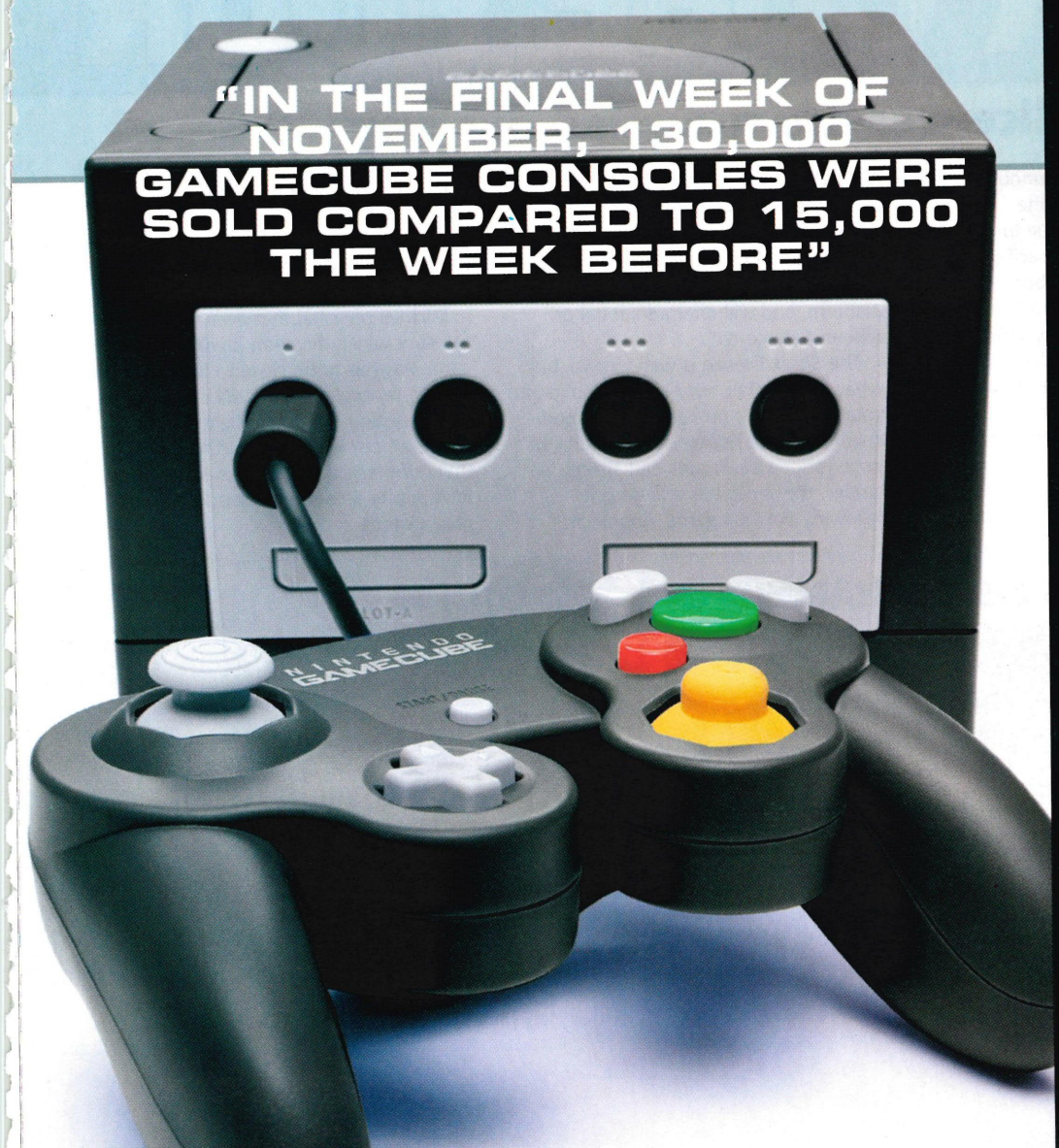


Mmm, Spice colour. We're lucky enough to have one of these beauties sitting in the office right now...



AMERS

"IN THE FINAL WEEK OF NOVEMBER, 130,000 GAMECUBE CONSOLES WERE SOLD COMPARED TO 15,000 THE WEEK BEFORE"





IN THE CUBE WITH...

SHELLY FRIEND

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

CUBE: Sales in Japan have rocketed since the release of *SSBM*, and the Spice/Jet-Black GameCubes. Will the current success of GameCube in both territories affect how many units get into Europe?
SF: Sales in Japan and the US are going very well. However, they are in line with Nintendo's forecasts. Therefore, Nintendo's plans for Europe have not changed.

CUBE: Is Nintendo planning on having a dedicated manufacturing plant for PAL GameCubes?
SF: No.

CUBE: Japanese and US GameCubes are the same machines, with a slightly modified R39 circuit. Considering that the majority of UK gamers now have SCART-compatible televisions, can we expect to have the same machines as the US and Japan, or are we going to have the same old dodgy RF-Connection PAL conversions?
SF: The European consoles will be significantly different, therefore they won't play US or Japanese software. The European consoles will come with SCART cables to provide excellent quality visuals. It's always been Nintendo's policy to localise software for Europe to include a variety of languages and also to maintain the high standards of visuals throughout the rest of the world.

CUBE: In an ideal situation, how many units would you like to see coming to the UK for day one of launch?
SF: We haven't announced our launch information yet.

CUBE: Can we look forward to seeing Spice and Jet Black GameCube models in the UK?
SF: Again, we haven't announced our launch information yet.

CUBE: Now that GameCube has launched successfully in the US, and the initial sales figures have come through, how long will it be before Europe receives some solid launch details?
SF: Watch this space.

Well, it was worth a try wasn't it? We're expecting Nintendo to announce its European plans in the first half of January so, as Shelly so rightly says, watch this space for more news!

CUBE THINKS...

FIRST IMPRESSION

■ Well, what can we say? All is well, GameCube is a success in the US and Japan, and Nintendo says that it predicted the Japanese sales increase. All-in-all, everything is going to plan. CUBE is still sticking by its guns, and predicts that GameCube will hit the UK high street in time for the Easter holidays. Three months and counting...

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



WHY ARE WE WAITING?

Another month passes, another month we are made to wait for *Die Hard* screenshots. Stuff waiting for the publishers – we're going to make our own *Die Hard* game... ahem.



IT'S-A NOT ME!

It turns out that the pictures of *Mario Sunshine* doing the rounds don't look anything like the real thing will when it comes out in Japan next summer. What do you think it'll look like then? Answers on a postcard...

ISS IN DISGUISE?

Konami of Japan has announced a new game, *ESPN Major League Soccer Extra Time 2002*, which will hit the US on 26 March. Could this be using the *International Superstar Soccer* game engine? CUBE spies are on it right now.

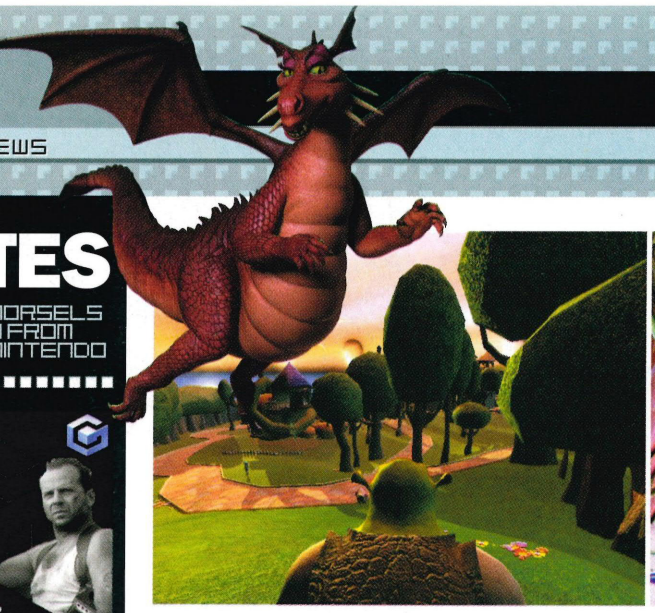


BOYS IN THE BUSH

Animal Forest, released in Japan by the time you this, will be the first GameCube title to work with the GC/GBA link-up cable, followed closely by *Sonic Battle Adventure*. Full details and screenshots in issue 3.

SD'S OKAY

Nintendo's SD Memory Card Adaptor, which allows for larger memory cards, is back on-track. When Nintendo removed the product from its site, it was thought that the accessory had been canned, but now it's back in full force.







ROBOTECH

The Japanese love their fighting robots... now you can experience them as well!

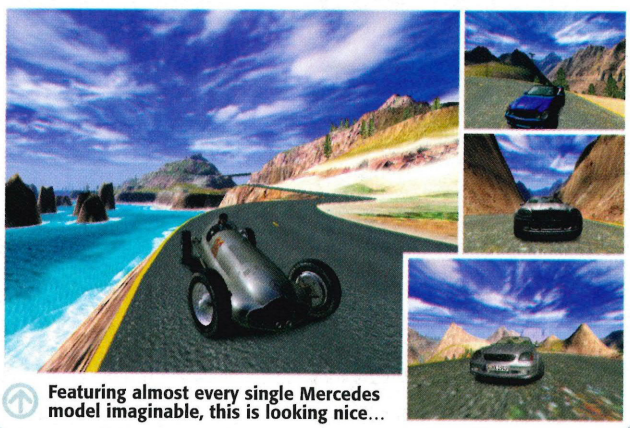
TDK PREPARES FOR CUBE FOUR

Four huge licences are rocketing our way

TDK MEDIACTIVE HAS announced that it is to bring four games to the GameCube, with the first due to hit US shelves in Autumn 2002. Specific titles have yet to be announced, but it is known that they will be based on the *Shrek*, *Robotech* and *Dinotopia* licences. A *Shrek* game is currently in development for Xbox (shots of which are shown). It follows a style similar to *Mario 64* and *Banjo Kazooie* – 3D exploration in fantasy worlds filled with sub-missions. The GameCube is receiving a worrying number of straight ports at the moment, but PR Manager Michael Domke immediately reassured us: "We do not want to publish simple ports of our titles. If we go for another platform, each title will have its extras tailored to the specific platform, and will offer additional or different elements."

The *Shrek* licence is well-known, but what of the other two? Unless you're into your Animé, you probably won't know anything about *Robotech*. Consisting of huge robot assault suits and space battles, the series has a large cult following. An N64 game, *Robotech: Crystal Dreams* was in development years ago – sadly, it never made it to the shelves. It will be quite a difficult franchise to extract a game from – after all, what genre would it be? When quizzed about it, Michael revealed that even TDK isn't too sure which direction it will go in. "The gameplay has to be close to the original series," he explained. "It will definitely involve action and tough fighting." However, our inside sources have told us that *Robotech: The Macross Saga* will incorporate a co-operative and a four-player mode.

MERCEDES BENZ CHAMPIONS



Featuring almost every single Mercedes model imaginable, this is looking nice...

DINOTOPIA



Based on the TV show of the same name, *Dinotopia* lets you explore the world of dinosaurs...

"WE HAVE TWO MORE TITLES NOT ANNOUNCED YET. YOU WILL BE VERY EXCITED" TDK MEDIACTIVE'S DIRECTOR, HEIKO TOM FELDE



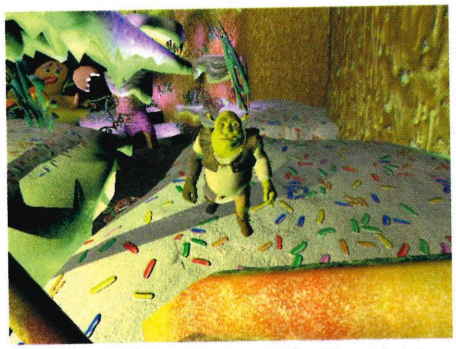
SOME

TDK mediactive

Dinotopia is another relatively unknown licence, but TDK is hoping this will change in the near future. The television series, based on the best-selling book series by James Gurney and due in 2002, will feature a world where dinosaurs and human co-exist in peace and harmony. This extraordinary fantasy world has enormous potential but don't expect it to reach completion until some time in 2003.

So hold on, that makes three licences – *Shrek*, *Robotech* and *Dinotopia*. Does this mean the fourth title will be a completely different game, or will it be taken from one of these licences? Another licence TDK recently acquired is Mercedes. No platform has been announced for this racer – could it be coming to GameCube? Michael's answer raises more questions than it answers: "*Mercedes-Benz Champions* would be a great title for the GameCube. If we decide to work on a GameCube version, it would be the fifth title." Grrrrr… so you're not going to confirm *Mercedes* and you're not going to tell us what the fourth title is! Damned PR people… still, we have our sources, who have told us the fourth title will be another *Robotech* game – so there!

SHREK

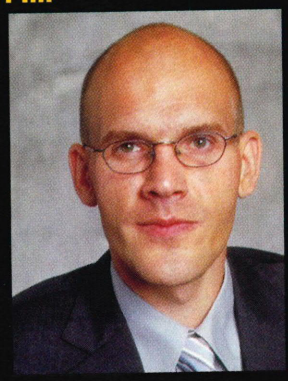


Everyone's favourite ogre is finally coming to the Cube, complete with talking donkey.





IN THE CUBE WITH... MICHAEL DOMKE



NAME: MICHAEL DOMKE
POSITION: PR MANAGER
COMPANY: TDK MEDIACTIVE

CUBE: When can we expect to see the first GameCube screenshots of these titles?
MD: The development has just started. It will take a few months until we can show shots taken directly from an engine running on GameCube.

CUBE: Can you give us a rough idea as to when we can expect the first games to appear?
MD: The details of our planning for the European release of GameCube titles aren't yet finalised. We are expecting the first products around Q3 2002.

CUBE: Which TDK GameCube title excites you the most, and why?
MD: I need to have more of *Shrek*. I have seen the movie so often that I tend to speak with Robin Hood's French accent. I would love to see *Mercedes-Benz Champions* on the GameCube but unfortunately, I am not the one who decides whether we make the game happen on Nintendo's new platform.

IN THE CUBE WITH... HEIKO TOM FELDE



NAME: HEIKO TOM FELDE
POSITION: DIRECTOR
COMPANY: TDK MEDIACTIVE

CUBE: TDK announced its support for Xbox a while ago. Why has it taken so long for it to announce its GameCube plans?
HTF: We had to evaluate our licences, pick the right ideas and products and prepare each decision carefully. Now we have some strong and promising titles that will do very well on the new hardware and make use of its capabilities. We do not simply port software form one platform to another – we develop the software especially for each platform, ie GameCube, to maximise the features.

CUBE: Following GameCube's highly successful US launch, how does TDK view the GameCube versus the Xbox from a business aspect?
HTF: Every successful new console is important not only for our industry but also for the gamer. Each platform offers its own strength, it will have its own fans and target groups, and will offer a great variety of games and entertainment. We will be glad to support the specific features of every console, especially with powerful machines such as the GameCube, in order to achieve maximum fun for every gamer.

CUBE: TDK Mediactive has grown exponentially over the past year. Where do you see yourselves in a year from now?
HTF: Up to our ears in work to finish all the games we are currently developing. We have two more titles not announced yet. You will be very excited...

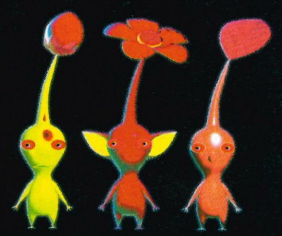
CUBE THINKS...

FIRST IMPRESSION

■ Whether or not you like *Shrek*, the fact that it's coming to the GameCube is a big deal. *Dinotopia*'s public image will rise exponentially next year, and although *Mercedes* hasn't been officially confirmed yet, CUBE predicts that it's only a matter of time until it is. This announcement sees yet another large publisher putting GameCube up as its main development platform for 2002.

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



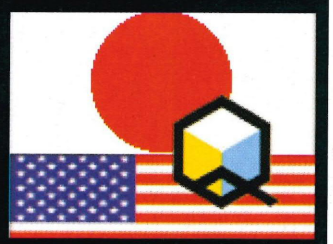
PIKMIN RETURN

Miyamoto-san has confirmed that he has started work on a sequel to Pikmin. *He obviously has some new ideas, and perhaps even some new plants in his garden which he wants to recreate.*



PAC ATTACK!

Namco has announced a third game for GameCube in the form of a port of PS2 title Pac-Man World 2. *It's Pac-Man see, and he's in this cutesy world. Don't expect anything ground-breaking.*



Q ON BOTH SIDES

For those interested in importing Panasonic's Q, it can be modified to play US games in the same way as a standard GameCube. Sadly, the modification does not allow it to play US DVDs.



AUTOMATIC FOR CUBE

Rumours abound this month that Capcom's cel-shaded racer Auto Modellista *will be coming to GameCube next year. Let's hope so, as it looks gorgeous!*





ANIMAL INSTINCTS

Hudson claws its way into the arena with bloodied fangs and fluffy tails



FOLLOWING ON FROM Hudson's announcement (Tokyo Game Show, September 2001) that a version of *Bloody Roar 3* would be coming to GameCube, proper shots have finally been released. Activision will be publishing *Bloody Roar: Primal Fury* in the US and Europe in March and the summer respectively. PS2 *Bloody Roar 3* was a fantastic game – sadly, it has been decidedly overlooked by most people because both Capcom and Namco have had other titles out. The main feature that sets *BR* apart from the competition is the fact that you can transform into huge raging beasts during a battle. *Bloody Roar: Primal Fury* is an update of the PS2 game, featuring extra characters, extra stages, new moves, updated graphics and a constant 60fps screen update. Even at this early stage, the game is looking far better than it's PS2 cousin, with obvious additions to the arena, clean textures and gorgeous lighting effects. Expect an Up Front to follow soon.









RING-GO CUBE



Two rings to rule them all?

YOU CAN'T HELP but have noticed the fuss that *The Lord Of The Rings* is causing at the moment, and as you would expect, there are going to be some games in the works. Vivendi Universal has acquired the rights to make games based on the JRR Tolkien books, so we will be seeing *The Hobbit* and *The Lord Of The Rings* at the very least.

Meanwhile, EA has bought up the rights to the film trilogy. This means that the EA games will use the actors and scenes from the film, whereas the Vivendi games will be based on whatever the designer's imagination sees fit. Work has only just started on these titles, and we would expect them to be ready in time for the release of the second film in late 2002/early 2003.





STOP PRESS · STOP PRESS · STOP PRESS

BREAKING NEWS JUST IN

JUST AS WE were going to press, NCL (Nintendo of Japan) confirmed that GameCube will still hit Europe in spring, "probably in April or May". This ties in with CUBE's predictions that GameCube will be launched in the UK in time for the Easter holidays. Sadly there is bad news to go with this confirmation, in the form of extremely limited day-one availability. After seeing sales in the US and Japan taking off so well, CUBE has been worried that this may affect the number of machines available for Europe, and it appears this might be the case. Following the announcement, Japanese news agency 'Asahi Shimbun' immediately reported that as little as 300,000 units would be available for the whole of Europe.

There will be a full report in CUBE issue 3, Cub Scout's honour and everything.



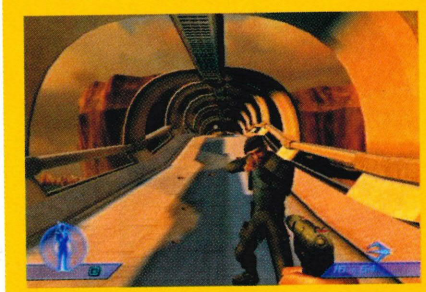
If you want a GameCube, you'll have to be quick!

STOP PRESS · STOP PRESS · STOP PRESS

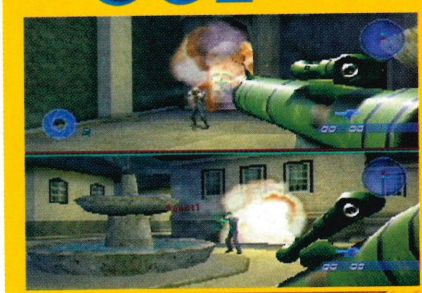
BOND WILL RETURN

EA PORTS YET ANOTHER ONE

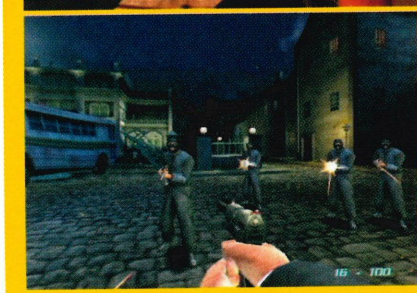
Hardly a month goes past without EA deciding to port one of its PlayStation2 titles to GameCube. This month, the super-publisher has decided to bring its James Bond title *Agent Under Fire* to the Cube scene. The 007 game is out on PS2 at the moment, and will probably be near identical, albeit with slightly better textures and an improved frame rate. These shots are of the PS2 version. *Agent Under Fire* is expected sometime in the spring, so watch this space for more news











Four guys are shooting at you with big guns, and you're telling me he's not dead

THEY SAID – WE SAID

CUBE EXPOSES THE SHAMEFUL MUMBLINGS OF THE INDUSTRY

THEY SAID... "The Xbox (TM) video game system from Microsoft Corp had the best-selling videogame console launch on record after two weeks of sales, according to The NPD Group Inc, the definitive source for sales and market data on the videogame industry."
(Official Microsoft press release)

WE SAID... The NPD Group's figures were obviously so convincing, that the Xbox team were too embarrassed to print them. Three days later, Nintendo claims the 'best-selling videogame console launch' title, and provides actual figures.

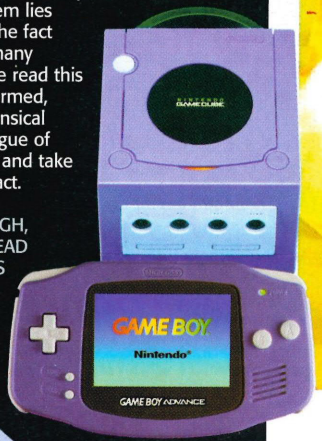
THEY SAID... "The handle is simply odd. How many people are going to cart GameCube around with them?"
(Reuters GameCube report)

WE SAID... Erm... how about, probably every single person who wants to take their GameCube round their mate's house. The author of this report is a true gamer. No really...

THEY SAID... "Nintendo also made the seemingly pointless decision to design GameCube so a Game Boy Advance unit can be used as one of the controllers. The GameCube controller has a nifty design and the Game Boy Advance controls are nothing to brag about. Given what you'd spend for an adapter (which is not yet available), it's probably worthwhile to simply invest $35 to buy an extra controller."
(The very next sentence of the Reuters GameCube report)

WE SAID... The author proves that he/she has failed/not been bothered to do any research on the GameCube-GBA link-up option, and succeeds only in making him/herself look like a complete idiot. CUBE's problem lies with the fact that many people read this ill-informed, nonsensical catalogue of errors and take it as fact.

ENOUGH, MY HEAD HURTS

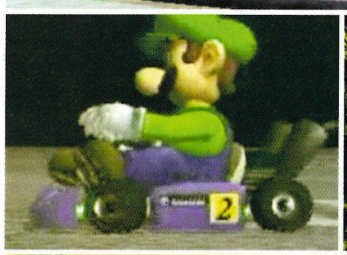


ACTION STATIONS

Developers go Cube-crazy!

FOLLOWING THE PHENOMENAL success of the GameCube in Japan and the US, third-party developers have been announcing new titles left, right and centre. We could be really cheeky and make a news story out of every single one, but to be honest, we don't have the room. So, just for you, here's a list of every single confirmed GameCube title. Please note that games which are already available, have been canned, or have been put on hold, are not included. There are some others which we may have missed, but only because we're hoping that if we ignore them, they'll go away.









Ewww... looks like he could do with a trip to the dentist for a scrape and polish. Ever heard of Colgate, mister?

GAME TITLE	PUBLISHER
18-Wheeler American Pro Trucker	Acclaim
All-Star Baseball 2003	Acclaim
Batman: Dark Tomorrow	Kemco
Bear in the Big Blue House	Ubi Soft
BloodRayne	Majesco
Bloody Roar: Primal Fury	Activision
Bomberman Generations	TBA
Bonx	Ubi Soft
Cel Damage	Electronic Arts
Charlie's Angels	Ubi Soft
Cubix: Robots for Everyone	3DO
Dark Summit	THQ
Defender	Midway Home Entertainment
Die Hard	Vivendi Universal
Dinotopia	TDK
Disney's Donald Duck: Goin' Quackers	Ubi Soft
Dr. Muto	Midway
ESPN Winter Sports	Konami
ESPM Major League Soccer	Konami
Eternal Darkness: Sanity's Requiem	Nintendo
Evolution Worlds	Ubi Soft
Freaky Fliers	Midway
Galleon: Islands of Mystery	Interplay
Gauntlet Dark Legacy	Midway
Golden Star Mountain	TBA
Gravity Games BMX	Midway
Harry Potter	Electronic Arts
Hobbit, The	Vivendi Universal
Hot Wheels	THQ
James Bond: Agent Under Fire	Electronic Arts
Jeremy McGrath Supercross World	Acclaim
Jimmy Neutron: Boy Genius	THQ
Jinx	Acclaim
Kameo	Nintendo
Kelly Slater's Pro Surfer	Activision
Largo Winch	Ubi Soft
Legends of Wrestling	Acclaim
Lord of the Rings, The	Vivendi Universal
Lord of the Rings Movie, The	Electronic Arts
Mario Kart	Nintendo
Mario Sunshine	Nintendo
Metroid Prime	Nintendo
Mickey Mouse	Nintendo
MLB Slugfest	Midway
Mortal Kombat 5	Midway
MX 2003 Featuring Ricky Carmichael	THQ
NBA Basketball	Midway
NBA Hoopz	EA Sports

"DEVELOPERS HAVE BEEN ANNOUNCING NEW TITLES LEFT, RIGHT AND CENTRE"

FOR CUBE

GAME TITLE	PUBLISHER
NFL Blitz 20-02	Midway
NFL Blitz 20-03	Midway
NHL Hitz 20-03	Midway
Perfect Dark Sequel	Nintendo
Phantasy Star Online	SEGA
Pikmin 2	Nintendo
Pin World	Cinegroupe
Powerpuff Girls	bam!
Rainbow Six: Rogue Spear	Ubi Soft
Rally Simulation	Ubi Soft
Rayman Arena	Ubi Soft
Red Card Soccer	Midway
Resident Evil	Capcom
Resident Evil Code: Veronica	Capcom
Resident Evil 2	Capcom
Resident Evil 3	Capcom
Resident Evil 4	Capcom
Resident Evil Zero	Capcom
Robotech	TDK
Robotech: The Macross Saga	TDK
Rocket Power	THQ
Rogue Spear	Ubi Soft
Rugrats	THQ
Rune	TBA
Scooby-Doo	THQ
Shrek	TDK
Smashing Drive	Namco
Soul Calibur 2	Namco
Spider-Man: The Movie	Activision
SpongeBob SquarePants	THQ
SpyHunter	Midway
SSX Tricky	EA Sports
Star Fox Adventures: Dinosaur Planet	Nintendo
Star Wars: Episode II	LucasArts
Tetris Worlds	THQ
Thornado	LucasArts
Too Human	Nintendo
Turok Evolution	Acclaim
Virtua Striker 3	SEGA
Warhammer 40,000 (GCN)	THQ
World League Baseball 3	SEGA
World Wrestling Federation: Wrestlemania	THQ Future Release
Zelda	Nintendo









THE CUBE EFFECT

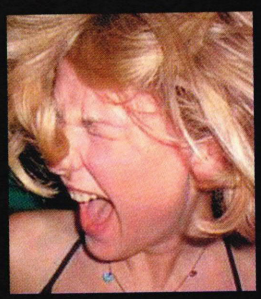
OUR ROVING REPORTERS WENT OUT TO CAPTURE THE PUBLIC REACTION TO CUBE ISSUE 1

NOW, WE WERE going to go into our local newsagents and jump on people who bought a copy of CUBE, but the number of people buying it overwhelmed and warped our fragile little minds into a trance state. Besides, our Cam Spy managed to break into the Ubi Soft offices and get a shot of Louise 'She's Worth It' Gabriel, five seconds after she had delved in. We think you'll agree that there couldn't possible be a better example of the Cube Effect.

So, erm... anyone want to see this picture again in issue 3? Cast your votes now!



BEFORE Tame and loving



AFTER Wild and lovin' it

WHAT'S HOT WHAT'S NOT

A lot of things happen here at CUBE Towers – some of them we like, and some we don't. Here's a look at what's bringing us joy and making us mad this month...

WHAT'S HOT

The arrival in the office of our very own Spice-coloured GameCube. Well, actually it was Martin's but that's not the point – it's an awfully attractive colour and doesn't look like a glowing carrot at all...

Well, it's official – issue 1 of CUBE was a massive success and it seems that everyone now thinks we're great. Even the management at CUBE Towers like us; they took us out for lunch and everything. Mmm... lunch.

Being the multimedia moguls that we are, the whole CUBE team went off to see a special preview of the new *Lord Of The Rings* film. We all want to be hobbits now... except Will, who already is one.

We've now got more GameCube games than we know what to do with – since Martin came back from New York with his suitcase filled to the brim with them, we'll have even more previews for you than ever!

WHAT'S NOT

People wishing that CUBE was more like a PC magazine. Yeah, right... we're not into upgrading our machines every ten minutes or buying Windows XP, sorry. It's about the games, dah-ling – didn't you know?

The now-to-be-expected 'Last Minute Panic' that seems to be occurring on a regular basis. Why is it that when we've got a whole month to do stuff, most of it doesn't get sorted until ten minutes before deadline?

Another month goes by and we've still been unable to bring you the exclusive *Die Hard* screenshots we thought we'd have. God knows what's going on with it (people keep mumbling 11 September at us) but we're still digging as much as we can...

Despite the fact that imitation is the best form of flattery, we can't help but notice that a number of other magazines have started 'borrowing' some of our ideas. What's wrong... can't get your own?

GOLDEN MOMENTS

THIS MONTH, WE'VE BEEN MOSTLY FONDLY REMEMBERING...

THE F-ZERO SERIES

Each level of *Smash Bros* has the applicable music from the original games in it. *F-Zero* has to be the level which has got us grabbing for our N64s, though. Dah, dah-dah-dah, daaaaaaahhhhhh, dah, dah, dah, dah, dah, daaaaaahhhhhh... etc. Fantastic! Fingers crossed that Nintendo is working on a GameCube sequel. The N64 version was a critical and commercial success, so we don't see why a Cube title wouldn't be.

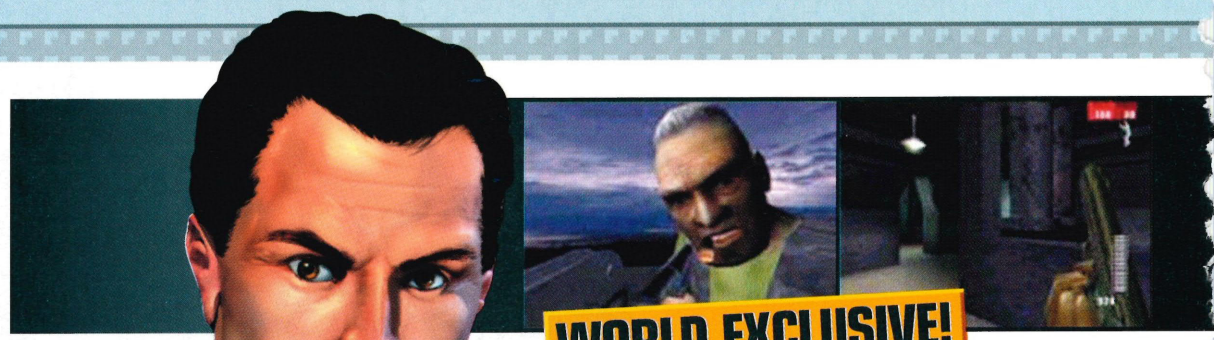








Aaahhh, *F-Zero X*. How can you get more intense than 30 rivals at once?



WORLD EXCLUSIVE!

LIFE'S THEN

CUBE gets the goods on Die Hard GameCube

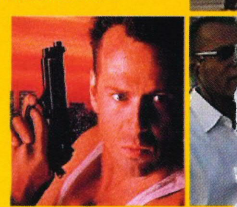
WE'RE IN TROUBLE. By the time you read this, we could well be dead. Publishers can become almost Mafia-like when it comes to magazines talking about games when they're not supposed to. The problem is, we promised you in issue 1 that we'd tell you all about *Die Hard*. We try our best to keep our promises, even if it means living on the edge for a bit, so here you go – you won't find this information anywhere else in the world.

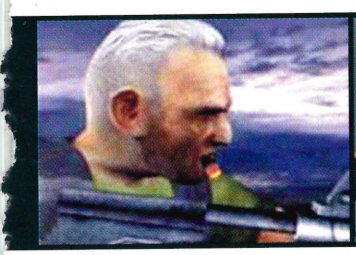
Die Hard takes the form of a first-person shoot-'em-up. That much everybody knows. But the *Die Hard* team are creating something much

BACK TO THE STORYBOARD

THE BITS TEAM BRINGS US A WHOLE NEW STORY

Despite having access to the official *Die Hard* licence, Bits Studios have decided to write their own story from the ground up. It won't mimic any of the films, although it will certainly be in keeping with the general theme – OTT explosions, multiple near-death situations and, of course, the classic *Die Hard* catchphrases.







These shots are quite old, but even at this stage they look amazing – a bit blurry admittedly, but you can appreciate the attention to detail on the characters' faces. Definitely a 'Most Wanted'.

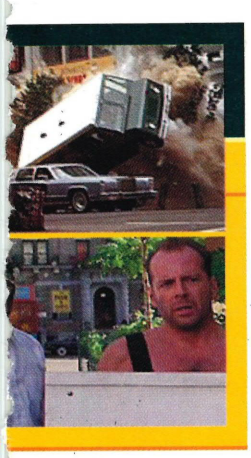
A BITCH!, YOU DIE

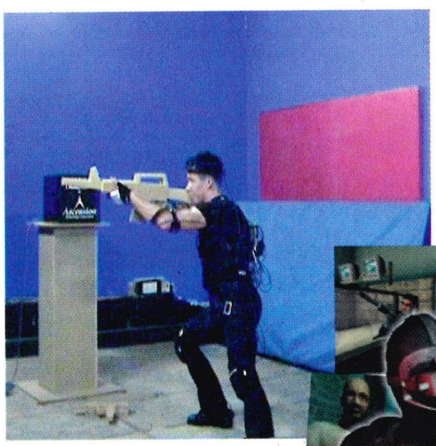
more than that. You have never played a game like it. Even from a very brief hands-on, atmosphere oozes from the game and you get an overwhelming sense of evil. The environments we saw were dark and moody, one of which was set inside an asylum. As we edge down the corridor of this claustrophobic setting, a faint banging begins in the distance. We soon turn a corner to see a patient banging his head against the wall, mumbling something while the blood stains the wall. Seeing our faces light up, Game Director Mario Aguera simply says: "You like that? Wait until you find out what's behind that wall." We don't find out, of course, because the demo ends right there. Another scene sees a seemingly innocent person being taken hostage – with the enemy holding the victim in a classic headlock and backing down the corridor, you must figure out how to deal with the situation. Apparently the game is full of situations and puzzles like this, making the likes of *GoldenEye* look decidedly linear.

This really is all we can tell you at the moment – there are four exclusive shots on this page, but they show the game at an early stage. The version we played looked even better than this!

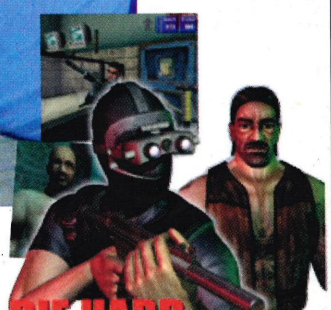
We spoke to Bits Studios' Mario Aguera to try and tempt some more information out of him. Like blood from a stone…

"ATMOSPHERE OOZES FROM EVERY BIT OF THE GAME"





On-site at Bits Studios' motion-capturing centre. This guy is recording the gun-fight animation for one of the characters. Look out for this pose in the game!





IN THE CUBE WITH...

THE DIE HARD TEAM

NAME: MARIO AGUERA
POSITION: DIE HARD GAME DIRECTOR
COMPANY: BITS STUDIOS

CUBE: The general consensus on GameCube is that developers can realise their intentions fully, without having to worry about technical constraints. Now that you've had a chance to mess about with the hardware, are you having to cut back from your original ideas?
MA: No, not really. So far we haven't hit a bottleneck or a limit. Because we were working with the emulator, we had a nice set of parameters to work with – now that we have the finished hardware, the thing that we have to look into is the access from the disk. The emulator runs from a hard-drive, so it's a bit different. But in terms of graphics and processing power, they've (Nintendo) delivered what they said they would.

CUBE: In games of this genre, the frame rate is exceptionally important. What are you aiming for with *Die Hard*?
MA: Definitely 60 (frames per second). 60 is going to be the 'golden egg.' For the four-player versions of the game, we'll be designing specific environments to make sure that we hit 60. For the single player experience, the environments are packed out with a lot of detail, and we're pushing round a lot of polygons. For a first-person shoot-'em-up you need quick reactions, and you need to be moving smoothly. There can't be lag between me using the controller and the reaction on-screen.

CUBE: What feature of the game are you most excited about?
MA: So many! The thing that I'm most proud of at the moment is the atmosphere, especially in the single-player Story mode. We really have given the player a very rich virtual world to play in – be it talking to characters, be it interacting with other characters, the interactive physics system, and also the music. The music adds to the ambience of the whole game, giving you tension, action and nerves. So it's the whole package really, it's a really rich environment.

CUBE: How is the game progressing at the moment?
MA: It's progressing very smoothly. We've gone into full production since we spoke at E3 (May 2002). At that point we were concentrating on one level and getting it to an Alpha stage. Right now, 50 percent of the game is playable, and the remainder is in various stages. There haven't been any hiccups so far. Everything seems to be going quite smoothly. We're aiming to complete the game for the first quarter of next year, and we're on target for that (sadly, since the events of 11 September, the game has been delayed until September).

CUBE: What sort of format is the single-player game going to be presented in?
MA: It's story-based. The way we determined levels in the game is by location. When the story takes you to a new location, you could say that that's a new level, but these locations are huge. They aren't what you would consider first-person shoot-'em-up arenas to be. The incentive is the story. It will take you to new environments, but it's one mission and one story.

CUBE: How many hours of gameplay would you say are in there?
MA: There are a lot of puzzles in there. It depends how difficult we make it – there is a lot of balancing to be done. I would hope that we would be looking at somewhere between 25 and 40 hours.

CUBE: So, in terms of *GoldenEye* (N64), is it a similar sort of size?
MA: Yes.

CUBE: You spoke about interactive environments earlier. How interactive will everything be?
MA: You can't just go around blowing everything up. You can't blow holes in walls or knock down buildings, but if there is anything around you, you should be able to interact with it. One of the things we really want is for the player to enjoy the environment. Everything should have some sort of response if you're shooting it or pushing it. If there's a platform that you can see, 99 percent of the time there will be a way to get up there.

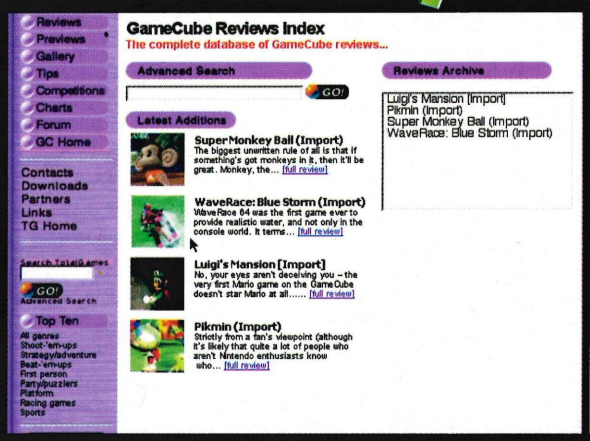
CUBE: From what you have just shown us, it's clear that the game is going to be fairly adult-orientated. What sort of rating are you aiming for?
MA: We're aiming for 'Teen' (US rating). What we've just shown you was quite mature, and we might tone that down. There's a balancing act to the whole thing. The first time we showed it, the language shocked me! It was totally adult-orientated. The thing is, we're putting a lot of effort into this, and we want as many people as possible to play it. We're certainly not going to burn our bridges by limiting it to a certain age group.

Look at games like *Eternal Darkness*. Whether it openly admits it or not, Nintendo is pitching for a slightly older audience then it did with the N64, and we'll aim to hit that audience.

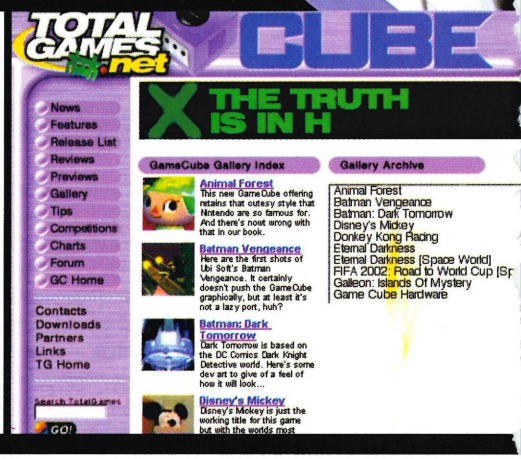
TOTAL GAMES .net

What's new on the online version of CUBE?

LAST ISSUE WE introduced you to the online world of Cube.TotalGames.net. Since then, there have been a whole six weeks' worth of news stories and downloads added to the site, as well every word of CUBE issues 1 and 2. Fed up of waiting for the latest GameCube news? Then get your daily fix at Cube.TotalGames.net.







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

SO WHAT'S NEW on the good old CUBE Web site then? Well, since last time, we've added some new *Rune* wallpaper for you to download, as well as all the latest *Resident Evil* movies. As we've said many times before, you really have to see *Resident Evil* moving to fully appreciate all the lighting and shadow effects. You can also visit the galleries for ALL the available screenshots for each game. We tried to give you all the best screenshots in this month's *Resident Evil* Up Front, but we only have so much room. Capcom releases a new batch of shots every week, and the only way to see them all is to get to the Gallery. Similarly, there are games, which we haven't covered in this issue. It doesn't mean that there isn't any new information on them – it just means we haven't had enough room for it all. Games like *Rune* and *Dark Summit* both have new shots that you'll only find on the Web site.

Lastly, there's the Forum, which has come to life in recent weeks. What do you think about Nintendo's attitude towards the UK? What game are you most looking forward to? Will Louise Gabriel be your pin-up of the month? Come on – get in there and get arguing!

And remember that the Forum is also there for you to tell us what you would like to see in the magazine. If there are any changes that you'd like, then tell us. You may not see the changes straight away, but as the months go by, CUBE will evolve – hopefully into what you want it to be.





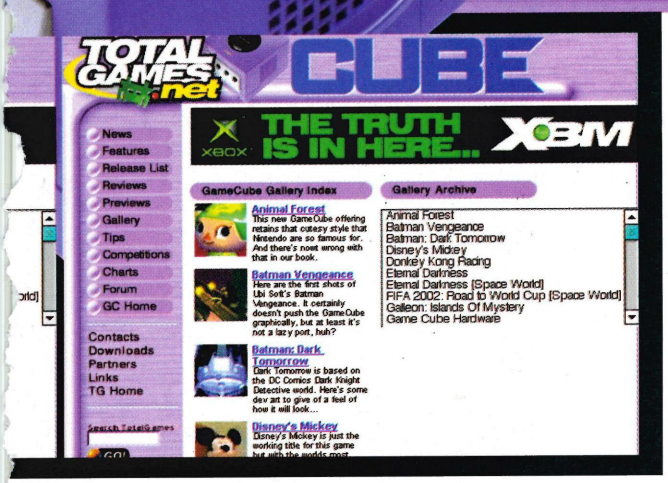


RELEASE LIST

Cube's at-a-glance guide to what you can expect in 2002.

2002

TERRITORY	GAME	GENRE	PUBLISHER	RELEASE DATE
US	NBA Courtside 2002	Nintendo	Sports	January 14
Jap	NFL Blitz 2002	Midway	Sports	January 29
US	ESPN International Winter Sports 2002	Konami	Sports	January 30
Jap	Hyper Sports 2002 Winter	Konami	Sports	January 31
Jap	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	January
Jap	NBA Street	EA	Sports	February 01
US	Dark Summit	THQ	Sports	February 06
US	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	February 11
Jap	Jikkyou World Soccer 2002	Konami	Sports	February 12
US	Sonic Adventure 2 Battle	SEGA	Platform	February 12
Jap	Virtua Striker 3 ver.2002	SEGA	Sports	February 14
Jap	Doubutsu Banchou	Nintendo	Adventure	February 22
Jap	Rogue Squadron 2: Rogue Leader	Activision	Shoot-'em-up	February 28
Jap	StarFox Adventures: Dinosaur Planet	Nintendo	Adventure	February
US	WWF Wrestlemania 2002	THQ	Sports	March 15
US	Galleon: Islands of Mystery	Interplay	Adventure	March 16
US	18Wheeler American Pro Trucker	Acclaim	Racing	March 18
Jap	Biohazard	Capcom	Adventure	March 22
US	StarFox Adventures: Dinosaur Planet	Nintendo	Adventure	March 25
US	MLS Extra Time 2002	Konami	Sports	March 26
Jap	Batman: Dark Tomorrow	Kemco	Beat-'em-up	March 31
Jap	Rune	From Software	Adventure	March
US	Batman: Dark Tomorrow	Kemco	Platform	March
US	Virtua Striker 3 ver.2002	SEGA	Sports	March
US	Bloody Roar 3: Primal Fury	Activision	Beat-'em-up	March
US	Spyhunter	Midway	Racing	March
Jap	Flippin' Kirby	Nintendo	Platform	May
US	Mario Sunshine	Nintendo	Platform	July
US	Die Hard	Vivendi Uni	Shoot-'em-up	September
Jap	Gold Star Mountain	From Software	Adventure	September
Jap	The Legend Of Zelda	Nintendo	Adventure	December
US	Turok Evolution	Acclaim	Shoot-'em-up	2002
US	Perfect Dark Zero	Nintendo	Shoot-'em-up	2002
US	Harry Potter: Chamber Of Secrets	EA	Platform	2002
US	Phantasy Star Online	SEGA	Adventure	2002







Geez, everything has to be so dark and gloomy. Ever tried ballroom dancing, mate?

CUBE MOST WANTED

THE THREE GAMES WHICH HAVE GOT THE CUBE TEAMS BLOOD BOILING WITH ANTICIPATION.

Thanks to *Super Smash Bros Melee*, we've come over all nostalgic, and want to see updates of all the Nintendo franchises.



CEL ZELDA

Whether or not you approve of the direction Miyamoto is taking this game, you've just got to have faith in him. He hasn't stuffed up in all his years and he isn't about to now.



STARFOX

Okay, so we've got *StarFox Adventures*, but we want more! We want a full-on shoot-'em-up with huge playing areas, more intricate missions and more tactics. Just imagine...



F-ZERO

Nintendo teases us with the *F-Zero* level in *Smash Bros*. This game had better be in development – our sources assure us it is, and that it will be shown at E3 in May.

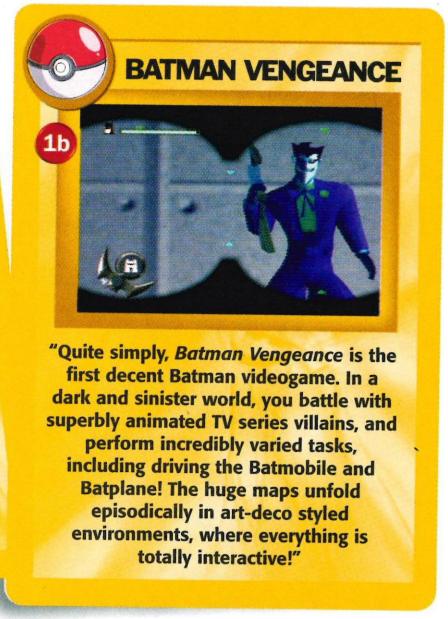
Poké-PR

The people behind the games battle it out for supremacy

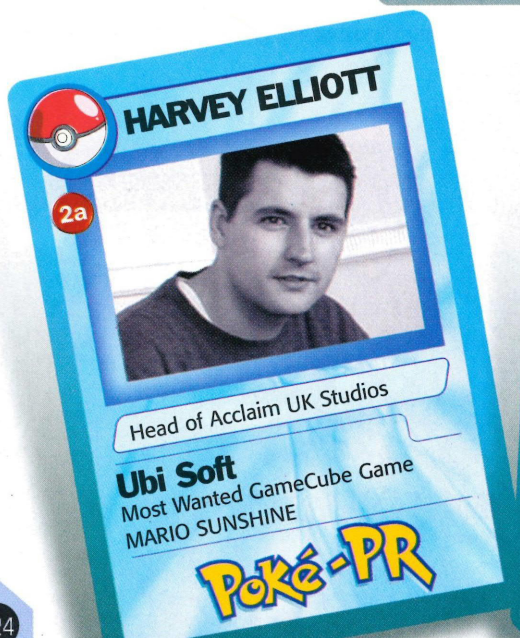
LAST ISSUE, Christina from Midway battled it out with Toby from Confounding Factor. It was a classic struggle of good versus evil, right against wrong and worryingly, evil lives on to tell the tale. Yup, that's right. Christina won with *NHL Hitz 20-02*, but admittedly, it was a very close thing, with Christina receiving 59% of the votes. Now we enter round 2…

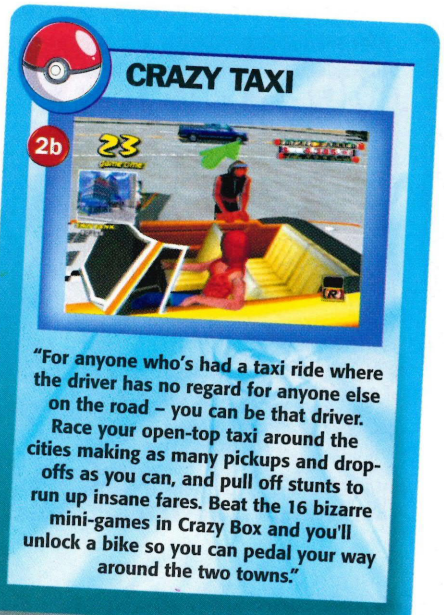
Eventually, the winners will make it through to the later stages of the tournament, where we'll make them ride donkeys naked… or something. Decide who you think should win (using small animals if necessary) and then either email us your vote (Cube@paragon.co.uk, subject Poké-PR Vote), visit the TGN CUBE forum, or send it to: **Poké-PR, CUBE, Paragon Publishing, Paragon House, St Peter's Rd, Bournemouth, BH1 2JS**





LOUISE GABRIEL VS HARVEY ELLIOTT





GCN GAMECUBE NEWS

FINAL THOUGHT…

SUBJECT: A HANDFUL OF SMALLS

Since making a stand last issue, and not printing hordes of rough-looking *Mario Sunshine* and *Celda* (*Cel Zelda*) shots, CUBE has learned that the current shots of *Mario Sunshine* look nothing like the actual game. In fact, they look so far removed from the real thing that you won't believe they are for the same game. Enough about that, anyway…

Following Nintendo's announcement that a sequel to *Pikmin* is on the cards, the cynics of the world have yet again jumped on Nintendo. Seemingly some people aren't too keen on the 'Nintendo Difference'. Gaming guru Shigeru Miyamoto mentioned some time ago that the company would like to concentrate on developing smaller titles, which would have shorter development cycles. The reasons for this are obvious. At the time, Nintendo was getting shot down from all angles due to the fact that it was only releasing two (at the most) titles per year. The fact that these titles were of the highest quality and ended up being gaming milestones (*WaveRace*, *1080°*, *Zelda*, *Mario 64*) was irrelevant. On a system with little third-party support, the N64, Nintendo needed to be releasing games more regularly. Not wanting to make the same mistake twice, the decision was made to develop simpler games such as *Pikmin* and *Animal Forest*. These games have a six-month development period as opposed to the two-three year period of something like *Zelda: Ocarina of Time*. This way, Nintendo can release six-eight decent titles a year.

But this is where everyone is getting the wrong end of the stick. Just because *Pikmin 2* is in development, it doesn't mean that the award-winning epics have been dropped. Games like *Pikmin*, *Animal Forest* and *Doshin The Giant* have small teams working on them – indeed, Giles Goddard (*1080°*) is the only person on the *Doshin* team. Rest assured, *Celda*, *Mario Sunshine*, *Emperor Leo*, *Mario Kart* and others are in development and have extensive resources devoted to them, but in the meantime, we've all got some cracking little games to play. Nintendo has learned from its 64bit mistakes – it knows that its second and third parties will come up with a certain amount of the goods, but it needs to fill in the gaps. It knows what it's doing, and that's why the GameCube will be the most successful gaming console to have ever graced the Earth.

CUBE GIVEAWAY

WIN! COPIES OF THE LORD OF THE RINGS ANIMATED MOVIE ON DVD AND VIDEO!

STEP INTO THE RING



IN CASE YOU didn't notice all the fuss recently, there's some kind of new film around called *The Lord Of The Rings*... didn't know about it? Then there's clearly something wrong with you – it was probably the best film of the year, if not the decade so far! That's why we've got together with our friends at Peter Noble PR to bring you six fantastic gold-leaf boxsets of the animated *Lord Of The Ring* movie on both DVD and video (three of each)... that means you can choose which one you get. Each boxset contains the film, a specially commissioned 62 page 'making-of' book and an A2 poster – not bad, eh?

All you have to do to be in with a chance of winning one of these top prizes is answer the following incredibly easy question:

Q) WHICH OF THESE CHARACTERS DOES NOT APPEAR IN THE LORD OF THE RINGS TRILOGY?

A) SARUMAN THE WHITE
B) FUDGY THE BROWN
C) GANDALF THE GREY

When you think you know the answer, write it down on the back of a postcard or sealed envelope (NOT inside an envelope... we'll throw them away without opening them!), along with your preferred format and send it to the address below before 31 March 2002:

OOOH, ME RING!
PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS

THE RULES IN FULL...

The Editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsor Peter Noble PR may not enter. The winners will be available in writing from Paragon Publishing. The sponsor reserves 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 to you. If you do not wish to receive such information, please mark so on your entry.

WIN! A COMPLETE SET OF JOYTECH GAMECUBE PERIPHERALS!

OI! CONTROL YOURSELF...



WITH CHRISTMAS OUT of the way, it's time to look forward and see what you can spend your regular 'middle of the year' cash on – naturally, you'll want a GameCube, but there are all the extras to buy too. Controllers, memory cards, cables... there's plenty to get hold of but not everyone has enough money for it all, so that's why we've got some to give to you for free! The nice people at Joytech have generously given us three sets of peripherals, each containing the full range of Joytech GameCube peripherals due for launch in the spring. They're essential for tip-top gaming on the GameCube, so you'll definitely be wanting one...

So, what's the catch? Well, there's just this tiny little question that needs to be answered before you can be in with a chance of winning:

Q) WHICH OF THESE GAMECUBE PERIPHERALS WILL NOT BE AVAILABLE FROM JOYTECH AT LAUNCH?

A) THE GAMECUBE VIDEO CABLES
B) THE GAMECUBE CONTROLLER
C) A LARGE INFLATABLE MONKEY

Now all you have to do is jot the answer down on the back of a postcard or sealed envelope (but NOT inside an envelope... we hate those with a passion) and send it to the address below before 31 March 2002:

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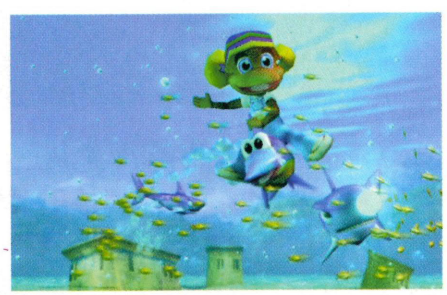
SO, THERE'S STILL NO CONFIRMED RELEASE DATE FOR THE GAMECUBE, THE XBOX IS DUE OUT ON 14 MARCH AND THE PS2 IS BEGINNING (FINALLY!) TO ACTUALLY DEMONSTRATE ITS CAPABILITIES (ALBEIT IN A SHALLOW AND RATHER JAGGED WAY). WHY SHOULD YOU HOLD ON UNTIL THE SPRING TO GET YOURSELF A GAMECUBE? WELL, DUH?! TO MAKE IT SIMPLE FOR YOU WE'VE COMPILED A LIST OF 30 ROCK-SOLID REASONS TO ENSURE YOU GET YOUR PAWS ON THE VERY BEST CONSOLE ON THE PLANET...

30 REASONS TO BUY A GAMECUBE

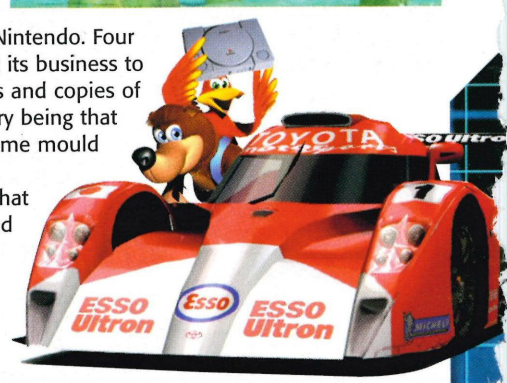


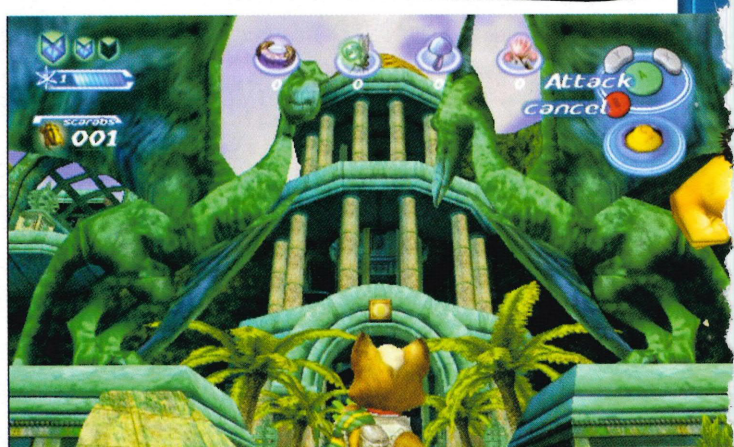
NUMBER 01

RARE



Er, hello? Those crazy guys at Rare are responsible for *GoldenEye, Perfect Dark, Blast Corp, Banjo-Kazooie, Jet Force Gemini* and only develop for games for Nintendo. Four years ago, Rare made it its business to buy several PlayStations and copies of *Gran Turismo*, the theory being that a racing game in the same mould was being designed at Twycross for the N64. That racer was never released and we'd put hard currency on it reappearing on the GameCube. Excited? You should be...



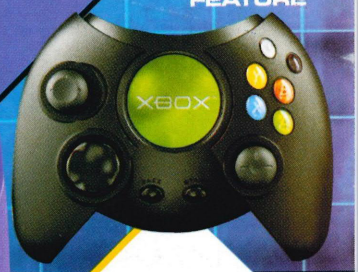


NUMBER 02

MMM, THE CONTROLLER

While we have to admit that the PlayStation2 controller is actually pretty tasty, there's no comparison between it and the GameCube controller. Designed in part by Shigeru Miyamoto, it is both comfortable (with a perfect shape for the majority of people's hands... unless you're some kind of giant) and easy to use, with all the buttons in the perfect position. It's pretty, unique and above all, functional, which is something other pads can only dream of. And as for the behemoth you need to use for the Xbox... don't get us started on that.







NUMBER 03

ITS-A HIM, MARIO!

Quite apart from *Mario Sunshine*, which we know will be awesome when it arrives in the summer, we can also be assured that every – and we mean every – Mario-endorsed game will be amazing. We have yet to witness the GameCube's *Mario Kart* or *Mario Tennis* and you can bet that Nintendo will ensure that the Italian plumber makes even more appearances on the GameCube than on the N64 – and that can only be a good thing...

NUMBER 04

IT FITS RIGHT IN YOUR POCKET

Okay, so it's wee, but perhaps not that wee. However, compared to the dehumidifier that is the PlayStation2 and the house brick that masquerades as a console (Xbox), the GameCube is a portable gaming nirvana. Look at the three consoles and tell us that our pint-sized pleasure giver isn't the sexiest thing you've ever seen...



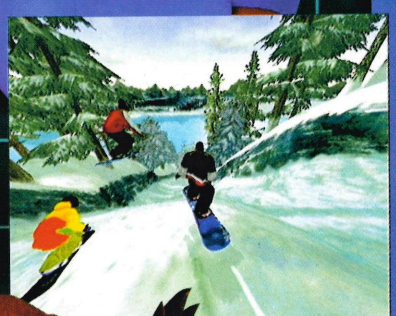




NUMBER 05

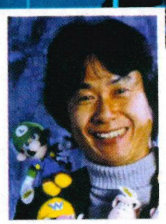
A PURE-BRED GAMING HERITAGE

Metroid, 1080° Snowboarding, Zelda, Mario, WaveRace, Donkey Kong, Pilot Wings.... this list is by no means exhaustive and Nintendo has the knack of recreating and creating a whole host of gaming characters and games that only a company that has been in the business of producing home consoles for 21 years can easily achieve. Sony has been doing it for a mere six years; Microsoft can't even design a comfortable joypad. Buying a GameCube means that not only are you buying into experience, you're also ensuring that you get the best games ever...









NUMBER 06

SHIGERU MIYAMOTO

This man redefines gaming genres seemingly for fun. This is the man responsible for 3D platform-adventures as we know them and amazingly realistic in-game water physics. Here is an unassuming man, who every game designer in the world sites as an influence, willingly expressing respect and admiration for everything he does, whether it be Hideo Kojima (he of *Metal Gear Solid* fame) or Yuji Naka. If you want revolutionary, genre-defining games then Miyamoto is the man for the job. And if you want to play these games **you'll be needing a GameCube...**

30 REASONS TO BUY A GAMECUBE





NUMBER 07

DIFFERENT COLOURS

We all have a favourite colour and offering a choice of different colours was something that Nintendo has already done successfully on the Game Boy, Game Boy Color, Game Boy Advance and the N64. It makes sense to continue this with the GameCube – even Sony has jumped on the bandwagon. We reckon that the black one is best as it'll look cool right next to the telly, but ultimately, the decision is yours. Hopefully Nintendo will make sure that at launch in the UK there'll be more than just the purple GameCube on offer...

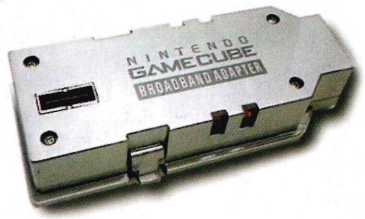
NUMBER 08

THE CARRY HANDLE

We've heard the arguments for and against the handle but we defy anyone who's handled a GameCube not to use the handle when moving it around. Sure, it seemed a bit, well, odd at first but it makes sense; you will want to cart the thing around to your mates or from your bedroom to the lounge and when you do, you'll be thankful for the handle. Trust us.

NUMBER 09

BROADBAND



It's the future. Nintendo, quite wisely, did not offer broadband connectivity out of the box. The reason? Well, broadband hasn't taken off here in the UK as yet – it's too expensive. In time though, when broadband becomes cheaper, Nintendo will offer a broadband connector for the GameCube and with it will come a whole new gaming experience. Fancy a spot of online Co-operative mode when *Perfect Dark 0* is released, or massive multiplayer *Turok* fragfests? All this and more will be yours when, and only when, the time is right.

NUMBER 10

YOU'LL HAVE A REASON TO BUY CUBE MAGAZINE



Okay, it's a shameless plug, but can you blame us? Is there any other magazine that gives you more? We think not and we can assure you that the best GameCube magazine money can buy will only get better.

NUMBER 11

YOU CAN CONNECT YOUR GAME BOY ADVANCE TO IT

Once the link cable becomes available (it's out in Japan on the same day as *Sonic Adventure 2 Battle* and *Sonic Advance*... now there's a coincidence), you'll have the opportunity to connect your Game Boy Advance to your GameCube and experience a whole new level of gameplay. What's that? Why use the GBA when you can just use a regular controller? Don't be daft... can you download data to your regular controller and then take it away to play with whenever you like? Can you use your regular controller as a second screen? Does the regular controller have its own games? No, of course not – that's why it's going to be essential to own a GBA AND a GameCube pretty soon. Get them now while they're hot...





PRICE
NUMBER 12

Oh, come on – like you need convincing on this one. On the one hand, you've got the Xbox coming in at a hefty £300 at launch... but considering the size of it that probably explains a few things. Then there's the PlayStation2 at £199; a decent price, but the machine is already over a year old and has nowhere to go but down. Finally, there's the GameCube – a brand-new machine at a predicted £199 with some of the best games around. Is it all starting to add up yet?

WEIGHT
NUMBER 13

Given that it's pretty damn small, the GameCube's weight isn't exactly much to worry about. Why? Because moving it around won't give you a hernia (as moving a large wardrobe, coffee table or the Xbox would) or make you look like a complete arse (which owning the oddly-shaped PS2 does). However, while being incredibly lightweight and therefore easy to carry, it has sufficient bulk to bludgeon a leprechaun to death when combined with the carry handle. Useful...

THE SHEER 'CUBEYNESS' OF IT
NUMBER 14

To see it is to love it – it's that simple. Some regard it as a toy in the mould of the Fisher Price series. Our response to this is simple: so what? If we wanted another DVD player we'd buy one. If we wanted a console the size of a house, we'd probably buy that too. The fact is that we love the size and shape of the GameCube and if it looks to some like a toy then it looks exactly how it should. It's a games console not a hi-fi or some other 'multi-media' device – we want fun and just by looking at the GameCube you know that unlike every other console, it'll deliver it by the bucket-load.

MINI CDs – HOW COOL IS THAT?
NUMBER 15



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. Right now, 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 a position to use them.

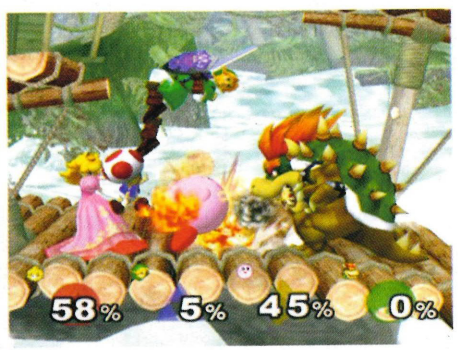
IT DOESNT PLAY DVDs
NUMBER 16

Now, before you get all stroppy and point out that we've made a mistake, not being able to play CDs and DVDs is a good thing, not a bad thing. Why? Well, for one thing ... how many people do you know who actually listen to music through their console? None, that's how many. And the fact that there's no DVD components inside the GameCube lets Nintendo keep the manufacturing price down to a minimum, meaning you don't have to pay any more than you have to for the console. See why we're right now?



FOUR-PLAYER GAMES
NUMBER 17

Does anyone make better multiplayer games than Nintendo? We think not! *Mario Party, Mario Tennis, WaveRace, Mario Kart*... the reason why Nintendo makes sure that its consoles have four joypad ports as standard is because it knows that gaming is always best when shared with chums.





IT'S NOT FROM MICROSOFT
NUMBER 18

Of Microsoft, Sony and Nintendo, we'd always back Nintendo to deliver the goods. Sony has bought into development studios or bought them outright, as has Microsoft, and neither really involves their development teams in a 'hands-on' way through the development of a console. Nintendo does. That amazing joypad that connects the GameCube, that's the work of Miyamoto – it's tailored to ensure it works perfectly because it was created by a games designer. The same goes for the GameCube: a machine created solely for one purpose – games.

30 REASONS TO BUY A GAMECUBE



IT'S LIKE A SNES, ONLY BETTER

NUMBER 19

Widely accepted as one of, if not the most important games console ever – heck, we even play ours today! If the GameCube comes close to having as many high-quality games as its gaming grandfather then we should see some of the most innovative gaming experiences ever. If you love games then this is the only place to be.

NAMCO

NUMBER 22

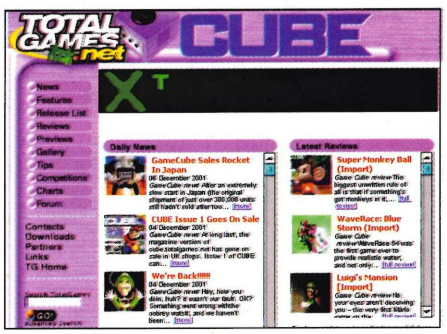
One little spat, that's all it took to make Namco take its games elsewhere. Although we cannot prove this, we'd bet that losing out on *Tekken*, *Soul Blade* and for the majority of the N64's lifetime, the Ridge Racer series cost Nintendo dearly. Unfortunately, whilst the N64 easily outclassed all it's rivals in most genres a lack of a decent fighting and driving game doubtless made your average gamer buy the PlayStation. However, Namco is back in the Nintendo fold and *Soul Calibur 2* and *Ridge Racer 6* are certainly coming to the GameCube (rumours also persist that *Tekken 4* will make it). If this doesn't make you wet yourself then nothing will...



NUMBER 20

WWW.CUBE.TOTALGAMES.NET

Once you've got a GameCube, you'll want to be checking out the UK's best GameCube Web site. Here you'll find news, updated daily, previews, acres of new screenshots and the all-important forum where you get to chat to other Nintendophiles. Moreover, whenever we get the chance, the GameCube team will be there to answer your questions and respond to your views about the GameCube and the magazine that you are reading right now. Better get pointing those browsers in this direction!



NUMBER 23

EASY TO DEVELOP FOR

The N64, whilst a rather lovely, robust console, was a pain to develop for and though you could just about do anything you wanted, there was an absolute compromise between graphics, sound and memory. Too many high-quality sound effects and the graphics suffered and vice versa – for some developers it was a real nightmare trying to balance it all out. Couple that with Nintendo's decision to stick with expensive cartridges and you essentially had a console that third-party developers were wary of. Thankfully, Nintendo has learned this lesson and, unlike the PS2, the GameCube is easy to develop for. This means that many more games from many more third-party developers will appear, which can only be a good thing.

NUMBER 24

THE PANASONIC SL-GC10

Short of Nintendo releasing a metallic GameCube, this has to be the sexiest console ever. If you haven't got a DVD player already, want to play CDs, VCDs and GameCube games then this is the puppy for you. Now that Panasonic has confirmed that it is going to release the so-called 'Q' in the States we can only hope that it does the same in Europe. We don't like begging, but we'd get down on our knees for this little beauty, oh yes...



CAPCOM

NUMBER 21

*Resident Evil. Resident Evil. Resident Evil.

AND THE GAMES...





ZELDA NUMBER 25

Miyamoto has controversially opted for a cutesy, cel-shaded Link complete with a Hyrule that seemingly draws its influences from Animé and Fifties Looney Tunes cartoons, but so what? Certainly most of us who saw the original demo of Link fighting Ganon assumed that the adult-looking Link and surroundings were indicative of the direction that the GameCube version of the game was about to take and were impressed – if only by the stunning visuals on offer. Nintendo thought differently, and we suspect that Miyamoto and co are right; anyway, who are we to argue when nobody outside of Nintendo has even played it? What we can guarantee is that no matter what the game looks like it will be every bit as good, if not better than every other game in the series. Bearing in mind that we are talking about some of the best games ever seen anywhere this suggests that the GameCube version of *Zelda* will be absolutely blinding.

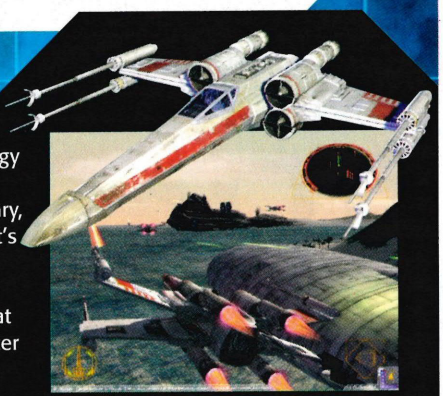
ETERNAL DARKNESS NUMBER 26

Get all the preconceptions about *Eternal Darkness* just being a rehash of *Resident Evil* out of your head right now... this is one game you really need to sit up and take notice of. Featuring 12 different story lines set across a massive timescale, the mixture of action and horror combined with a gripping plot will have you reaching for something to hide behind time and time again. With Nintendo backing it all the way, Silicon Knights has been touting this one as a triple-A title... when it arrives in a few months time, we don't think you'll be disappointed.



ROGUE LEADER NUMBER 27

It's *Star Wars* for starters and essentially taking part in an interactive version of the original trilogy should be enough to get even the most cynical gamer moist. Whilst it isn't quite the revolutionary, next-gen *Star Wars* game we were hoping for, it's still the best reason – in our opinion – to get yourself a GameCube. Best of all, though, is the fact that a sequel is in the works – imagine what that will be like? We know that it'll be even better and if you don't have a GameCube, you'll be missing out on something very special.

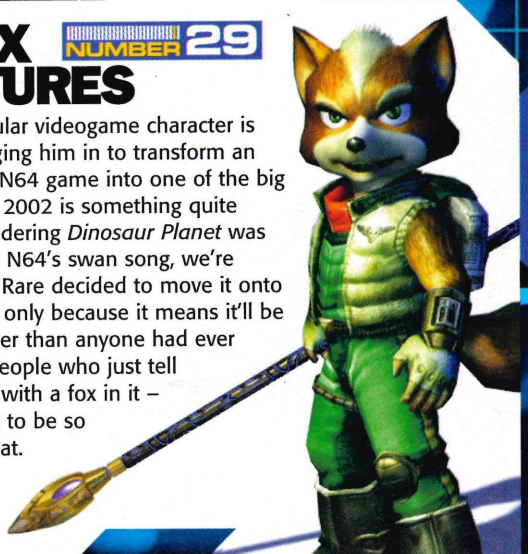


SUPER MONKEY BALL NUMBER 28

Easily the best Japanese launch title and proof – if any were needed – that SEGA is firmly committed to the GameCube. Apart from the fact that it's a great puzzle game that easily deserved the 9.2 we gave it last issue, it's just a small sign of what's to come. With *Sonic The Hedgehog 2*, *Phantasy Star Online* and *Virtua Fighter 4* all heading to the GameCube next year it looks like even the staunchest SEGA fan will have to pledge allegiance to the GameCube.

STARFOX ADVENTURES NUMBER 29

Resurrecting a popular videogame character is one thing, but bringing him in to transform an eagerly anticipated N64 game into one of the big GameCube titles of 2002 is something quite extraordinary. Considering *Dinosaur Planet* was supposed to be the N64's swan song, we're chuffed to bits that Rare decided to move it onto the GameCube... if only because it means it'll be a million times better than anyone had ever hoped for. Ignore people who just tell you this'll be *Zelda* with a fox in it – you know it's going to be so much more than that.



PERFECT DARK ZERO NUMBER 30

Let's be honest here. *Perfect Dark*, whilst an incredibly vast and varied gaming experience, was never going to eclipse the wonder that was *GoldenEye* – if only because it came first. Sure, we loved the Co-operative mode and yes, the rifle range was ace, as was the Challenge mode. However, the single-player game was a bit lacking – especially when the Skedar and Elvis (?!) started to make an appearance – and the multiplayer mode didn't quite feel as accomplished as its predecessor. However, we are still talking about one of the best first-person shooters ever and there's a prequel on the way. We want it, and we want it now!



Wh-wh-what are you? Why, it's Batman, of course... didn't you know?

CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- PLAY AS THE DARK KNIGHT
- TOTALLY ORIGINAL PLOT
- TAKE ON BATMAN'S ENEMIES
- TONS OF BAT GADGETS
- DRIVE THE BATMOBILE

RELEASE DATES

TBA | TBA | OUT NOW

PREVIOUS

FROM THE MAKERS OF...

RAYMAN 2: THE GREAT ESCAPE



■ "One of the finest platform games around – Rayman's an instantly lovable character and can be enjoyed by all gamers."

TOTALGAMES.NET RATING: 92%

BATMAN VENGEANCE

Tight lycra pants and a flapping cape... why can't superheroes wear proper clothes, eh?



OF ALL THE superheroes out there, we have to say that Batman is one of our favourites. Why? Because he's not special – he wasn't struck by a meteorite as a child or exposed to all manner of radiation thanks to a dodgy spider bite. Basically, he's just like us... only with enough cash to buy himself a whole load of 'wonderful toys' that allow him to kick the arse of evil. One day, we'll be rich enough to become Batmen ourselves with our own utility belts and everything... just you wait and see.

In the meantime, though, we'll have to be content with playing *Batman Vengeance* to satisfy our criminal-vanquishing activities. Based on the hit cartoon that appears on a number of channels across the realms of digital television, the twist here is that the writing team behind the show actually came up with an original script for the story – what's more, they even brought in the actual voices to play each part, thus making it more like actually taking part in an episode of the cartoon rather than playing a game. Smart stuff.

Naturally, the whole thing opens with Batman trying to save the day once more; there's a damsel in distress and only the Dark Knight can rescue her. Of course, it's not as easy as that and just when things look to be going Batman's way, all manner of evil villains pop up to wreak havoc on Gotham City. The Joker's up to his usual tricks, while other criminal masterminds such as Mr Freeze and Poison Ivy are doing their level best to bring Batman to his knees. What have they got against him? Well, we can't really tell you... what with not wanting to spoil the plot and everything. However, we can say that you'll want to stick around till the end to find out who's really behind it all...

In any case, *Batman Vengeance* is something pretty special from what we've played. The silky-smooth visuals and well-produced voice-acting combine to form a game that really draws you in... but if you want to know the full verdict, you'll have to come back next issue for our full review. Gee, aren't we mean, Mr J?

CUBE



"BATMAN VENGEANCE IS SOMETHING PRETTY SPECIAL FROM WHAT WE'VE PLAYED"





Oh no! Batman's been frozen to the ground? Will he be able to escape? Find out same bat time, same bat channel!













Hey, ugly... why don't you get out of my way before I plug you with a Batarang?

BAT'S EYE VIEW

In a strange twist for a platform/adventure game, *Batman Vengeance* gives you the chance to play from both a first and third-person perspective. Much of the time, you'll be running around rooftops and abandoned factories trying to catch up with the various goons that your arch-enemies have left to stand guard. However, you can also switch into the first-person viewpoint to utilise your various gadgets such as Batarangs, Stun Pods, Nets and even the faithful BatGrapple. You'll have to use this extra viewpoint to disarm enemies and take on the nasty bosses that appear every so often, so make sure you get the hang of it!

CUBE THINKS...

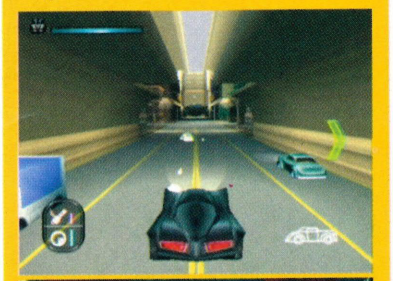
FIRST IMPRESSION

■ Given that the GameCube *Batman* looks at first like a direct port of the PlayStation2 version, you'd be surprised just how much has been fiddled with under the bonnet – the whole engine runs at a smooth 60fps and never stutters once, while the actual gameplay remains as solid as it ever was. The fact that it's almost like playing the cartoon appeals to us in a big way... no doubt this will be one to look out for in the coming months. CUBE

IS IT A CAR? IS IT A PLANE?

GETTING AROUND GOTHAM

As well as running, jumping and generally marauding around as Batsy himself, you'll also have a few opportunities to jump behind the wheel of some of the Dark Knight's top-notch vehicles. Take the Batplane, for example... while not exactly as we remember it from the beloved movies, it's still pretty cool to chase a helicopter down the Gotham freeway while trying to dodge passing cars. The Batmobile, on the other hand, is distinctly reminiscent of the old Amiga game, right down to firing your grappling hook to turn sharp corners. Nifty...









The GameCube's set to join the club

NFL QUARTERBACK CLUB 2002

Quarterback Club's back and ready to break some heads. Watch it Madden!

CUBE INFORMATION

NFL QUARTERBACK CLUB 2002	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
ORIGIN:	USA
GENRE:	SPORT
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- UNLOCK RETIRED PLAYERS
- RETURN OF QB CHALLENGE MODE
- OVER 1,500 NFL PLAYERS
- REAL-LIFE PLAYER FACE TEXTURES
- REAL-TIME FIELD DETERIORATION

RELEASE DATES

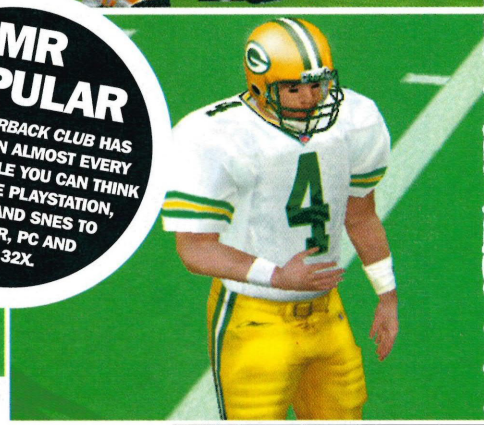
TBA (UK) TBA (Japan) NOW (USA)

CUBE GAME TO WATCH



This guy must have got a nasty knock on the head – he's facing the wrong way. Turn round, stupid!





FACT

MR POPULAR

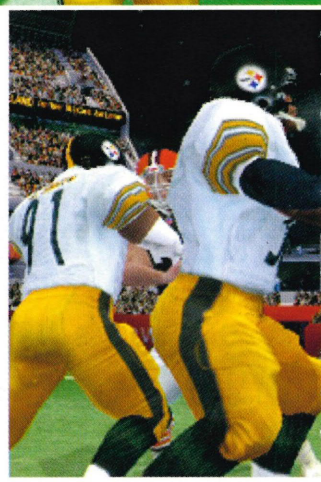
NFL QUARTERBACK CLUB HAS APPEARED ON ALMOST EVERY GAMES CONSOLE YOU CAN THINK OF, FROM THE PLAYSTATION, GAME BOY AND SNES TO GAMEGEAR, PC AND SEGA 32X.

FOUR VERSIONS OF *Quarterback Club* were released on the N64 but unfortunately, they all suffered from the same problem – style over substance. Players got plenty of flash for their cash – but little else. This all looks set to change, however, with the latest incarnation of the series, which is warming up to take on the likes of EA's Madden series. Two years in development has brought about a wealth of features including the welcome return of the Quarterback Challenge mode which was last seen on the MegaDrive version of the game. This sees players picking their favourite quarterback and competing in four events – Speed and Mobility, Accuracy, Long Distance Throw and Read & Recognition, all of which require the ball to be thrown at various targets. Completing these challenges unlocks retired players such as Dan Marino and John Elway, who can be added to your team rosters.

Obviously this wouldn't be an NFL game without the full licence and as you'd expect, all the stadiums, players and statistics are present and correct, along with five different modes of play including Exhibition, Season, Playoffs, Pro Bowl and the aforementioned Challenge. While playing, the weather conditions may affect how the season goes and how certain players perform.

Having two years to develop the title has done wonders for the graphics. Each player is made up of 3,000 polygons, and 1,500 motion-captured animations help them move as fluidly as possible; they will be as close to the real thing as possible. The collision detection has also been improved, which was one of the major flaws of previous versions of *Quarterback Club*. The action doesn't stop off the field either, with players and coaches interacting and animated crowds filling the stadiums, each of which is made up of 23,000 polygons.

Acclaim looks set to conquer the American football market with this game – a market which, while relatively small over here, is huge in the good old US of A. However, this will only happen if the game can deliver on what it promises and stand up to the might of EA's *Madden 2002*, which is also shaping up very nicely. CUBE



PREVIOUS

FROM THE MAKERS OF...

CRAZY TAXI



- Good version of the arcade classic but adds nothing new to a two-year-old game.

TOTALGAMES.NET RATING: 7

MOST COMPLICATED SPORT... EVER!

WATCH YOUR LANGUAGE

There are so many different things that can happen in a game of American football, it almost has its own language to describe what the hell is going on! Here are some of the more difficult terms – study them well, there will be a test.

SHIRT LIFTING
- The period of action that starts when the ball is put in play and ends when it's dead.

FAIR CATCH
- An unhindered catch of a kick by a member of the receiving team who must raise one arm at full length above his head and wave his arm from side to side while the kick is in flight.

FUMBLE
- Possession of the ball is lost.

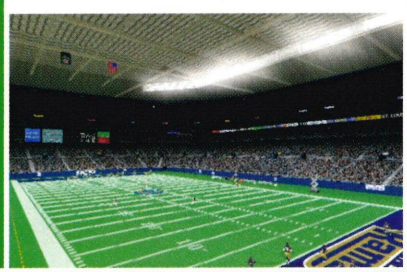
MUFF
- The touching of a loose ball by a player in an unsuccessful attempt to obtain possession.

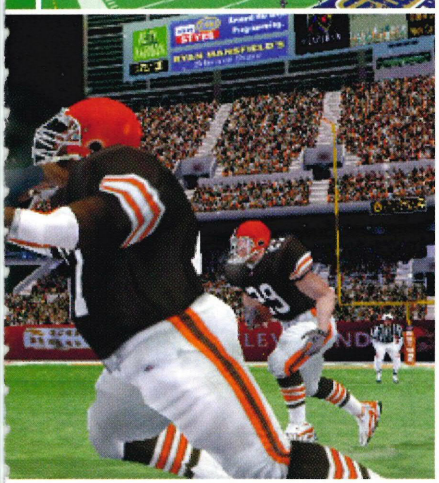
STRIKING
- The act of swinging, clubbing or propelling the arm or forearm in contacting an opponent.

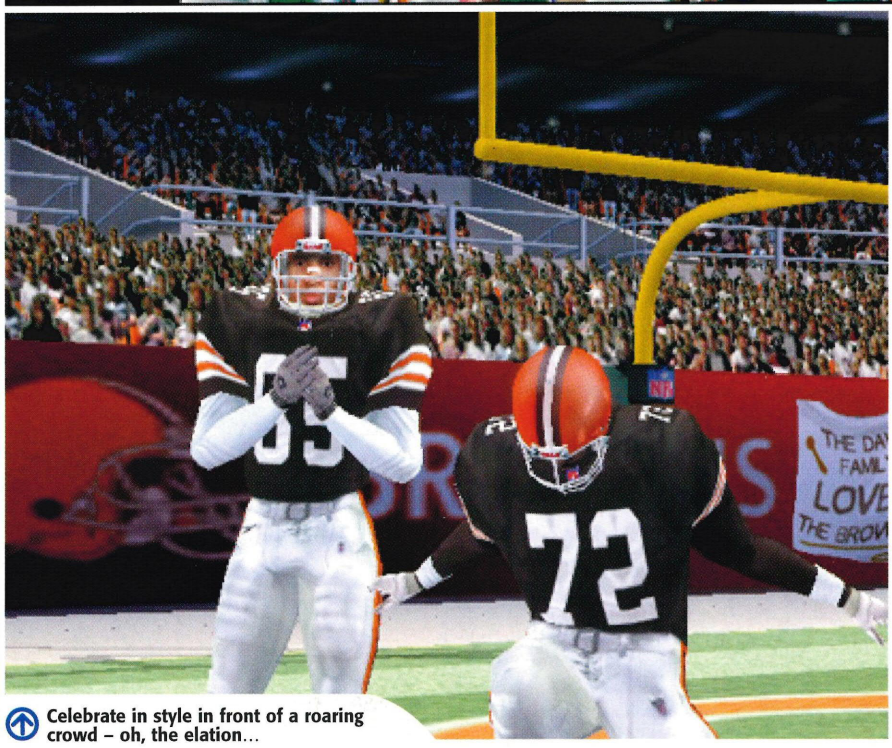
DOUBLE FOUL
- A foul by both teams during the same down.

"ALL THE STADIUMS, PLAYERS AND STATISTICS ARE PRESENT AND CORRECT"









Celebrate in style in front of a roaring crowd – oh, the elation...

CHALLENGE

MINI-GAME MAGIC

The much-loved QB Challenge mode makes its return for the GameCube version with four different mini-games:

SPEED AND MOBILITY
- The object of this is to move through the course as quickly as possible, negotiating various obstacles and throwing balls at various targets.

ACCURACY
- There are three ball stations set up on the field where balls must be thrown from to hit distant targets. The closer to the centre of the target the ball hits the more points are awarded.

LONG DISTANCE THROW
- This is similar to javelin throwing in that the ball must be thrown and land in a certain area. There are two rounds and the best throw from each round is kept.

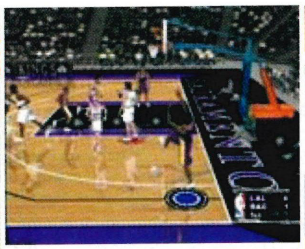
READ AND RECOGNITION
- Players have four attempts to connect with one of several targets criss-crossing the field – and only six seconds to do it in.

CUBE THINKS...

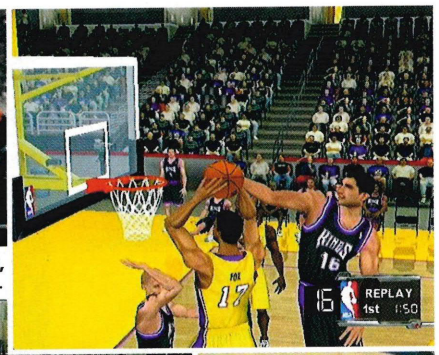
FIRST IMPRESSION

- Considering there are always a ton of NFL related games on every games platform, it takes a lot for one to get noticed and stand out from the crowd. Acclaim's *Quarterback Club* looks like it may just pull it off but only if it doesn't become overshadowed by the excellent *Madden 2002*. CUBE





It's mine... no, it's mine! Tut, grown men and their balls...









Eastside, westside, courtside, word!

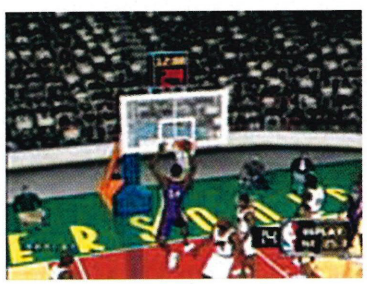
NBA COURTSIDE 2002

Now that developer LeftField isn't working on 1080° II, it can concentrate on its basketball game!

LEFTFIELD IS PROBABLY best known for its work on *Kobe Bryant* and *Excitebike 64*. Getting decent graphics out of the N64 certainly wasn't an easy task, so the team must be quite talented. Their first outing on the GameCube comes in the form of a sequel to the popular *Kobe Bryant*. The power of Nintendo's machine has allowed super-realistic motion capture techniques to be used, which result in any two given moves linking seamlessly together. This is probably the most striking feature of *Courtside*, and the fluidity of movement obviously can't be portrayed in a screenshot. The game may look slightly dated in stills, but it's when you see it moving that you realise this really is something special.

On top of this, you have the full NBA licence, meaning all the real players, logos and stadiums will be included, whilst digital facial mapping and reactive crowds are the icing on the cake. Expect a full review of the game in Issue 3.

CUBE



CUBE INFORMATION

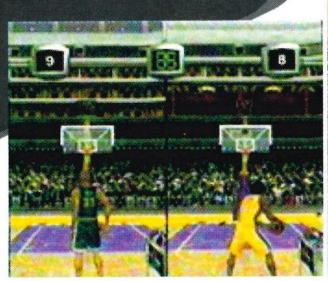
NBA COURTSIDE 2002	
PUBLISHER:	NINTENDO
DEVELOPER:	LEFTFIELD
ORIGIN:	USA
GENRE:	SPORTS
PLAYERS:	1-4

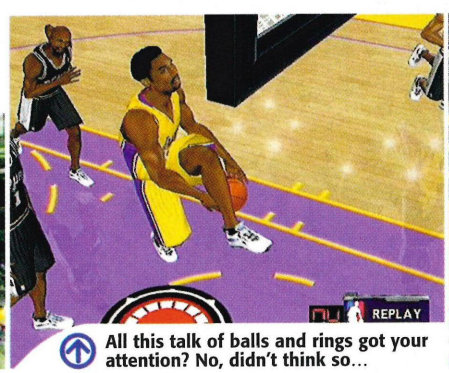
PERCENTAGE COMPLETE

00 25 50 75 100

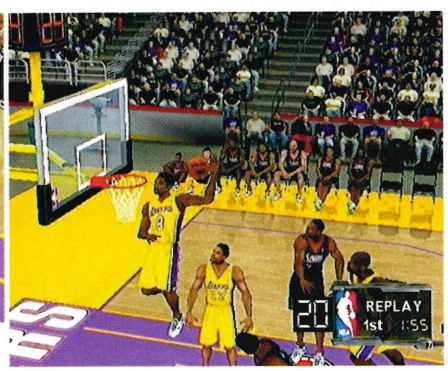
RELEASE DATES

TBA	TBA	JAN 2002





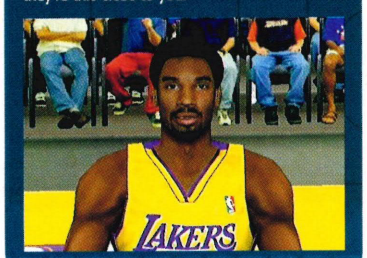
All this talk of balls and rings got your attention? No, didn't think so...



GIVING GOOD HEAD

LOOK INTO MY EYES...

■ A standout feature of *Courtside* is the digital mapping. All of the players' faces are digitally mapped onto the character models to create an extremely realistic version of the stars. It's a little scary to be honest, especially when they're this close to you.







ADVANCED FUN!





Also available from THQ...



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The apes are back in town!

DONKEY KONG RACING

The heavyweight Kongster takes over from Diddy in preparation for some of the most beautiful adventure racing you'll ever see.

CUBE INFORMATION

DONKEY KONG RACING	
PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

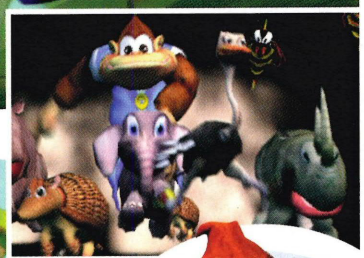
XMAS 2002 | TBA | XMAS 2002

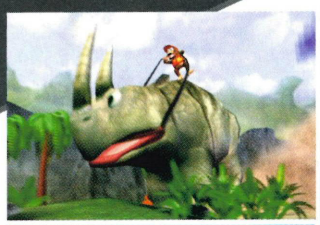
RARE HAS TAKEN a break from the norm with this title. Back on the N64, *Diddy Kong Racing* was announced to the world merely three months before it was released, but this sequel has been announced over a year before it is due to arrive. Very strange...

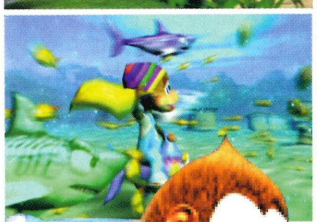
Anyway, the N64 original saw you exploring a gorgeous 3D world, taking part in races and championships in an attempt to win Golden Balloons and gain access to new areas. All that exists of the new game so far is some pre-rendered footage – an intro sequence if you will – but it gives a good idea of what Rare intends to do with the game. Instead of riding around in karts, planes and hovercraft, your furry friends will now harness up ostriches, rhinos, wasps and swordfish – most of the animals from the *Donkey Kong Country* series, actually. Your trusty steeds can be 'grown' along the way by feeding them fruit and other goodies. Sadly, until in-game shots are released, anything more would be pure speculation. Patience, friends... CUBE



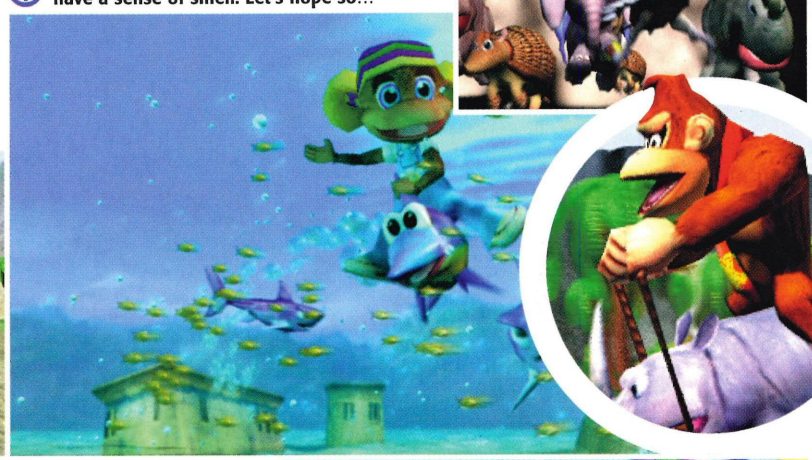
We presume from this shot that wasps don't have a sense of smell. Let's hope so...













LITTLE 'N' LARGE

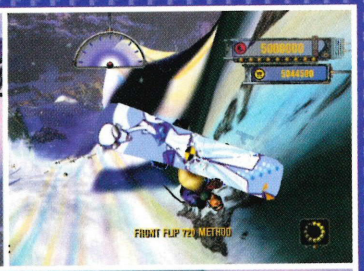
Your trusty steeds seem to come in different shapes and sizes. Diddy prefers to ride around on Rambi the rhino, but Donkey Kong and Raj tend to jump on the back of the baby rhino. What advantages the two rhinos have is unknown, but we would imagine that Rambi can break through walls to create short cuts, and the baby rhino can slip through narrow passages to get to his goal.



Dixie screams in delight at the sight of Diddy and his swordfish. Careful, you don't want to get poked!









Why let the military stop you from boarding?

DARK SUMMIT

An innovative snowboarding game? Hah, that'll be the day hell freezes over then!

CUBE

INFORMATION

DARK SUMMIT	
PUBLISHER:	THQ
DEVELOPER:	RADICAL ENT
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	TBA	06 FEB

IT TAKES A bold company to try something different with any game and Radical Entertainment is doing just that. Unlike other snowboarding games, *Dark Summit* actually has a decent plot! You play Naya, a rebellious boarder who has been banned, along with all other riders, from the slopes of the mountain by the resident ranger Chief O'Leary for unknown reasons. It's your job to take the power back for the other boarders.

This heavy task involves you carving up the slopes as you struggle to complete 45 missions. Some of these will be a bit like the goals found in *Tony Hawk's Pro Skater 3* while others will be more specific, placed there to drive the story along. The idea of a snowboard game where racing to the bottom in first place is the main priority could now be a thing of the past.

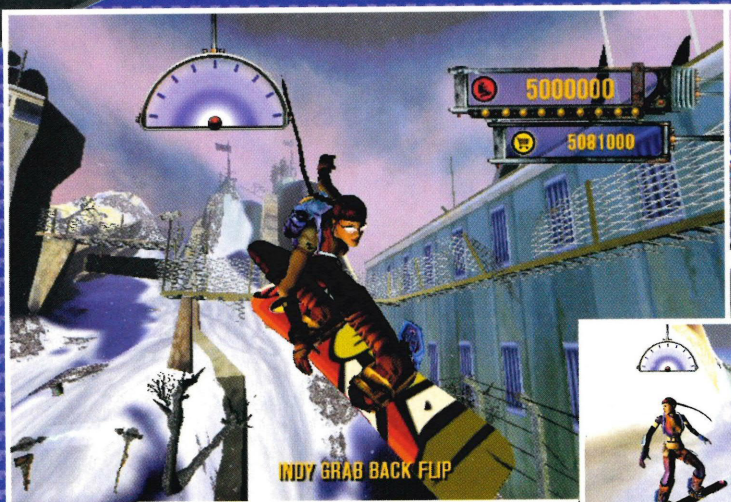
Of course, this doesn't mean that the missions completely dominate the game – you will still be able to perform tricks for any jealous onlookers. All the usual Indy grabs, rail-slides and so on are on offer, but get past this and there are some seriously impressive specials at your disposal, most of which involve boarder and board separating in a mid-air ballet display.

It's hard not to feel a little bit dubious about a title that claims it will revolutionise snowboarding games, but *Dark Summit* does have some very nice ideas. If these ideas are well received, who knows – this could be the future of extreme sports! CUBE

EXTREME TIMES TEN

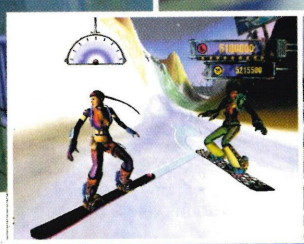
Now don't get us wrong, we're not judging here and we're hardly snowboarding professionals, but shouldn't that board go on her feet? A small point admittedly, but you just know that can't be good for your spine!

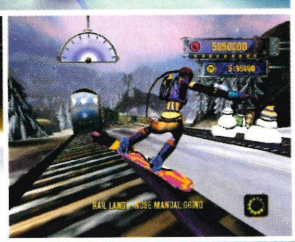




Once you've unlocked all the sections of Mt Garrick, you can race them all at once!













Maximum time in queue – five months

UNIVERSAL STUDIOS

CUBE INFORMATION

UNIVERSAL STUDIOS	
PUBLISHER:	KEMCO
DEVELOPER:	NAI'A DIGITAL WORKS
ORIGIN:	JAPAN
GENRE:	PARTY PUZZLER
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

APRIL 2002 (UK) | OUT NOW (Japan) | APRIL 2002 (US)

They've only gone and bloody done it. After all these years bereft of games based on Japan's Universal Studios, finally we have it...

RIGHT, THIS IS a tricky one to explain but we'll try. The player (that's you) gets to wander Universal Studios accompanied by Woody Woodpecker. You'll have the opportunity to play around on various attractions based on various Universal movies. You can drive Marty McFly's Delorian time machine, go fishing for *Jaws*, play as a fireman just like *Backdraft* and even escape ravenous dinosaurs in *Mrs Doubtfire*... sorry, that's *Jurassic Park*.

Universal Studios will also feature a quiz that comprises of six hundred questions related to the park, Universal movies and TV shows. We're not making this up, you will actually be asked questions relating to topics as varied as *The A-Team*, *The Creature from the Black Lagoon* as well as things like: What is the exit procedure for a jet travelling at thirty thousand feet?

The blueprints for the real park (in Osaka, Japan we hasten to add) were used as the basis for the game's layout. That's a layout of eighteen attractions set over fifty-four hectares by the way, so you know that if nothing else the game will be set on an enormous expanse of land. And feature eighteen different game styles. And did we mention the quiz? CUBE

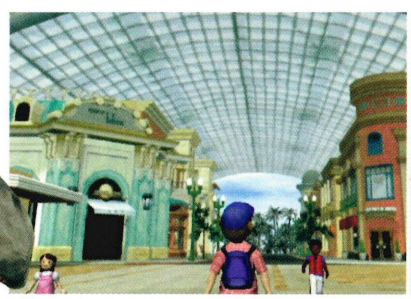


PROOF OF LIFE

Yes fact fan, this place does exist. Suggest to your web browser that you take a look at www.usj.co.jp and don't worry, you can read the site in beautiful English. If you fancy spawning out a ridiculous amount of cash to see your favourite movies rendered as rides and hosted by people who speak Japanese as their first language, you know where to go.



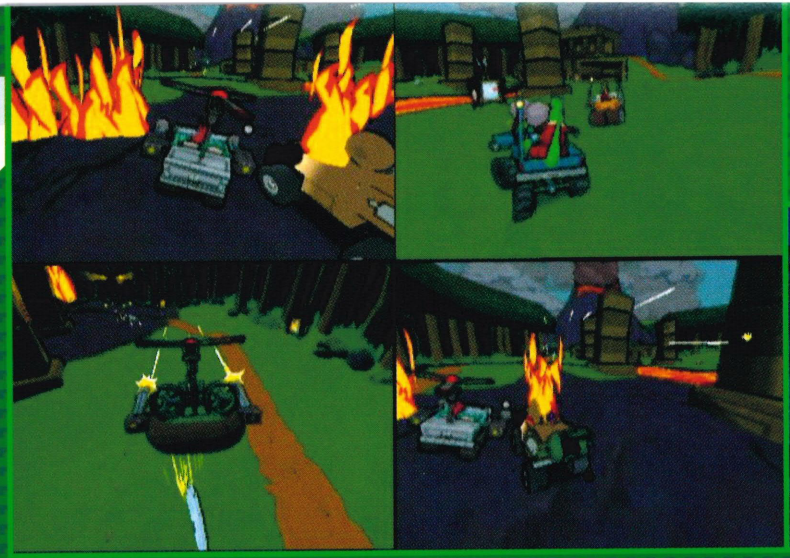




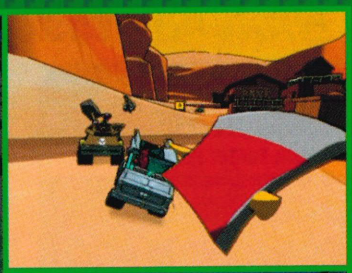
Ooh, nice ceiling. It's almost like being outside... only inside. Great.

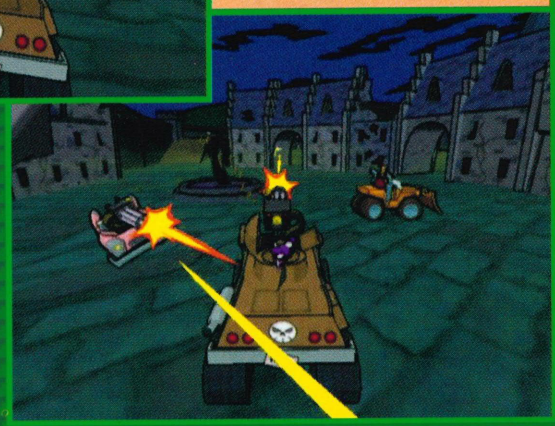


It's not often you've got a time limit to cross the road, but there's one here.









EA does crazy carnage, cartoon-style

CEL DAMAGE

CUBE INFORMATION

CEL DAMAGE	
PUBLISHER:	EA
DEVELOPER:	PSEUDO INTERACTIVE
ORIGIN:	US
GENRE:	RACING COMBAT
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	TBA	OUT NOW

With cel-shaded graphics being the 'in thing' at the moment, EA jumps on the cartoon-esque bandwagon.

WHY IS IT that everyone is going cel-shaded at the moment? SEGA mastered it with *Jet Set Radio*, Capcom followed suit with its latest racer, *Auto Modelista*, Nintendo has arguably alienated part of its fan base by developing *Zelda* in cel-shaded style and now EA is developing a vehicular combat game in a similar style.

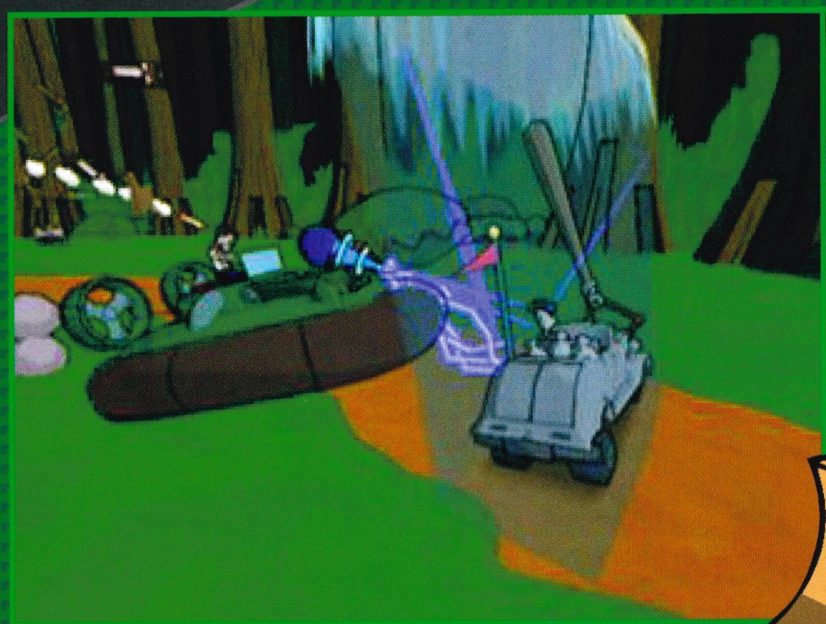
Cel Damage comes across as a hybrid of *Wacky Races* and *Twisted Metal*. It combines the crazy weapons and power-ups of the former with the total carnage of the latter. There is no real racing involved, with the action taking place in one of ten arenas, where you can trash your opponents' vehicles using any of the 36 available weapons. The cars will suffer real-time damage, but whether this will affect their handling is yet to be seen.

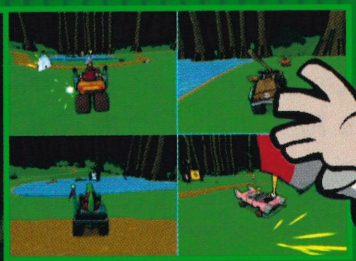
Cel Damage has the potential to be great fun, especially in multiplayer, but it's going to take more than a bit of cel-shading to get away from the fact that the graphics are pretty lame at the moment. Expect a full review in CUBE issue 3.

CHAINSAW MASSACRE

Pseudo Interactive has gone over the top in the weapons department, with axes, punch gloves and baseball bats that are twice the size of your vehicle, being just a few of the available weapons. Then there are the huge chainsaws and buzz saws, which can quite literally rip your car in half! If nothing else, *Cel Damage* will be a gripping multiplayer funfest.







The multiplayer action focuses on the whole 'beat the hell out of each other' concept.

Nintendo teaches us about real life (?)

ANIMAL FOREST P

If farming, fishing and gardening is your thing, you'll dig this.

CUBE INFORMATION

ANIMAL FOREST PLUS	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	COMMUNICATION
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | OUT NOW | SUMMER '02



'COMMUNICATION?' What exactly does that mean? Shigeru Miyamoto's attempt at creating an environment in which daily events depend completely upon what you do and what you say to people seems to work. You control a young boy who lives in a village and has to live his life by completing daily chores, going fishing, cutting down wood, gardening, cleaning, talking to pretty girlies and so on and so forth. It may sound a little weird, but the N64 version of the game was extremely addictive, and having the outcome of the game so dependant on your actions is strangely pleasing.

The GameCube version is near identical (albeit with slightly enhanced graphics), differing only by way of the fact that it uses the GameCube's built-in clock to simulate real time. CUBE







You'll meet some very bizarre characters on your travels... and some animals too.

SEGA starts off the 2K3 season with a bat...

WORLD SERIES BASEBALL 2K3

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

CUBE INFORMATION

WORLD SERIES BASEBALL 2K3	
PUBLISHER:	SEGA
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RACING COMBAT
PLAYERS:	2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | TBA



WHILE IT'S TRUE that SEGA will be bringing all of its *2K3* sports series to GameCube towards the end of 2002, only the baseball version has been shown off so far. At this year's Tokyo Game Show, a short (but oh so sweet) video of the game was shown to an excited audience. It was so sweet, in fact, that the majority of people watching it refused to believe that it was in-game footage.

Admittedly it looks great, but it's the animation that lends it its 'unbelievable' look. Considering the level of animation in games such as the N64 *All-Star Baseball* series (superb), *WSB2K3* represents the next logical step, and one that fully utilises the GameCube's power. There will also be an online option, allowing you to go up against players all over the world. Ace. CUBE



A swing... and a miss. That's striiiiiiiike one!

Good will always def

DOSHIN THE GIANT

CUBE INFORMATION

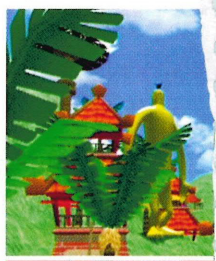
DOSHIN THE GIANT	
PUBLISHER:	NINTENDO
DEVELOPER:	PARAM
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

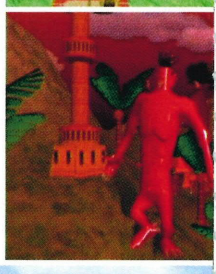
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | TBA







LUS













Really? Well, how interesting Mr Monkey. Thanks for spouting gibberish to me...

eat evil... no, really

DOSHIN THE GIANT

If you were a god, what would you make your worshippers do?

CONTINUING with Nintendo's theme of weird and wonderful games, here's yet another one that will have you scratching your head. Actually, despite looking bizarre, the concept behind it is quite sound and has a lot in common with the PC hit *Black & White*. Doshin is under your control and, as a god, he/she/it can help his worshippers by moulding the land, creating lakes or protecting them from their enemies. He can also be made to kill, maim and rain destruction down on his people. It's up to you, but different actions will dictate which direction the game goes in. We doubt that it will ever turn up over here, but rest assured, we'll be covering it next year. CUBE

What the!? Oh, don't even ask...

ANIMAL LEADER

So anyway, I was walking down the road and I saw this square pig...

HEY, GET THIS – you control a cube-shaped animal, travelling around the world, eating other cube animals so that it can crawl to the top of the food chain. The purpose of this? Erm...we don't know actually. It won't be released outside of Japan, but we thought you'd like to see it anyway... CUBE

CUBE INFORMATION

ANIMAL LEADER	
PUBLISHER:	NINTENDO
DEVELOPER:	SARU BRUNEI
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	FEB '02	TBA











Dog – Block – Block – Dog. The simplest concepts really do make the best games... sometimes.

CUBE GIVEAWAY

A COMPLETE US

I'D BUY THAT F

WIN AN AMERICAN GAMECUBE, THREE GAMES AND ALL THE BITS YOU NEED!

COMPETITION!

SO, YOU'VE BEEN reading all about the GameCube for the past two issues... want one yet? Of course you do – it's one of the best games consoles around today. That's why we've teamed up with the guys at New Age Consoles to bring you a very special New Year present; the lucky winner of our competition will walk away with a brand new US GameCube (worth over £300), copies of *Rogue Leader, Smash Brothers Melee* and *Tony Hawk's Pro Skater 3*, plus an extra joypad, memory card, cables and other gubbins that you'll need to get you going. Interested? You'd be a fool not to be... so you'd better get cracking on your entry.

THE RATHER NASTY QUESTION BIT (DUN-DUN DUHHHHHH!)

Right, so we've told you how great the prize is... that means the competition has to be just a little bit tougher than usual. Why? Because we don't want to let just anybody walk away with the prize – you've got to prove yourself before you can get your hands on this one...

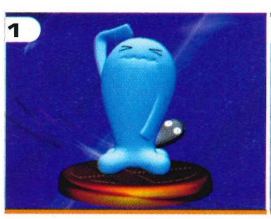
Here's what you've got to do; we've taken ten pictures of different trophies from *Super Smash Brothers Melee*, representing characters from various Nintendo games over the last two decades. What we want you to do is give us:

A) THE NAME OF THE CHARACTER
B) THE ORIGINAL GAME THAT THEY APPEARED IN

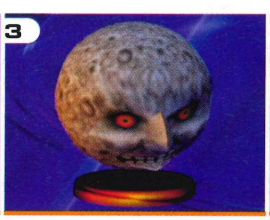
You'll get one point for each correct answer and the people at the end of the competition with the most points will have their names put into a bobble hat, from which the final winner will be drawn. Can't say fairer than that, can we? To make things totally fair, we've used the information from the trophy section of *SSBM* itself to compile our answers... any answers that don't match what we've got will be wrong, with no arguments. Right, ready? Here we go...



WIN!













Ten pictures, ten characters... do you think you can name them all?

GAMECUBE SETUP!

OR A DOLLAR!

LOOK AT ALL THIS KIT... AND IT WON'T COST YOU A DIME! BUT WINNING ISN'T EASY...



When you think you've got as many as you know (and enough to give you a chance of winning, obviously), fill in the coupon below and send it along to the following address before 31 March 2002:

BLIMEY! THAT'S A TOUGH ONE AND NO MISTAKE
PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS



COUPON

CUBE ISSUE 2

BLIMEY! THAT'S A TOUGH ONE AND NO MISTAKE COMPETITION

After looking at the pictures, I think...

1) IS: ..... FROM: .....
2) IS: ..... FROM: .....
3) IS: ..... FROM: .....
4) IS: ..... FROM: .....
5) IS: ..... FROM: .....
6) IS: ..... FROM: .....
7) IS: ..... FROM: .....
8) IS: ..... FROM: .....
9) IS: ..... FROM: .....
10) IS: ..... FROM: .....

And here are my details...

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 New Age Consoles may not enter. The winners will be available in writing from Paragon Publishing. The sponsor reserves the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

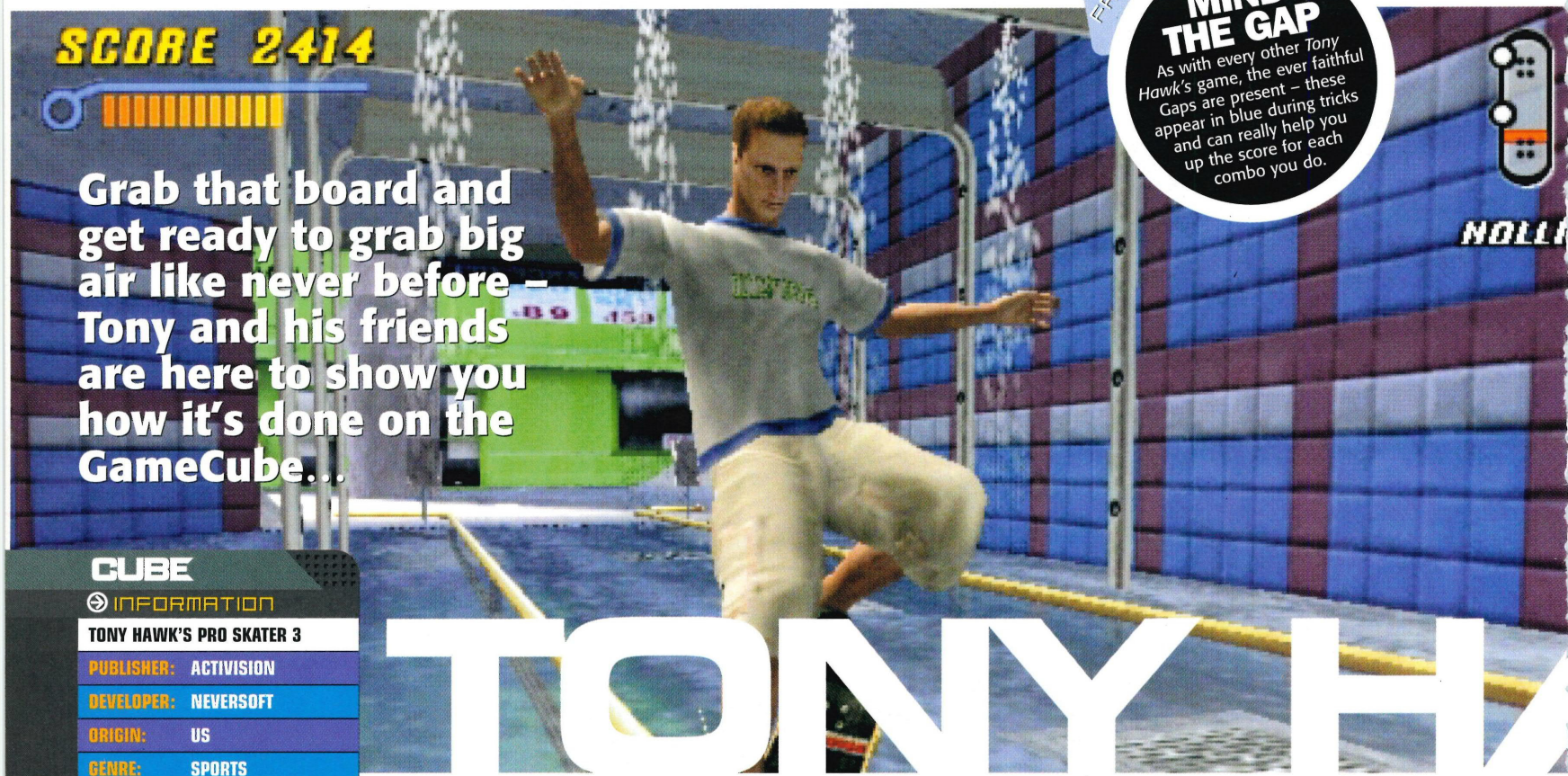
From time to time, you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information, please tick this box. ☐











Grab that board and get ready to grab big air like never before – Tony and his friends are here to show you how it's done on the GameCube...

FACT

MIND THE GAP

As with every other *Tony Hawk's* game, the ever faithful Gaps are present – these appear in blue during tricks and can really help you up the score for each combo you do.

TONY H PRO SKA

CUBE INFORMATION

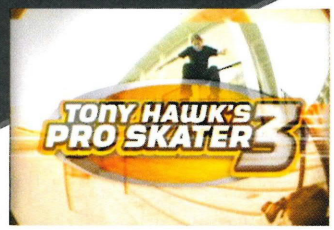
TONY HAWK'S PRO SKATER 3	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

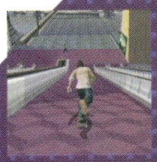
TBA	TBA	OUT NOW



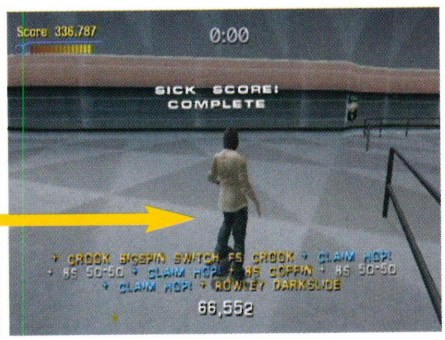
AHH, KIDS TODAY – they're nothing like we were when we were young. While we played in the park before going home for tea, they hang around outside McDonalds making nuisances of themselves. When we were staying back after school for computer club, they go down the local multi-story car park and ride around on their skateboards. Now that we're older, we'd find it tough to fit in with the new crowd – even if we tried to sneak in with our SlipKnot hooded tops and stupidly long chains attached to our wallets. Still, we can always turn to Tony Hawk if we want to jump on a board without looking ridiculous...

Now, unless you're totally new to the world of games (or like to keep cotton wool in your ears to block out the noise), you'll be familiar with the *Tony Hawk's Pro Skater* series. Originally released on a small scale on the PSOne – because Activision didn't realise what a massive hit the game would turn out to be – the game rocketed to the top of the chart and ended up selling out across the country... you couldn't get one for love

"IT'S THE FIRST TRUE NEXT-GEN VERSION OF TONY HAWK'S; DEVELOPED FOR BOTH THE PS2 AND GAMECUBE, IT'S THE MOST ADVANCED EXAMPLE OF THE GAME YET"











TRICKY STUFF

RACK UP THOSE POINTS, TONY

■ The biggest change to the actual gameplay has been the ability to link moves for higher scores – the Manual move, combined with the new Revert move, means that you can now reach the highest Sick Score ever imaginable!

FEEL FREE TO TOUCH...

LEARNING TO INTERACT

■ While the first two games offered you little to interact with in each level (aside from the odd car), *THPS3* has people and moving vehicles all over the place. Even when you try your hardest, you can hardly keep away from them...

LOOK... OVER THERE!

I CAN SEE FOR MILES AND MILES...

■ In the original *Tony Hawk's* game, the levels were reasonably small. The second game expanded them slightly, but now the third game offers the biggest levels yet... and you can see it all without any kind of fogging whatsoever!

AWK'S ATER 3

nor money. Learning from their early mistakes, Activision put a huge force behind the release of the sequel and it paid off – the game flew off the shelves and received rave reviews across the board for both the PSone and Dreamcast versions. Now though, we've got the first true next-gen version of *Tony Hawk's*; having been developed for both the PS2 and GameCube, it's the most advanced example of the game yet. With obvious graphical, audio and gameplay improvements, there's no doubting that everyone's chomping at the bit to get their hands on the game. So can it live up to the examples set by its predecessors? Course it blimmin' can!

PREVIOUS

FROM THE MAKERS OF...

SPIDER-MAN 2: ENTER ELECTRO

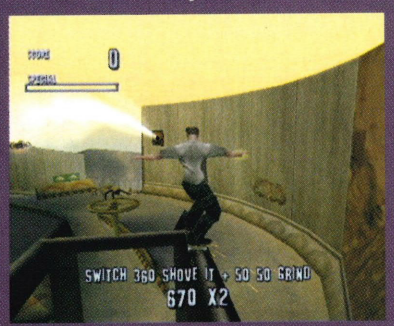
■ While not doing anything the original didn't, this is still a damn fine platformer!



TOTALGAMES.NET RATING: 89%

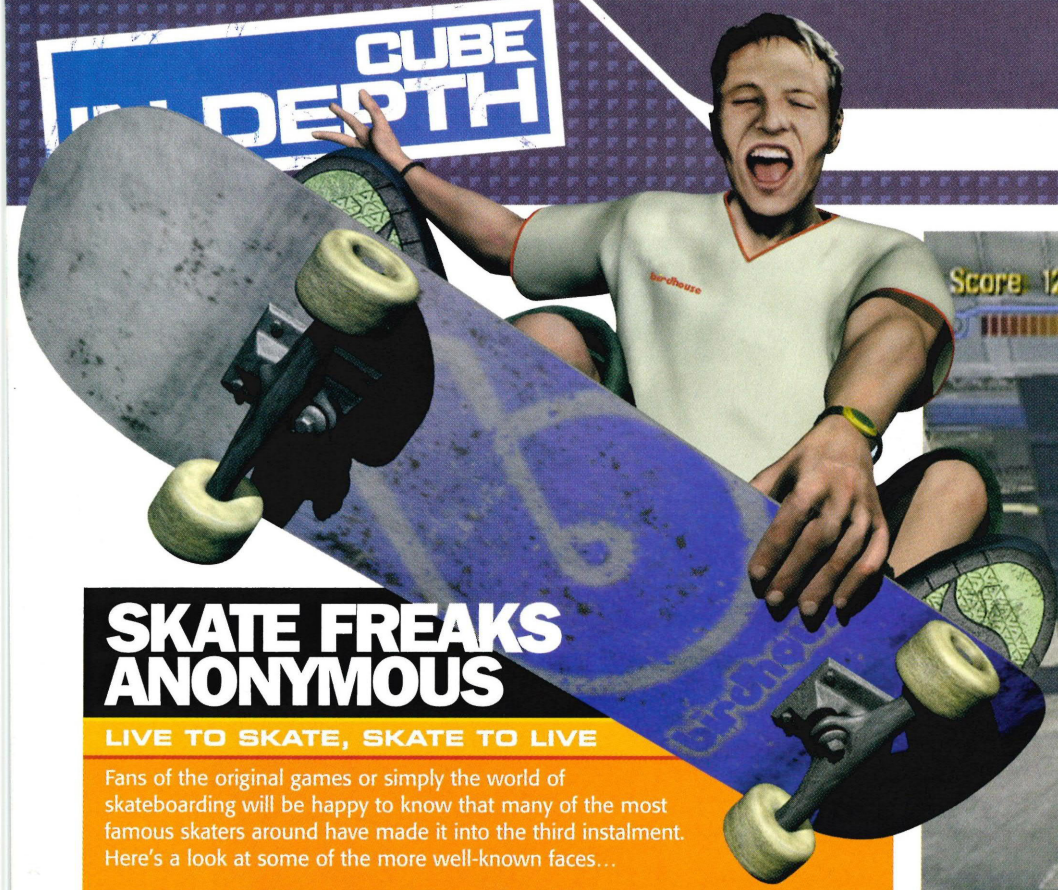
THE THEORY OF EVOLUTION

IT GETS BETTER AS YOU GET OLDER, SON...





Who'd have thought that things would come this far? Considering the humble (yet also incredible) beginnings of the *Tony Hawk's* series, we wondered how they'd manage to improve on it for the sequel. They did it, of course, and that left us wondering what the next one had in store... naturally, it's even better than ever!



SKATE FREAKS ANONYMOUS

LIVE TO SKATE, SKATE TO LIVE

Fans of the original games or simply the world of skateboarding will be happy to know that many of the most famous skaters around have made it into the third instalment. Here's a look at some of the more well-known faces...

TONY HAWK

A trailblazer in the effort to bring skateboarding to the ends of the earth, Tony has become an icon for a generation of kids sorely needing one through the invention of countless tricks and a sense of class.



AIR
HANGTIME
OLLIE
SPEED
SPIN
SWITCH
RAIL BALANCE
LIP BALANCE
MANUAL BALANCE

GEOFF ROWLEY

Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, Geoff has been elevated from excellent skater to skateboarding's par excellence.



AIR
HANGTIME
OLLIE
SPEED
SPIN
SWITCH
RAIL BALANCE
LIP BALANCE
MANUAL BALANCE

BUCKY LASEK

An excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to crank out his own style of beyond-the-boundaries vert skating.



AIR
HANGTIME
OLLIE
SPEED
SPIN
SWITCH
RAIL BALANCE
LIP BALANCE
MANUAL BALANCE

RUNE GLIFBERG

Rune's one of the most versatile skaters of the day – he has shown that whether you're street, vert or otherwise, it is possible to be at home no matter where one may be in the world.



AIR
HANGTIME
OLLIE
SPEED
SPIN
SWITCH
RAIL BALANCE
LIP BALANCE
MANUAL BALANCE

ERIC KOSTON

Eric has managed to evolve his smooth and innovative skateboarding skills to the point that young fans everywhere in the world are abandoning their own moves in favour of someday being "just like Koston".



AIR
HANGTIME
OLLIE
SPEED
SPIN
SWITCH
RAIL BALANCE
LIP BALANCE
MANUAL BALANCE

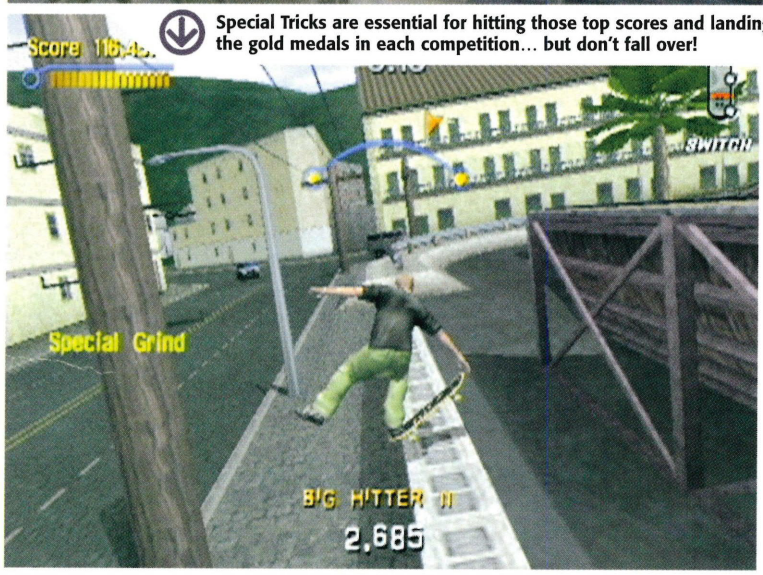
BAM MARGERA

One of the stars of MTV's Jackass. For skaters, he's a talented breath of fresh air and for the rest who knows him simply as 'the jackass who skates', he's the bad example that everyone wants to follow.



AIR
HANGTIME
OLLIE
SPEED
SPIN
SWITCH
RAIL BALANCE
LIP BALANCE
MANUAL BALANCE





Special Tricks are essential for hitting those top scores and landing the gold medals in each competition... but don't fall over!

While a quick glance offers the opinion that the game hardly seems to have changed at all since previous versions, you couldn't possibly be further from the truth... aside from the fact that you still ride a skateboard, of course. Take the selection of nine levels that *THPS3* offers – while that might not seem like many, the sheer scale of them more than makes up for that. The Cruise Ship stage, for example, has three different decks to explore while the huge Airport level will have you restarting over and over just to check out every inch of the place.

Then there's the control system; thanks to the nips, tucks and tweaks that it's received since the last game, you've got even more freedom and control than ever before. You can combo tricks from a jump using the clever Revert move (which is simply a case of tapping one button), keep

"WITH ALL MANNER OF IMPROVEMENTS, THERE'S NO DOUBTING THAT EVERYONE'S CHOMPING AT THE BIT TO GET THEIR HANDS ON THE GAME"





UNCHARTED TERRITORY

MORE THAN MEETS THE EYE

■ The levels in *Tony Hawk's Pro Skater 3* are the biggest yet – they stretch way into the distance and you can go almost anywhere you please. Look hard enough though and you'll find extra hidden areas in each stage for you to explore...

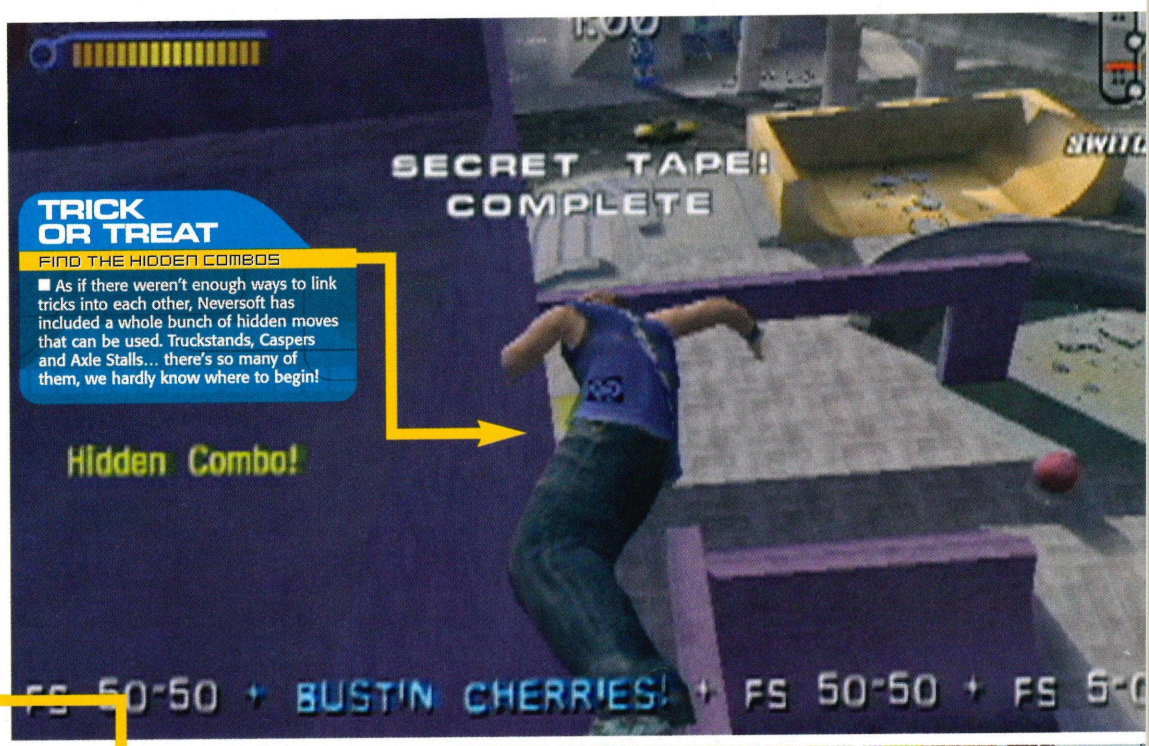
KEEP IT A SECRET

Tony Hawk's games are about much more than just being able to stay on your board for the duration – with all the goals, gaps and other goodies to find, they're always packed to the brim. *Tony Hawk's Pro Skater 3* is no exception... in fact, there's more hidden extras and secrets to find here than ever before!

TRICK OR TREAT

FIND THE HIDDEN COMBOS

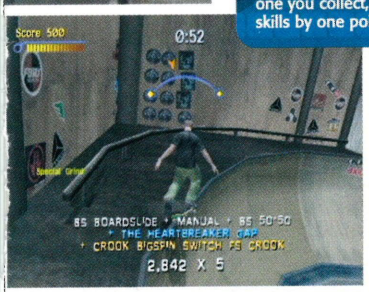
■ As if there weren't enough ways to link tricks into each other, Neversoft has included a whole bunch of hidden moves that can be used. Truckstands, Caspers and Axle Stalls... there's so many of them, we hardly know where to begin!



POINTS MEAN PRIZES!

NOTCH UP THOSE STATS

■ Rather than spending money on improving your stats like in the last game, you'll have to scour each level for the all-important Stats Point tokens. For each one you collect, you can improve your skills by one point... handy, eh?







DON'T I KNOW YOU?

FAMILIAR FACES POP UP LATER...

■ Of all the people you thought you'd see riding a skateboard, Darth Maul from *Star Wars: Episode One* and Wolverine from the *X-Men* are probably the last you'd expect. Nevertheless, they're here if you can complete enough of the goals!





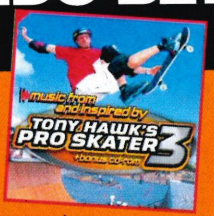


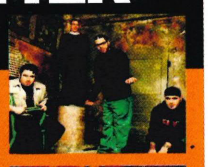
Remember to right yourself so that you land straight after every ollie...

tricks on the flat going using the familiar Manual and even combo grinds into other grinds without having to jump... as long as you can keep your balance, of course. Tricking off of lips is more integral to reaching those high scores, as is hitting those tougher tricks – it really is the refinement of what was originally an amazing game to begin with.

In addition to the actual playing mechanics of it all, the bells and whistles that are the Skater Creator and Park Creator have been vamped up as well. On the skater side, you can change every detail of your characters and come up with ones that look as close to yourself as possible. The Park Creator has also been refined so that the skate parks you create seem more like actual parks than just a bunch of ramps slapped onto a bit of concrete. It's the details that make it, you know...

MUSIC SOUNDS BETTER WITH YOU





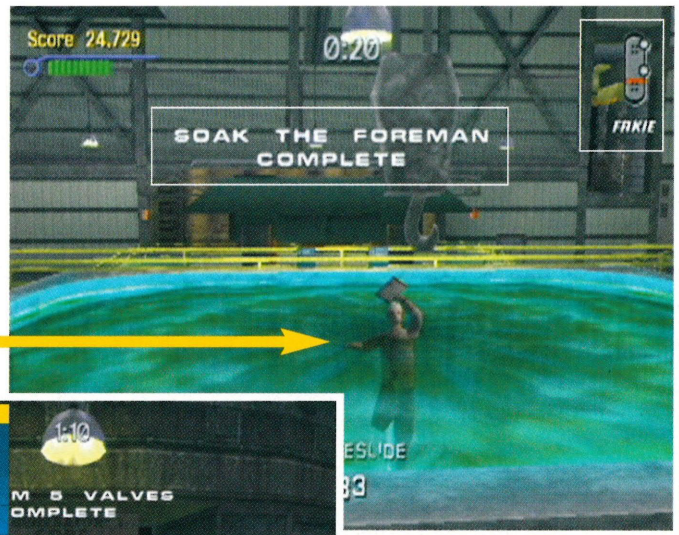


When the first *Tony Hawk's* game came out, Activision was having to ask bands and musicians nicely for permission to use their music in the game... now, they've got bands begging for the chance to be in it! There are plenty of well-known names in the track listings for *THPS3* – everyone from Alien Ant Farm and Red Hot Chilli Peppers to Sum 41 and even ancient rockers Motorhead. What's more, there's actually a CD available featuring a lot of the music as well as some other added treats; we've got a copy and it's incredible. Get out there and buy it right now!

THE FOUNDRY

YOU'RE JUST ASKING FOR TROUBLE, SKATING NEAR LIQUID METAL...

Your first stop on the skateboarding tour is at the Foundry – although with all the quarter-pipes and ramps around, it doesn't look like any Foundry we've ever seen. It's a pretty small level (well, it is the first one) so you can get the hang of controlling your board and pulling off those top tricks here...

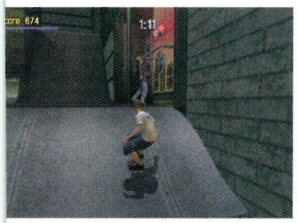


UP IN THE RAFTERS

JUST DON'T LOOK DOWN...

■ Skating on the ground is one thing, but if you want to reach the heights of the best skaters (pun intended) and manage to recover that elusive secret tape, you'll have to get way up here into the ceiling of the Foundry. Scary!

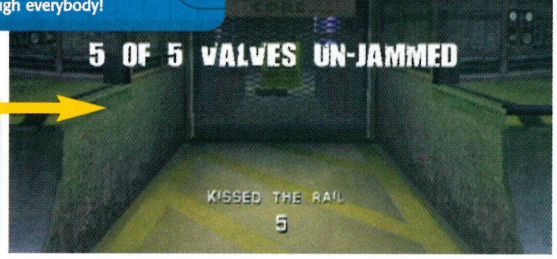




INTO THE POOL

DON'T CATCH A CHILL IN THERE!

■ By standing right next to that massive vat of water, the foreman is just asking for a soaking. By grinding the railing directly behind the control panel, you can line up that crane and give it to him good! Now point and laugh everybody!



ACCESS THE CORE

I HAVE THE POWER!

■ Un-jam all the valves around the outside of the Foundry to unlock the Generator Core – the ideal place for scoring massive grind points. Just try not to fall over in there... it's a long way down to the bottom!



THE MELTING POT

FLAME GRILLED...

■ You'll have to land a grind on one of the scalding hot pipes attached to the molten bucket to complete the final goal on this opening level. It's not easy, but using the quarter-pipe behind you might give you a bit of a boost...

CANADA

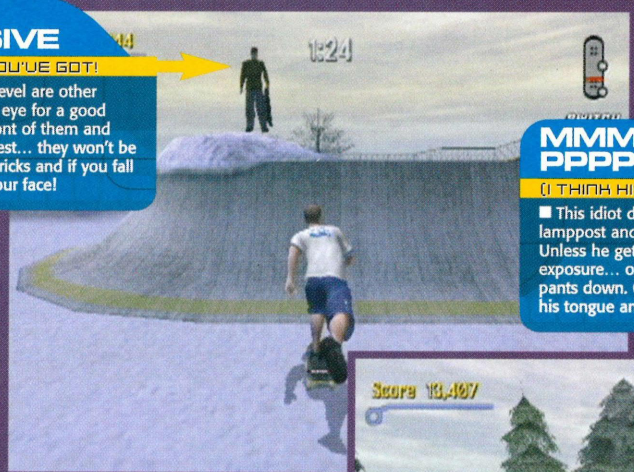
IT'S ALL HAPPENING NORTH OF THE BORDER – WRAP UP NICE AND WARM!

From the scalding heat of the Foundry to the freezing climate of Canada... surely that's not going to do your health any good. From a skater's point of view though, this is ideal – with plenty of pools and quarter-pipes (as well as some cracking grinds), you'll soon make yourself feel right at home.

HMM, IMPRESSIVE

SHOW ME WHAT YOU'VE GOT!

■ Dotted around the level are other skateboarders with an eye for a good trick. Pull one off in front of them and prove you're the greatest... they won't be impressed with basic tricks and if you fall over, they'll laugh in your face!



MMMMMM PPPPPHHH!

(I THINK HIS TONGUE'S STUCK!)

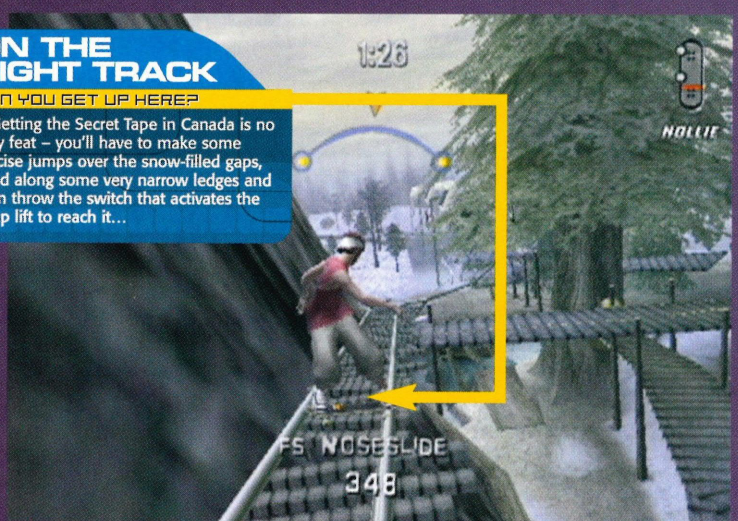
■ This idiot decided to lick an ice-cold lamppost and now he's stuck fast to it. Unless he gets free soon, he'll die of exposure... or someone will pull his pants down. Only one thing for it – grind his tongue and set him loose!



ON THE RIGHT TRACK

CAN YOU GET UP HERE?

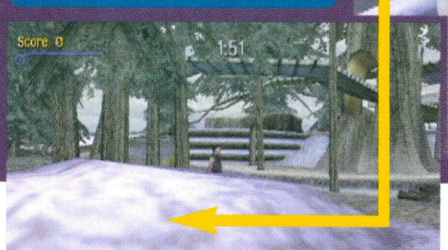
■ Getting the Secret Tape in Canada is no easy feat – you'll have to make some precise jumps over the snow-filled gaps, grind along some very narrow ledges and even throw the switch that activates the ramp lift to reach it...



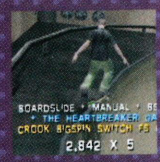
DEEP, CRISP AND EVEN

KEEP OFF THE SNOW, YA HEAR?

■ You'll steer well clear of the snowdrifts if you know what's good for you... unless you want to be buried up to your neck in them, of course. Mind you, since you've got to bury the bully, you'll be forgiven for covering him in the white stuff...



"THANKS TO THE TWEAKS THAT IT'S RECEIVED SINCE THE LAST GAME, YOU'VE GOT EVEN MORE FREEDOM AND CONTROL THAN EVER BEFORE"



SUBURBIA

JUST A PERFECT DAY IN MIDDLE AMERICA... A PERFECT DAY FOR SKATING, THAT IS!

Set in the heart of small-town America, this should be familiar to most skate fans out there... after all, most people start skateboarding in front of their own houses. Of course, not everyone has a bunch of ramps built in their back gardens, so that makes this street extra special indeed!

TRAILER PARK TRASH

GET OFF THE DANG ROOF!

■ Over on the trashier side of the suburbs, you'll find the trailer park; the ideal place to kick back and sup a few brewskis with the boys. Luckily, there isn't a Jerry Springer audience member in sight... ain't that grand?







I WANT MY MTV

... BUT ALL I'M GETTING IS STATIC!

■ This bloke's trying to fix his satellite dish without any luck – thank goodness that it only needs a bit of board work to get going again! Mind you, we wouldn't recommend fixing any other kind of electrical appliance in this manner...



IF YOU BUILD IT...

DON'T FORGET YOUR HARD HAT.

■ Head over to the development area to lend a hand with the building work – or just nip in and steal some of their equipment for later... but don't worry too much about returning it. You won't get into any trouble this time!





ALTOGETHER OOKY

BUT NOT AN ADDAMS IN SIGHT!

■ Once you've helped the Thin Man (a parody from Phantasm, perhaps?), you can explore his house – a huge mansion complete with bats and scary music! Unfortunately, you'll have to come through here for the secret tape...

THE AIRPORT

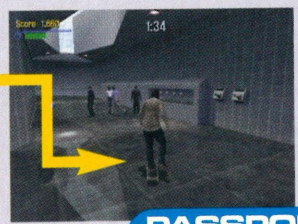
THE 14.35 SKATEBOARD BOUND FOR SOME SERIOUS AIR IS READY FOR TAKEOFF!

Technically, you shouldn't be able to do this – we're pretty sure that ball games, skateboarding and not wearing a shirt are all banned inside an airport. Still, that's never stopped us before; as long as you steer clear of those pesky security guards, you shouldn't have any trouble tearing up the carpet with your board...

STOP, YOU THIEF!

HE'S GOT MY WALLET!

■ Airports have their bad side and this one is no exception. There are pickpockets everywhere and being the kind-hearted soul that you are, you're the only one who can stop them! Smack them in the head with your board!





PASSPORT CONTROL

ANYTHING TO DECLARE, SIR?

■ Ducking through the security gates isn't a good idea – you'll set off the alarms and alert the guards. There must be another way around... maybe you can use that convenient ramp just in front of the gates? Hmmm...



UP, UP AND AWAY

WHO'S CHOPPER IS THAT?

■ Take a shortcut through the baggage claim and you'll reach the helipad – grind along the rotor blades to make the helicopter there fly off. If you've played the last edition of *Tony Hawk's*, you'll know how familiar this is!

FLAG 'EM DOWN

ALL AROUND THE WORLD...

■ Although you can't actually jump on a plane, you can do the next best thing and grab the flags of each country hanging around the airport. Smash through all ten of them and you'll learn some languages as you go!



LOS ANGELES

IF YOU CAN MAKE IT IN THE CITY OF ANGELS, YOU CAN MAKE IT ANYWHERE!

You visited San Fransisco in the first game and Philadelphia in the sequel... now it's time to pay a little trip down to Los Angeles as well. There's plenty to explore here, especially once the tremor hits – the highway hanging overhead drops down and unlocks a totally new part of town for you to check out.

DID THE EARTH MOVE?

8.5 ON THE RICHTER SCALE!

■ Every time there's an earthquake in Los Angeles, it's probably the fault of a skateboarder. At least, that's what the game suggests... grind along the four rails and then watch as the city comes falling down around your ears!



CRASH, BANG, WALLOP

SURELY HE'D CUT HIMSELF?

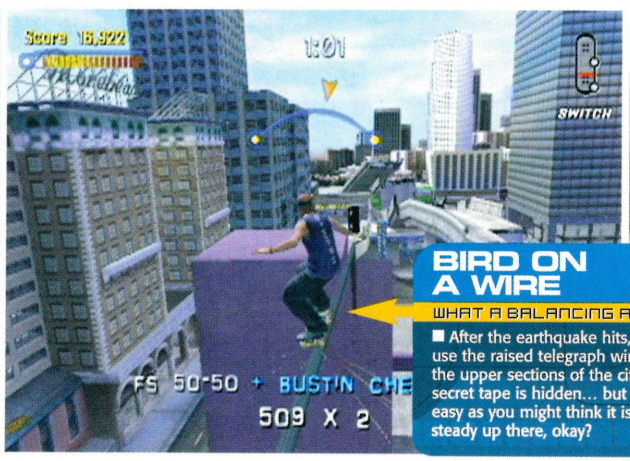
■ As a rule, nothing is beyond your reach in *THPS3*... there are always secret places to explore. If you can see something through the glass you want to explore, just smash through and you won't even hurt your skater!

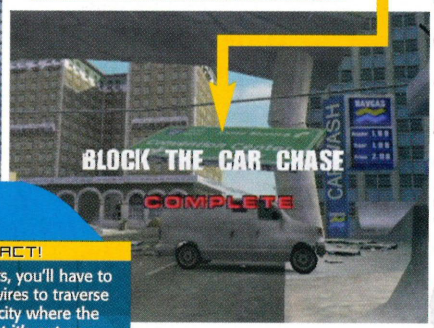
CRIME DOESN'T PAY

LEND A HAND TO THE COPS.

■ Once again, you're called upon to help catch the bad guys. This time, it's a high-speed chase through the streets of LA and only some kind of natural miracle (or an earthquake) can stop the thieves... can you keep up?







BIRD ON A WIRE

WHAT A BALANCING ACT!

■ After the earthquake hits, you'll have to use the raised telegraph wires to traverse the upper sections of the city where the secret tape is hidden... but it's not as easy as you might think it is. Keep it steady up there, okay?

THE CRUISE SHIP

BETTER NOT BE SEASICK - WE'RE HEADING INTO INTERNATIONAL WATERS...

Sure, sneaking aboard a cruise liner might seem big and clever but there's no way off once it sets sail... looks like you'll just have to keep yourself busy with your board. There's a massive rail running all the way around the outside of the ship – even the expert skaters find it hard to keep grinding all the way round...

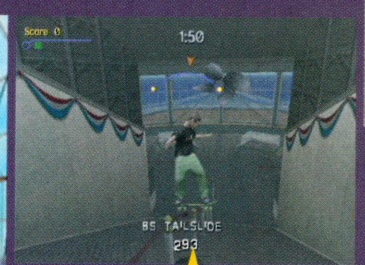
WEEEEEEEE-EEEEEEE!

AND DOWN WE GO...

■ When you've got a few moments to spare, use the water slide on the top deck for a quick grind session... but mind the pool at the bottom! If you fall in, you'll lose your trick bonus and wind up soaking wet – not nice!







GREEN FINGERS

WHERE'S CHARLIE DIMMOCK?

■ There's a massive atrium located on the upper deck of the ship, full of some of the most beautiful plants we've ever seen... in a videogame, obviously. Grind through it and you might be able to pick the weeds along the way...

SMASH IT UP

A MUSEUMP BOOO!

■ We've never been fans of boring places, so here's a perfect chance to prove it – there's a marine museum located on the lower deck of the ship. Get in there with your board and trash the place, Tony Hawk style!

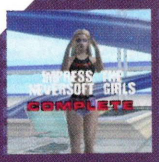
MAKING A SPLASH

MAN OVERBOARD!

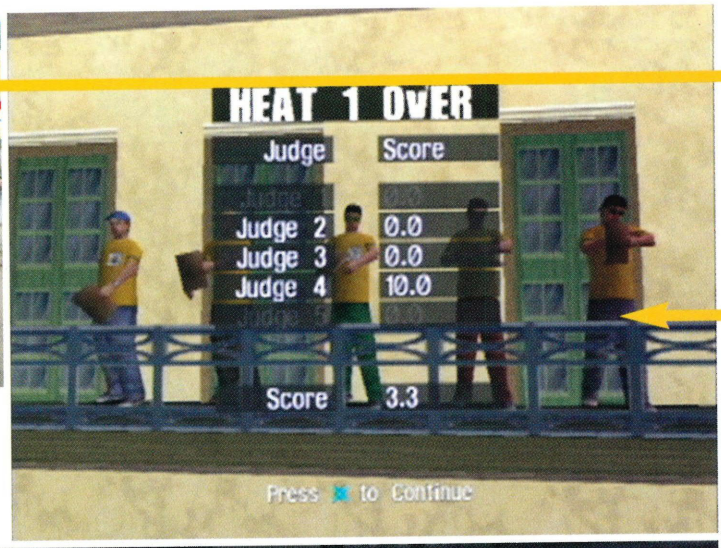
■ The biggest problem with skating around a cruise ship is that it's surrounded by water. Try to keep an eye on your balance when grinding on the rails around the outside... if you're not careful, you'll end up in the drink!



"TONY HAWK'S GAMES HAVE ALWAYS BEEN ABOUT MUCH MORE THAN JUST BEING ABLE TO STAY UPRIGHT ON YOUR BOARD FOR THE DURATION OF THE RUN"







RIO - JUMP TO IT

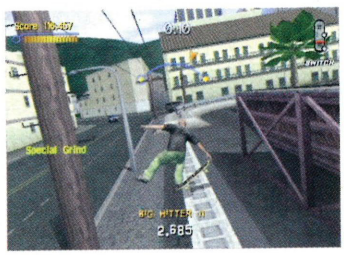
MAKE YOUR OWN RAMPS!

■ If you run through one of the supports holding up the rickerty old platform on the right, you can create a new ramp leading up to the telegraph wires... always handy when there's a Stat Point hanging around up there!

RIO - HARSH BUT FAIR

CAN YOU IMPRESS THEM?

■ These guys will be watching you closely to judge your technique, trick ability and all-round skating style. You'd better do well or else they'll deduct points from your final ranking... and you won't get a gold medal for your efforts!



BEAT THE COMPETITION

IT'S NOT ALL LAID-BACK SKATING ACTION - YOU'RE UP AGAINST THE BEST HERE!

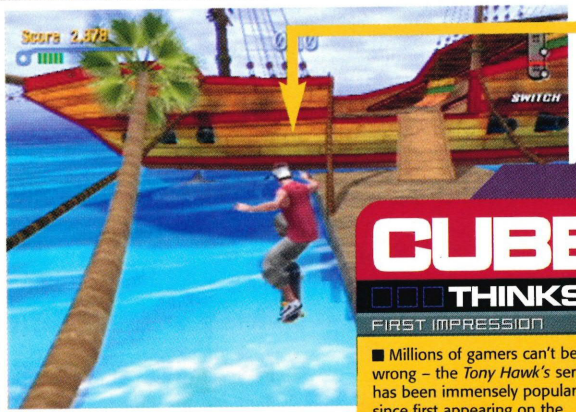
As well as the regular goal-based levels, there are also three separate Competition stages – *THPS* veterans will know that this is your chance to show off your skills. You've got three one-minute rounds to impress the judges by pulling off big tricks and not bailing out. Do well and you'll walk away with a medal... maybe even a gold one!



SI - ARRR THERE, MATEY!

THAR BE MORE SKATING OUTSIDE!

■ Land a grind on the pole with the Skull And Crossbones flag hanging from it somewhere within the level to reveal a pirate ship outside, complete with quarter-pipes! Now you can hit the open sea and show off your special moves...



TOKYO - LOOP DA LOOP!

GO ALL THE WAY OVER.

■ One of the hardest obstacles to overcome in real-life skateboarding is the loop – of course, this isn't real! There are two here in Tokyo, so why don't you get some speed up and try it out without the problem of breaking your neck!





TOKYO - BRIGHT LIGHT!

TOO... MUCH... NEON!

■ Being the city of the future that Tokyo is (and we know... we've seen it on the TV), you'll find plenty of glaring neon lights and flashing signs for you to smash through along the way. Just try not to electrocute yourself up there, okay?

SI - BOARD STUPID

NO DECKS, PLEASE...

■ Each level has a new skating deck hidden on it. The locations change depending on who you're using... finding them all will take lots of skill, as they move depending on the type of skater (vert or street) that you use.

CUBE THINKS...

FIRST IMPRESSION

■ Millions of gamers can't be wrong – the *Tony Hawk's* series has been immensely popular since first appearing on the PSOne and it's only become stronger with every incarnation. With the fine tuning of the control system, addition of important new moves that unlock new trick opportunities and an attention to detail like nothing we've ever seen in a game like this (you can go pretty much anywhere!), there's no doubt that this version is going to be on the shopping list of every GameCube owner. CUBE



EXCLUSIVE SHOTS

GALLEON ISLANDS OF

Magic, mystery and mayhem – it's any adventurer's dream, but Captain Rhama's curiosity will see him plunged into a voyage of power, corruption and terror... oh, and ladies.

FACT

HA-HAR ME HARTIES!

Despite being called 'Galleon,' very little of the game actually takes place on a ship. It's all the islands, you see...

CUBE INFORMATION

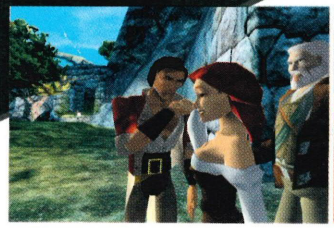
GALLEON: ISLANDS OF MYSTERY	
PUBLISHER:	INTERPLAY
DEVELOPER:	CONFOUNDING FACTOR
ORIGIN:	UK
GENRE:	THIRD-PERSON ADV
PLAYERS:	1

PERCENTAGE COMPLETE

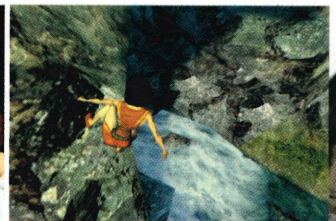
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RELEASE DATES

APR 2002	TBA	MAR 2002

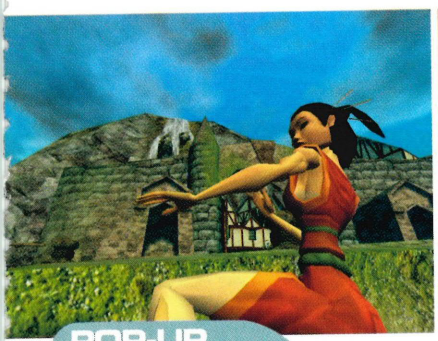


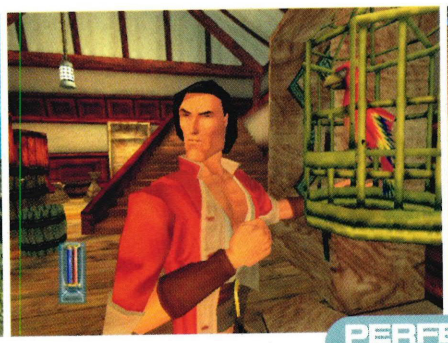






"THE EMPHASIS IS PURELY ON EXPLORATION, AND THE TEAM DOESN'T BELIEVE THAT YOU SHOULD BE PUNISHED BECAUSE YOU ARE CURIOUS"









POP-UP FREE

A SIGHT FOR SORE EYES!

■ The scenery in *Galleon* draws up as far as the eye can see, and you can interact with all of it! It really makes the whole environment seem that much more believable – more so than any other game of this genre.

PERFECT SMILE

GRIN AND BARE IT, BUDDY

■ *Galleon* sucks you into an intriguing story line, thanks mainly to the characters' acting and expressions being so lifelike. Captain Rahma's smile is quite charming, but his frown will have you running a mile... and then there's the lovely Mihoko.

PICTURE PERFECT

PIXEL-PERFECT TEXTURES

■ Every environment is literally teeming with rich, photo-realistic textures. These combine with the solid surroundings to create a beautiful, expansive world. Never have grassy fields, waterfalls, walls and rocks looked so good!

ON: MYSTERY

PREVIOUS

FROM THE MAKERS OF...

TOMB RAIDER



■ *Galleon* is Confounding Factor's first game, but head-honcho Toby Gard was the man behind the original Lara Croft. He da man!

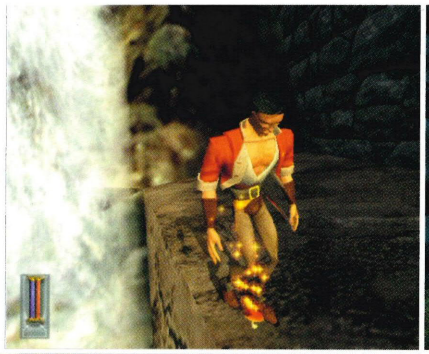
TOTALGAMES.NET RATING: 9

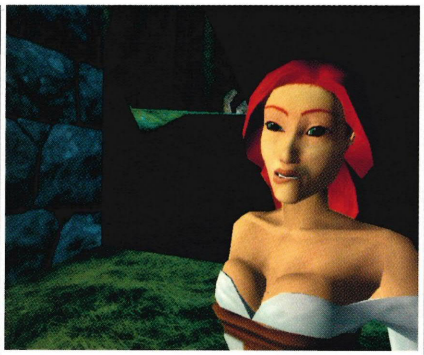
BEING THE ORIGINAL men of mystery, when Confounding Factor offered to show us a 90% complete version of its first game *Galleon*, the CUBE team's eyes lit up. In Issue 1, we ran an Up Front on *Galleon* – it certainly looked promising, but could the real thing live up to our expectations?

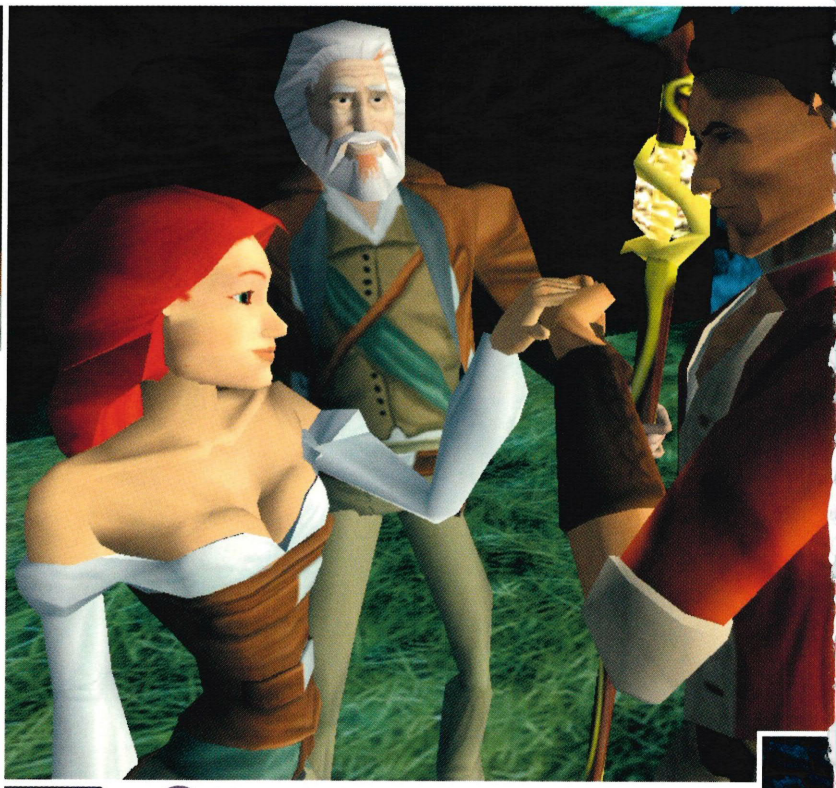
To be honest, we weren't expecting anything special. Publisher Interplay could easily have forced Confounding Factor to release *Galleon* as a US launch title, but thankfully it has allowed Toby Gard and his dedicated team the time that they need. As the game starts up, you feel as if you're starting a grand adventure. A voiceover from Captain Rhama fills you in on the story so far. Dr Areliano has sent for the reputable adventurer, Captain Rhama. The doctor has made a mysterious new discovery which he wishes Rhama to see. Rhama's ship docks at Aqua Harbour, and is met by Areliano's servant Jabez. Here the adventure begins...

Confounding Factor has designed Rhama to be an agile adventurer, capable of handling any environment. He can climb, hang, swim, jump, crawl and roll, but without a decent control system, none of this will flow properly. Toby Gard knows this, and he spends the first hour of the demo showing us how the controller works. The main analogue stick is used to move Rhama around. There are several different degrees of movement, from walking slowly to mid-run to full-on running. Pressing and holding in a direction will see Rhama accelerating. The longer you hold in a

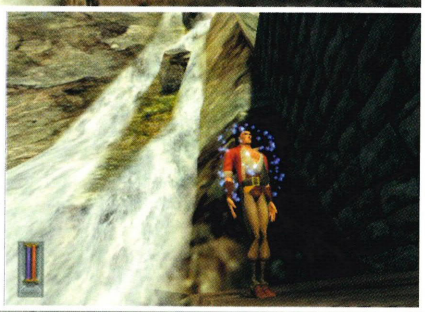






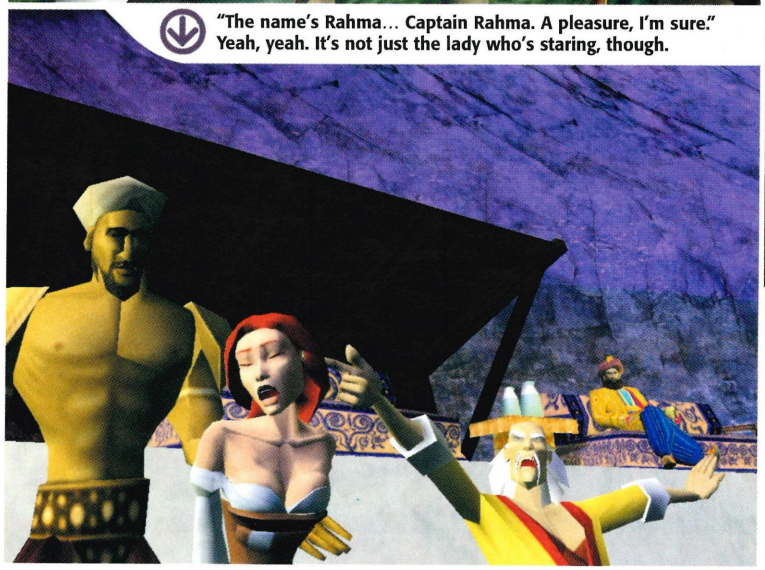






A TALE OF HERBS

As it happens, the Islands of Mystery are the least of Rahma's worries. His first hour in Aqua sees him defying death on three separate occasions before the ageing Dr Areliano is betrayed by his servant Jabez. It turns out that the doctor's discovery was, in fact, a mysterious ship. All of its crew are dead, and the only clue comes in the form of a bottle of herbs. These herbs were thought to have died out centuries ago, and hold tremendous power. The dead sailors had obviously found a place where the herb still survives. Sadly, their discovery costs them more than they bargained for. The doctor plans to use the herbs to save hundreds of people's lives, but Jabez has far more sinister plans up his sleeve. Mwahahahahaha hahahahahaha!



"The name's Rahma... Captain Rahma. A pleasure, I'm sure." Yeah, yeah. It's not just the lady who's staring, though.



CONTINUED

certain direction, the faster he will run. The only way to cross certain gaps is to take a long run-up so that his momentum will carry him further. In theory, a long enough run-up will see Rhama spanning any gap. If he just misses, there's always the option to grab hold of a ledge and drag himself up. Being extremely adept, Rhama can grab ledges, be they in-front, behind or to the side. Those who have played *Tomb Raider* will know how annoying it is to not be able to grab a ledge merely because you're not square-on with the platform. In *Galleon*, all you have to do is push the analogue stick in the required direction. Even if you do completely miss the platform, Rhama can fall from considerable

"YOU CAN EITHER PLAY THE GAME SAFELY, OR ON THE EDGE. IT DEPENDS HOW MUCH OF AN ADVENTURER YOU ARE"



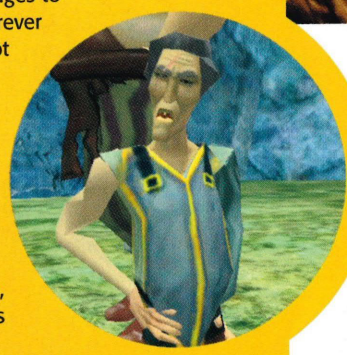


TARGET PRACTICE

Galleon isn't just about leaping around like a monkey. Being an adventure, it also has a certain RPG element to it. You can enter the shops in Aqua and take a gander at the wares on offer. It would probably be a good idea to stock up on supplies while you have a chance. You can talk to the shopkeeper, barter with him and even sample some of the goods. This is all done with the B button – however, pressing the Z-Trigger brings up a crosshair target. You can now use the analogue stick to place the target over an item. Tap the B button to lock onto the target. Rhama will now be locked on, and any movement will rotate him around this item. The camera will remain locked onto this item until you disable the lock.

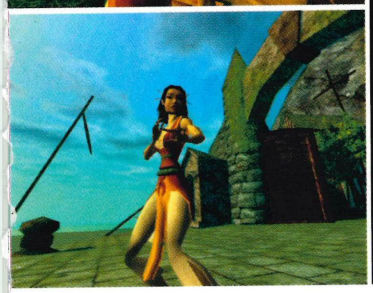


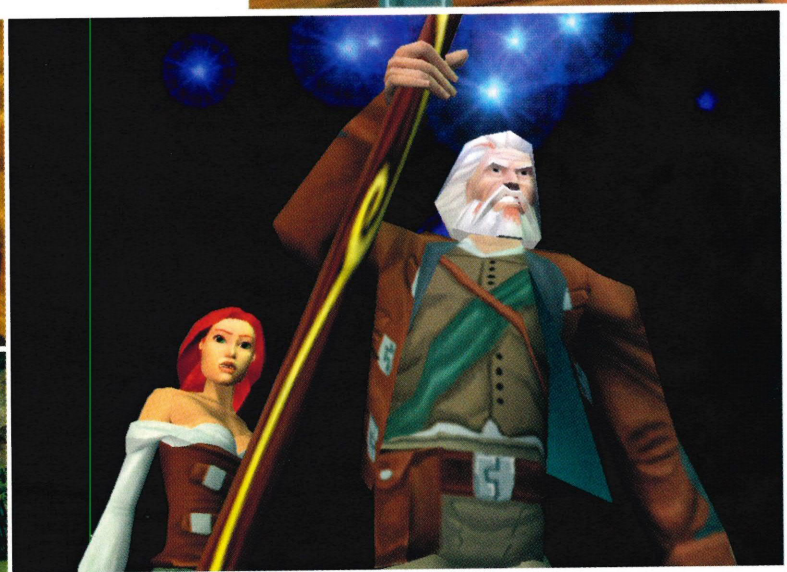
IT'S A MUG'S GAME



Captain Rhama manages to attract attention wherever he goes, and if it's not in the form of pretty ladies then it's in the form of muggers. Thankfully, Rhama's brawling skills are second to none. He can pick up and throw, punch, kick and headbutt his opponents. Simple combos are also available by tapping certain button combinations. More often than not, Rhama will be faced with a group of cowardly muggers rather an individual, and this is where the targeting system is extremely handy. As with the N64 Zelda games, the Z-Trigger can be used to lock onto an enemy. Rhama can now run around his enemy and attack from any angle. If he wants to nut another mugger, the lock-on can be switched to that person. Simple really.



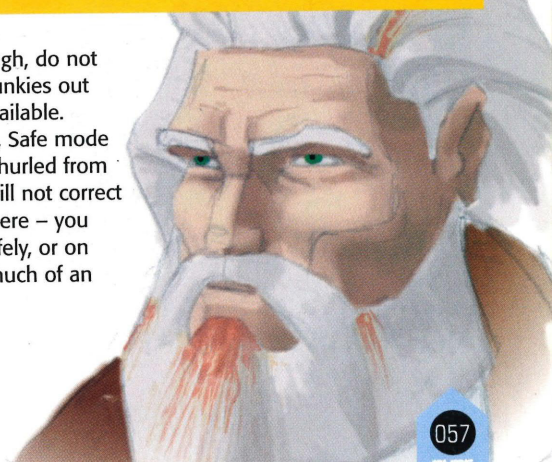




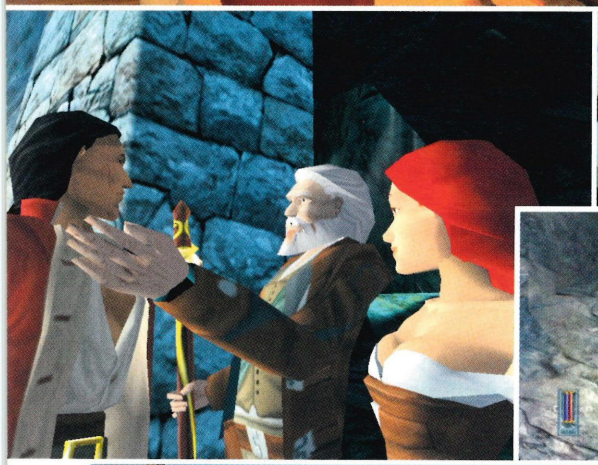
Dr Areliano is a master of arcane magic, and uses it to open secret areas. He looks like a bit of an old git, though...

heights without dying. The emphasis is purely on exploration, and the team doesn't believe that you should be punished because you are curious.

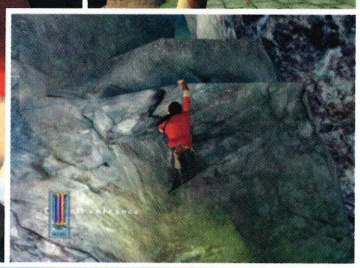
Because of this, the team has come up with what it calls a 'Safe Area'. There are plenty of areas in the game which consist of narrow platforms. As long as Rhama is in Safe mode, he cannot fall off. This Safe mode occurs whenever he is walking and works in a similar style to *Tomb Raider*, although with *Galleon*, it's all done on the analogue stick. When Rhama is walking, his feet will adjust themselves on the platform. He quite literally can't fall in this mode. If he comes up against a ledge or obstacle, he will do the most appropriate thing, ie stay still, climb up, drop down, vault over or roll under. If this all sounds a little too predetermined for you, though, do not fear. For all the adrenaline junkies out there, an Unsafe mode is available. When Rhama starts running, Safe mode is disabled. He can now be hurled from any platform, and his feet will not correct themselves. The option is there – you can either play the game safely, or on the edge. It depends how much of an adventurer you are...

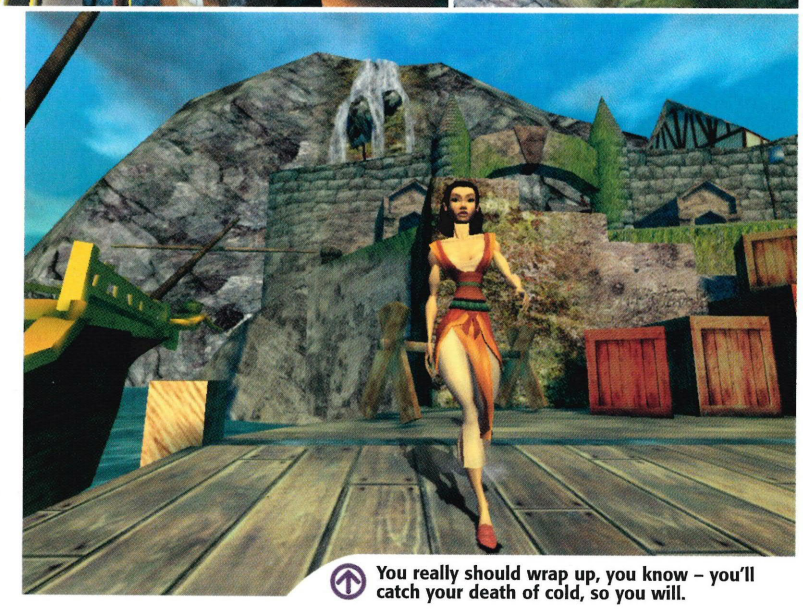




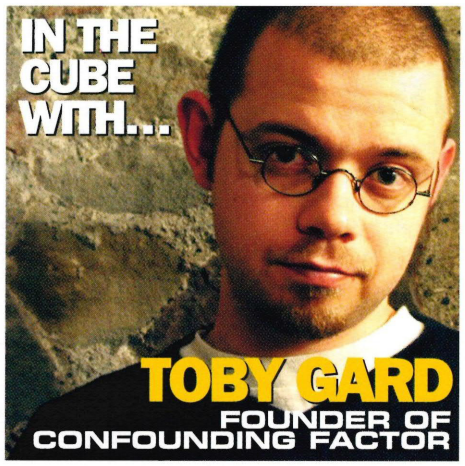


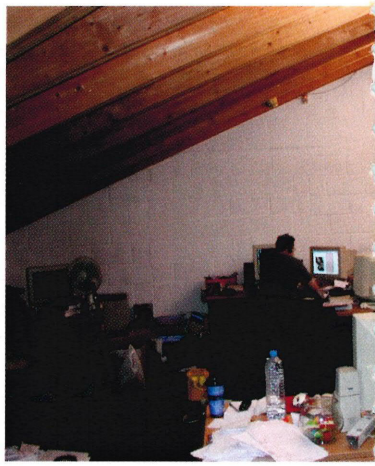






You really should wrap up, you know – you'll catch your death of cold, so you will.





WE SPOKE WITH THE MAN WHO LEFT CORE AFTER CREATING LARA CROFT, AND STARTED UP HIS OWN COMPANY, CONFOUNDING FACTOR...

CUBE: How far would you say Galleon is into the development cycle?
TG: I'd say around 90%. Most of the level design is done, it's just a matter of putting it all together.

CUBE: Do you actually have GameCube development kits, or are you still running from PCs?
TG: Yes, we have the final development kits, but we were pretty late in getting them actually. They didn't turn up until about half way through 2001.

CUBE: When did you decide that you were going to make *Galleon* for GameCube?
TG: Well, the game was originally designed to... [thinks], it was a long time ago, 1997, when we started this game. It was designed to run on whatever the next generation platforms were going to be. We were hoping that it would get onto the next Nintendo platform, but we didn't know what it was going to be.

CUBE: What do you think of the GameCube hardware now that you've had a chance to play with it?
TG: Yeah, it's good – I like it a lot. It's tasty. The programmers all like it, and it can do everything that we want it to do.

CUBE: You're also working on an Xbox version of *Galleon*. How do the two versions compare?
TG: For us, it's easier to develop the Xbox version, simply because we are developing on PC, and despite what everybody says, the Xbox is basically a PC. Because of that it's extremely easy for us to move our stuff onto Xbox. The GameCube is slightly different from a PC, but it's really nice. The main difference with the Xbox is the hard drive, but it's not going to make much difference as far as *Galleon* is concerned.

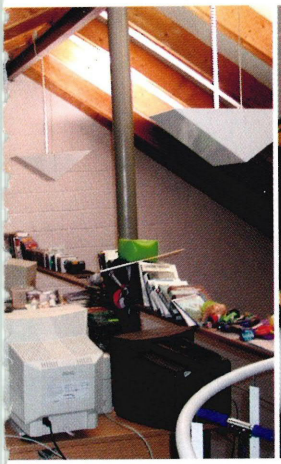
CUBE: So far from the screenshots, we've seen eight different areas of the game. What other kinds of terrain can we expect to see?

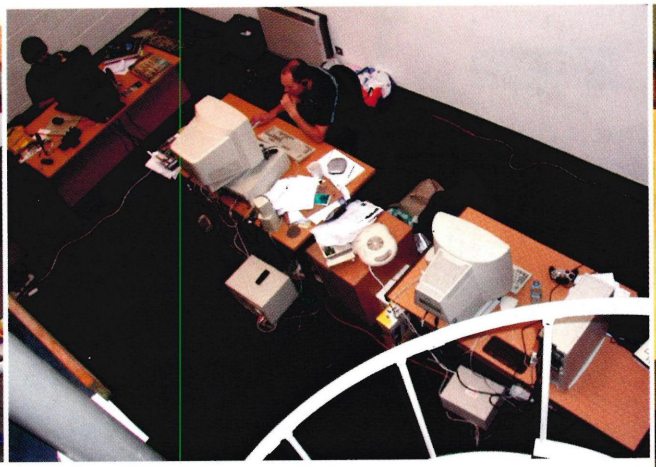


"I LIKE IT (GAMECUBE) A LOT. IT'S TASTY... IT CAN DO EVERYTHING THAT WE WANT IT TO DO"

TOBY GARD, CONFOUNDING FACTOR











TG: There are six islands, and they're all in different locations in this imaginary world. There is a Greek-inspired island, a middle-eastern-style island and a jungle island. We've also got some bizarre islands, which are beginning to become quite surreal. They're all different islands, and they all have the types of features that you would expect, like rivers, caves and the beaches.

CUBE: Where did your inspiration for Rhama come from?

TG: He's kind of a mixture of the Sinbad character, and a bit of Captain Kirk, and a bit of Jet Li, I suppose. He's a mixture of classic heroes and a relaxed '90s guy. Or should I say '00s guy?

CUBE: One thing that hasn't been implemented at this stage is the sound. What can we expect in terms of music and sound effects?

TG: For the music, we're going to be using character-based themes. We're having versions of the character themes, which have different moods to them. So in scenes where we're trying to colour the situations with the actual characters, rather than doing 'this island has this music,' we're going to try something a bit different. Hopefully that will help people bond with the characters more.

CUBE: You've been working on this for three years, coming up to four years by the time it's finished. What's next for Confounding Factor?

TG: We'll probably split into two teams, and we'll get two games on the go – it's difficult to have only one game running at a time, in terms of getting money in. Four years is a long time before you actually start to get money coming into the company. I'm not sure exactly what the games will be. I've got lots of ideas for things that I want to do. *Galleon* could carry on if people really like it, cos there are a lot of things written into the story which can be explored. It all depends on how successful *Galleon* is.

CUBE: So if you had unlimited time, money and resources, what would your dream game be?

TG: I think it would have to be an online RPG. They're good, I think there's a huge future ahead for that genre, but they're incredibly hard games to make. It's an incredible design issue, and you've got to be a glutton for punishment to do it. You've got to do it right, or else you're in a lot of trouble. CUBE

The Captain is in Safe mode at the moment, until he starts running.





CUBE THINKS...

FIRST IMPRESSION

■ Introducing a brand-new character to the world is never an easy task – hopefully, *Galleon*'s strong character design, along with its enveloping story line, will suck players into its magical fantasy world. The all-important remaining issue is the frame rate, and as long as Confounding Factor manages to get it running at a constant 30 frames per second, this will be a must-buy.

The team knows what it's doing, and CUBE is sure *Galleon* won't be anything less than magical. CUBE

RUB-A-DUB!

EDITORIAL

COR BLIMEY, GUV'NOR... if these past months haven't proved just what the GameCube can do, then I'll eat my pearly hat. Not that I've got a pearly hat, you understand – being from London has sadly led to my labelling of 'Cockney' from the team as of late. In any case, I don't really care; all that matters is that the securing of a multi-region GameCube this month (ha, ha!) made my Christmas. One trip to New York later – believe me, it's a great place – and I'm sorted for the next few months as far as games go. *Rogue Leader*? Check. *Smash Brothers Melee*? Check. *Tony Hawk's Pro Skater 3*? Check... although I had to fight some children for the last copy in the store – rabid little buggers, let me assure you. No doubt a lot of you had a blinding time as well, although the fact that the GameCube isn't out for at least another three months might have put a damper on things. Don't worry; it's not long to wait. In the meantime, you can check out even more of what there is to look forward to, thanks to our wealth of US launch reviews. True, we've held back reviews of some of the games available right now, but it's for your own good – if we gave them all to you at once, you'd probably end up going mad or, even worse, buying a PlayStation2. Just trust me on this one, okay? ■ **MARTIN MATHERS**



62 Sod the Force – give us a GameCube controller instead any day! We've literally torn this game to pieces so that we can bring you the definitive verdict on whether you need this game or not. Just trust your feelings and let go, Luke...

ROGUE LEADER: ROGUE SQUADR

CUBISTS

We'd like to assure you that no CUBE members were harmed in the making of this issue... except Will, but that's because he likes it.

SIMON PHILLIPS



GROUP EDITOR, CUBE

LIKES: Omelette sarnies
HATES: The bowel problems that follow eating them
THIS MONTH: The man known as Lips (no, don't ask) took up the challenge that is 'Breakfast In A Box'. It's doesn't sound like much, until you realise he spent much of the day on the loo afterwards...

MARTIN MATHERS



GAMES EDITOR, CUBE

LIKES: Cooking like Jamie Oliver
HATES: Talking like Jamie Oliver
THIS MONTH: Mart spent the whole time counting the days until his incredibly expensive trip to New York, telling us about all the places he was going to go for breakfast, lunch and dinner. There's a word for people like him...

CHANDRA NAIR



NEWS EDITOR, CUBE

LIKES: All the pretty ladies
HATES: Branston pickle
THIS MONTH: Everyone's favourite rock star put on his Jedi hat and spent most of his time playing *Rogue Leader* – even though we had an entire magazine to put together. Time to get the spanking stick out...

WILL JOHNSTON



GAMES EDITOR, PLAY

LIKES: First-class travel
HATES: The great unwashed
THIS MONTH: The international jetsetting playboy of the CUBE team has been cruising around San Fransisco, and then Paris, under the guise of a mild-mannered games journalist on a PR trip. Ha, ha... the mad fools!

SIMON GRIFFIN



STAFF WRITER, POWERSTATION

LIKES: Chasing cars
HATES: Electric razors
THIS MONTH: The beast split his time between dribbling over the new *Star Wars – Episode Two* trailers, swearing at people who liked Harry Potter and running around in mad circles trying to catch his tail. Ahh, bless.

NICK TRENT



GROUP ART EDITOR, CUBE

LIKES: Chestnuts
HATES: Nuts on his chest
THIS MONTH: Mr Trenty spent ages and ages trying to convince Mart to let him look after Alfie (Mart's little cat) while he was away in New York. Sadly, Nick's new 'Unlucky Fried Kitten' T-shirt didn't really help his case...

ROB SULLIVAN



DESIGNER, CUBE

LIKES: Kung Fu Fighting
HATES: Being as fast as lightning
THIS MONTH: When we asked what he'd been up to, Rob told us that aside from the high-speed car chases, skydiving onto a moving speedboat and swimming with sharks, he hadn't been up to much. Pah.

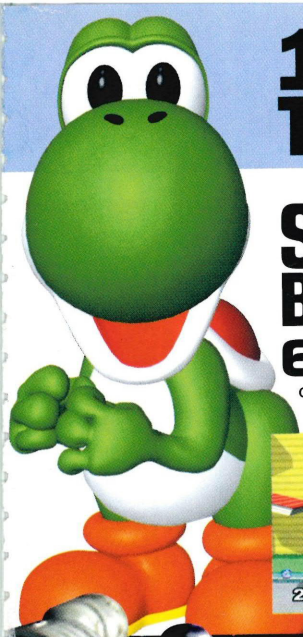
STEPHANIE PEAT



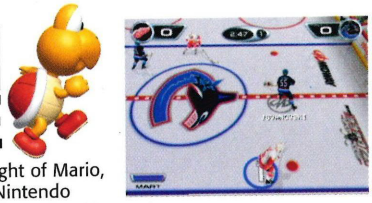
DESIGNER, CUBE

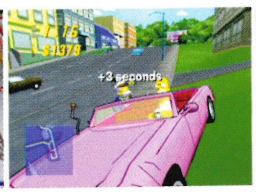
LIKES: Hunky Men
HATES: Working With Them
THIS MONTH: Steph became the proud figurehead of the 'Stephanie Peat Fan Club', when a number of people wrote in and declared that they thought she looked like a bit of alright. She's got a man, you know... and he's burly.

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



SUPER SMASH BROTHERS MELEE







68 We've been getting excited about the thought of Mario, Zelda, Pikachu and all our other favourite Nintendo characters beating the living daylights out of each other. Now it's finally here... so does the game live up to our expectations?



NHL HITZ 20-02

74 Even though it's supposed to be a graceful sport, everyone knows what they want to see in ice hockey – violence, and lots of it! Midway brings us what we need with its three-on-three hockey slammer... nobody does it better!

SIMPSONS ROAD RAGE

78 Move aside, slowpoke – Homer's got a living to make! Jump behind the wheel with your favourite Simpsons characters and speed round the streets of Springfield; it's all great fun, but you'll get this feeling of déjà vu creeping over you...

XG3: EXTREME G RACING

82 Faster than a speeding bullet – no, it's not Superman... it's the bikes from *XG3*! You won't believe how fast these babies can motor but if it's high-speed thrills you're looking for, you've come to the right place. Fancy a test drive?

SSX TRICKY

86 It might sound decidedly tricky – jump on a plank of wood and race down the snow-covered hillside as fast as you can – but don't let *SSX Tricky* fool you. There's much more to this speedy snowboarding title than meets the eye!

CRAZY TAXI

90 Hey-hey! It's time to make some crazy money with Acclaim's release of this oldie-but-goodie SEGA title. So it's been around for a while... does that really make a difference when the game is this good? That's for us to decide...

DAVE MIRRA FREESTYLE BMX 2

94 We know what you're thinking... this is *Tony Hawk's* on a BMX, right? Well, no – it's much more complicated than that. That's why we've taken the time to show you just how great Dave Mirra and his new game really are!



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.

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



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...

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

BOX OUTS
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 box outs are ideal for you.

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 75 — **7.5 > 8.9**
Although they haven't quite made 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 50 — **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 25 — **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 00 — **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!







CUBE INFORMATION

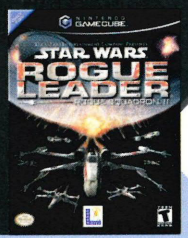
STAR WARS: ROGUE LEADER	
PUBLISHER:	ACTIVISION
DEVELOPER:	FACTOR 5
PRICE:	£59.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1

STATS

- OFFICIAL STAR WARS LICENCE
- FAMOUS SCENES RECREATED
- MIND-BLOWING GRAPHICS
- DOLBY PRO LOGIC II OPTION
- OVER EIGHT SHIPS TO CONTROL

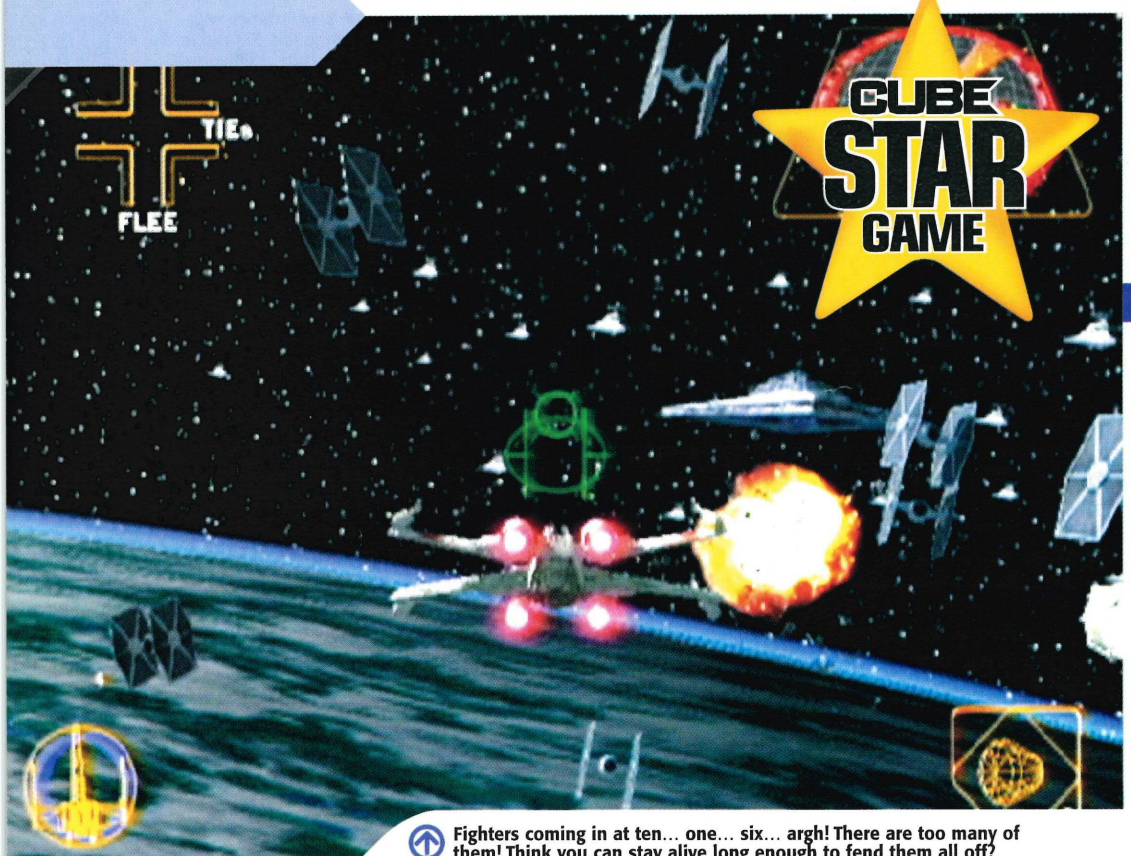
RELEASE DATES

TBA	TBA	OUT NOW



The Force is far too strong with this one!

STAR WA ROGUE L



Fighters coming in at ten... one... six... argh! There are too many of them! Think you can stay alive long enough to fend them all off?

The hype machine can be a very bad thing, but somehow, Factor 5 has managed to deliver even more than it had promised...

WE ALMOST didn't review this game. "What!?" we hear you cry. The biggest and best game to hit GameCube so far, and we weren't going to give it a score? There were a few reasons actually...

1. Writing a review would mean that we'd have to stop playing it and do some 'proper work'. You'd be amazed at how close we came this month to not getting Issue 2 on the shelves...and it was all the fault of *Star Wars*.

2. Like you really need us to score it for you. If you read our mammoth In-Depth feature last issue, you'll know approximately 127 times more information than the relevant UK marketing department does. You already know that it's beautiful. You already know that it plays well, and you will have already decided whether you're going to be buying this game or not.

But then we found the new levels, and the extra ships. We also found some truly amazing sections, and some truly awful bugs, so we decided that we'd better fill you in.



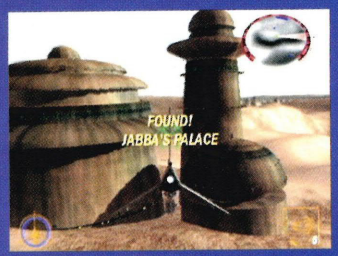


LUKE... LUKE!

STAY ON TARGET

Into the Death Star trench run you go and believe us, it's not as easy as you'd think. First you need to dodge the barriers, then the waves of TIEs and finally, Vader himself!

SLOW-MO BUG



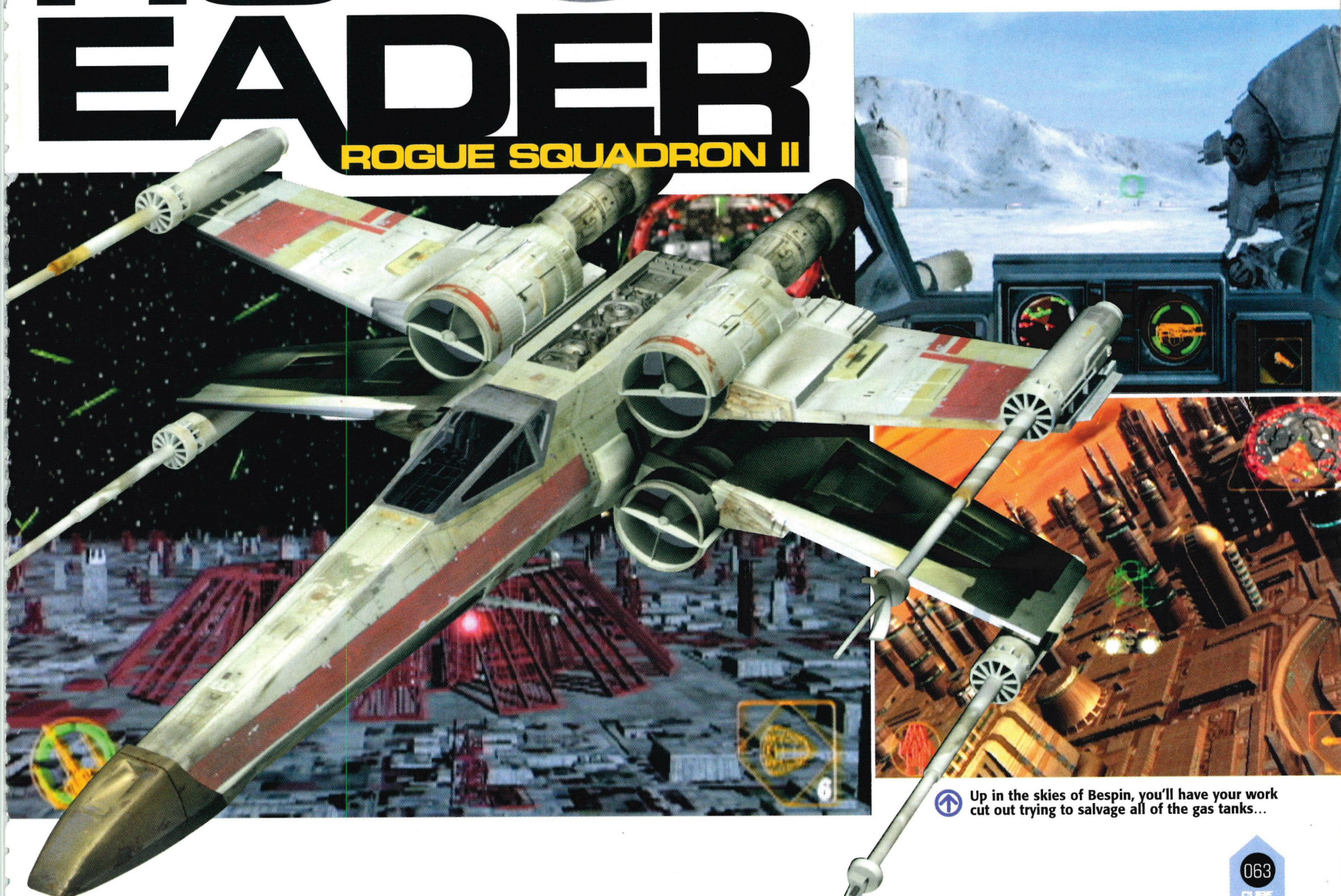
Now this is a weird one. The American version of the game has this bug in it – we have no idea whether the Jap or PAL version will be free of it.

In the Tatooine Training level, you get to fly around the sand dunes in a T-16. Occasionally (maybe once in every two sessions) the frame rate will drop to around five frames per second. This appallingly low frame rate lasts for up to 30 seconds before resuming as normal. Thankfully it doesn't affect the game, as you're only searching for items on this level. It's a really strange bug though – it's not as though there's much going on, and the game manages to run far more complex calculations than this at 60fps. Not a big deal then, but worth mentioning.

RS EADER

ROGUE SQUADRON II

"THERE ISN'T A PERSON ALIVE WHO CAN WATCH IT AND NOT WANT TO BUY A GAMECUBE"



Up in the skies of Bespin, you'll have your work cut out trying to salvage all of the gas tanks...



YOU'RE ALL CLEAR, KID!

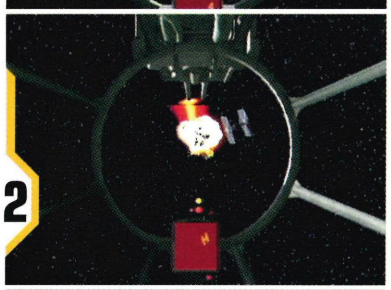
Once you've completed the game, what incentives are there to go back and improve on your times? Erm... plenty actually. Achieving certain times, accuracy rates and so on will earn you a Bronze, Silver or Gold medal. Each medal counts for a number of points, and these points can be traded in and exchanged for new levels. Secrets such as flying in Vader's TIE Advance x1 and piloting the Millennium Falcon require a large number of points and you'll need to achieve all Golds in order to open them all. Needless to say, getting even one Gold is as hard as nails. The promise of new levels will keep you coming back for more punishment though.

"ROGUE LEADER IS AN ACHIEVEMENT ABOVE AND BEYOND NINTENDO'S IN-HOUSE OFFERINGS"

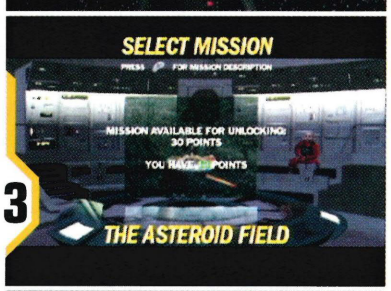




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2



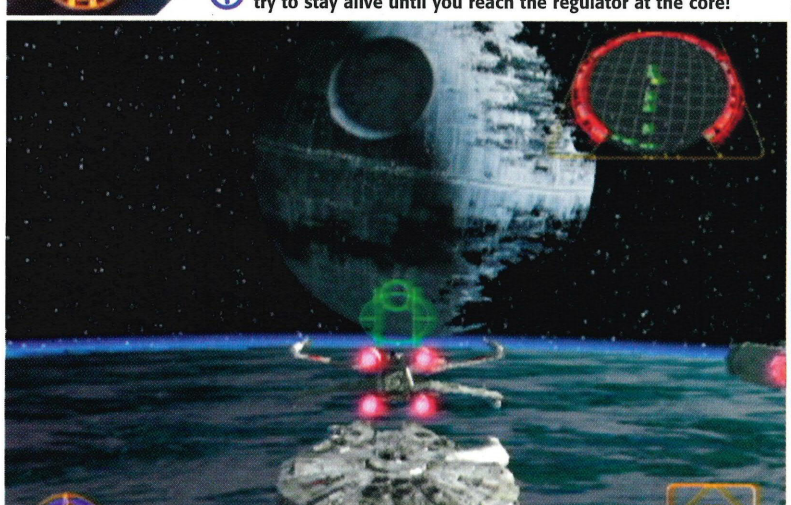
3



4



This crashed Star Destroyer is ideal salvage for the Rebels... but the Empire is out to get it first! Better get moving before Darth Vader arrives, Luke!



Inside the Death Star there's not much room to breath... just try to stay alive until you reach the regulator at the core!

BIG MUTHA

AT-AT AHOY!

These slow-moving mechanical nightmares spell the end for the Rebellion on the planet Hoth. You'd better take care of them quickly before they get you too!

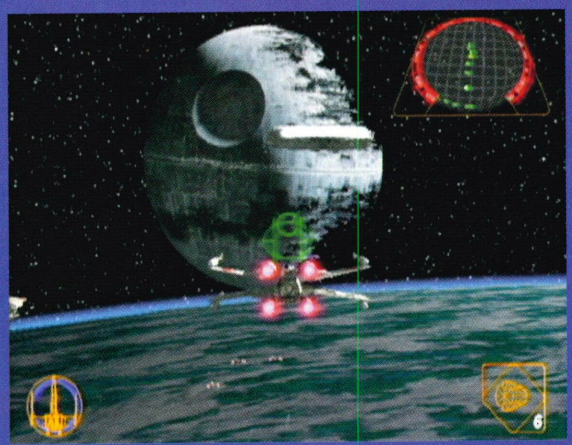






THERE'S TOO MANY OF THEM!

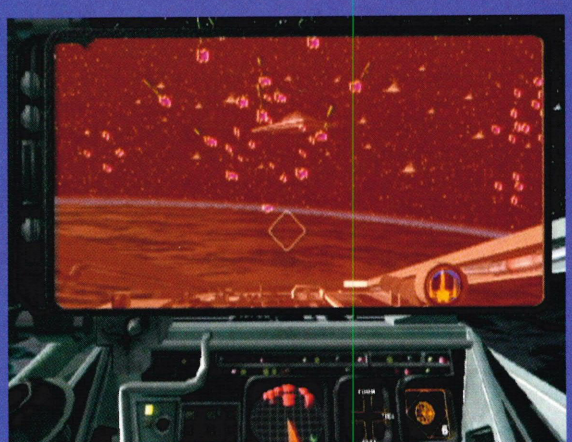
The sheer number of ships on-screen at once can sometimes become quite overwhelming. The Battle of Endor takes this to extremes. How is the GameCube doing this? We don't know, just accept it.



Approaching the Death Star for the second time, it all seems too easy. How can they be jamming us if they don't know we're coming? Pull up!

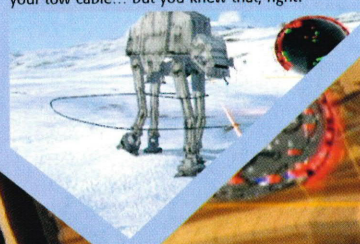


The entire Imperial Fleet, Super Star Destroyer and all, are right behind you. Can you imagine how many TIEs are in that fleet?



It looks like you won't have to just imagine. Like a swarm of locusts, the TIE Fighters and Interceptors are all over yo' ass. Brace yourself!

GOOD SHOT, JENSON: As they're so tough, the only way to take down an AT-AT is to go for the legs with your tow cable... but you knew that, right?



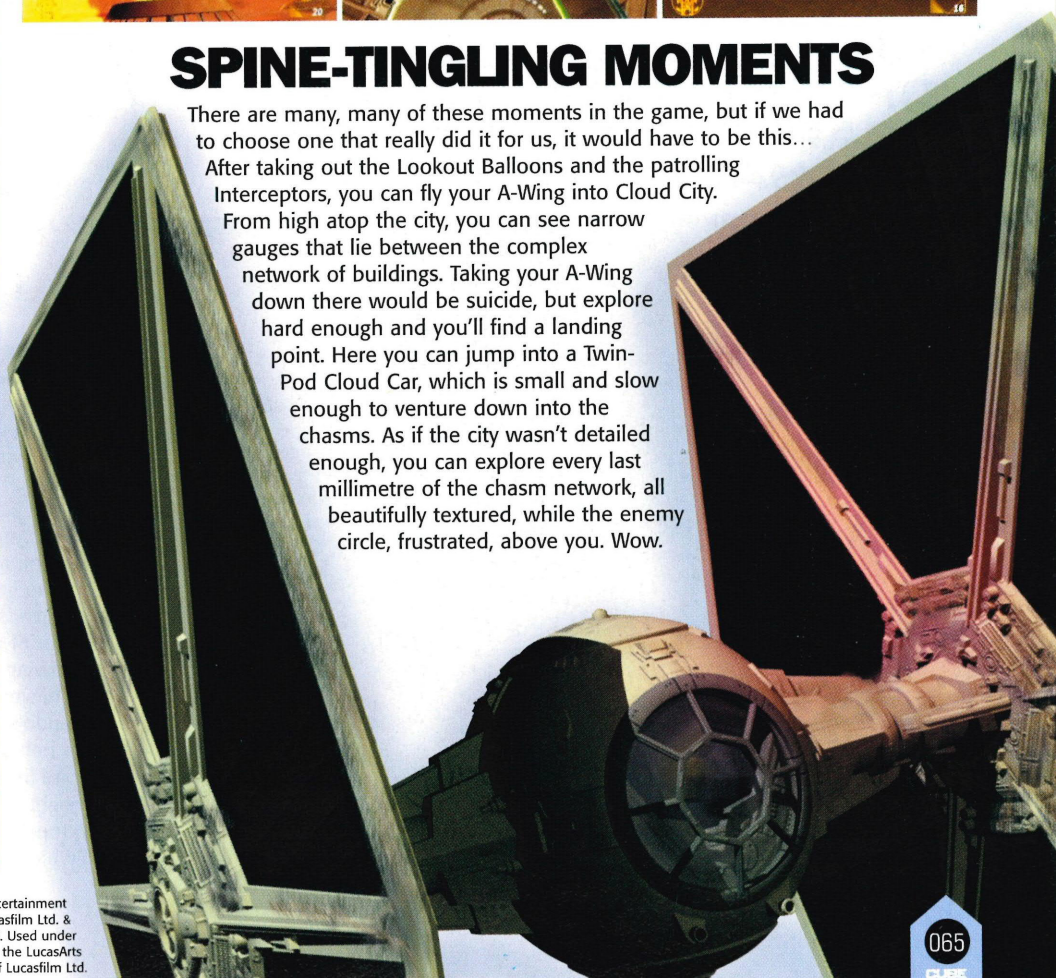






SPINE-TINGLING MOMENTS

There are many, many of these moments in the game, but if we had to choose one that really did it for us, it would have to be this... After taking out the Lookout Balloons and the patrolling Interceptors, you can fly your A-Wing into Cloud City. From high atop the city, you can see narrow gauges that lie between the complex network of buildings. Taking your A-Wing down there would be suicide, but explore hard enough and you'll find a landing point. Here you can jump into a Twin-Pod Cloud Car, which is small and slow enough to venture down into the chasms. As if the city wasn't detailed enough, you can explore every last millimetre of the chasm network, all beautifully textured, while the enemy circle, frustrated, above you. Wow.



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BIG GUNS!

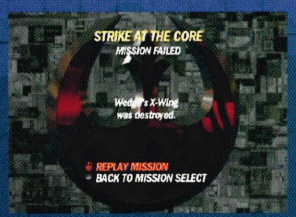
TURRET TROUBLE

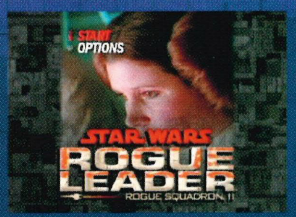
Not surprisingly, the surface of the Death Star is covered with a multitude of gun placements... they might not look like much, but they'll take you down in a flash!

FULL FRONTAL!

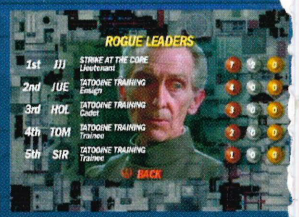
WE'VE SEEN THAT MOVIE TOO

■ Ha! Got your attention didn't we? Sadly, Princess Leia doesn't get 'em out for the lads, and Darth Vader doesn't flash at any point in the game. What we're referring to is the gorgeous front end of the game – and indeed the back end. Having the official licence from LucasArts has allowed Factor 5 to include footage from the films on all of the options menus. Every menu, be it the Mission Failed screen, the Mission Select screen or the title screen has film footage in the background. Once you finish the game, you even get to see the full-length Special Edition film ending!

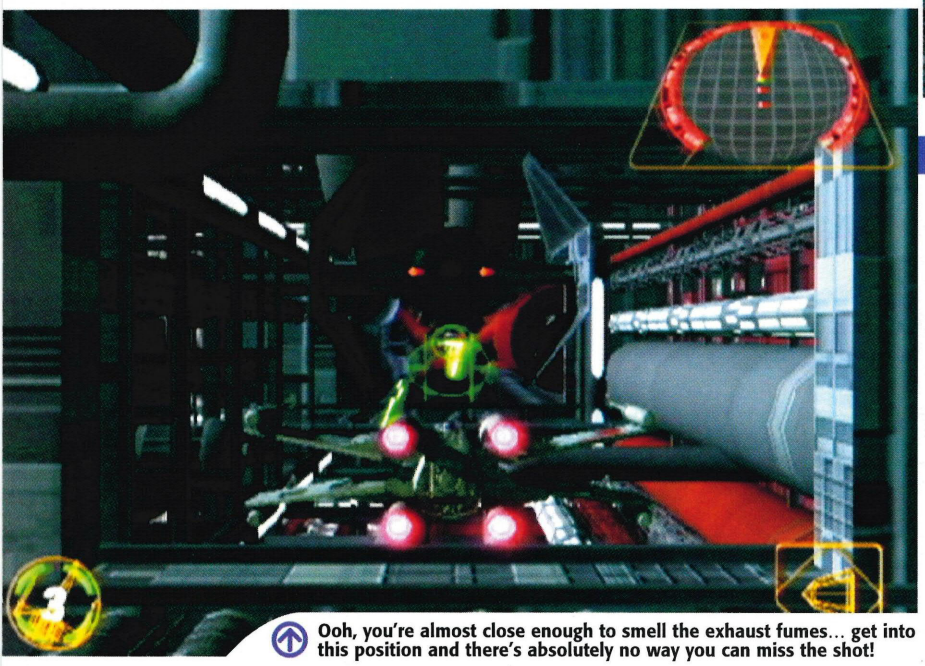






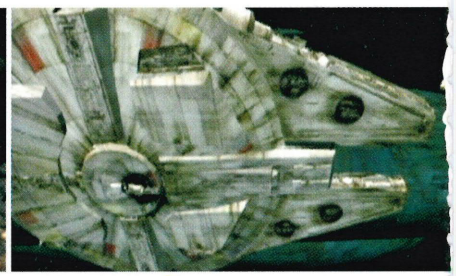


"IF YOU DON'T LIKE GAMES OF THIS SORT, THE PRETTY GRAPHICS AREN'T GOING TO CHANGE YOUR MIND"



Ooh, you're almost close enough to smell the exhaust fumes... get into this position and there's absolutely no way you can miss the shot!





COMMENT First things first – *Rogue Leader* is jaw-droppingly gorgeous. It's the game that we switch on when we want to immediately impress someone. There isn't a person alive who can watch the Battle of Endor with its umpteen TIEs on screen at once, and not want a GameCube. From the lighting affects to the photo-realistic textures to the sheer number of polygons that the engine is throwing around, *Rogue Leader* is an achievement above and beyond Nintendo's in-house offerings.

It's not all graphics, though – despite their mesmerising appeal, the sights are quite often beaten into touch by the sounds. You can tell which ships are behind you merely by listening to the hum of their engines, or the sound of their laser fire. On top of the screams and the noise of enemy fire, you'll have your allies begging you to help, your wingmen requesting orders and the nostalgic orchestral score in the background. You'll often find yourself almost crushing the pad, such is the intensity of the music. Cynics may argue that some of the voices aren't quite right, but so what? They're close enough. Granted, it would have been nice to have every actor back in the studio, but their lives consist of more than *Star Wars*.

There's only one aspect of *Rogue Leader* in which Factor 5 hasn't delivered what it hoped to. Once

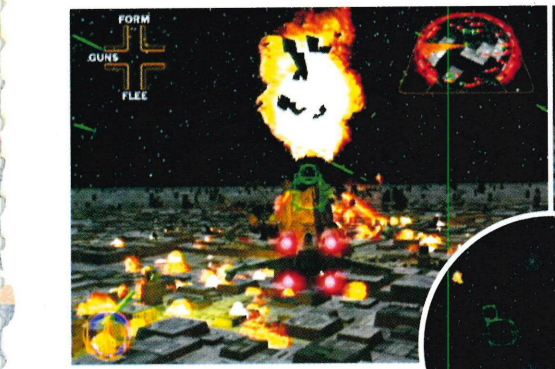
AWAITING ORDERS, LUKE...

On most of your missions you will be accompanied by two wingmen. At the most, you will have a choice of four commands: Form, Flee, TIEs, Guns. 'Form' will make your comrades fly in formation to your left and right, firing on whatever you are firing on; 'Flee' does what it says on the packet, though why you would want them to flee is beyond us; 'TIEs' will send them after the TIE Fighters/Interceptors/Bombers that are being the most threatening at that moment in time; and 'Guns' will send them after the most threatening gun turrets/laser banks in the area.

These orders are made by way of the D-pad, each direction corresponding to an order. Thankfully you don't have to wait for your wingmen to complete the previous order before they come back. If you need to alter your tactics at any point, you can simply tap the D-Pad and a Command Cross will appear in the top-left corner of the screen.

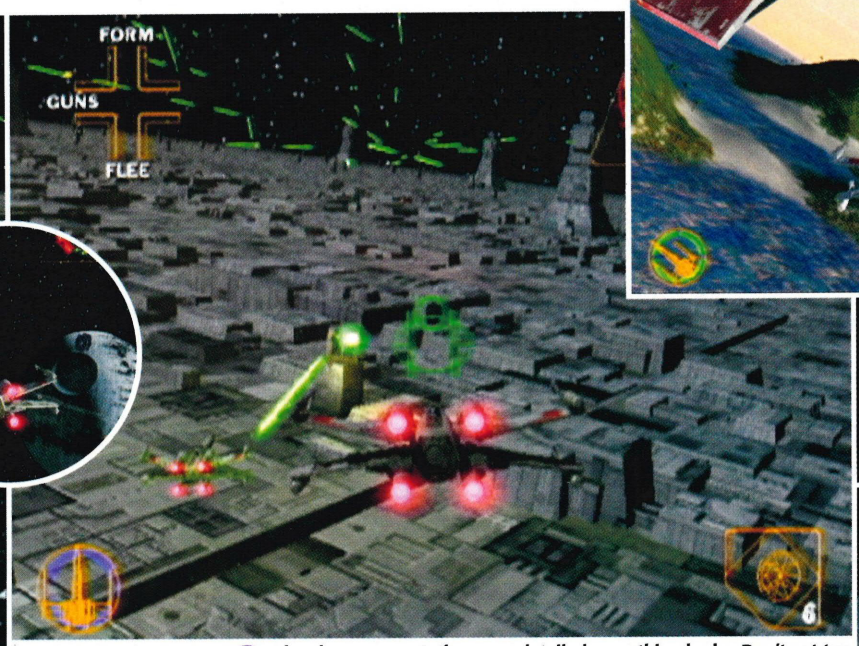


FULLY FUNCTIONAL BATTLE STATION!: A lot of the effects and visuals in the game have been taken straight from the movies... like this Death Star.



If it moves, you can shoot it... especially if it shoots back at you!





The closer you get, the more detailed everything looks. Don't get too distracted, though, or you'll end up crashing and burning!





upon a time, the game was going to run at a constant 60 frames per second. On many levels this is the case, but there are some exceptions. Hoth, with its wide open expanses, often drops to around 30fps, as does Kothlis, but the important thing is that it doesn't affect the handling of the ships.

Rogue Leader is an outstanding game, but at the end of the day, it's just a shoot-'em-up. If you don't like games of this sort, the pretty graphics aren't going to change your mind. If you do, you're in for a rare treat. Factor 5 has set the standard, and other companies are going to have to work their arses off to make us sit up and take notice.

CHANDRA

CUBE VERDICT — ROGUE LEADER

SO GOOD, WE ALL WANT TO BE JEDIS NOW!

VISUALS
The first GameCube title to make full use of its graphical capabilities. Believe us, it's pure eye candy.

AUDIO
It's worth investing in a Dolby Pro Logic II decoder just to hear this in all its glory.

GAMEPLAY
Everything handles and plays just as you imagine it should... in fact, it's even better than you could hope.

LIFESPAN
RL is rock hard, so getting all the medals and opening up the bonus levels will take some time.

ORIGINALITY
Some amazing new levels, but also some levels which are straight from the original.

ALTERNATIVE

STAR WARS: ROGUE SQUADRON



The original game on the N64 – this version has blurry visuals and a dodgy frame rate in some places. Still, it remains one of the best *Star Wars* titles behind RL.

STAR WARS: BATTLE FOR NABOO



Similar to *RL* but with *The Phantom Menace*. This means that you get to fly a whole different set of ships such as the Naboo Starfighter in a quest to save Naboo from the emperor's evil clasp.

OPINION

FORCE-TASTIC! "It's even better than I thought it'd be... I'll get those Gold Medals if it's the last thing I do!"
MARTIN

AT-AGAME! "It's like taking part in the movies or better still, living it. It might be flawed, but it's lovely...."
SIMON

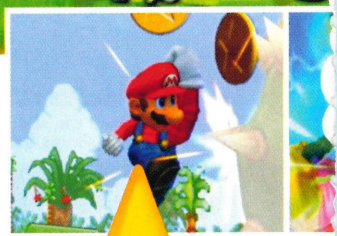
FINAL SCORE

9.1

WHETHER YOU'RE A FAN OR NOT, IT'S AN EXHILARATING SHOOT-'EM-UP THAT EVERYONE SHOULD OWN.







Super, smashing, totally great!

SUPER SMASH BROTHER MELEE

CUBE STAR GAME

It's made ripples across the water but is Smash Brothers Melee really that good?

IF YOU'D If you'd have told us many years ago that we'd soon be playing a game where our favourite Nintendo characters all got together in one place and beat the living daylights out of each other, we'd have laughed in your face. The thought of all those characters in one game was enough to get any Nintendo fanboy jibbering, but to have them fighting as well? Pah... don't be stupid. Then *Super Smash Brothers* turned up and blew everyone away with its originality and sheer enjoyment factor. With tons of well-known faces and multiplayer action like nothing on the N64 (hey, it wasn't known for its beat-'em-ups, was it?) it kept us going for ages. Times change, though, and now it's about time that Nintendo got around to updating the game that nearly everyone loved... so can you guess what's coming next?

CUBE INFORMATION

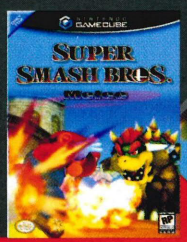
SUPER SMASH BROTHERS MELEE	
PUBLISHER:	NINTENDO
DEVELOPER:	HAL LABORATORY
PRICE:	£69.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1-4

STATS

- FIRST GAMECUBE BEAT-'EM-UP
- NINTENDO'S FINEST CHARACTERS
- TEN SECRET FIGHTERS
- COLLECT THE TROPHIES!
- SO GORGEOUS, YOU'LL CRY

RELEASE DATES

TBA TBA TBA







METAL MICKEY: At some point in the game, you'll have to face a metal fighter – they're heavier and take more damage, so be on your guard!









BACK A BIT

Many of the levels in *SSBM* are absolutely huge – as you move around, the camera will pan back to try and take in every single detail!

NICE VIEW!



THE BEGINNER'S GUIDE

HOW TO PLAY

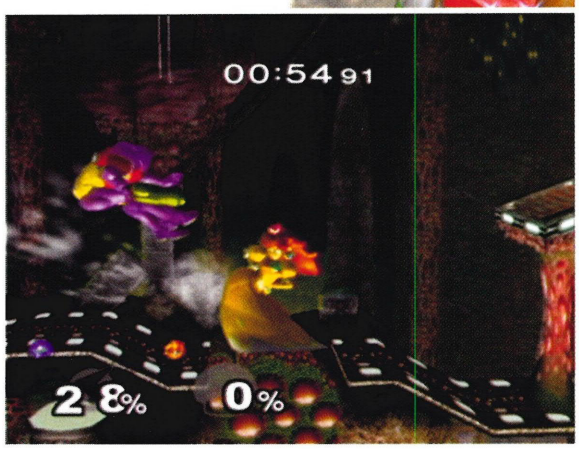
If you've never played *Smash Brothers* before, you'll need an idea of how the game actually works. It's not a conventional beat-'em-up – yes, you have to beat the other fighters into submission but it's not that simple. Each character has moves ranging from simple punches and kicks to nasty 'Smash' moves; you use these to increase your opponent's chances of being knocked off the level. That's what the percentages are for – the higher the percentage, the more chance you have of being clobbered away. Get it? We hope so… it's not hard to pick up, you know!

"SUPER SMASH BROTHERS MELEE TAKES WHAT YOU ALREADY KNOW ABOUT THE SMASH BROTHERS CONCEPT AND BUILDS ON IT LIKE THERE'S NO TOMORROW"

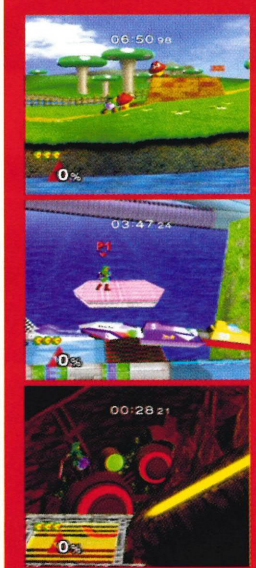
S



HISTORY



THE ADVENTURE GAME

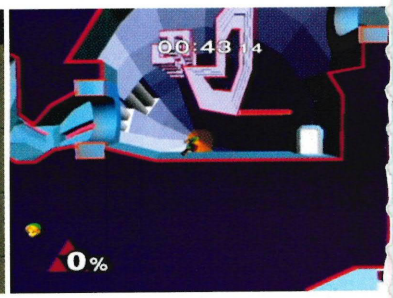


On top of the basic Classic mode (which is pretty much the same as it always has been), *Smash Bros Melee* includes an all-new Adventure mode. Featuring virtually all of the fighters in their own environments, there are a total of twelve stages to complete that are more like individual Nintendo games rather than just *Smash Brothers*. What do we mean? Well, you'll have to run through the Mushroom Kingdom just like you did in *Super Mario Brothers*, escape the self-destructing planet seen in *Super Metroid* and even hunt for the Triforce in the Underground Maze in true *Zelda*-style. There's more to it than just fighting… it's like 12 mini Nintendo games all rolled into one!



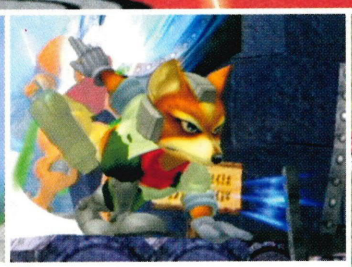




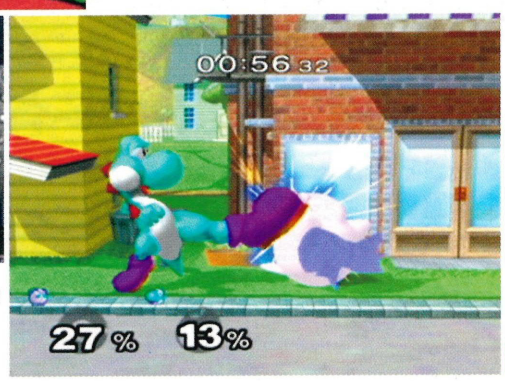


TAKE A BREAK

Tired of beating up all your favourite Nintendo stars? Then why not take a bit of a breather and head for the Stadium area – here, you can practice a number of mini-games to your heart's content. These include the Target Test, which will be familiar to people who've played the original game; you have to break the targets without falling into the abyss. You've also got the Home-Run Contest, where hitting a sandbag as far as you can with the bat provided is the name of the game. Finally, why not try your hand at the Multi-Man Melee… can you survive a battle against ten, a hundred or even an endless stream of enemies. Have a go and find out!



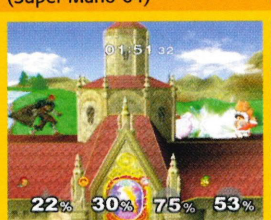
Faster than a speeding…err, fox. Yep, Fox is ready to kick some ass!



PLAY IT AGAIN, MARIO

Not surprisingly, a lot of the locations that you fight in look just as familiar as the characters – they've all been lifted from great Nintendo games of old. Both the look of each stage and the music is taken from the game it represents… it's like playing a game and having a history lesson all at once! Here's a look at some of our favourites…

PEACH'S CASTLE
(Super Mario 64)





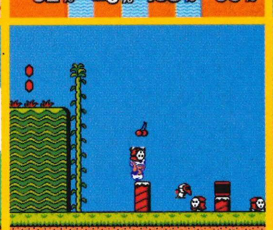
MUSHROOM KINGDOM
(Super Mario Brothers)





SUBCON
(Super Mario Brothers 2)





HYRULE TEMPLE
(Zelda: Ocarina Of Time)





GREAT BAY
(Zelda: Majora's Mask)





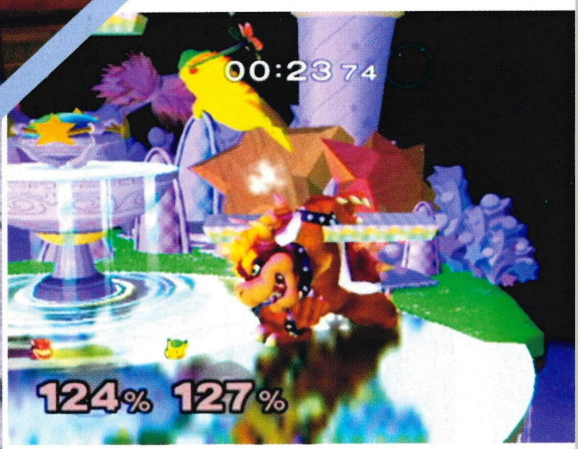
YOSHI ISLAND
(Super Mario World)





THE BIGGER THEY ARE... Just because you've picked a big character, doesn't mean you won't get knocked into the abyss. Hold your own, Kong!



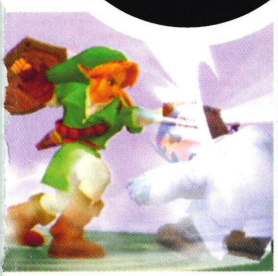


Taking on Donkey Kong is tough enough, but fighting a giant version of him? It's not fair!

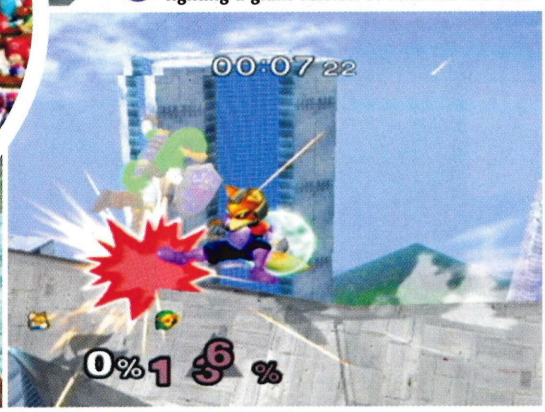
LITTLE PEOPLE!

COLLECT 'EM ALL!

If you visit the Collection area on the Trophies menu, you can see all your trophies at the same time. We've got quite a few...

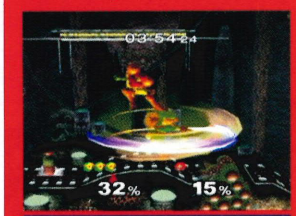






ONE FOR THE CABINET

The one thing that'll keep you coming back to *SSBM* more than anything are the trophies – there are so many of them, it'll take you ages to win them all! You can win them by a number of methods, but to call yourself a true *SSBM* master you need to get every single one of the bleedin' things...



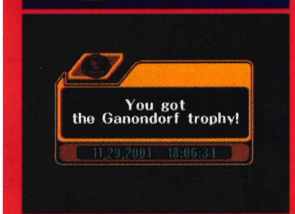
Before you can even think about earning a trophy, you need to play any of the modes in the main game – the more you play, the more coins you'll earn.



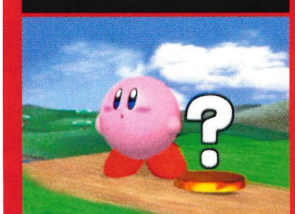
When you're done, head for the Lottery and use your coins to purchase trophies. As you win more of them, the chances of getting a new one go down drastically.



Now you can go to either the Collection screen or the Gallery and look at all your trophies in as much detail as you like, as well as read all about their history.



As well as winning the lottery, completing various parts of the game (certain Event Challenges, finishing the game as a certain character etc) will earn you a trophy.



Trophies will also appear during the special sections of the Adventure mode... make sure that you pick them up as you run past them or you won't get them!

GREEN GREENS
(Kirby's Dreamland)





MUTE CITY
(F-Zero X)





BRINSTAR
(Super Metroid)



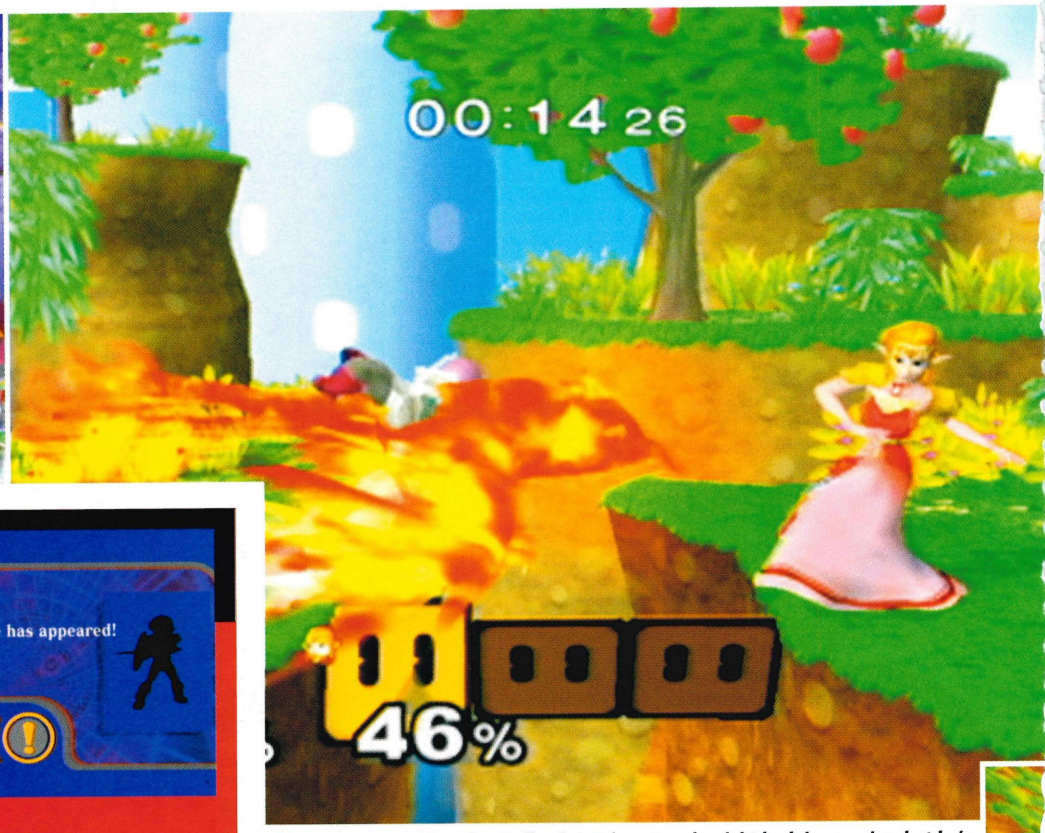


VENOM
(StarFox/Lylat Wars)









Yeah, so Captain Falcon's flaming Falcon Punch might look impressive, but he's going to fall down that pit if he's not careful... watch yourself, Captain!







A NEW FOE APPROACHES!

Make no mistake, *SSBM* has got a lot of goodies hidden away for you to find as you play. The biggest secret of all (and therefore, the one you'll probably want the most) is the selection of secret fighters on offer; there are 11 of them in total, so getting them all isn't going to be easy. Unfortunately, you won't have heard of some of them unless you're up on your history of Japan-only videogame releases, but those you do recognise will bring a smile to your face... here's just a few to wet your whistle.

LUIGI MARIO

He's Mario's brother and (more importantly) the star of the very first GameCube game. Luckily, he's left his vacuum cleaner behind and brought his fists along instead!



GANONDORF

Link's nemesis and the man intent on taking over the world. He's big and strong but a little slow, and many of his moves are the same style as the ones Captain Falcon has.



JIGGLYPUFF

It's cute, it's round, it bounces on the ground... yep, that's Jigglypuff. While not having much power, the little Pokémon can sing you to sleep with its lullaby instead. Aah, bless.



FALCO LOMBARDI

Fox McCloud's wingman has a strong temper and an even stronger punch behind it. To get him though, you'll have to survive the whole 100-man Melee... phew!



COMMENT The frenzied excitement and feverish anticipation felt here at CUBE when this one came into the office has been fully justified... thank goodness for that. We were a little worried that *SSBM* was going to leave a bit of a sour taste once we all discovered it wasn't everything we'd hoped it would be – instead, it's been all that and so much more. The sheer scale of it all in terms of how much there is to actually do blew us away from the very beginning; what with all the secrets and other goodies tucked away inside the game, it'll be a while before we manage to truly find every little thing. Good job we've got nothing better to do with our time...

Of course, not everyone's going to like *SSBM* and there's one major reason for that – despite all the added bells and whistles, it isn't really any different to the first game. If you didn't like the original *Smash Brothers*, this isn't going to convert you in the slightest. It's a shame

"IT HAS THAT MAGICAL TOUCH THAT MAKES YOU HAVE ONE MORE GO, IN CASE YOU FIND SOMETHING NEW"

NO KIDS ALLOWED: Most of the secret characters (like Young Link here) are just cloned versions of the regular characters. Why is that, Nintendo? Eh?



Dr Mario likes to chuck giant pills at his enemies. Mind you, we bet he doesn't like the taste of his own medicine... his own medicine! Ha ha!



I MADE THIS USE THE FORCE!

Talk about detail... they've even made the end credits into a *Star Wars*-style shoot-'em-up. Blinding!



really, because this is a game that you really should enjoy – if you don't, you're simply missing out.

Still, that just means there's more fun for the rest of us. *SSBM* has that magical touch that makes you want to have just one more go, in case you earn that trophy you haven't got or unlock yet another secret character. What's more, it's made us want to go back and play all those old N64, SNES and even NES games shown within *SSBM* that we loved back when we were young... how many games can you say that about, eh? Not many, that's for sure. It's a royal treat and one we're looking forward to playing for a long time to come – don't you think you should too?

MARTIN



TALK TO THE HAND

If you've played the first *Smash Brothers*, you might recognise the final boss that you come up against at the end of Classic mode... yep, the Master Hand is back and he's not very happy about being beaten last time! Strangely, he attacks in pretty much the same way as before, so working out how to avoid his attacks isn't tough. Still, he's got a few tricks up his sleeve (even though he hasn't got any sleeves) and will no doubt send you flying into the abyss below before you finally manage to finish him off...



CUBE VERDICT: SUPER SMASH BROTHERS MELEE

SUPER, SMASHING, GREAT... WE LOVE IT!

VISUALS
SSBM is a visual treat and no mistake. The level of detail on everything really will blow you away...

AUDIO
The spot effects are by the book, but the crystal clear music from the old days is absolutely bang on.

GAMEPLAY
Although it's definitely a multiplayer game, you'll still get your money's worth out of the single-player side.

LIFESPAN
There's tons to do and plenty of secrets tucked away inside, as well as all those trophies to get!

ORIGINALITY
It's been done before, but it never had this much to do and see tucked inside it. We'd say that's an improvement...

ALTERNATIVE

SUPER SMASH BROTHERS



Except for the fact that it's only available for the N64 rather than the GameCube, it's pretty much exactly the same game as *Melee*... only much shorter.

POWER STONE 2



The classic Dreamcast beat-'em-up is the only game we can think of that even comes close to replicating the fun and high-octane pace of *SSBM*. It's a multiplayer beat-'em-up blast!

OPINION

MANIC! "I'm not a big fan of the one mode, but it creams even *Super Monkey Ball* for multiplayer madness!"
CHANDRA

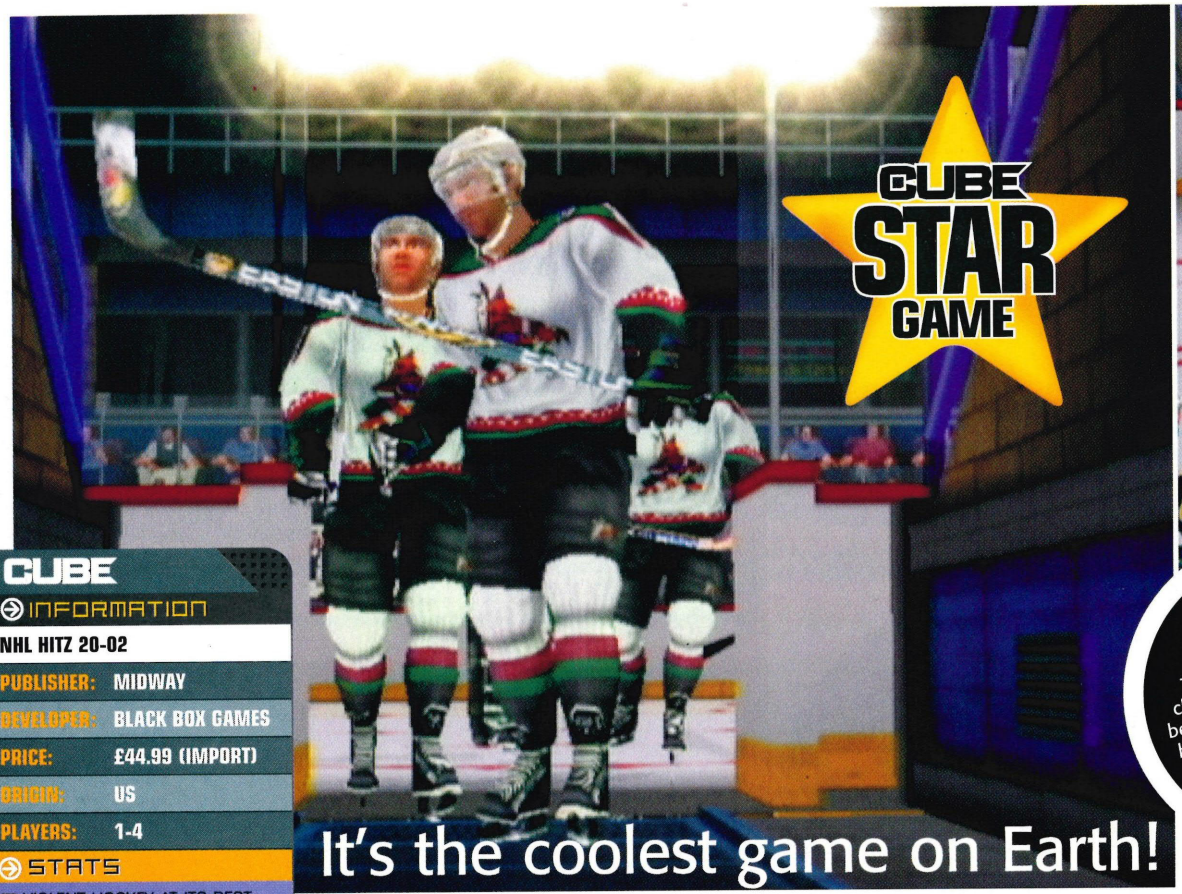
SMASHING! "Though I'd much prefer a more traditional fighting game *SSBM* is pure Nintendo joy"
SIMON

FINAL SCORE

9.0

AN ABSOLUTE DREAM, BUT IT WON'T CONVERT PEOPLE WHO DIDN'T LIKE IT LAST TIME.

DID YOU KNOW: NHL HITZ IS MIDWAY'S VERY FIRST GAMECUBE GAME



CUBE STAR GAME



BIG HEAD!

BIG IS BEST!
There are tons of wacky cheats that can be entered before each match for some bizarre effects – everything from Big Head mode to playing with a giant puck!

CUBE

INFORMATION

NHL HITZ 20-02	
PUBLISHER:	MIDWAY
DEVELOPER:	BLACK BOX GAMES
PRICE:	£44.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1-4

STATS

- VIOLENT HOCKEY AT ITS BEST
- OVER 30 NHL TEAMS TO PLAY AS
- WIN MATCHES TO EARN CREDITS
- HIDDEN RINKS AND PLAYERS
- CREATE YOUR OWN TEAM

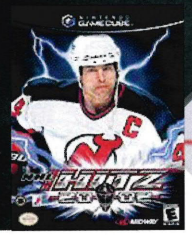
RELEASE DATES

TBA	TBA	OUT NOW

It's the coolest game on Earth!

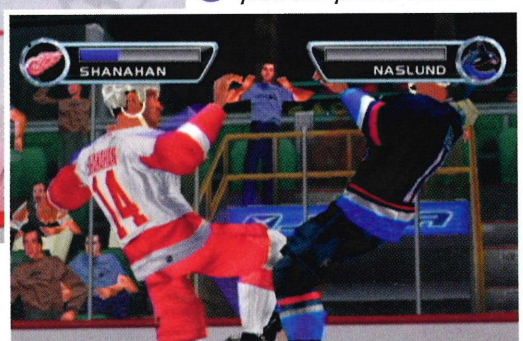
NHL HITZ

Forget your namby-pamby football, tennis or cricket... when it comes to sport we like it fast, hard and incredibly violent!





Score three One-Timers and you'll earn yourself Team Fire!



WHILE THERE'S no doubting that niche viewing markets exist for foreign sports, a lot of imported sports (especially from the US) fail to become incredibly popular with the viewing masses when exported out of the country they were invented in. It's true – you don't see many people tuning into *Grandstand* on a Saturday afternoon to watch Sumo wrestling or find out the latest events in the world of Kabbadi, and we all know that while they feign interest, football will never be as truly popular in the United States as it is over here. Still, that isn't to say all foreign sports fall flat; judging from the reaction that British ice hockey gets, it seems at least that we have the Canadians to thank for something. Naturally, a sport as fast, exciting and packed with violence as ice hockey translates perfectly into a videogame and thanks to Midway, that's exactly what we've got here. The question is, can Midway do the sport justice on the GameCube? Well, let's have a look and see...



I'M A ONE-TIMER: Learning to hit a One-Timer (where you strike the puck shortly before you receive it) is essential as it's the best way to rack up points.









HE SHOOTS, HE SCORES!

Even if you've only got a basic understanding of how ice hockey is played, you won't have any trouble getting into *NHL Hitz*. The premise is a simplified version of the real game – there are three players to a side (plus a goalkeeper) who have to work together to get the puck into their opponents' net... pretty obvious stuff really. However, in order to get away from the 'realistic simulation' style that a lot of other developers go for in their sports titles, Midway has placed the emphasis of *NHL Hitz* firmly on violence. There aren't any penalty boxes or fouls here; it's every man for himself as you bash, crash and smash your way around the rink to score that vital goal. Vicious shoulder barges, flying helmets and even players being shoved through the glass barriers into the crowd are the order of the day here – get used to it or you'll be the one who ends up flat on your arse!







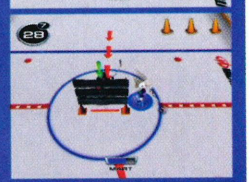
TAKE A SKILL PILL

If you fancy a break from the physical ice hockey action, you can relax by taking the time to hone your puck abilities in the Skills mode. There are seven different mini-games to choose from; each time you complete them all, you'll move up a level and be faced with tougher goals. Can you get all the way to the end?

PICKPOCKET
No barging allowed! You have to use your Stick Check to steal the puck from each of the opponents and then shoot it into the goal.



KEEP AWAY
Make use of your Deke move to swerve around the defending players and smash through the gates before shooting the puck.



TARGETS
Aim your shots at each of the four targets inside the goal mouth as they appear, attempting to avoid the defending players.



HITZ
It's not as easy as it looks to barge down all three players within the time limit – you have to knock each one of them out cold!



ONE-TIMER
Get in the zone and call for the pass from your fellow players for a One-Timer. You have to be inside each zone area to succeed.



QUICK DRAW
Time your Draw, Push or Stick Check so that you win the face off for the puck; the higher the level, the tougher the opponents.



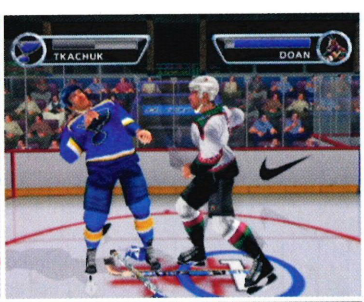
POWER SHOT
Use your strongest shots to smash the crates in the goal mouth with the puck, but watch out for the players defending them.



NHL 20-02

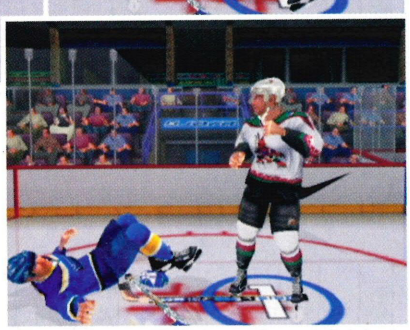




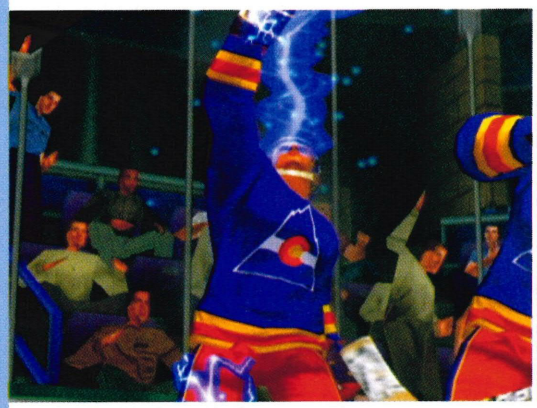


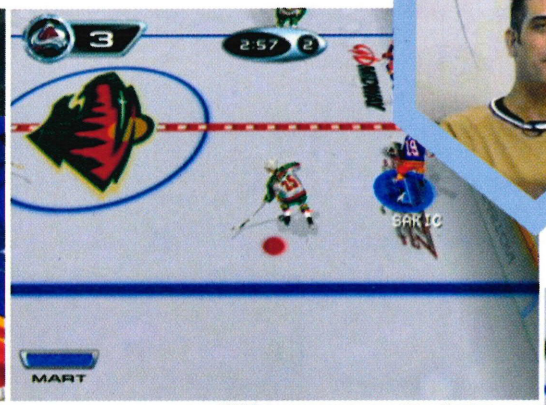
SECONDS OUT, ROUND ONE

Naturally for an ice hockey game that focuses on the more physical side of the sport, there's plenty of scope for all-out punch-ups between the players. Particularly violent tackles and shoulder blocks (that don't cause the player on the receiving end to fly over the barrier, of course) will lead to a side-on fight screen. You'll have to use a combination of high and low punches, blocks and even grabs to come out on top as the losing player is replaced. Finish your opponent off with a grab and you'll either throw them to the ground or give them a close inspection of your kneecaps... how charming!

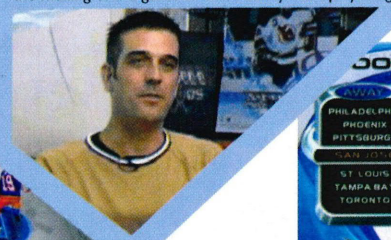


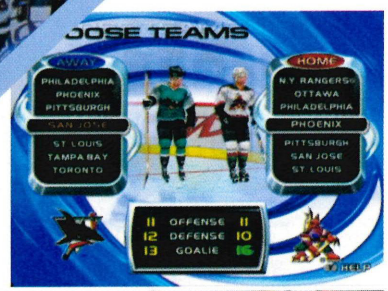
Oi! Get up off the ice... I haven't finished with you yet? Did you spill my pint?





IN THE MAKING-OF: Hidden away on the Options menu is 'Inside NHL Hitz' – a short behind-the-scenes video about the making of the game with incredibly bad lip-syncing.







IF YOU BUILD THEM...

One of the bits we love most about *NHL Hitz* is the Franchise mode – combined with the Custom Team mode, this is your chance to make a real impact on the NHL. All you have to do is enter the Custom Team mode and piece together your own squad, then get out there on the ice and go for the Midway Cup; along the way, you'll earn more Attribute Points to beef your team up. Here's one we made earlier...



■ First off, you need to come up with a name. Not surprisingly, we decided on CUBE – then we picked a cube as our logo. Duh.



■ Next, you have to start putting together your squad; you've got six players and a goalie, so make sure you name them all.



■ You can adjust the look of each player by changing the height, weight, which hand they use and even the size and shape of their heads.



■ Head for the rink in Franchise mode and you can pick any of the players you want in your starting line-up – here's ours!



■ And here we are, having our very first match on the way to the Midway Cup. With 50 matches in total, we'll be here for a while...

COMMENT

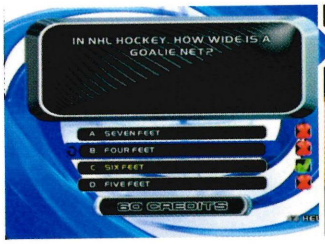
When it comes to sports games, there's nothing quite like the ones that push the boundaries of realism and try to provide a bit of excitement and over-the-top action rather that sticking to 'the rules'. Quite frankly, if we wanted to experience a realistic game of football or whatever other sport we fancy, we'd go out and do it for real rather than trying to enjoy a game that tries to be more simulated realism than actual fun... unless it meant winding up with a pair of broken legs as is the case with ice hockey. Thankfully, Midway has managed to steer well clear of what you'd expect and has brought us the arcade equivalent of a sports game – something you can pick up and get straight into, without having to learn any complicated controls or a multitude of special moves.

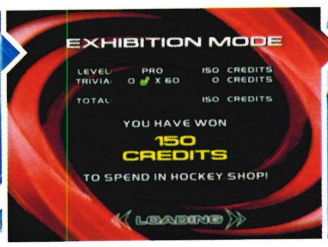
Okay, so maybe you do have to get the hang of a few things; for example, particular moves like the One Timer and the Deke take a bit of getting used to and the fact that the biggest button on the pad isn't the one you'll be using most of the time can be a bit disorientating. Still, it'll only take one or two matches to pick up these skills and once you've got them, you'll be haring around the ice like a madman, taking out opponents left, right and centre. The fact that *NHL Hitz* is so easy to pick up and then so playable once you're hooked is the thing that makes the game a total success in our book – there are so few sports games around these days that manage to do the job so well. What's more, it's packed full of tiny 'attention to detail' touches that'll bring a smile to your face whenever you see them, and has more unique rinks and teams than you can shake a hockey stick at. Even those of you who don't enjoy sports games should think about giving this one a whirl... unless you're a hardened anti-sport zealot, you'll love this to bits.

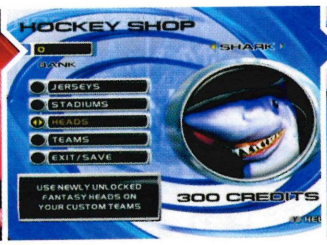
MARTIN

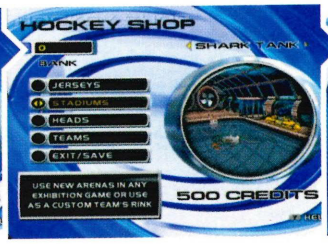
"EVEN THOSE OF YOU WHO DON'T ENJOY SPORTS GAMES SHOULD THINK ABOUT GIVING THIS ONE A WHIRL"

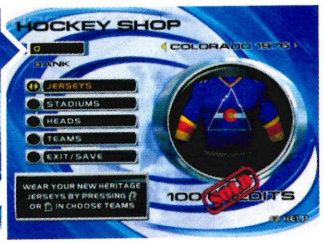












INTEREST-FREE CREDIT

Every time you win an Exhibition or Championship game, you'll be rewarded with additional credits – you can bump how many you receive up by increasing the difficulty of the game or answering the trivia questions that appear at the end of every match. Collecting stacks of credits is important when it comes to visiting the Hockey Shop; that's where you can purchase all the secret jerseys, custom heads, bonus teams and hidden rinks for use in the main game. Of course, everything comes at a price and the better the secret, the more you'll have to pay for it. Want to play in the Moon Base against The Greys, a team made up entirely of aliens? Then it'll cost your 1500 credits. You'd better get playing and winning if you want to get them all...



TOASTY!

HE'S ON FIRE!

Scoring three goals with the same player will make them more powerful. Even better than that is Team Fire – you'll light everyone up and will be virtually unstoppable!

Good job he had his Ready Brek – now he can score goals and warm his teammates up too.





CUBE VERDICT NHL HITZ 20-02

THE MOST FUN YOU CAN HAVE WITH A STICK AND A PUCK

VISUALS

Smooth, polished and suitably detailed. Not the best graphics ever, but it certainly does the Cube proud.

AUDIO

Top music tracks in there, combined with an in-game commentary that'll have you grinning every time.

GAMEPLAY

Hitz has gameplay in spades with enough teams, modes and other goodies to provide a great experience.

LIFESPAN

How can you ever tire of a game where you can keep bringing your mates back for one more thrashing?

ORIGINALITY

Compared to other Midway sports titles, there are a lot of similarities... maybe it's time for some new touches?

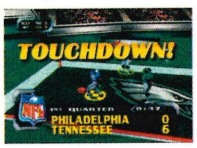
ALTERNATIVE

NBA HOOPZ



The last crazy sports game released by Midway, featuring a lot of their trademark touches and features. We loved it so much, we nearly forgot to write the magazine!

NFL BLITZ 20-02



Once again, Midway turns its attentions to another sport while managing to retain its own unique gameplay and style. Of course, this one's not actually out yet, so look for our preview in the coming issues.

OPINION

PUCKING ACE! "Silky-smooth and bone-crunchingly playable – and that's from someone who hates hockey!" **CHANDRA**

RINKY! "A massively playable game that shows once again that nobody makes better arcade games." **SIMON**

FINAL SCORE

9.1

WHETHER YOU PLAY ALONE OR WITH MATES, THIS IS ONE HELL OF AN ENJOYABLE SPORTS GAME.

CUBE

INFORMATION

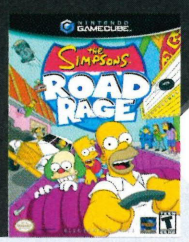
THE SIMPSONS ROAD RAGE	
PUBLISHER:	EA
DEVELOPER:	RADICAL ENT
PRICE:	£59.99 (IMPORT)
ORIGIN:	USA
PLAYERS:	1-2

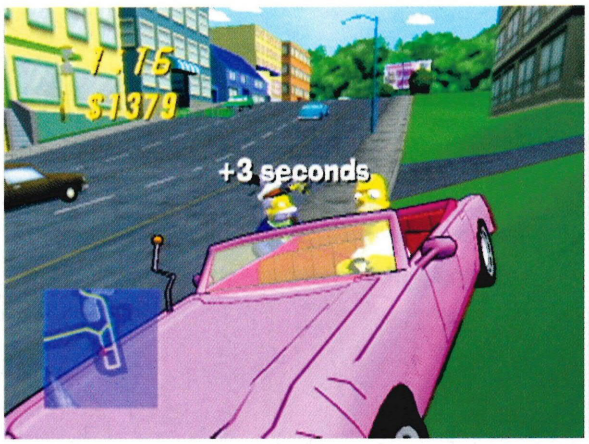
STATS

- REAL VOICES FROM THE SHOW
- 18 VEHICLES TO CHOOSE FROM
- 6 DIFFERENT AREAS OF SPRINGFIELD
- NEARLY EVERY SIMPSONS LOCATION
- CHARACTER INTERACTION

RELEASE DATES

TBA TBA OUT NOW









Homer takes us for a ride... D'oh!

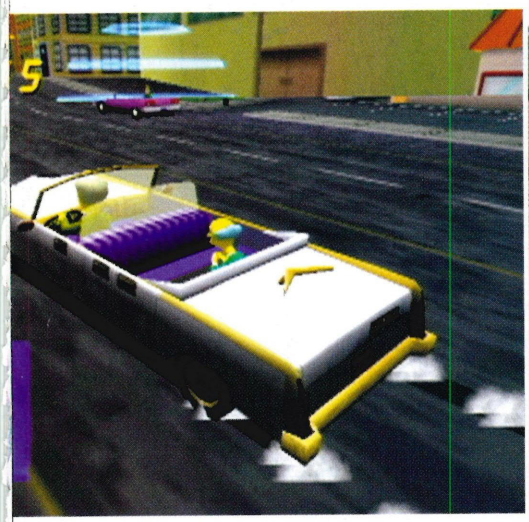
THE SIM ROAD R



The Simpsons come over all Crazy Taxi and actually improve on it – woo-hoo!

THE SIMPSONS have never be treated very well in games, with the last effort being the particularly poor *Simpsons Wrestling* on PlayStation. *The Simpsons* spirit was there but the graphics weren't up to much and the controls made it virtually unplayable. With *Road Rage*, however, EA has taken another not-very-original idea but this time, has made something of it. Basically, *Road Rage* is a *Crazy Taxi* clone with all the best ideas ripped straight from that game – pick up passengers and drop them off at their locations before the time runs out.

Now *Crazy Taxi* is a fun game already, but add *The Simpsons* characters with their unique brand of humour and you're in for a videogame treat. Let's face it, everyone loves *The Simpsons* (if you don't, what are you reading this for?) and they make the game so much more enjoyable. All your favourite characters such as Homer, Chief Wiggum, Snake and Flanders are included and most of them interact with each other. For example, play as Homer and pick up another member of the Simpson family and they'll have a short conversation unique to those two characters. However, this is just the beginning of the little things that make *Road Rage* fun...





PSONS AGE



HOMER'S ODYSSEY

Completing all ten missions unlocks The Car Built For Homer – it featured in the episode in which Danny DeVito played Homer's long lost half-brother…

"THE COMEDY IS WHAT KEEPS YOU COMING BACK TO ROAD RAGE, PURE AND SIMPLE"

FAMILIAR FACES

You only have four characters to start with but as you play, more become available, creating a veritable Who's Who of Springfield!

HOMER



Homer drives the family Sedan, which is one of the better cars in the game. He also drives the Mr Plow snow-plough, which is one of the worst.

LISA



She drives an electric car (what else?), which is pretty speedy surprisingly.

BART



Bart drives Martin Prince's SoapBox Racer, which handles, as you'd expect, pretty badly.

BARNEY GUMBLE



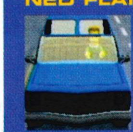
Whether sober or not, Barney's out in his Plow King, which is very slow but great at pushing traffic out of the way.

MARGE



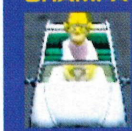
Marge's ' Canyonero isn't built for speed but sheer brute force. Use that to your advantage in the game…

NED FLANDERS



Ned's family station wagon is like him, safe and boring – okely dokely.

GRAMPA



Grampa's Shriner's Cart is slow and handles badly… yep, they're perfect for each other.

GROUNDSKEEPER WILLIE



Being a grounds-keeper means Willie drives a Tractor which, as you can imagine, isn't ideal taxi material.

MOE



Moe's Sedan is similar to Homer's and is one of the best vehicles in the game.

KRUSTY THE KLOWN



The best car in the game, if only for comedy value. It's actually quite a good drive and is up there with the best of them.

CHIEF WIGGUM



What else but a cop car would the Chief drive? It's pretty quick and handles well – and it has a siren!

OTTO



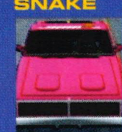
The school bus handles like…well, a bus. This won't win you much money in the game but is good for novelty value.

REVEREND LOVEJOY



The Reverend's Book Burning Mobile is good for just that and not much else, as it handles terribly.

SNAKE



The Li'l Bandit is a mean machine that can get you where you're going fast.

APU



Kwik-E-Mart worker Apu drives a very tasty sports car that's one of the fastest vehicles in the game.

PROFESSOR FRINK

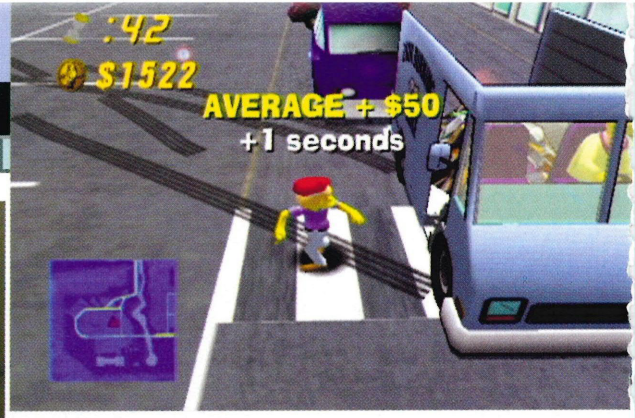


The flying car is one of the professor's inventions that actually works; it's quick and hovers along!



"ROAD RAGE ISN'T ORIGINAL OR GROUND-BREAKING BUT IT IS ENORMOUS FUN AND THAT'S WHAT IMPORTANT"





No, you really weren't fast enough... try harder! You don't want to hold up the residents of Springfield, after all!



PLACES TO GO, PEOPLE TO SEE

ROAD RAGE DIVIDES SPRINGFIELD INTO SIX AREAS THAT CONTAIN PRETTY MUCH EVERY SIMPSONS LOCATION YOU CAN THINK OF – EVER!



EVERGREEN TERRACE
■ If you know your *Simpsons*, you'll know this is where the Simpson residence is. This area also features the Kwik-E-Mart, the Elementary School, the Church and the Retirement Castle.



ENTERTAINMENT DISTRICT
■ Head down to this district for everything you could want for a fun-filled day out, including such delights as Moe's Tavern, the Googolplex Theatre, the Bowlarama and the Try-N-Save.



SPRINGFIELD DAM
■ The dam doesn't have many places to go (being a dam and everything) but does manage to include places such as Kamp Krusty, the Stonecutter Lodge, Rancho Relaxo and Mayor Quimby's Mansion.



NUCLEAR POWER PLANT
■ In this area many of the customers strangely want to be taken to different parts of the Power Plant such as the Cooling Towers, the Generators and the Turbines – weird.



DOWNTOWN
■ This area finds you delivering passengers to the Hospital, City Hall, The Legitimate Businessman's Social Club and The Happy Sumo Restaurant, where Homer once ate some nasty Fugu.



SPRINGFIELD MOUNTAINS
■ As the name suggests this area consists of the mountains surrounding the town where you'll find Krusty's House, Mr Burn's Mansion, Springfield Gorge and the World's Largest Toilet.



Yep, this really is just *Crazy Taxi* with a bunch of new graphics... you thought they'd try and come up with something new? Get outta here!

COMMENT When we first heard of the idea behind this game, we immediately thought 'rip off'. But as fans of *The Simpsons,* we decided give it a try. Having played *Crazy Taxi* and got tired of how difficult it can sometimes be to earn a decent amount of money, we were pleasantly surprised by the simplicity of the game. That's not to say it's easy, it's just a little more forgiving sometimes. You'll still find yourself running short of time if you make any major mistakes but for some reason it's not so frustrating. Maybe that's because you can take your frustrations out on the scenery by smashing through everything in sight, or maybe because you can mow down innocent pedestrians while Homer shouts "Please don't sue!" Don't worry, though, this isn't *Carmageddon* – there's no blood and the pedestrians just get back up and continue walking.

The comedy is what keeps you coming back to *Road Rage,* pure and simple – let's be honest, without *The Simpsons* licence this would be nothing but a poor *Crazy Taxi* clone. Graphically it's nowhere near its SEGA counterpart, but it is based on a pretty simplistic cartoon so you can't really complain.

The one thing that does let *Road Rage* down is the Mission mode. With only ten short missions that are all relatively easy to complete you'll find yourself wishing there were more. To be honest, the whole section feels tagged on to

WISH YOU WERE HERE...

Road Rage does contain many of *The Simpsons* characters as either drivers and/or passengers but there are quite a few who don't make an appearance...



PATTY & SELMA
Marge's two sisters would be a great addition. Their sarcasm and scathing put-downs wouldn't exactly attract customers, but it sure would be funny.



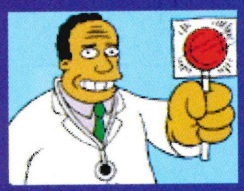
TROY MCLURE
'Hi, I'm Troy McLure – you may remember me from *The Simpsons*' – unless you buy *Road Rage*, where he's nowhere in sight. Poor old Troy... he just can't get the work after that 'fish' incident.



SIDESHOW BOB
In our opinion one of the greatest *Simpsons* characters ever, the evil Bob has only appeared a few times since he's usually in prison, but we think he should have been released for the purposes of this game.



MAGGIE
The only member of the Simpson family not to make an appearance. Okay, so she's not old enough to drive but neither are Bart or Lisa. Besides, if she can shoot Mr Burns then she can certainly drive a car...



DR HIBBERT
The chuckling doc is one of the better known characters not to make an appearance – however, he does get a name check by Dr Nick so it's not all bad.

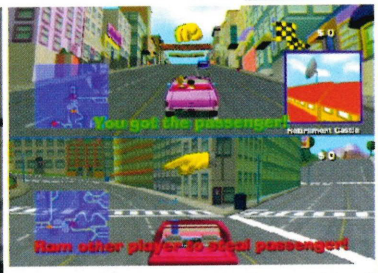


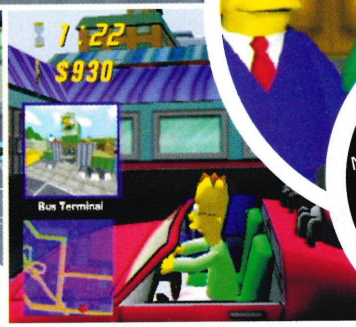
ITCHY & SCRATCHY
Yes, we know they're not real but then no one in *The Simpsons* is. They were hidden characters in *Simpsons Wrestling*, so why not this?



BOO, BURNS!
No way... *Road Rage* actually has a plot! Mr Burns has created a new transit system of nuclear-powered buses, but nobody wants to ride them so everyone sets up their own cab service.







Two-player action consists of pinching all the passengers.

CUBE VERDICT — THE SIMPSONS ROAD RAGE

UNORIGINAL, BUT STILL A TON OF FUN. MMMM, FUN.

pad the game out a bit, which can never be a good thing. Mission mode aside, there is also a two-player mode (something that *Crazy Taxi* was always lacking) which is great fun and gives a welcome break from picking up endless passengers. It's just a shame there isn't a four-player mode to take advantage of the GameCube's four control ports... oh well, maybe in a sequel.

We know *The Simpsons Road Rage* is neither original nor ground-breaking but it is enormous fun and that's what important, isn't it. Basically, it's essential for any *Simpsons* fan and should still be considered by everyone else who likes a laugh.

SIMON G

VISUALS
There's nothing particularly special about them but you don't have time to take in the sights anyway.

AUDIO
All the real voices and the theme tune from the show make for the perfect *Simpsons* experience.

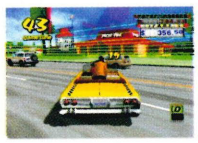
GAMEPLAY
The missions are way too easy but the money needed to unlock everything will keep you coming back.

LIFESPAN
It will take you a while to unlock everything but once you have. things may start to get a little repetitive.

ORIGINALITY
You can't get away from *Crazy Taxi* but *Road Rage* does have a fun two-player mode, which that never had.

ALTERNATIVE

CRAZY TAXI



Not surprisingly, this is a good version of the classic arcade game but fails to do anything new to a title which is now more than two years old. Never heard of improvements, Acclaim?

WAVE RACE: BLUE STORM



One of the best launch titles, *Blue Storm* improves greatly on the already impressive N64 original by ramping up the visuals, sound and incredible playability of the whole thing.

OPINION

D'OH! "*Crazy Taxi* + *The Simpsons* = Fun. However, it's hardly a must-have GameCube title, is it? "
SIMON

OKELY-DOKELY! "Could this possibly have been any more of a concept-stealing cash-in? We doubt it."
MARTIN

FINAL SCORE

7.8

IT'S NOT VERY ORIGINAL BUT IT'S THE SIMPSONS, WHICH MAKES IT GREAT IN OUR BOOK.



XG3
EXTREME G RACING

You're gonna feel the need for speed!

CUBE

INFORMATION

XG3: EXTREME G RACING	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
PRICE:	£44.99
ORIGIN:	US
PLAYERS:	1-4

STATS

- FIRST RACING GAME ON THE GC
- RUNS AT A CONSTANT 60FPS
- 10 DIFFERENT TRACKS TO RACE
- TONS OF WEAPONS
- SO FAST, YOU'LL GO BLIND

RELEASE DATES

TBA	TBA	OUT NOW

EARLY RETIREMENT: If you run off the track or lose all your shields, you'll end up with a smashed up bike and a pair of broken legs.









GO! GO! GO!

GOING TURBO!

The strategy of the game lies in your Turbo Boost – you can use it to streak around the track. It doesn't last forever, though, and also doubles as your shield power...

That winding track up ahead looks a bit dangerous... shouldn't you slow down? Nah!

Played fast racing games before? You haven't seen anything yet... get ready to peel your eyes off the back of your skull!

"IT'S SET IN THE FUTURE, IT'S BLOOMIN' DANGEROUS AND IT'S THE MOST EXCITING RACING GAME WE'VE PLAYED IN A LONG TIME"

THE RULE of thumb seems to suggest that the further into the future you go, the more dangerous the sports get – if you've seen films like *The Running Man* and *Rollerball*, or played games like *Speedball 2* and *WipEout* then you'll know what we're talking about. Whether there's some kind of demented social reason behind it all (usually because we've degenerated into a bunch of Neanderthal thugs) or simply because the people taking part haven't got any sense, there's an easy way to explain why they do it. It's all about the adrenaline rush, you see... whether you're taking part or merely watching, the excitement is what it's all about. That's why *XG3* fits perfectly into the mould created by these similar sports – it's set in the future, it's bloomin' dangerous and it's the most exciting racing game we've played in a long time...

D'YA WANNA BE IN MY GANG?

TIME TO BE A TEAM PLAYER...

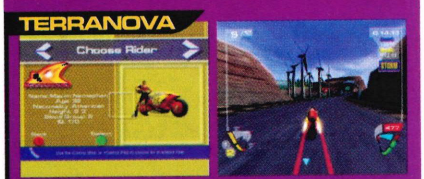
As you'd expect, there are several different teams present in the Extreme G Racing championship – each one has their own motivations for winning, but they'll all stop at nothing to be the best.

PALUS



Formed by Gabriel Artimus as one of the first XG Racing teams after his invention of the Graviton Drive, Palus is steeped in tradition and victory.

TERRANOVA



Speed, glamour, excitement; three words that encapsulate the spirit of the TerraNova team, which is why they prove to be popular with the fans.

PHASE ONE



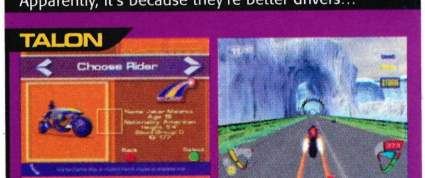
Priding itself on being the most prominent, exciting and controversial racing team on the circuit, PhaseOne will do anything for glory.

VIXEN



Founded in 2218, Vixen is the only team on the XG Racing circuit to be staffed completely by women. Apparently, it's because they're better drivers...

TALON



Having always had a history of being the most profitable team around, Talon have no boundaries when it comes to engineering, design or talent.

STARCOM



Not much is known about the most camera-shy team of the circuit, but they employ the most experienced drivers to come and work alongside them.









Pah... wind power. What's that ever done for us, eh? It's nothing but hot air!

WE'RE GOING SHOPPING

MY ARSENAL

A real champion is only as good as his bike; at least, that's what we were taught by our mothers. Thankfully, *XG3* gives you the opportunity to upgrade your racing hog as you work your way through the Career mode – the more money you earn, the better the upgrades will be. Here's a look at what's on special offer this week...



ROCKETS
Your bog-standard missile attack; get yourself behind an opponent and then let rip to knock them out.



REAR BLASTERS
If you've got someone tight on your tail, this blast of liquid flame is ideal for taking them out of the picture.



HEAT SEEKERS
Ahh, the fire-and-forget missile – once you've got a lock-on, you can just hit the trigger and let it go.



DESTABILIZERS
Best used in tight corners, the Destabilizer knock out the steering of any nearby bikes for a short time.



LEECH
If you need some shield energy, you can use the Leech to drain the power of any other bikers around you.



MICRO MINES
Drop them behind you and then watch as the other bikers ride straight over them... what a great tactic.



EMP
Fancy overtaking an opponent without the risk of being shot? Then use the EMP to knock out their weapons!



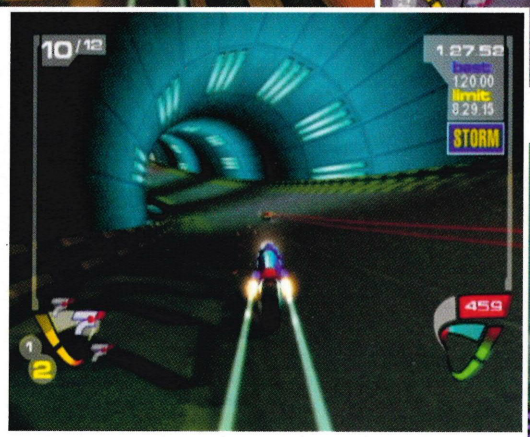
FLASH MORTAR
Only effective on opponents behind you, this releases a blinding flash that'll disorientate anyone nearby.

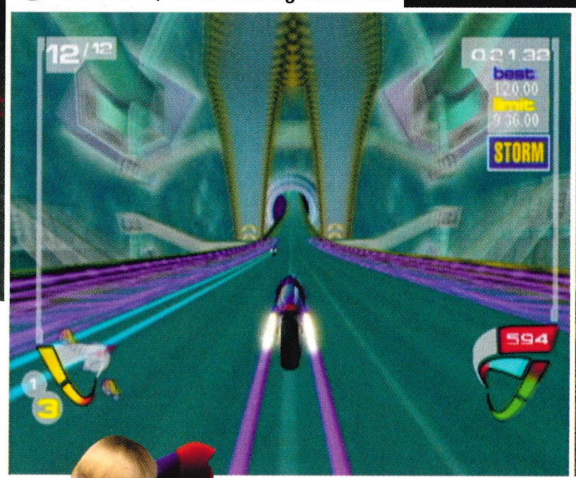


REAR TURRET
More powerful and with a better range than the Rear Blasters, the Turret can hit opponents behind you.



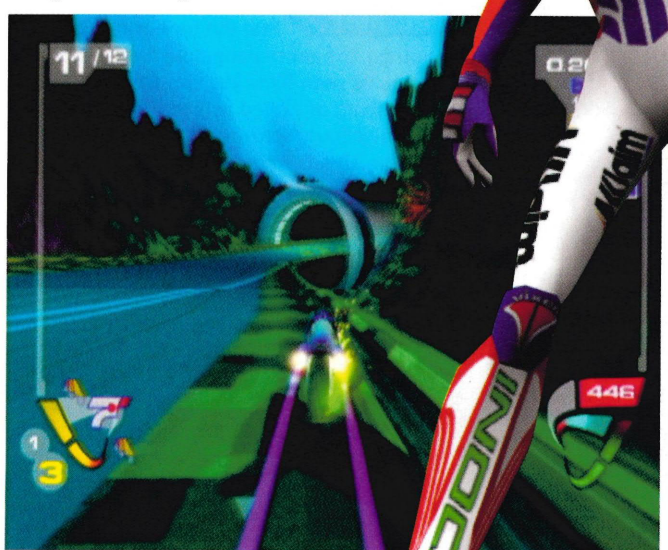
RAILGUN
Although it takes a short time to charge to full power, the Railgun can destroy a bike in only two blasts.





WIRED FOR SOUND

One of the best bits of *XG3* has to be the fact that you can travel faster than the speed of sound... literally. Once you start reaching the higher speed classes and buying more powerful engines from the XG Mall, you'll be able to use your Turbo Boost to reach some unbelievable speeds on the straighter parts of the track. If you manage to go fast enough, you'll pass through a Sonic Boom and be travelling faster than sound – the game goes totally silent to reflect this, because the music accompanying the race can't keep up with you! If you want to reach the heights of *XG3* champion, you'll need to be doing this on a regular basis...



COMMENT

Okay, it's admission time – in the war between the *WipEout* and *Extreme G* franchises, we've NEVER preferred *Extreme G*. For us, the game never had the same sense of urgency and danger that *WipEout* offered; it was too easy to cruise to the front of the pack and even crashing out never really posed much of a problem. To change our mind from such a drastic point of view would take a game of great magnitude, we didn't think it would be possible... but guess what happened next?

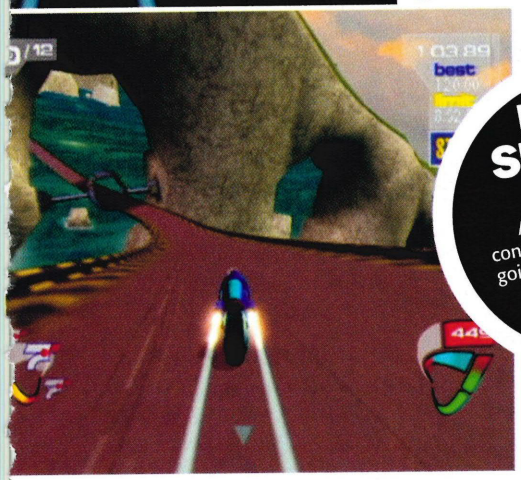
Yep, we should have known – the GameCube version of *XG3* is, to be frank, bloody marvellous. While the PlayStation2 version was impressive, it was hardly perfect when it came to the slightly stuttering frame rate and jerky control, but Acclaim has performed some kind of miracle and taken full advantage of what the GameCube is capable of. To say that *XG3* is fast is an understatement; it borders on the unbelievable. With a constant 60fps and all manner of blurring



SUBLIMINAL MESSAGES: The obvious advertising in the game has no effect on us... we must buy Storm watches and Ministry Of Sound CDs. Ahem.



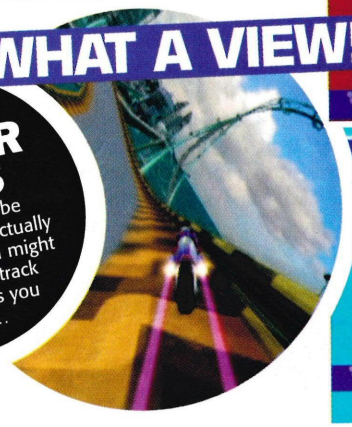
The bright lights of the big city might look pretty, but don't let them distract your from the race!



WHAT A VIEW!

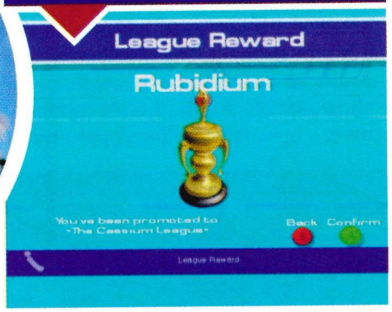
I CAN SEE FOR MILES

Although you'll be concentrating on actually going straight, you might see bits of the track around you as you race by...









HEY, IT'S A LIVING

The main crux of the game for people playing on their own (as well as those wanting to unlock the later tracks and speed classes for use in the multiplayer game) is the XG Career mode. Once you've picked your team and rider, you'll be thrown head-first into the XG season – here, you have to take part in each of the three-race leagues to move up through the speed classes. Where you have to finish in order to progress is all down to money; you need a certain amount by the end of the league to continue, so your required placing in the upcoming race depends entirely on how well you've done in previous races. Of course, you can always take part in the sponsored Time Trials to earn some extra cash as the more you beat the record times, the higher your earnings will be. It's all about the money, baby...

effects to make you think you really are hurtling down the track at speed, it left a lot of jaws on the floor when people saw it. The thing is, rather than just being a show for the GameCube's abilities the game is damn fun to play as well... every time you miss the qualifying mark, you'll have to get back up for just one more try.

The only fly in the otherwise creamy ointment is that the lifespan of the game is almost like the action itself; it's so fast, it's over before you know it. With a slightly lacking difficulty level, you'll be able to streak through *XG3* in the space of a week – we managed to reach the final speed class in just two days, but then we do this for a living. Still, it's a blast while it lasts and the enjoyment of the multiplayer game is what will no doubt keep you coming back for more... if it can turn around a stubborn fool like me into liking the series, it has to be worth at least a look, doesn't it?

MARTIN

"YEP, WE SHOULD HAVE KNOWN – THE GAMECUBE VERSION OF XG3 IS, TO BE FRANK, BLOODY MARVELLOUS"

CUBE VERDICT

XG3: EXTREME G RACING

FASTER THAN A SPEEDING ANTI-GRAVITY BIKE!

VISUALS

Even though it all flies by at a blinding rate, each level is intricately detailed and looks gorgeous

AUDIO

A variety of 'kicking' dance tracks from various Ministry Of Sound acts accompany each race. We love it...

GAMEPLAY

The sly enemy AI will keep you going until you beat them all. It's so playable, you won't put it down...

LIFESPAN

... which turns out to be the game's Achilles heel – it's not that tough, so you'll finish it in a week

ORIGINALITY

Let's face facts – it's been done before on two separate occasions AND steals ideas from *WipEout* and *F-Zero*. Boo!

ALTERNATIVE

SSX TRICKY



Not surprisingly, this is a similarly speedy and enjoyable racing game on the GameCube, only set on snow rather than lightning-fast bikes. Not that you need us to tell you that, obviously... unless you're very silly.

WIP3OUT 2097



Yes, it's old and on the PlayStation... but that doesn't stop it being our favourite game of this type behind *XG3*. The fact that it's got *Firestarter* in the music line-up is enough for us...

OPINION

XGWHIZZ! "Always the bridesmaid to *WipEout*'s bride... not any more! Thunder down the road and get this!"

SIMON

XTREME! "Back to its grass-roots, *XG3* gives you all the thrills and spills of the original with added Cube gloss!"

CHANDRA

FINAL SCORE

8.6

THE FASTEST RACING GAME WE'VE EVER SEEN, MARRED ONLY BY THE FACT THAT IT'S OVER TOO QUICKLY.



Last one to the bottom's a loser!

SSX TRIC

EA gets the GameCube's snowboarding season off to a flying start... we snow you're going to love it!

CUBE

INFORMATION

SSX TRICKY	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
PRICE:	£59.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1-2

STATS

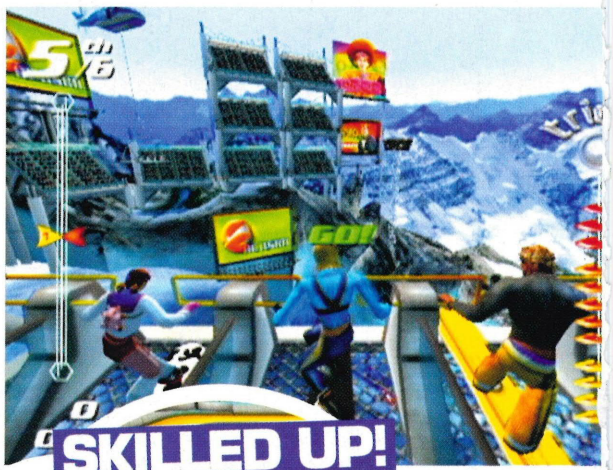
- PORT OF THE PS2 GAME
- HUGE SELECTION OF BOARDERS
- TEN DIFFERENT COURSES
- PULL OFF MASSIVE TRICKS
- TONS OF SECRETS TO UNLOCK

RELEASE DATES

TBA	TBA	OUT NOW



AAH, SNOWBOARDING – it's an experience like no other. There really is nothing quite like racing down the mountainside at high speed, the wind in your face and the snow all around you. Of course, it's a rather expensive outdoor activity and a bloomin' cold one at that... so usually, we prefer being tucked up inside with a nice cup of hot chocolate. Still, that doesn't mean we should be excluded from the snowboarding scene and for those of you that agree with us, there's *SSX Tricky* – a snowboarding game with a real edge. It's got style, it's got grace and, what's more, it's got a whole ton of tricks to perform and different snowboarding types to choose from. Whether you're an out-and-out speedster or the kind of person who likes to show off your stunts, there's certainly going to be something for you here... now, let's hit the slopes and slash some snow, dude!

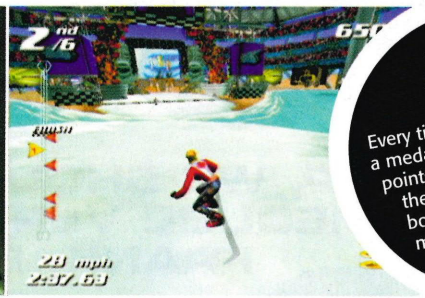


SKILLED UP!

STAT IT UP

Every time you earn yourself a medal, you'll get more stat points – you can then use these to increase your boarder's abilities and make him/her better than ever!



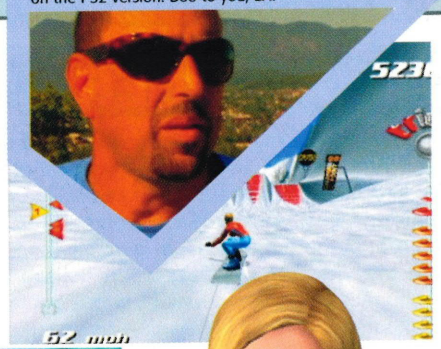




"IT'S GOT STYLE, IT'S GOT GRACE AND, WHAT'S MORE, IT'S GOT A LOAD OF TRICKS TO PERFORM"

KY

BEHIND THE SCENES: As a bonus, there's an extra 'Making Of' movie... but it's not as good as the one on the PS2 version. Boo to you, EA!













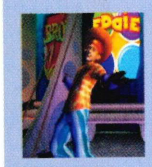
FULL OF UBËR GOODNESS!

See the large empty bar on the right-hand side of the screen? That's the Boost Bar – the more tricks you perform as you race down each course and the fancier the trick, the more it'll fill up so you can boost along with increased speed. If you manage to fill the bar all the way to the top (or push over an opponent, which tops the bar off), it'll flash red and you'll have the opportunity to perform your Ubër Trick; a super snazzy stunt that gives you massive points. You'll need plenty of air to perform one, as they're usually very complex. What's more, if you can perform five Ubër Tricks in one run then you'll be able to pull off a Super Trick – they're even more complicated than the Ubër Tricks, but well worth the effort!

STARS IN THEIR EYES

COOL CHARACTERS

Although the selection of boarders available to choose from in *SSX Tricky* is totally made up, that doesn't mean you won't know who most of them are... because they're nearly all voiced by famous people!



EDDIE WACHOSKI

Voiced By: David Arquette
(The bloke from the *Scream* movies)
Alike Because: They both have their own unique style that is best expressed through what they wear and how they approach life.





SEEIAH OWENS

Voiced By: Macy Gray
(All-round pop singing sensation)
Alike Because: Both of them are fashion rogues with a hip, gregarious personality. Oh, and really silly hair.





ELISE RIGGS

Voiced By: Lucy Lui
(The sexy one from *Charlie's Angels*)
Alike Because: Both are gorgeous, intelligent, tough and electrifying... at least, that's what the game (and Simon) reckons.





BRODY FORD

Voiced By: Billy Zane
(The evil, fiancee from *Titanic*)
Alike Because: Both have a strong spiritual side that affects the way they view life, as well as sounding very sultry.

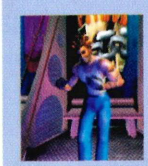




LUTHER-DWAYNE GRADY

Voiced By: Oliver Platt
(The bloke you've seen before)
Alike Because: They're not. They have nothing in common... so that buggers that idea up.





PSYMON STARK

Voiced By: Jim Rose
(Owner of the warped and twisted Jim Rose Circus)
Alike Because: Jim is the real-life version of Psymon... apparently, he says so himself.

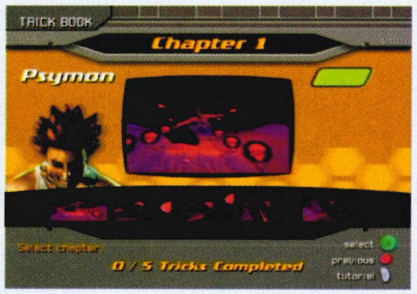




EVERY TRICK IN THE BOOK

The secret to unlocking new outfits for your boarders is to complete their Trick Books. By performing all of the tricks in a single chapter of the book during the World Circuit mode, you'll unlock a new outfit – there are six chapters in all, each containing progressively harder tricks. Do you think you can do them all?

TRICK ME, BABY!



Open up the trick book and you'll see what sort of tricks you need to perform in each chapter...



Practice each one in the Trick Tutorial mode to get the hang of how you can pull each one off.



Head for the World Circuit and perform the tricks on the way down – a camera indicates a successful trick.



Et voila! A new outfit becomes available for you to race in... although there's still more to unlock!

STRIPED!

INTO THE GROOVE

Talk about attention to detail – watch as your boarder speeds down the mountainside, leaving a massive groove in the snow behind them!



CUTTING CORNERS

Because this is snowboarding and not a bog-standard racing game, you don't have to stick to the track if you feel otherwise inclined – as long as you've got the speed and skill to do it, you can pretty much go wherever you like. Of course, the idea is to get to the bottom of the slope as fast as possible (and ahead of your opponents, obviously) so that's where the shortcuts come in. As you race down the mountain, watch out for large red or blue coloured *SSX Tricky* billboards – these indicate a new route to take that'll cut down your time considerably. That doesn't mean they're easy to traverse though... you'll have to keep your head at all times in order to get out in front of the pack!





COMMENT

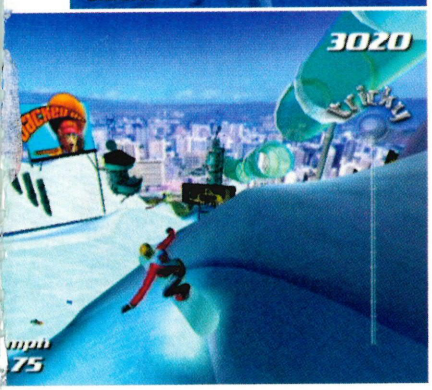
In our minds, snowboarding has always been a tough sport to make look fun in a videogame. Unlike skateboarding (where you can go pretty much anywhere), you can only head downhill and although you've got the tricks and stuff, they never really come into play while you're racing... they just seem tacked on. Fortunately, there's always an exception to the rule and while we haven't played a decent snowboarding game since *1080° Snowboarding* on the N64, it looks like we've finally got another one at long last. Hallelujah and praise the lawd!

Of course, some people may be divided on this opinion, especially those of you who've played the original *SSX* on the PlayStation2. You see, *SSX Tricky* places its foot firmly down in 'massive update' territory rather than being a full-blown sequel... even though it is, if you see what I mean. It's got all new characters, improved visuals and sound, along with some storming tricks and other touches. However, what has been retained are the tracks – all but two of them have been lifted straight from the first game and, as such, people familiar with the original might feel that they've been here before. It's a small price to pay for what is ultimately a greatly improved game and the number of people who'll be annoyed by it isn't exactly huge... but it's something to think about nevertheless.

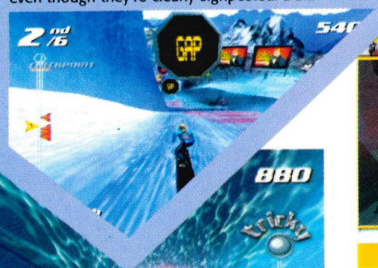
When we played the original game, we shoved it to one side because it didn't do anything for us, however, we have to admit that we really love *SSX Tricky*. It certainly seems a lot more solid than the first *SSX* and the huge selection of characters, combined with the different approaches you can take to the game (do you race







MIND THE GAP: If you're not careful, you'll end up falling into one of the many gaps in each course... even though they're clearly signposted. Duh.

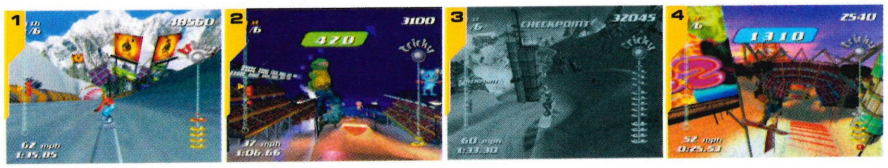




WITH FRIENDS LIKE THESE...

At the start of every race, you'll be shown an aggression chart – with up to five other racers against you, this will point out which ones are out to rub your face in the snow and which are simply looking for a fun time. Naturally, this can all change; the more you interfere in another boarder's race, the more they'll grow to dislike you. Above all, watch out for your mortal enemies jumping on the slope with you – they'll do everything they can to take you out!





ON THE RIGHT TRACK

There are plenty of courses available for racing down in *SSX Tricky*, although they're not all unlocked to begin with... you'll have to earn some medals on the World Circuit before that happens. As well as these eight tracks, there are two other stages – Untracked, which is a free run down a rather open mountainside and Pipedream, the perfect place for trying out your special moves.

1. GARIBALDI
A dramatic run that offers an extreme angle of descent and a profound change in elevation.

2. SNOWDREAM
A great course, known by boarders for its challenging array of berms and whoops.

3. ELYSIUM ALPS
One of the most challenging Beginner courses, boasting steep terrain and sharp turns.

4. MESABLANCA
Riders will have to be aware of the treacherous spring conditions on the hills of Sierra Mesablanca.

5. MERQURY CITY
Meltdown presents challenges of all kinds including city obstacles, railslides and sudden turns.

6. TOKYO MEGAPLEX
A monument to arcade culture, allowing lap racing on a multi-levelled closed circuit.

7. ALOHA ICE JAM
Well known for its sudden chasms, rushing water, icy stretches and man-made avenues.

8. ALASKA
An extremely fast track that will test each and every Expert rider's skills to the limits.



"THIS IS CERTAINLY WORTH GIVING A GO IF YOU'RE LOOKING FOR SOME HIGH SPEED THRILLS AND SPILLS"

down at high speed or go for tricks and shortcuts?) really add up to what is an enjoyable game. The only disappointment has to be that this is another example of a developer porting across the PlayStation2 version of a game rather than programming a whole new version of it. Yes, it looks nice but we're talking 'PS2 nice' – not 'GameCube nice'. We've seen what the GameCube can do... so why isn't it doing it? Honestly, we're going to start getting annoyed if this kind of behaviour keeps up.

Put simply, this is certainly worth giving a go if you're looking for some high-speed thrills, death-defying leaps and gorgeous eye candy. It's got more than enough goodies tucked away to keep you coming back time and time again – just completing all the Trick Books is a task in itself! Definitely one to keep some cash back for...

MARTIN

CUBE VERDICT — SSX TRICKY

THERE'S SNOW BUSINESS LIKE IT!

VISUALS
Gorgeous to look at, although we know the Cube can do better – it's basically a PS2 port with additions.

AUDIO
Banging tunes as you race and an all-star cast behind the voices... what more could you possibly ask for?

GAMEPLAY
The different playing styles available (to speed or to trick? That's the question...) make it great fun to play.

LIFESPAN
With so many secrets to unlock, you'll be playing this game until the next Nintendo console arrives!

ORIGINALITY
Snowboarding isn't exactly a genre you can do much with but EA have managed to make this really great.

ALTERNATIVE

1080° SNOWBOARDING



A damn fine snowboarding title for the N64... plenty of tricks, lots of characters and enough skill required to make it last for ages. Shame it was so short...

SNOWBOARD KIDS

On the opposite end of the scale, you've got this – an incredibly simple (yet rather enjoyable) romp down the mountainside on a board. Of course, it really was one just for the kids...



OPINION

TRICKY! "It doesn't take full advantage of the hardware, but that doesn't stop it being a great laugh."
CHANDRA

MINTY! "It's a lazy PS2 rehash, to be honest. But it's still the best snowboarding title on the GameCube..."
SIMON

FINAL SCORE

8.8

A FEW MINOR FLAWS ASIDE, YOU WON'T HAVE ANYTHING BUT FUN WITH THIS!





Time to make some craaaazy money!

CRAZY TAXI

CUBE

INFORMATION

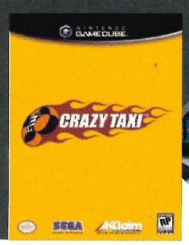
CRAZY TAXI	
DEVELOPER:	ACCLAIM
PUBLISHER:	ACCLAIM CHELTENHAM
PRICE:	£59.99 (IMPORT)
ORIGIN:	UK
PLAYERS:	1

STATS

- DASH AROUND TOWN FOR CASH
- TWO MASSIVE CITIES
- 12 DIFFERENT MINI-GAMES
- MASTER THE DASH AND DRIFT
- UNLOCK SECRET VEHICLES

RELEASE DATES

TBA	TBA	OUT NOW



One of SEGA's finest arcade games comes to the GameCube... but it's so old, is it really what we want?

FOR THE most part, racing games are pretty simple to get the hang of – jump in your car and speed round the track as quickly as you can, trying to come first. But what if we told you that *Crazy Taxi* takes all the rules of the racing genre and then throws them away, eh? There's no set course... you can go wherever you want. There are no opponents to race against... you're up against the clock. And you're not even driving a racing car... you've got a taxi instead!

Sound interesting? Well, it should – *Crazy Taxi* was a breath of fresh air when it came out in the arcades and now the game has landed on the GameCube. Redefining everything you've thought was possible in a racing game, the idea is a simple one; just pick up the passengers and take them where they want to go. Of course, you don't have to stick to the highways and byways of the city – taking short cuts over rooftops, through piles of boxes and across parks filled with picnickers is what it's all about. Strap yourself in, because things are about to get just a little crazy, folks...





Driving down the freeway can be a messy business, especially if you forget which side of the road to be on!







GET ME TO THE CHURCH ON TIME: One of the passengers you'll meet is this priest – if you don't get him to the church, he'll call you a jackass. Blimey!

BEEP BEEP!

SLOW COACH!

Spend too long getting to your destination and the customer you're carrying will be so angry they'll actually jump out of your moving cab. Talk about rude!

"CRAZY TAXI ISN'T A BAD GAME – WE SPENT MORE THAN ENOUGH CASH DOWN THE ARCADE WHEN IT FIRST CAME OUT"

NOT YOUR NORMAL CABBIE

'KNOW THY DRIVER AS THYSELF', AS THE SAYING GOES...

AXEL MCDERMOTT

SEX: MALE
AGE: 27

Axel's a bit of a wild child when it comes to taxiing around and has only taken up the profession because he deems it the ultimate 'cool' career. If the truth be told, he's only really in the job so that he can pick up women (in more ways than one!), as he'd rather be jamming with his punk band. For Axel, driving crazy is just another day on the job...

Axel's car is the archetypal New York yellow cab and is a fairly good all-rounder; he's an ideal choice for any newcomers to the game.

B.D.JOE

SEX: MALE
AGE: 31

B.D.Joe is the perfect cabbie as he loves nothing more than 'simply making people happy' by making sure that his customers get to their destination with a smile on their face. In his spare time, he takes time out in the city as a street performer by making music with a few cans, dustbin lids and drumsticks, entertaining the city folk.

This chap's got the fastest taxi in the game, but that does have its disadvantages. His taxi is prone to wheel-spin when accelerating away and doesn't have the best grip, making it quite tricky to control.

GENA TURNER

SEX: FEMALE
AGE: 22

Some say that women can't drive, but that wouldn't be fair on the cool and sexy Gena, who likes nothing more than racing around in her cab all day. She's a bit of an animal when it comes to speed, with her foot seemingly forever on the accelerator and her customer's safety the least of her worries. When not driving, she can normally be found polishing her cab up – she gives it plenty of love and care, such is her devotion to it.

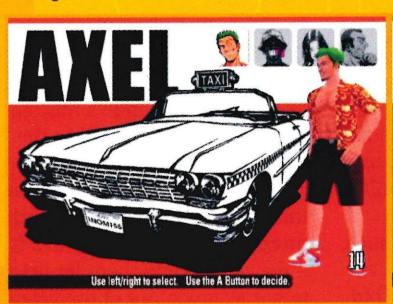
Gena's taxi has good brakes and acceleration, but her top speed is the worst of the four and so isn't good for long journeys.

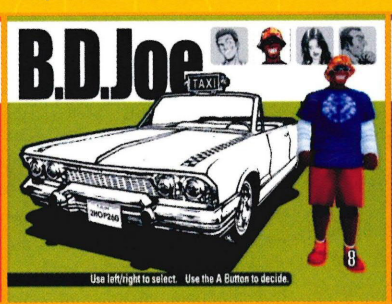
GUS MANCINI

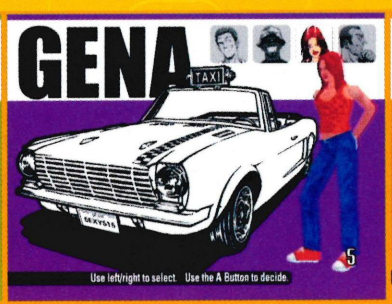
SEX: MALE
AGE: 42

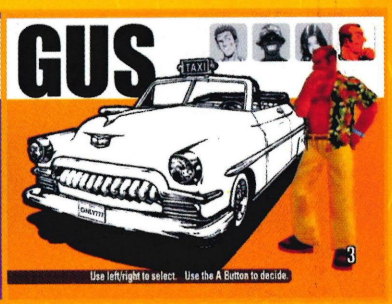
Crazy driving began way back when Gus introduced it to the streets in his wild and uncontrollable youth... and he's still doing it at the ripe old age of 42! He's arguably the coolest of the bunch – when not speeding around town, Gus likes a game of cards with his all-night poker group and this is how he supplements his income.

Gus's cab is pretty nifty when it finally gets going and it has excellent tyres, making it quick across grassy short cuts. However, his brakes and acceleration are pretty poor in comparison.









A TALE OF TWO CITIES

Not content with providing one massive city for you to get to grips with, the home conversion of *Crazy Taxi* actually includes an entirely original second city that's much tougher and larger than the first. All the familiar locations have been moved around and some of the customers want to travel almost all the way across town... are they crazy? Even if you're a master of the arcade game, you'll have a hard time negotiating this one – we've been playing this game since the days of the Dreamcast and we still don't know our way around completely yet!



DRIVE TIME

ROCKIN' OUT!

The music in the game is provided by The Offspring and Bad Religion and suits the game perfectly – it's crazy rock for some seriously crazy racing!

WHERE TO, GUV'NOR?

WORKING AS A cabbie in the heart of the city isn't tough to understand – you drive around, looking for people who want to be picked up (marked with a coloured dollar sign over their heads) and stop to let them in. Then it's a high-speed race through the city trying to get them where they want to go as quickly as possible; the faster you go, the more cash you'll make. You can earn extra tips using 'crazy' driving... racing past traffic without crashing, jumping over hills and so on. There are tons of places that people want to go, but here are some of our favourites...



PIZZA HUT
Hey, since when did these guys do a drive-thru service?



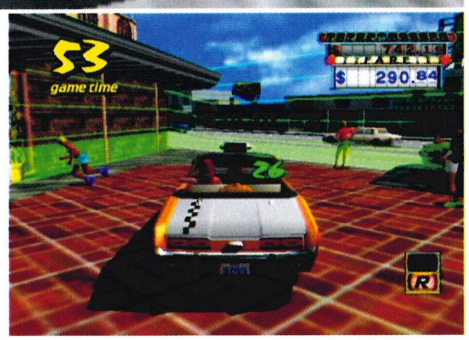
POPCORN MANIA
Make mine an extra-large bucket of sweet toffee, please!



KFC
Mmm, KFC – home of all chicken-related heart problems.



CT HOSPITAL
Keep eating like that and you'll soon end up here, tubby...

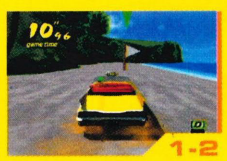


LIVING IN

To keep you going when you've tired of racing round the city picking up passengers, there's the Crazy Box – a selection of mini-game challenges for you to try. Some are tougher than others, but if you make it through to the end then you might get something nice...



CRAZY JUMP
Fly as far as you can off the ski-jump ramp.



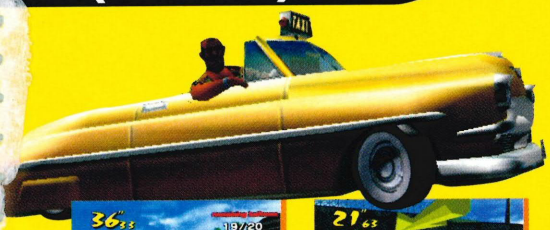
CRAZY FLAG
Drive through the flag as quickly as possible

COMMENT

Now, we're all for a bit of nostalgia here at CUBE – along with our GameCubes, there's nothing we like more than going back and having a quick play on some of those classic SNES (and dare we say it, MegaDrive) titles that made us the hardcore gamers that we are today. However, there's nostalgia and then there's milking as much out of a franchise as you possibly can... and that's where *Crazy Taxi* fits into all of this. Sure, the fact that it's out brings back incredibly good memories of the game coming out on the Dreamcast – way back in the last millennium (wow... that sounds bizarre) when we actually thought that SEGA might be able to pull it off this time. However, we've moved on since then and as such, *Crazy Taxi* falls awkwardly between two stools – it's not old enough to be thought of as worthy of a revamp, but has been around long enough to already look outdated. Bugger.

It's not that it isn't a bad game, because the actual concept hasn't changed a bit – believe us, we spent more than enough cash down the arcade when it first came out and then lost countless hours playing the Dreamcast version when we should have been working instead. No, the problem lies in the sheer offhandedness of how *Crazy Taxi* has been brought to the GameCube. Rather than enhance the visuals to the standard you'd expect from Nintendo's machine, they've been left faithful to the Dreamcast and PS2 versions, which is fine... except we know the GameCube can do so much more. It's not really Acclaim's fault – we can't blame them for wanting to get as much out of the license as possible. No doubt a lot of the

A (CRAZY) BOX





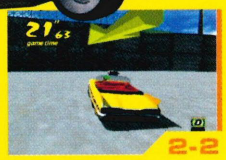
CRAZY RUSH
Get the bachelors to their girlfriends. Ahh!



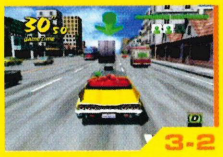
CRAZY THROUGH
Dodge through the traffic without crashing...



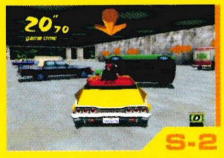
CRAZY BALLOONS
Pop all the balloons within the time limit.



CRAZY TURN
Race up the track, turning sharply to avoid crashing.



CRAZY JAM
Negotiate the traffic and drop off the passengers.



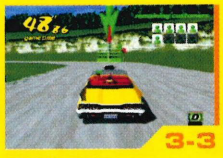
CRAZY PARKING
Reach the top of the car park in 30 seconds.



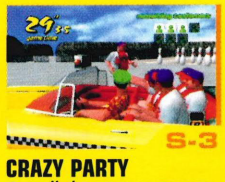
CRAZY BOWLING
Knock down all 70 pins with perfect strikes!



CRAZY BOUND
Jump the gaps but don't fall into the sea!



CRAZY POLE
Race along, using the poles to aid your turning.



CRAZY PARTY
Get all the passengers to the end of the course.



CRAZY DRIFT
Use that Drift move to rack up serious combos!



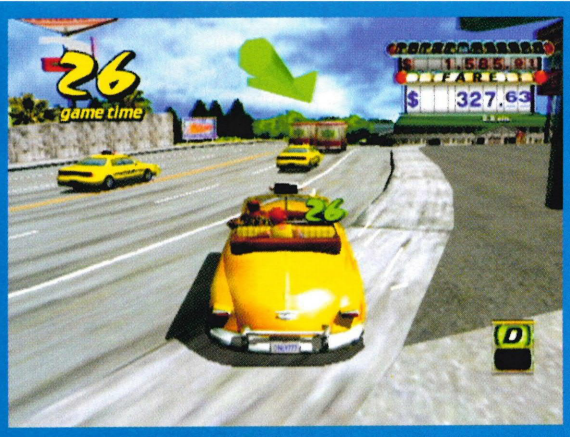
CRAZY ZIG-ZAG
Cover the course, without falling in the water.



CRAZY ZIG-ZAG 2
Cover the course, without falling off... again!



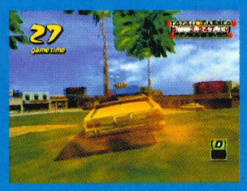
CRAZY ATTACK
Get round the whole city in three minutes... argh!



THE RIGHT MOVES

TO MAKE IT as the top-rated cab driver in town, you'll need to learn some special moves that'll really improve your driving. Without these, you'll be stuck in the lower rankings... get learning and climb the ladder, baby!

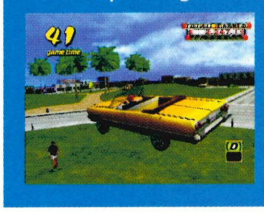
CRAZY DASH



Essential for long-haul journeys and getting off to a flying start from a dead stop, the Crazy Dash gives you a quick boost to your top speed. There's an advanced version of this known as the Limit Cut – done by releasing the gas, hitting Reverse and then slamming down Drive and Accelerate together – but this is for true experts only!

CRAZY DRIFT

Need to turn those sharp corners and rack up some combo tips along the way? Then you'll need the Crazy Drift – by toggling between the Reverse and Drive gears as you edge the car around, you'll swing the back end out and perform a nice powerslide. Combine with the Crazy Dash for maximum effect!



third-party developers are going to be guilty of porting PS2 titles directly rather than developing GameCube-specific version of the same game (especially those developing 'multi-platform' games). All the same though, we can't help but offer a quote for the ad campaign of *Crazy Taxi* on the GameCube. That quote? Simply 'Great, but lazy' – CUBE magazine.

Put simply, you'll already know whether this game is for you – if you've played it (or already own it) then you'll only need to pick up a copy of *Crazy Taxi* if you can't do without it. If you're one of the lucky ones who haven't had the pleasure then please, go and buy it; you'll find it an absolute joy. Unfortunately, it's a joy most of us have already experienced and moved on from... like most joy, it was fun while it lasted but can't be expected to last forever.

MARTIN

CUBE VERDICT: CRAZY TAXI

GOOD GAME... BUT ISN'T IT ABOUT TWO YEARS TOO LATE?

VISUALS
Yeah, they look quite nice but considering what the Cube can do, it's not like they're revolutionary.

AUDIO
The music really makes the game – the tunes by The Offspring and Bad Religion rock.

GAMEPLAY
Crazy Taxi is the kind of game that's easy to pick up, but tough to master – it'll appeal to plenty of people.

LIFESPAN
Well, it's an arcade game isn't it? Games like this are meant to be short-term things as far as we know...

ORIGINALITY
If you'd have asked us back in 1999, we'd have been beaming with joy. Now though, it's all a little bit old hat.

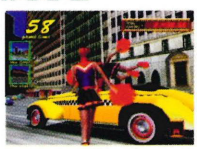
ALTERNATIVE

SIMPSONS ROAD RAGE



Practically the same game, only rather than having those rather lovely visuals EA has dropped in a bundle of recognisable faces that most people will go for instead.

CRAZY TAXI 2



The sequel's out on the Dreamcast... so why are we being subjected to the somewhat-lacking offering that is the original? It's really not good enough, we tell you...

OPINION

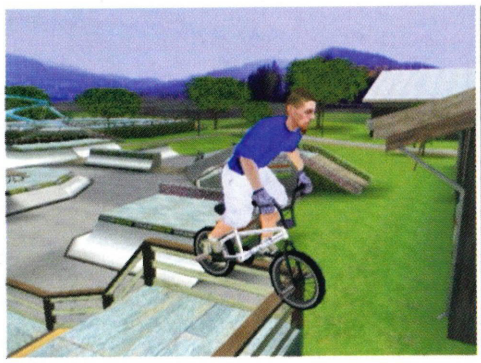
DÉJÀ VU? "Still a fantastic, action-packed game, but we've quite literally seen it all before. You'd have to be crazy."
CHANDRA

YELLOW! "If you haven't played any of the other versions then this is definitely worth a look. Otherwise steer clear."
SIMON

FINAL SCORE

7.4

YES, IT'S GOOD – BUT IT'S ALSO OVER TWO YEARS OLD. TALK ABOUT MILKING IT...





Just sign here Mr Mirra and we'll take care of the rest

DAVE MIRRA FREESTYLE BMX 2

CUBE

INFORMATION

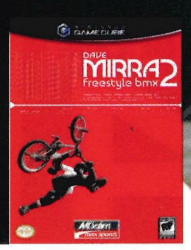
DAVE MIRRA FREESTYLE BMX 2	
DEVELOPER:	ACCLAIM
PUBLISHER:	Z-AXIS
PRICE:	£59.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1-2

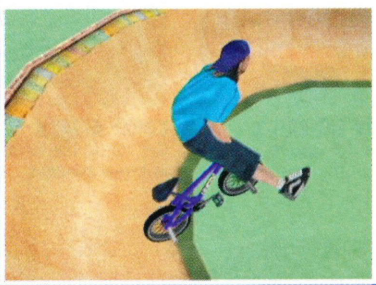
STATS

- 14 PROFESSIONAL BMX RIDERS
- NO PUNCTURE REPAIR KIT
- CREATE YOUR OWN TRACK
- MASSIVE CAREER MODE
- TWO GC EXCLUSIVE COURSES

RELEASE DATES

TBA TBA TBA



"He didn't riot. He got on his bike and looked for work" – Norman Tebbit



YES, THE deodorant of corporate repetition once again eradicates the musty whiff of originality with this sequential release that focuses on the lives, loves and passions of a group of young cyclists caught up in a world they don't fully understand. Still in the dark as to what *Dave Mirra* is about? Now we admit that it's a cheap trick but try and imagine *Tony Hawk's Pro Skater* but (and here comes the hard bit) on a BMX. Yes, now you understand. But let's not be to dismissive or mumble anything like "copycat" or "bandwagon" or even "not another Xtreme sports game that places emphasis on the player performing unfeasible tricks for points." To do that would be to ignore what *Dave Mirra* can offer you and that would be a bad thing. Not totally unforgivable since the game only ever peaks at just above average, but a bad thing nevertheless. The majority of the game is set around what we understand to be a Career mode (hello again, Mr Hawk) where you take one of 14 riders through a series of levels by performing certain tricks and combos at certain locations. And as for all the rest? Well, please stop us if you've heard this one before…

HELPFUL!

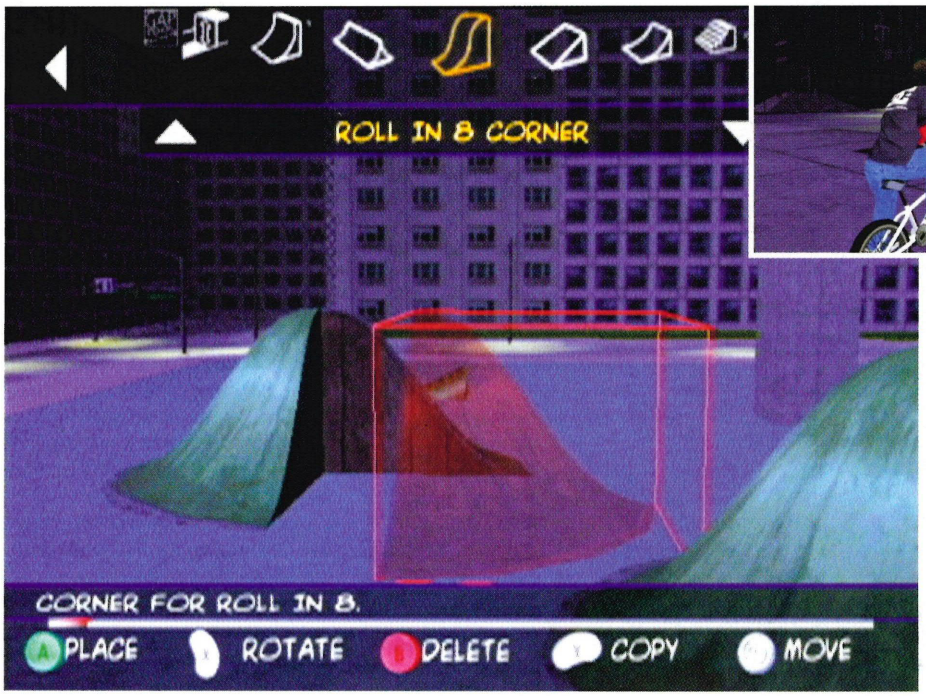
SWEET DUDE!

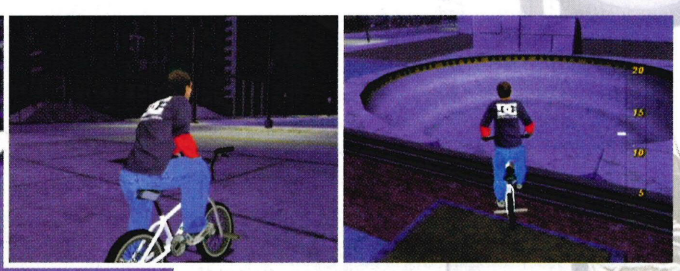
Peddle up to a fellow chum and they'll give you clues, challenges and the feeling that you're not alone in the cold and disinterested universe of ours. Great.



This is the Slim Jim man – as we don't get them over here, you won't have a clue who he is.

"YOUR GUY SMACKS INTO OBJECTS LIKE A CORPSE THAT'S JUST FALLEN OUT OF A SPEEDING HEARSE"



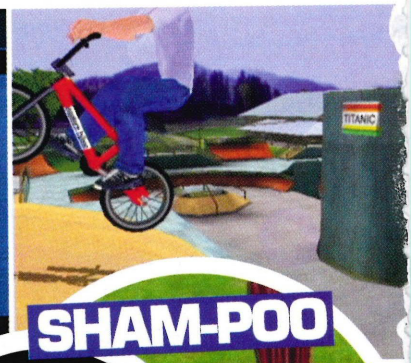


THINK IT, BUILD IT, FALL OFF IT

Just like a most welcome rash, level editors have now spread across most of these types of games. That said, *Mirra*'s is extremely easy to use and, given the imagination lacked by games journalists, creating a workable environment couldn't be more straightforward. It's the usual story of placing and rotating object blocks, then riding them to find out if your configuration is at all functional or even fun. You can pretty much create anything you see in the game, but don't expect to let your creative juices flow too far since your confined to an a finite set of building blocks.





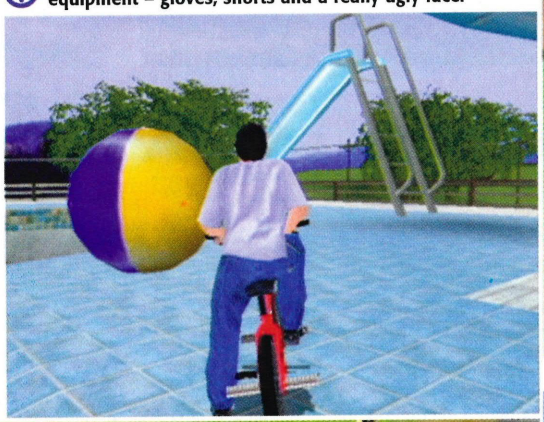


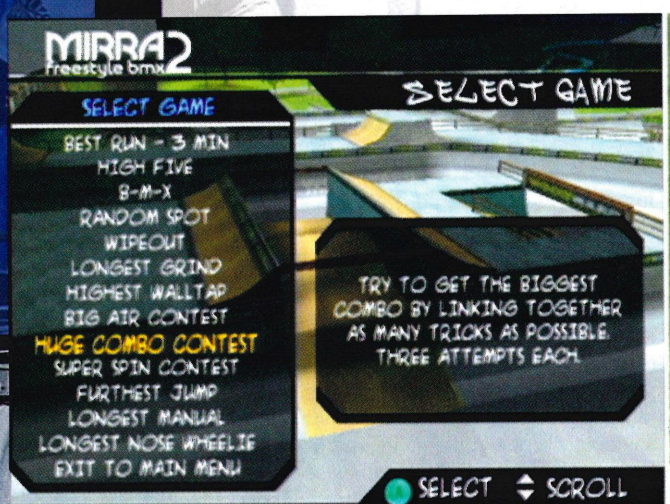
MIRRA, SIGNAL, MANOEUVRE

When they coined the phrase 'as easy as riding a bike' they must have had *Mirra* in mind since controlling your chosen rider couldn't be simpler. You've got you're A button for jumping, X for tricks, Y for grinds and B is designated for trick modifiers. Add to that your rather meaty centre of gravity and an in-built ability to travel at impossibly slow speeds and you've got yourselves one safe ride. After climbing through a very small learning curve, you'll be doing all sorts of physically preposterous party pieces without spending the majority of your time rolling on the asphalt with knees like shredded ribbons. While we all love a game that flatters us into thinking that we're highly skilled gamers, a more intense interface would have been welcomed. What exactly is the point of performing a long grind when you're almost as stable as you would be cruising along a cycle lane anyway? Still, when you and your seat do part company after a brief argument with the laws of physics, you're treated to a pleasant rag-doll effect as your guy smacks into objects like a corpse that's just fallen out of a speeding hearse.



If you're going to ride a bike, you need the right equipment – gloves, shorts and a really ugly face.







Yep, it's another of those 'nicked straight from the skateboarding games' bits. Number four: The Axle Grind.

SHAM-POO

NICE HAIR

Being the freak of advertising nature that he is, the Slim Jim guy has a suitably freakish hairstyle. It looks like he's had an electric cattle prod inserted into his rear... oww!

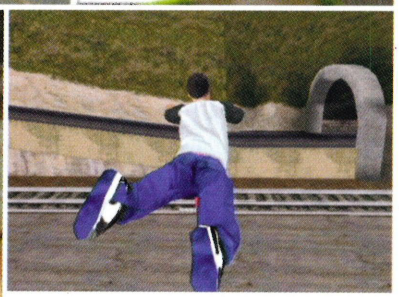


COMMENT Nintendo's version of *Mirra* doesn't suffer from the PS2's jagged aliasing problem, its graphics are slightly sharper and it does feature extra levels. Don't read on any further if your expecting more *Mirra* for your money because apart from these essentially aesthetic changes there is no more. We could again get caught mumbling "It's just a port!" and this time we wouldn't be that far off the mark. Now, the GameCube is a superior machine to the PS2 and so it's not really asking too much for a Cube game to completely beast Sony's pride at every opportunity, is it? This is certainly not the game to buy if you're desperate to see what your

TRICKY, TRICKY, TRICKY: The stunts in *Dave Mirra 2* are suitably unrealistic, although some can be done by the experts... don't try them at home, kids.



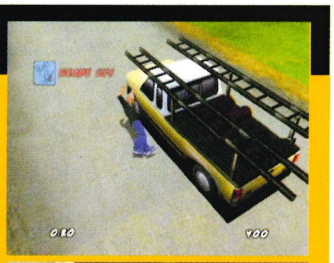


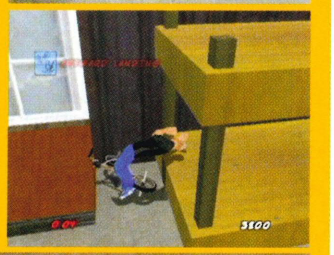


Now remember, kids – flying over train tracks on your BMX isn't a very clever thing to do. In fact, it's downright silly... and we know. Chandra tried it last week and now can't get his hair to lie flat...

BRING THE PAIN

If you're one of those people who thinks that these extreme sport stars are all smug gits who could do with being hurled around like sex dolls in a spin dryer then you're very much in luck. *Dave Mirra* features a whole host of two-player games where you take it in turns to earn points or cycle together to lay claim to ramps and rails. And it has the rather delicious Wipeout mode. Sounds quite innocent until you realise that the idea is for players to get twisted up in as exotic an accident as possible. The more impressive the collision, the bigger the points. We've come to the conclusion that all (and we mean all) games need this feature. Yes, we're looking directly at you Mario and we are waiting.







If riding a bike doesn't take your fancy, try jumping on a pickup truck.



"WE COULD AGAIN GET CAUGHT MUMBLING "IT'S JUST A PORT!" AND THIS TIME WE WOULDN'T BE THAT FAR OFF THE MARK"

new machine can do if it pushes its metal to the floor, but it has other charms. Cycling around and cranking stunts while listening to A Tribe Called Quest is an oddly relaxing pastime, which we assume is totally at ends with this game's ethos. Because you're on a bike, everything feels so calm and suburban, even while pulling off a 360° Superman. Because you're on a bike that looks way too small for you, everything has an air of the ridiculous about it. This all makes for some quiet and mildly distracting gaming, but also instils the feeling that you'd rather ditch your ride in favour of something sexier like a skateboard. Blurgh.

WILL

CUBE VERDICT

DAVE MIRRA FREESTYLE BMX 2

MILD FUN THAT LACKS A SENSE OF DANGER OR ACCOMPLISHMENT.

VISUALS
Squeaky clean levels occupied by midgets and some odd lighting make for a visual nibble rather than a feast.

AUDIO
Turn off the rather basic atmospherics and just ride with the groovy, yet standard, music.

GAMEPLAY
A very temperate experience indeed, so it's great for stuntmen who are in it for an easy ride.

LIFESPAN
It'll last you until you trade it in for *Tony Hawk's 3* and there is always the body-crashtic Wipeout mode.

ORIGINALITY
Acclaim play at 'keeping up with the Jones' and lose. Think Heinz's 57th variety then add a two-player mode.

ALTERNATIVE

SSX TRICKY



Champagne to *Mirra*'s blueberry Panda pop, EA's stylish piste-'em-up is pure indulgent fantasy and well worth a gander... especially if you prefer your stunts a bit 'tricky'.

TONY HAWK'S PRO SKATER 3



If you want the best there is then go ask the oldest poser in town. While it's no more special that the PlayStation2 version, that's never a bad thing. Mr Hawk, we salute you.

OPINION

SCRAPED KNEES... "Given that the spectacular *Tony Hawk's Pro Skater 3* is out... well, why bother?"
MARTIN

MIRRACULOUS "Well, I quite like this – a far better conversion than the shoddy *Tony Hawk's Pro Skater 3*."
CHANDRA

FINAL SCORE

7.4

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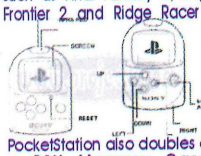
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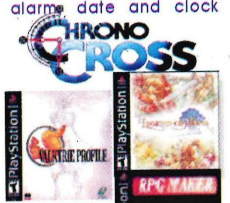
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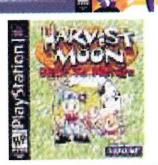
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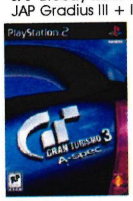
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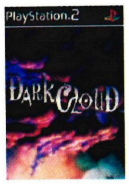
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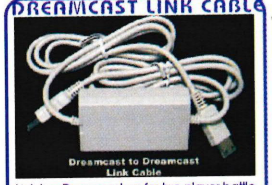


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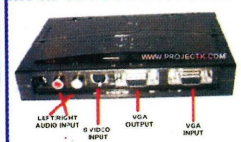
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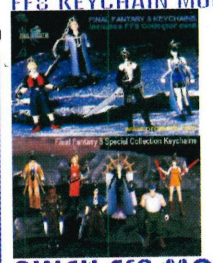
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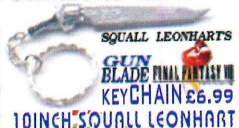
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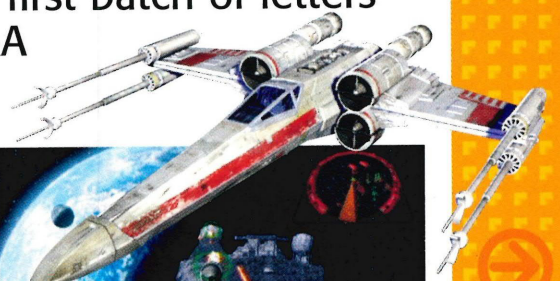
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NETWORK CUBE

ISSUE TWO

Take part in the world's biggest GameCube magazine!

If it isn't a review, the latest news or a preview, chances are that you'll find what you are looking for here. This month, we have the first batch of letters from you guys and we've added a handy cheats and Q&A section. See... we told you that it would get bigger!

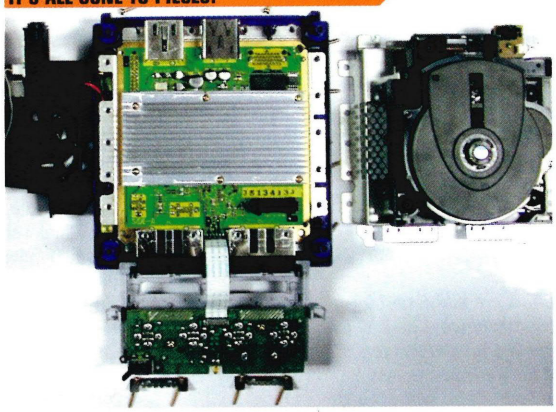


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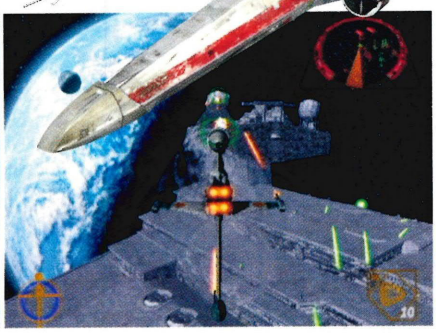
VIEWPOINT

100 You didn't like them very much, did you? We had literally sack loads of responses to last month's mailings... we knew that we could rely on you guys!

IT'S ALL GONE TO PIECES!







GUIDE: ROGUE LEADER

106 Mmmh, *Star Wars*... we had to play it to death, we had to find everything out about the game, we had to show you the secrets and here they are! Part one of our massive guide to the game that everyone and their droid wants to play!

HOW TO CHIP YOUR GAME CUBE

102 Got a Japanese GameCube? Well, here's the feature for you! It's easy to convert your Jap GameCube so that it can also play US games and we show you how!

ADVANCE

114 Once again, we bring you another bite-sized slice of GBA goodness. These are the games that you won't want to miss out on... check out reviews of *Breath Of Fire Advance*, *Driven* and *WWF Road To Wrestlemania* right here!



STUDIO EYE

118 Over the coming months, we'll be speaking to as many games developers as possible to bring you an insight into what they are up to and hopefully prise the odd secret or two from them. This month, we speak to Crawfish...



CHEATING MONKEYS

104 They're monkeys, we pay them peanuts and they love nothing more than to cause mayhem and give out secrets to the very latest GameCube games. You wouldn't be interested in that sort of thing, would you?

HORIZON

page 124

We keep cramming it in somehow and as CUBE magazine hits issue three we'll be making sure it's even better. To find out why you'll have to buy the mag, but to find out what'll be in it, you can look at this...

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... This month we bring to you everything that you ever wanted to know about Link – you remember, he's the wee fella that everyone thinks is called Zelda...

CUBE VIEWPOINT

The bag's bulging but keep 'em coming!

It didn't take long for you guys to start reacting to last month's comments, nor did it take you long to start commenting on the mag – keep it up!

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.

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FIGHTING TALK

NINTENDO ROOLZ!

PEOPLE SAY THAT the GameCube looks like a Fisher Price toy, has anyone ever seen the Panasonic GameCube? It's the best looking console ever made! And why would any idiot want to look at their console when they can be playing it? Well, I guess that PS2 and Xbox owners have to do something with their consoles after playing *Final Fantasy 23* to death! Some idiots also complain that the GameCube is made of plastic! Please remind me exactly what the PS2 and Xbox are made of! Real men may think they're cool playing their Xbox's and PS2's (that is if they can fit them through the door) when the only reason they actually buy them is so that they can play *Tomb Raider* because they can't get real girls!

Some people are also saying that *Luigi's Mansion* is just a shelf-filler! The only half-decent game that came out within the first year of the PS2's release was *SSX*, which is also coming to the GameCube anyway! So while PS2 owners are completing the likes of *Metal Gear Solid 2* in an hour and a half, us GameCube owners will be playing great games such as *Rogue Leader* and *Eternal Darkness*!

AMAAN GHUMMAN **VIA EMAIL**

CUBE: ***We don't want to stray into the land of the zealots now do we? Sure we have a few 'issues' with rival consoles and everyone who works on CUBE is 100% committed to the format. Though we jest about the PS2 and the Xbox (because we know which format is best) we're not going to be drawn into some kind of war of words with those people who buy them. We'll just sit back and smugly know that we're working on the best magazine for the best console... and as you are wise enough to know which one is best also, we'd recommend that you do the same...***

JUMPING SHIP

I GOT YOUR mag at the weekend and it's brilliant. I am a dedicated SEGA fan but as the Dreamcast is soon to vanish from shops everywhere I have turned to Nintendo for console gaming. This is partly because I have always admired Nintendo for being able to keep up with SEGA and I now think that as SEGA has dropped out of the console race that Nintendo consoles are by far the best. I have friends that own N64's and I was very impressed when I first played on them, especially *Super Smash Brothers* and *GoldenEye*. Many of my friends say that the GameCube is a kids' console and I was hoping that you could set them straight. Oh, by the way, Sonic is sooooo much better than Mario.

JAMES NICHOLS **VIA EMAIL**

CUBE: ***We too are saddened by the demise of the Dreamcast as it was, and still is, a fine console. However, of the current and future formats, we reckon that the GameCube will offer the best all-round entertainment for all gamers young and old. Sure, Nintendo is looking to tie up the younger end of the market with the Pokémon franchise but there'll still be enough games such as Metroid, Perfect Dark, Die Hard and the Mario and Zelda titles to keep those of us old enough to remember playing the Atari 2600 first time around fixed to our TV screens.***

A GUIDING LIGHT...

IN THE NEWS section of your very first issue you said 'CUBE refuses to make a big article out of some extremely dodgy video footage just to fill some space in a magazine' which I absolutely agreed with. However, when flicking through the 12 wasted pages of the *Luigi's Mansion* guide it became clear that you weren't a magazine concerned about the 'quality not quantity' rule which I previously thought. I understand that a small percentage of import Gamecube owners might use it and people might refer back to it when they finally get their copy – probably another year from now. Most people would probably buy your mag to read the reviews, drool over the much-anticipated console with a flare of excitement and, most importantly, find out everything they need to know to get hold of one. However, most people in the UK will find your guide useless. I can't see why guides can't wait until the console does eventually reach the UK. I think I speak for most when I say that I would rather see dodgy pictures of *Zelda* and *Mario Sunshine* than 12 pages of a guide that scored lowest in your magazine and won't arrive until (most probably) late



"THOUGH WE JEST ABOUT THE PS2 AND XBOX, WE'RE NOT GOING TO BE DRAWN INTO A WAR OF WORDS WITH THE ZEALOTS"

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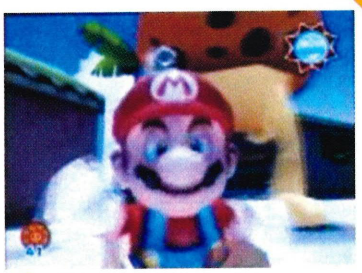
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	pikmin	lewisrawcliffe	0	10 December 2001 08:46 PM
	NGC Spring release	Twigster	4	08 December 2001 11:19 AM

posted 15 December 2001 01:11 PM

Thank you! Frankly, if every game they release quickly is as... well, shallow as Luigi's Mansion or as short as Pikmin, I may be forced to convert to Xbox. All Nintendo have is their reputation. Everyone who is a hardcore gamer and everyone who reads EDGE has a special place in their hearts for Nintendo. Without their epic games, Nintendo are just another company struggling to survive in a fast-moving hi-tech industry.
Ladies and gentlemen, I have a horrible sense of foreboding about this... Nintendo's new short games, along with the predicted Summer 2002 UK launch date, could condemn the Gamecube to an early death. And Nintendo cannot financially cope with another N64-style failure and waste of potential. On the other hand, Nintendo might *just* be trying to make GC a success in a different way. Let's face it, hardcores like all of us are few. Nintendo said in a recent interview that they wanted to target the ordinary person on the street, the person who knows nothing about games. SO that means that potentially loads of games-ignorant people will buy Nintendo Gamecubes, leading to financial sucess. The N64 only failed because not enough *casual gamers* (spit) were interested. They all bought Playstations. All the hardcores and EDGE-readers thought N64 was great, cause of the revolutionary games, but they wouldn't matter to the ordinary person, youe see.
So this means that us hardcores are gonna be overlooked in the search for mass popularity. Oh, FABULOUS.

Keza's one of the regulars on the forum... why don't you come too?



If it's a dodgy screenshot you want... who are we to disappoint?

2002. Up until that point in the magazine I would like to say a big 'well done!' Having complained about 12 of the pages, it's nice to see that the rest of the magazine was packed to the brim with up-to-date news on exactly what's happening with the big 'N' along with the technical stuff and the console itself shown at every angle possible. Rest assured, I'm definitely considering subscribing– let's such see how many other pointless guides you put in first, eh?

LUKE CHRISTIE **CAMBRIDGE**

CUBE: ***It's a tricky one this and the whole issue regarding guides caused many a row and near punch-up here at CUBE Towers. The final decision was that guides would be included in the mag firstly to help those people who have imported a GameCube and secondly to show those of you waiting for a PAL machine exactly what you can expect from the games that will arrive at launch on the GameCube. If you continue to buy CUBE magazine between now and the PAL launch you should have a pretty good back collection of guides to all the top launch titles – and we think that that will be pretty useful to the majority of our readers. Oh, and stop thinking that the games will be arriving 'late next year', it'll be spring – so you had better be ready!***

Thankfully though, you seem pretty happy with the rest of the mag...

THE FIRST OF MANY

GREAT START TO the mag, keep up the good work!

There's only one other mag that is at your standard, but I won't mention it, as CUBE is just that little bit better! Anyway, down to business. I really can't see GameCube standing a chance here in Europe, purely because of all the bad publicity it gets and all the good publicity other machines get. In my school, there's about ten Xbox/PS2 lovers to every Ninty fan. Now, I have the luxury of owning both a PS2 and an N64 (and a Dreamcast for that matter) and I have to say that the amount of rubbish on the N64 is dwarfed by the amount on the PS2. *Timesplitters* sucks, whereas *Perfect Dark* kicks ass; *Tekken Tag* stinks like your Grandma's smelly socks, whereas *Smash Bros* rules! I really hope that GameCube gets all the support it needs to make it great, and that Ninty work out what the difference is between a good advert (see *Perfect Dark*) to the totally awful (see *Zelda: OOT*, *Mario Kart*, etc). Also, I have a few questions. Firstly, is there any news on THQ bringing out a follow-up to the brilliant *WWF No Mercy*? And if they do, will it be just as always, or will it be more like *Smackdown: JBI* on PS2 (I have it and, although good while it lasts, it doesn't deserve to be on a Ninty console)?

STEVEN SOAR **LANCASHIRE**

CUBE: ***Thanks for your kind words. The GameCube will do well in Europe, believe us. For one thing, gamers know that Nintendo always deliver quality games and – thanks to a near-drought of gaming loveliness – most of us are desperate to actually play games that excite us in the way that the N64 games did seemingly with ease.***

Over the last couple of years virtually every game that has been released on the PS2 has looked pretty good but has largely failed to impress thanks to a lack of gameplay innovation, and from what we've seen of the Xbox, that too disappoints. Though to be honest, the GameCube has yet to deliver a typical Nintendo gem, all of the first-party games thus far have given an indication of what the console is capable of and from where we're standing we reckon that if you are a gamer in the truest sense then there's really only one console to own. This is what Nintendo relies on, sure the marketing campaigns are a little 'hit-and-miss' at times, nevertheless gamers who want to play games will buy a GameCube. It's that simple.

Oh, and you can bet that THQ will ensure that the WWF franchise is well represented on the GameCube...

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SUBSCRIPTIONS
Subscription Rates
(12 issues) UK £29.00 Europe £43.00 World £63.00
UK direct debit £6.52 every three issues
Subscription Hotline: 01454 642442
PRINTED BY St Ives Roche Ltd, Victoria Business Park, Roche, St Austell, Cornwall, PL26 8LX

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD
0207 3968000

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PARAGON PUBLISHING

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ISSN 1475-1399

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A CHIP OFF THE OLD CUBE

CUBE explains how the GameCube's territorial lockout works...

CURIOSITY KILLED THE CUBE

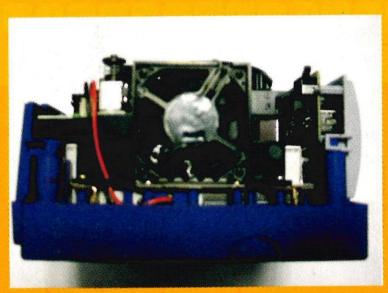
HERE AT CUBE, we have a problem. We lack patience. Back in September, our Japanese GameCube arrived. It's great, it's lurvely, it lets us play GameCube games before anyone else. The problem comes in the form of *Rogue Leader*. This game is out in America right now. As is always the case with games consoles, the GameCube has a territorial lockout system, which stops American games working on Japanese machines and vice-versa. So, if you went out and bought a Japanese GameCube, you're going to be pretty miffed, because *Rogue Leader* (and plenty of other games) aren't coming out in Japan until the New Year. In a similar style, if you bought a US machine, you'll be missing out on all the games that come out earlier in Japan. There is a solution...if you dare.

Here at CUBE, we have another problem. We love Star Wars. Our beloved *Rogue Leader* sits on the shelf... we all stare... it stares back. The base of the Death Star on the cover makes it seems as though it is smiling at us, no, taunting us. The Dark Side is toying with our feeble minds.

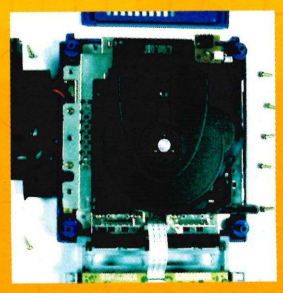
Here at CUBE, we have a final problem. We are not Jedi Knights, and therefore have no protection against the suggestive powers of the Force. Are we really going to have to buy a US machine in order to play *Rogue Leader*? Let's try using logic – spend £300, or save £300? On one hand, we can sit around, safe in the knowledge that our GameCube is safe and under warrantee. On the other hand, we could play *Rogue Leader* now, but the chances are that we'll do something wrong and break our baby. But what's the point of having a GameCube if you're not playing *RL*? "Use the screwdriver, Chandra..." What the!? Decision made – we're going in Obi Wan!

STRIP SHOW











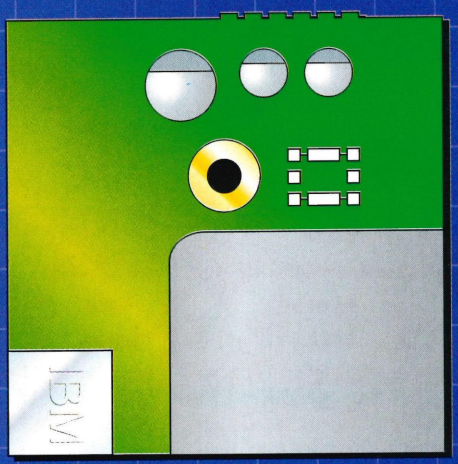
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WARNING!

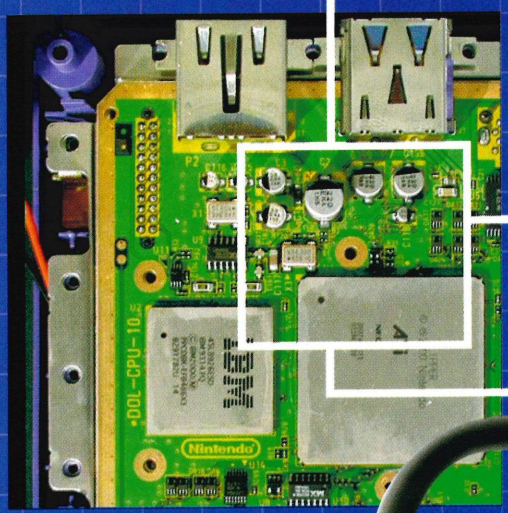
SPECIALIST IMPORTERS WILL PERFORM THIS OPERATION FOR A SMALL FEE - SEE THE ADVERTS IN THIS MAGAZINE.

IN THE BELLY OF THE BEAST

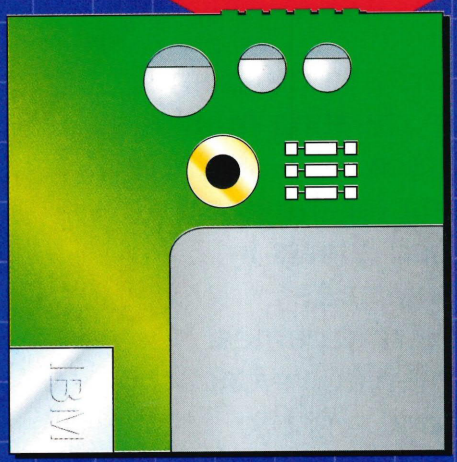
Ok, we're scared now. Our warrantee is out the window, and we really don't know what we're doing. It's not too late to turn back. "Do or do not, there is no try!" Shoo, go away, you smelly little thing (I can't believe you just told Yoda to 'Shoo' – Ed).



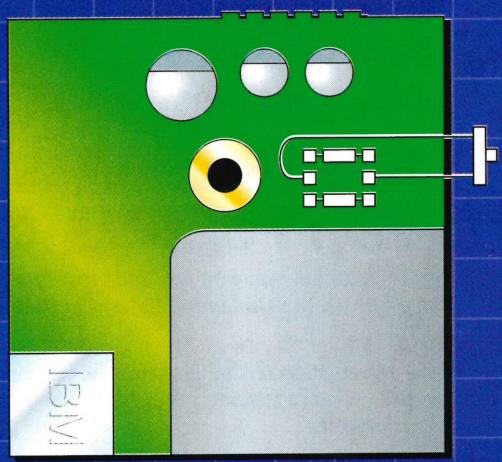
JAPANESE MACHINE



It turns out that the process is actually very simple. Once you have removed the main laser unit and the heat sink, you will find the R39 circuit. There are three sections to this circuit. In a Japanese machine, the first and third sections are closed, but the second one is open. In the US machines, this middle section is closed. So, if you link the middle section of the circuit with some solder, your Japanese machine will become a US machine. If you remove the middle resistor from the US machine, it will play Japanese games. To get your machine to play both Jap and US games, you'll need to be able to switch between the circuit being open and closed. The only way to do this is to wire a switch to each side, as shown in the diagram. For a US machine, you must remove the central resistor first. You will then have to cut a small section out of the outer casing, so that you can attach the switch to the outside. Ta, da!



US MACHINE



SWITCHED MACHINE



CUBE THINKS...

DANGER! DANGER!

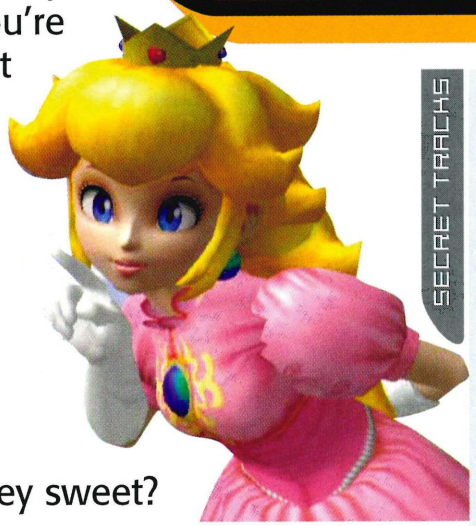
■ We don't mean to be patronising, but don't do this yourselves. We had a close call when we put ours back together and nothing happened... AT ALL! If you get it wrong, you'll have no comeback. It really is worth paying to get it done properly. Honest, folks. CUBE

CUBE

ISSUE TWO

CHEATING MONKEYS

Welcome to the home of the cheating monkeys... the place to be if you're looking for the latest tips and cheats in your favourite GameCube games. The monkeys work day and night to find all the best secrets, just so they can give them to you. Ahhh... ain't they sweet?



SECRET TRACKS

WAVE RACE: BLUE STORM

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

UNLOCK THE SECRET TRACKS

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

TRACK	SKILL LEVEL	TO UNLOCK...
Arctic Bay	Normal Championship	Cool Ocean
La Razza Canal	Hard Championship	Aqua Maze
Strongwater Keep	Expert Championship	Victory Gate

UNLOCK THE WEATHER CONDITIONS

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



RIDE THE DOLPHIN

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



UNLOCK TRIAL MODE

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

SUPER SMASH BROTHERS MELEE

It hasn't been out two minutes and already we've got a whole host of secrets for this fun Nintendo fighter! Check them out...

SEND IN THE CLONES

Many of the secret characters in the game are just cloned versions of original characters with different costumes. Here's how to unlock them, as well as the extra 'new' characters:

SECRET CHARACTERS

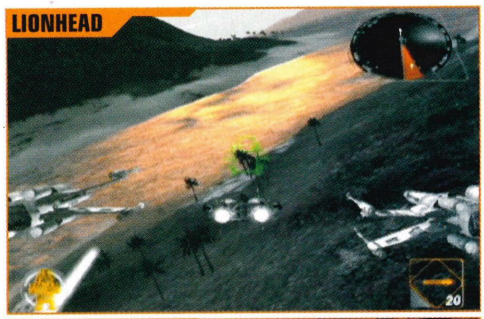
SECRET	TO UNLOCK...
Dr Mario	Complete Classic mode as Mario without losing a life
Young Link	Complete Classic mode as Ganondorf without losing a life
Falco	Complete the 100 Man Melee in the Stadium section
Pichu	Complete Event #37 in the Event mode challenges
Jigglypuff	Complete the Classic mode once
Luigi	Finish the Mushroom Kingdom in the Adventure mode with the fourth digit of your time as two (eg 04:42.74)
Ganondorf	Complete Event #29 in the Event mode challenges
Mewtwo	Notch up 700 games in the VS mode – you can check how many you've got so far in the Data menu
Marth	Play VS Mode as all 14 default characters
Roy	Complete Classic mode as Marth without losing a life
Mr Game & Watch	Finish the Target Test with all of the other characters (including the secret ones)

ROGUE LEADER

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

PASSCODE	EFFECT
LIONHEAD	Turns the whole game black and white
BLAHBLAH	Unlocks the Audio Commentary in the Features menu
COMPOSER	Unlocks the Sound Test in the Features menu
EXHIBIT!	Unlocks the Art Gallery in the Features menu

LIONHEAD



BLAHBLAH



COMPOSER



EXHIBIT!



CHIMP'LL FIX IT

As well as digging up cheats, there's nothing the monkeys like more than solving your game-related problems – it really does make their day. Sadly, they can't answer any personal correspondence (well, they *are* monkeys) but if you send your question in, it might just get answered here. Just jot down the problem and send it along to: Chimp'll Fix It, CUBE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or email cube@paragon.co.uk

Seeing as how we haven't got any questions yet though, we thought we'd ask the team what they're having trouble with this month...





YOU'VE BEEN FRAMED

Right then... *Luigi's Mansion*. Suffice to say, I've managed to get through it pretty quickly (it's not very long, is it?) but the amount of cash I end up with once I've beaten King Boo is never enough to fully rebuild the mansion and earn me an 'A' ranking. I don't really know what I'm doing wrong but it's really annoying me that I can't finish the whole thing properly. Any chance of some help?
Ta chaps,
Simon (Editor-type chappy)

The monkeys say...
"Ahh, finding money isn't that tough, Lipsy... you just need to know where to look. Generally, you should be searching every piece of furniture in every room whenever you re-enter; it's time-consuming, but often there's money in places you've already checked. Also, make sure you get all the blue Money Ghosts and secret Mice that are hidden around the mansion, as well as visiting both secret treasure rooms to stock up on wonga. Finally, you'll need to try and suck up those special Portrait Spooks in one go – the longer you can hold onto them without losing your grip, the more of those massive pearls you'll receive. Follow these tips and you should have enough cash in no time."

PICKY, PICKY, PIKMIN

Oi-oi fellas,
As you could probably tell from the review last issue, I think *Pikmin*'s ace – however, I'm having real problems with the third stage. There's a giant mushroom on the far side of the level that I just can't kill; every time I try, he just keeps turning my own Pikmin against me so they bash my skull in. Any suggestions on how to beat him would go down a treat.
Ooh, 'ave a banana,
Martin (Games bloke and much, much more)

The monkeys say...
"Of course we've got suggestions, Mart... that's why we're special monkeys and you're not. There are a couple of things that you'll need to keep in mind when taking on the huge mushroom; firstly, make sure you're using Red Pikmin to take him on because they're stronger than the other kinds. Also, try to aim for his cap rather than his base – toss them up onto his head and you might be able to topple him over, making his attacks useless. Finally, watch out for the poisonous spores that he fires off every now and then; when you see him puffing his cap in and out, call all your Pikmin back and put them behind you. It's this poison that sends your Pikmin mad so don't let it touch them or you'll be the one that ends up dead. There... happy now, cockney boy?"

THE FORCE AIN'T STRONG WITH THIS ONE

Hello you lovely monkeys,
Right now, I'm having really problems with *Rogue Leader* – I just can't seem to get enough medals to unlock the various secret missions. You need a total of 80 points just to get the first three, but I can only get enough for one mission... what can I do?
Cheers,
Chandra (the news guy that the ladies love)

The monkeys say...
"Unfortunately, there's no set way to get enough points – it's all about your skill in the main levels. A Bronze Medal is worth three points, Silver is worth six and a Gold is worth a massive ten points so obviously, getting Gold Medals is the way to go. That's not an easy task though... most of the missions required a high amount of kills and accuracy, tied with a fast time to earn one. Keep practising on each stage until you've got it down to a fine art, then go for a run through that'll earn you the medal. Of course, you could be cheeky like us and earn just enough points for one 30pt mission, then pull out your memory card and buy any of them – you'll be able to play it, but still have the points saved on your card to change your mind later. It's not great, but it works..."



CUBE INFORMATION

STAR WARS ROGUE LEADER	
PUBLISHER:	NINTENDO
DEVELOPER:	LUCASARTS
GENRE:	SHOOT-'EM-UP
PLAYERS:	1
CUBE SCORE:	9.1
ISSUE:	2





CUBE CONTROL

KNOW YOUR FIGHTER

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

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

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

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

R BUTTON
Use the R Button in order to speed up your craft – hitting the digital click will then lock your craft at the set speed.

L BUTTON
Use the L Button in order to slow down your craft – again, hitting the digital click will lock your craft at the set speed.

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

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

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

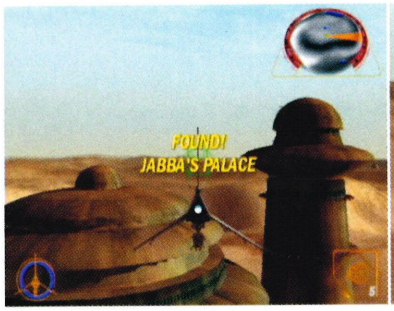


CUBE PLAYERS' GUIDE

STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

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

PART ONE







TATOOINE TRAINING (L1)

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

COMPLETE THE TRAINING

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

WIN THE BEGGAR'S CANYON AND TOSCHE STATION RACES

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

TOSCHE STATION

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

BEGGAR'S CANYON

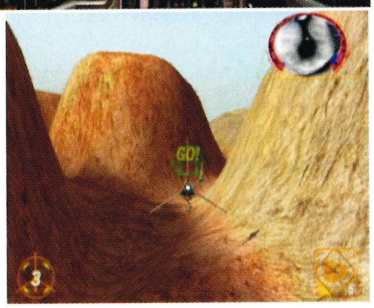
There are two courses to take here – the left-hand track is tough, so follow Wedge to find your way through before boosting past on the final stretch to win. The right-hand path is easy and only winds a little, so you'll complete it with no trouble, but on both races don't fly too high or you'll be disqualified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

BULLSEYE 20, 40 AND 60 WOMPRATS IN 30 SECONDS

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

FIND ALL DISCOVERY ITEMS

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

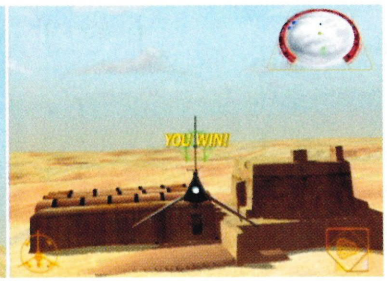


- Jabba's Palace x1 (directly ahead as the training begins)
- Crashed TIE Fighter x1 (hidden between the buildings of the city)
- Sandcrawler x2
- Dewback x3
- Bantha Herd x5

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

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



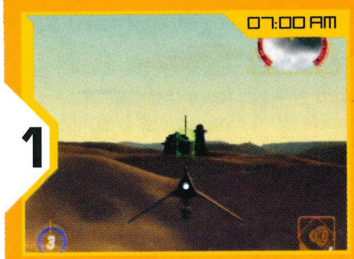


ALL-DAY TRAINING

ALL WORK AND NO PLAY...

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

1



2



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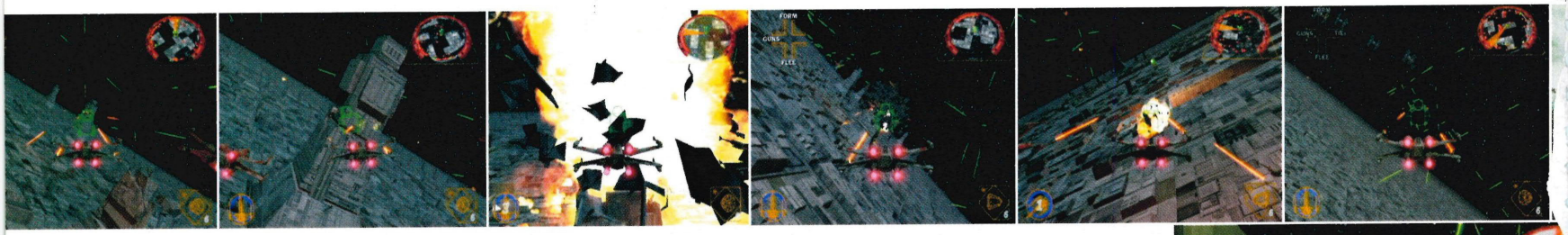


4



5





DEATH STAR ATTACK (L2)

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

THE VERY FIRST assault on the Death Star (taken straight from the end of *Episode IV: A New Hope*) is split into three different stages for you to complete. First off, you'll need to take out all of the Deflection Towers situated around the surface – there are 10 in total, so just blow them all up to move onto the next phase. Now you're facing off against squadrons of TIE Fighters; thankfully, they're quite slow and you can drop in behind them without any trouble. Always take out the TIEs on the left and right before going for the lead, otherwise the group will scatter and you'll have to hunt them ship-for-ship. Make sure you destroy each squad before moving to the next one; get rid of them all with a little help from your wingmen to enter the trench. This is the final attack run – boost down the trench, dodging the barriers that appear along it until you reach a clear area. You'll be attacked by TIEs here, so simply brake to get behind them and then blast all three to bits before hitting the Boost again. After two attacks, Darth Vader will come in to get you; do the same as before but don't bother shooting him as he's too strong. Repeat until Han Solo flies in to save you, then boost down the trench and fire a Photon Torpedo at the exhaust port at the end – if you can see it, use the Targeting Computer to highlight the target.

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







MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	9:30	7:11	6:05
Enemies	21	52	91
Accuracy	11%	19%	39%
Friendlies Lost	1	0	0
Lives Lost	2	1	0
Targeting Computer	10%	40%	100%

TECH UPGRADE: ADVANCED SHIELDS

ADVANCED SHIELDS MAKE YOU STRONGER

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



Don't worry too much about getting caught in the flames – they won't even scratch you!







ISON CORRIDOR AMBUSH (L3)

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

THIS IS A pretty straightforward mission as all you need to do is keep the attacking TIE Fighters from blowing up the main frigate. Although you don't want people to die, you can let all the others be blown up and still complete the mission. As soon as the mission begins, you can send your wingmen away to fend off the TIE Fighters coming in from the rear, leaving you to take on the ones ahead. They'll all come in as squadrons, so picking them off shouldn't be too difficult. When you've cleared the area of those, another pack of TIE Fighters will enter the fray – by now, you'll probably have lost at least one transport, so you'll need to get rid of this second wave as quickly as you possibly can because you'll want all the transports you can get for the final stage of the mission. Before racing off to meet them though, duck under the main frigate and fly into the Rebel symbol to switch into the A-Wing; it's faster than the X-Wing and can help you keep up with the TIEs. Wipe them all out and then prepare for something nasty... yep, you're going into the nebula. This means you can hardly see where the enemies are, so you'll have to resort to using your Targeting Computer to pinpoint the squadrons of TIE Interceptors that come in to finish your convoy off. Instruct your wingmen to deal with them as well, making your job that much easier and clean up the rest of the Interceptors to escape the nebula.

Ahh, the Gold Medal – unless you're incredibly good at picking off TIE Fighters, you'll have some trouble with this one. The time limit is incredibly tight for what you've got to do, plus you can't use your Targeting Computer too much inside the nebula; you'll have to rely on the radar and your instincts. Like the last mission, try to pull in behind the TIE squadrons and take the flanking ships out before shooting the leader, preventing the group from breaking up. If you fancy a faster ship, pick the A-Wing from the hangar at the start of the mission... but watch out as it is lacking in the shield department. Finally, if you're lacking in kills then you should tell your wingmen to back off – you'll have all the TIEs to yourself, but don't blame us if you're overwhelmed!



Fly straight into this symbol to switch ships, but don't crash into the frigate!





TECH UPGRADE: ADVANCED PROTON TORPEDOES

HARDER-HITTING TORPEDOES FOR A BIGGER BANG

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

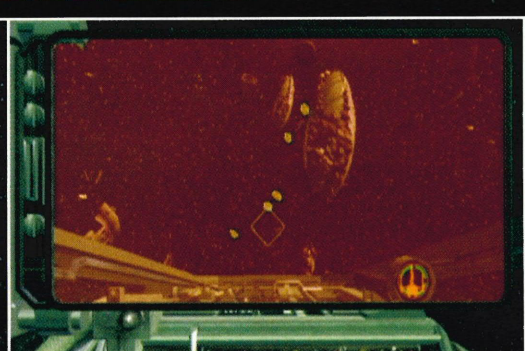


MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:18	5:16	4:11
Enemies	26	32	40
Accuracy	3%	7%	19%
Friendlies Lost	4	3	2
Lives Lost	2	1	0
Targeting Computer	10%	27%	72%

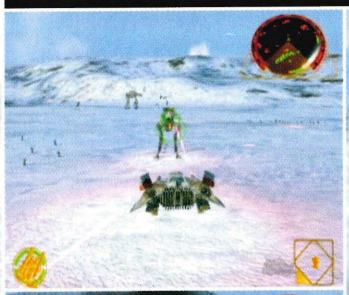




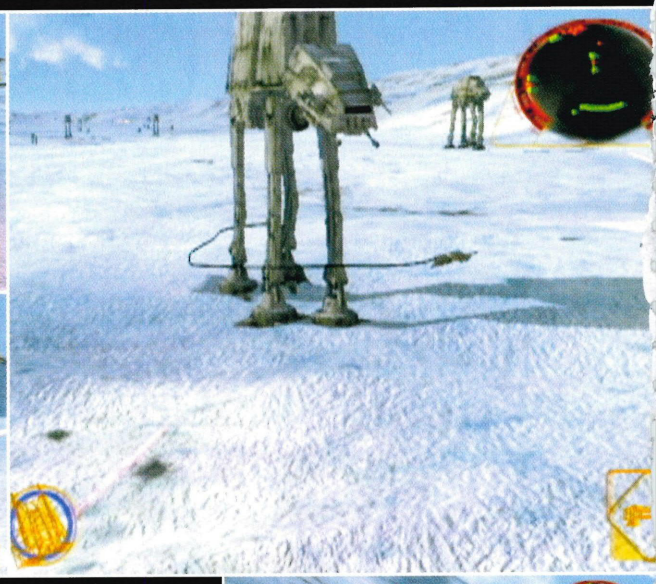




It's quiet... too quiet. Get over the ridge as quickly as possible to find the Empire!





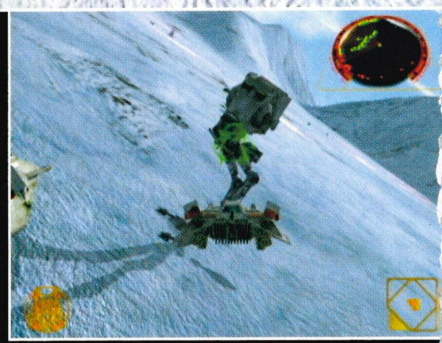


BATTLE OF HOTH (L4)

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

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

The Gold Medal takes a bit of practice here, again because of the tight requirements. You'll need to move fast (something a Speeder isn't known for) and still manage to take out enough enemies to reach the kill count – send your wingmen off to do other things so that you can get the kills yourself. Be sure to destroy as many of the Probe Droids as you can before you enter the first and third section; they like to kill your troopers and that can lose you vital Friendlies. Also, taking out the fallen AT-AT walkers can bring up your accuracy and kills, but only if you shoot them in the head. Finally, try not to shoot at the TIE Bombers until you're right behind them and sure of a hit, remembering that they veer off at the end of a run.



TECH UPGRADE: ADVANCED LASERS

STRONGER LASERS MEAN QUICKER KILLS

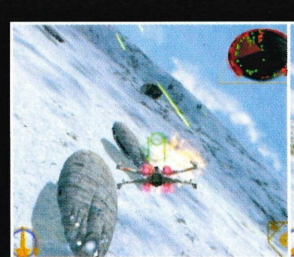
Proceed through the level until the AT-ATs take out the Shield Generator. Rather than flying ahead when you regain control of your craft, turn around and inspect the area where the generator was to find the Advanced Lasers waiting for you.

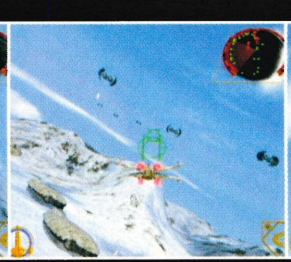


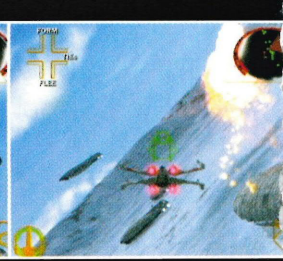
MEDAL REQUIREMENTS

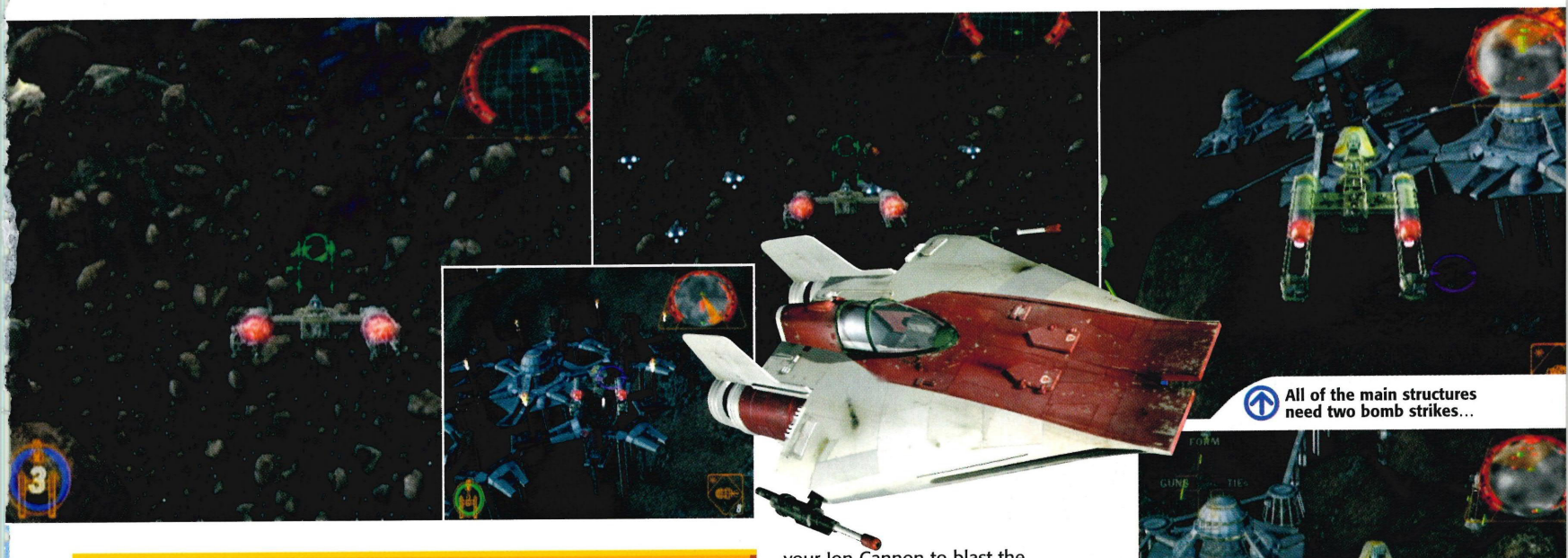
GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	9:55	7:09	5:00
Enemies	18	30	43
Accuracy	17%	28%	53%
Friendlies Lost	32	27	22
Lives Lost	2	1	0
Targeting Computer	15%	55%	100%









All of the main structures need two bomb strikes...

PRISONS OF THE MAW (L5)

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

THERE ARE TWO parts to the prison break; to begin with, you'll actually have to locate the Empire base and knock out the shield protecting it before heading to the surface. Go straight forwards from your starting point as fast as you can, sending your wingmen off to fight the TIE Fighters that arrive soon enough. You shouldn't try to take them on yourself – your target lies way ahead, beyond the convoy of ships in the distance. Fly towards the planet and then look down to spot a shimmering blue force shield. If you head towards it, you'll see it's made up of several Shield Projectors. Use your Ion Cannon to blast the individual projectors – you can't shoot them until you're quite close, but don't fly past them or you'll be destroyed. Once you've hit three of them, you can reach the surface of the planet. Here, follow the radar to each location and use your bombs to knock out the various guard towers before moving on to the next one. When you have to destroy the cluster of communications dishes, you'll need to hit each one twice to blow them up. Once the prisoners head for the hangar take out some more guard towers to give them safe passage, then fly along with them to prevent the TIE Fighters from taking them down until they escape.

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





MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	12:03	10:45	9:19
Enemies	35	46	63
Accuracy	14%	38%	75%
Friendlies Lost	4	3	2
Lives Lost	2	2	1
Targeting Computer	10%	38%	75%

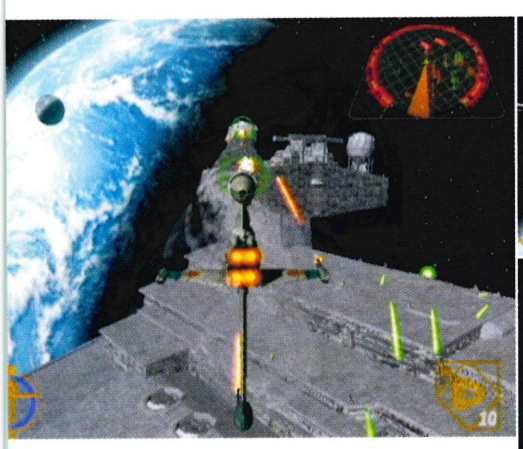


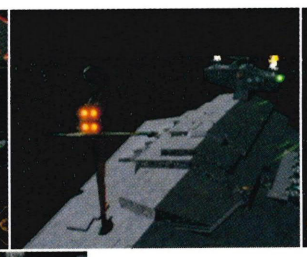
TECH UPGRADE: ADVANCED CLUSTER MISSILES

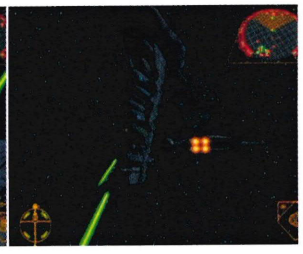
ONLY THE A-WING CAN CARRY THESE BABIES...

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





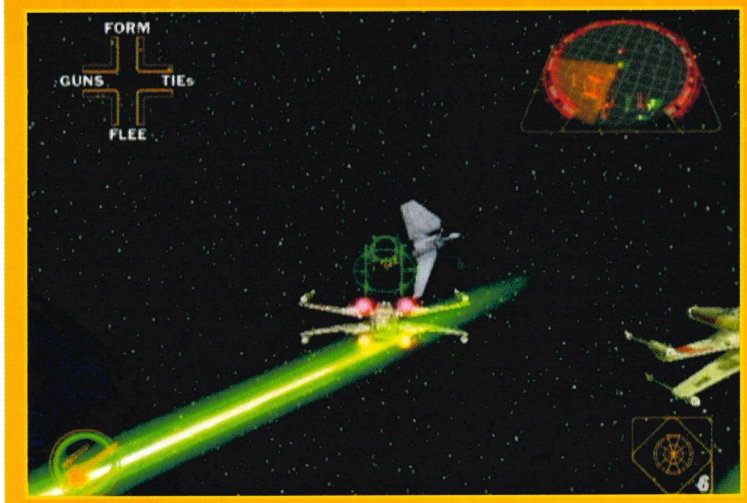





TECH UPGRADE: ADVANCED PROTON BOMBS

STRONGER BOMBS FOR THE Y-WINGS

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



RAZOR RENDEZVOUS (L6)

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

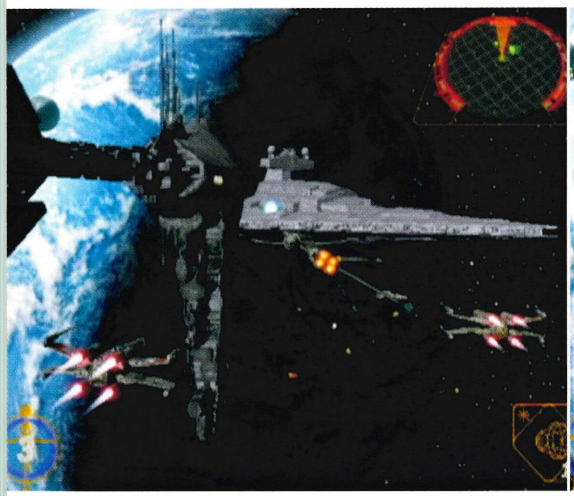
ALTHOUGH THIS IS a very short level, there's a whole load of firepower coming from that Star Destroyer so you'll need to be careful that you don't die incredibly quickly; make sure you've got the Advanced Shield Tech Upgrade before trying this one. The target to go for is the Shield Generator on the Star Destroyer but unlike the ones in the film, these ships have three generators – two on the top of the bridge and one underneath. You need to take out the two on top first before you can go for the large dome on the underside of the ship; when all three are gone, you have to shoot the small command deck in the middle of the bridge to knock out the whole ship. If you're having trouble spotting the command deck, use the Targeting Computer to highlight where it is.

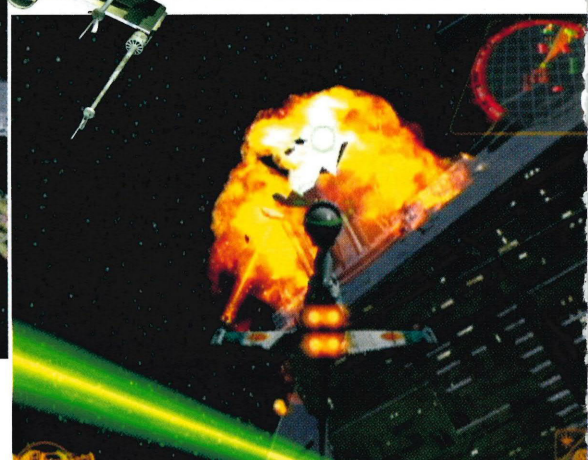
The targets for the Gold Medal aren't that tough – the only ones that might cause you a slight problem are the time limit (because you need to complete the mission in just over a minute) and the accuracy (because picking off TIE Fighters isn't that easy). Our advice is to use the B-Wing; it might not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

MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	4:30	2:58	1:19
Enemies	10	10	10
Accuracy	8%	20%	60%
iendlies Lost	4	2	0
ives Lost	2	2	1
Targeting Computer	10%	50%	85%





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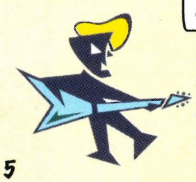
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Darude - Feel The Beat (Version 2): CODE 3660
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DMX - Ruff Ryder's Anthem: CODE 1176
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Dr. DRE & Eminem - Whats The Difference: CODE 3663
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Madonna - Music: CODE 1270
Mya - Case Of The Ex: CODE 3560
N'Sync - It's Gonna Be Me: CODE 1302
Papa Roach - Last Resort: CODE 1306
Pink - You Make Me Sick: CODE 3571
Queen - Bohemian Rhapsody: CODE 1315
Queen - We Are The Champions: CODE 1314
R Kelly - I Believe I Can Fly: CODE 1316
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Ricky Martin - La Vida Loca: CODE 1328
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3496
3440
3442 BAD BOY
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3509
3494
2506 WINNIE THE POOH
3473
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3502
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Star Wars Cantina: CODE 1424
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X-Men Theme: CODE 1064



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Shaggy - It Wasn't Me: CODE 3676
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Toploader - Dancin' In The Moonlight: CODE 3677
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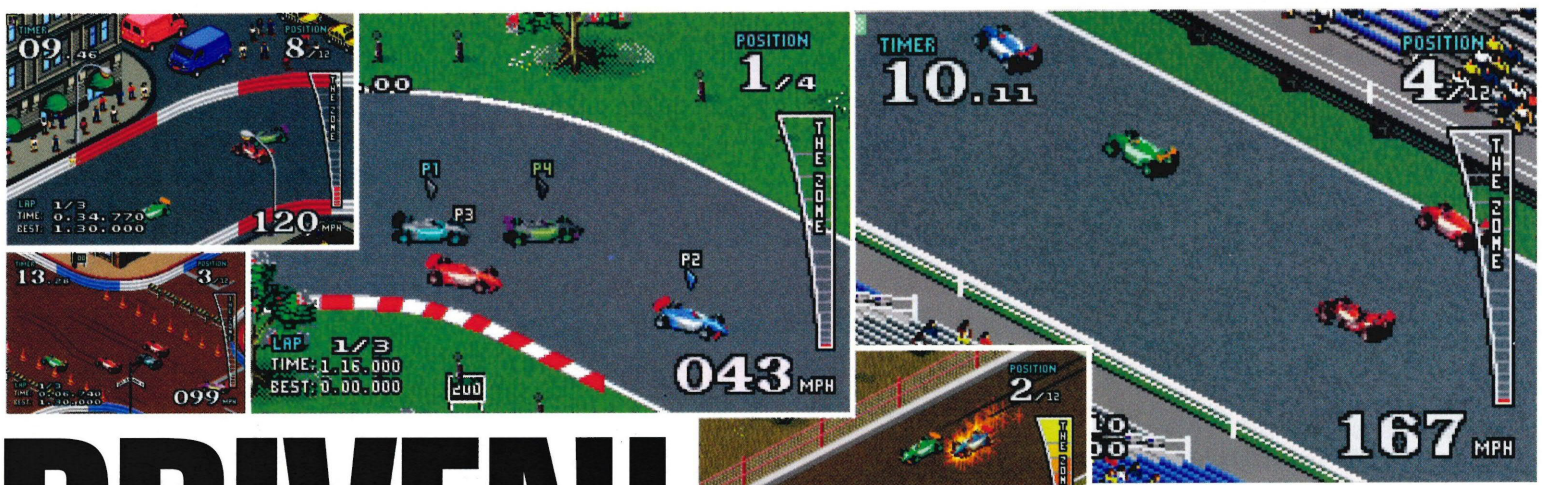
WELCOME TO ADVANCE...

Once again, this is the part of the magazine where we focus on the best handheld console money can buy – the Game Boy Advance. Now that the GBA/GC Link Cable is out to buy (as well as there being two games out that'll link – *Sonic Adventure 2 Battle* and *Animal Forest Plus*... reviews next month!), you can't deny that you need to own a GBA. 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. As we said before, we're hoping to expand 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...



With only four cars ahead of us, you'd think that we'd have this race in the bag, eh?

DRIVEN!

Gentlemen (and ladies)... start your engines!

CUBE INFORMATION

PUBLISHER:	BAM! ENTERTAINMENT
DEVELOPER:	CRAWFISH INTERACTIVE
GENRE:	RACING
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- ACE F1 RACING GAME
- BASED ON THE DRIVEN MOVIE
- ISOMETRIC VIEW POINT
- DIFFERENT MODES TO PLAY
- LINK-UP WITH JUST ONE CART!

RACING GAMES SEEM to have been overdone on the GBA recently, so you'd think that the arrival of another one (albeit with a Formula One flavour) wouldn't be very welcome. Of course, things aren't always what they seem and rather than following the norm, *Driven* goes a different way. Crawfish has done a marvellous job of taking what is normally a rather obvious genre and injected a bit of life into it – the inclusion of intelligent opponents to race against, a decent plot and a full-on Story mode (as well as the different camera angle from the usual behind-the-car view) make *Driven* something special. There are minor gripes that we've got with the game, such as the sudden desire of your car to crash and burn without any warning (or reason) and the lack of a track map – you won't know those corners are coming until you've smashed into them. Still, these don't seem to detract from the fact that *Driven* is a really great racing game; if you like something with a little more intelligence to it, this is the game for you.

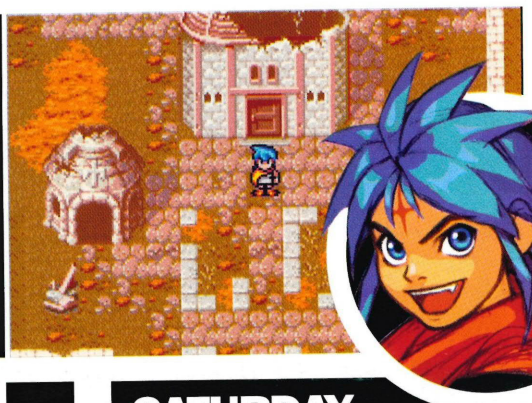
CUBE RATING 91

IN THE ZONE, BABY!

The faster you race around the track, the quicker you'll fill up the meter on the right-hand side of the screen. Once it fills up totally, you'll shoot off at an unbelievable speed and gain the advantage over your opponents... as long as you don't crash into the wall, obviously.







What a mess! I told you that having the CUBE team round was a bad idea...

BREATH OF FIRE ADVANCE

A hero's work is never done, huh?

OLD RPGS NEVER die... they just get resurrected on a newer console. Take *Breath Of Fire*, for example – here's a series that began way back on the SNES nearly ten years ago (1993 to be exact) and has been going for ages. Now that the GBA has arrived though – making it incredibly easy for old SNES games to be brought to a handheld – it's no shock that the game that started all the fuss has been updated for the next generation. Naturally, it's got slightly improved graphics and a few nice touches tacked on but, on the whole, this is pure old-school role-playing. And why not? We've got no complaints about games like this, simply because they're cracking fun to play – there's nothing quite like being able to get stuck into a massive adventure that'll keep you going for weeks (if not months) on end. Admittedly, the whole random battle thing as you wander around the map gets a bit annoying, but that's what RPGs are all about, isn't it? Adventure fans, rejoice – someone has finally answered your prayers!

CUBE RATING 82





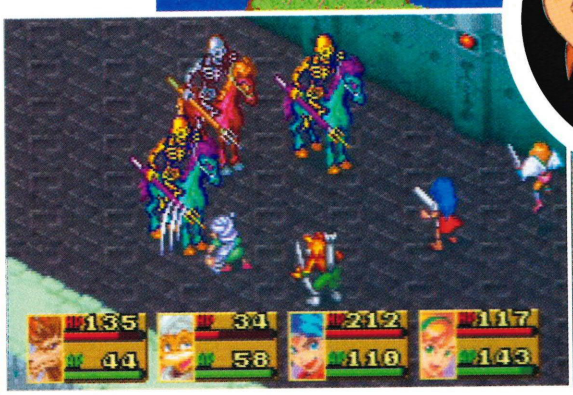
Here we are, trying to battle against two giant mushrooms and a pig. Fantasy, eh?

SATURDAY NIGHT'S ALRIGHT FOR FIGHTING

As has become the norm with most RPGs of this style these days (like the *Final Fantasy* series), you'll encounter many random battles throughout your quest to save the land. These can become annoying, although they're essential for building up your levels and experience.









CUBE

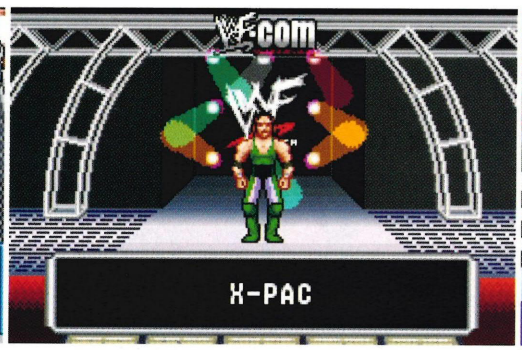
INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	CAPCOM
GENRE:	RPG
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- RE-RELEASE OF ORIGINAL BOF
- UPDATED GRAPHICS FOR GBA
- COMPLEX, IN-DEPTH STORY LINE
- EXPLORE MASSIVE DUNGEONS
- TRADE ITEMS VIA LINK CABLE







Go on! Punch him in the kidneys!

WWF ROAD TO WRESTLEMANIA

Good evening, grapple fans... let's rumble!



CUBE INFORMATION

PUBLISHER:	THQ
DEVELOPER:	JAKKS PACIFIC
GENRE:	SPORTS
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- FIRST GBA WWF TITLE
- 24 WRESTLERS TO CHOOSE FROM
- LOADS OF MATCH STYLES
- TITANTRON ENTRANCES
- ALL THE MOVES AND FINISHERS



Right, let's get this straight – yours is the one with the big Village People moustache, okay?

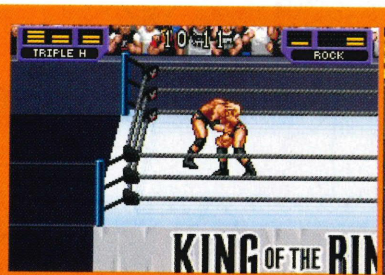
AS MUCH AS many people don't like to admit it, wrestling sells. Grown men dressed in spandex throwing each other around a bit appeals to a lot of gamers, so it's no wonder that THQ's WWF-based games do particularly well. *Road To Wrestlemania* – the first WWF game for the GBA – manages to chuck in a good deal of what you'd expect from a wrestling game these days; plenty of wrestlers, loads of moves and enough match styles to keep you going for a fair old while. Unfortunately, all the presentation and various modes don't count for as much as they should – the biggest problem is that, as a game, it's damn hard to play well. Special moves seem to be more luck than judgement and more often than not, you'll find yourself being punched to the mat... even if you're in the dominant position. It's a shame really, because this is the only thing that lets the game down; if they'd have tightened up the gameplay a little, this would be the best handheld wrestling game ever. Instead, it manages to be very good but not great.

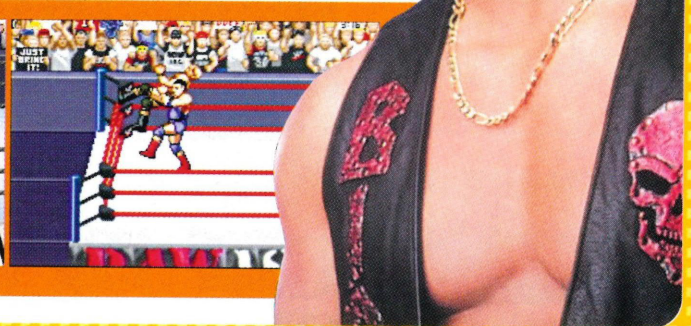
CUBE RATING 74



FINISH HIM!

It's all well and good being able to punch a man in the stomach, but if you want to really hurt him there's nothing quite like using your finishing move. Every wrestler's got one and, naturally, they've all been included in *Road To Wrestlemania* – everything from the Pedigree and Stone Cold Stunner to the Swanton Bomb and Tazzmission. Nice.





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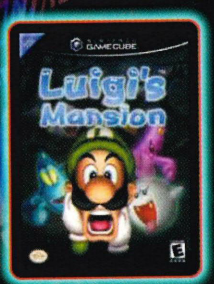


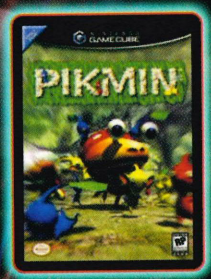


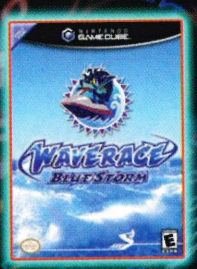


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STUDIO EYE

THIS MONTH... CRAWFISH INTERACTIVE

Crawfish, huh? Well, like a Crawfish, they live a quiet existence out of the public eye, and... erm... they eat plankton and stuff... damn...







STUDIO EYE

INFORMATION

COMPANY NAME:	CRAWFISH INTERACTIVE
START-UP DATE:	MARCH 1997
FOUNDER:	CAMERON SHEPPARD
WEB SITE:	WWW.CRAWFISH.CO.UK
ADDRESS:	8TH FLOOR GREEN DRAGON HOUSE 67-70 HIGH STREET CROYDON, ENGLAND CR0 9XN

PLATFORMS

- GAME BOY COLOUR, GAME BOY ADVANCE, WAP PHONES, INTERACTIVE TV, PDAS

VACANCIES

- CURRENTLY LOOKING FOR PROGRAMMERS, ARTISTS AND TESTERS. SEE WEB SITE FOR FURTHER DETAILS.

HAVING WORKED FOR all the largest publishers in the world, Crawfish Interactive continues to push the Game Boy Colour and Game Boy Advance to their absolute limits. Think of the most unlikely Game Boy conversion and you can pretty much guarantee that the guys at Crawfish will, or have, tried it. So what's it like to work in a studio where at least six separate projects are being worked on at once? Pretty stressful, you'd imagine.

CUBE walks into the building expecting a sweaty, hectic office environment. Instead, it's like entering a haven. The air inside is clean and the atmosphere is friendly and strangely relaxing – a stark contrast to the hustle and bustle of the Croydon town centre, which exists merely metres away. Crawfish is based on the eighth floor of Green Dragon House. Created by Australian Cameron Sheppard in early '97, Crawfish started out doing Game Boy Colour conversions of big-name games. *Driver* and *Rainbow Six* spring to mind immediately as highly unlikely propositions, however, Cam's compact but skilled team came up with the goods. In fact, the team were so skilled at Game Boy Color development, they became one of the first companies to receive Game Boy Advance development kits. Looking to the future, top-class conversions of *StreetFighter Alpha 3*, *Wings* and *Speedball II* are bound to further heighten the company's profile. So what of GameCube? And what of the link-up possibilities of the GBA? We spoke to Director of Development, and all-round nice guy, Mike Meren to find out.



CRAWFISH interactive

TAKE A LOOK THROUGH THE EYE

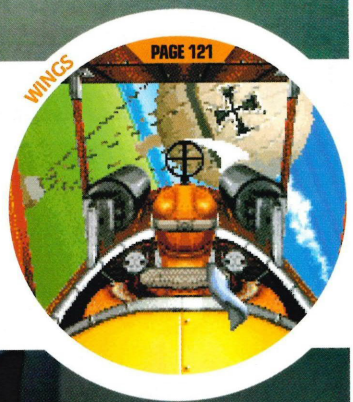


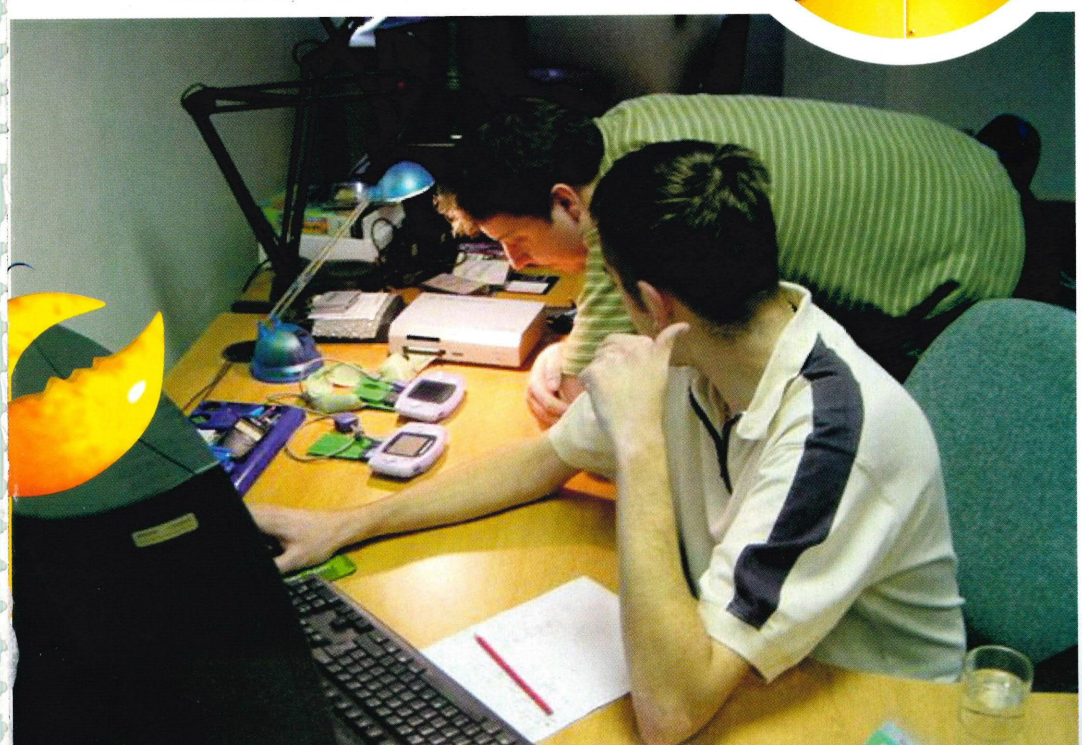


STREETFIGHTER ALPHA 3

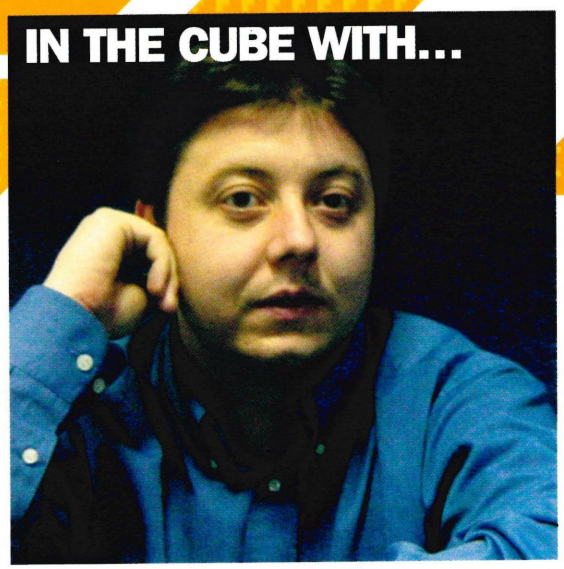


SPEEDBALL II





IN THE CUBE WITH...



MIKE MERREN

DIRECTOR OF DEVELOPMENT

CUBE: How did you get into the games industry to start with?
MM: Straight out of school. I moved around, didn't know what I wanted to do, and there were adverts going around for Games Testers for Mirrasoft Ltd (part of the Robert Maxwell group). That was back in 1987.

CUBE: What are your 'Top 3' videogames of all time?
MM: *Chucky Egg* (Spectrum)
Mario Kart (SNES)
Goldeneye (N64)

CUBE: What did you want to be when you were a kid?
MM: This is a really boring answer, but a car mechanic. I realised that I was crap at doing dirty jobs.

CUBE: Favourite food?
MM: Sausage and mash

CUBE: Favourite song of the moment?
MM: *Daddy Was An Alcoholic* by StarSailor

CUBE: What is your role in the company?
MM: I'm the Director of Development, which means that I look after every single GBA title that Crawfish is doing at the moment. So that's ten titles at the moment.

CUBE: Are you working on any Game Boy Colour software at the moment?
MM: Just the one, *Mary-Kate and Ashley: Crush Course*

CUBE: You've built up quite a reputation for converting classic console titles to handhelds. Do you ever get itchy feet and want to develop on home consoles?
MM: Not at the moment. We're working on wireless phone technology, but as far as something like GameCube is concerned, we can't do it at the moment. A GameCube project would take up too many of our resources – if we were lucky, we could get two GameCube projects going. The problem is that we have five producers here, and you don't need five producers for two titles. Our infrastructure is geared towards the kind of development that we're doing at the moment, ie lots of smaller titles.

CUBE: Are you going to be including the GameCube link-up option in any of your games?
MM: There are lots of things that we could do. In order for that to work, we would have to be working closely with a GameCube developer from the word go. At the moment, most publishers are starting the GameCube title and then, four or five months into development, thinking "yeah, we should do a GBA link-up version." It's difficult to integrate a GBA version in at that stage. As long as we get involved early on, there are a lot of different things that can be done.

CUBE: Having worked so closely with Nintendo, were you offered GameCube development kits early on in the cycle?
MM: No we weren't. We had GBA development kits very early on, but the GameCube kits are scarce, and they need to go out to people who are actually developing games. We hope to get one soon though.









STREET FIGHTER ALPHA 3



2D fighting perfection in the palm of your hand



WE REALLY DON'T need to say very much about this title. Aside from *Capcom Vs SNK 2*, *StreetFighter Alpha 3* is the greatest 2D beat-'em-up in existence. Crawfish has managed an outstanding conversion, with all the animation and three extra characters. Here's Mike Merren to explain how they did it:

"From a 2D point of view, *StreetFighter Alpha 3* is really pushing the hardware. The most challenging aspect is fitting it all onto a cartridge. *SFA3* is on an 8MB cart – the original Dreamcast game is on a CD, which holds 650MB! Then there's the fact that we have three more characters – there's an awful lot of compression going on to make sure that all the animation is in there. We've even got animation that didn't make it into the PlayStation version! This is achievable because we can decompress it from the ROM (cartridge) on the fly.



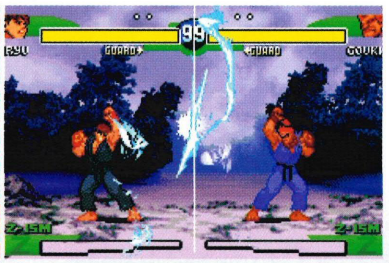
EXPECTED RELEASE
QUARTER 2 '02
2002



R Mina's down and Zangief's looking dodgy... Adon has it in the bag!



When two characters strike at the same time, this is the result...







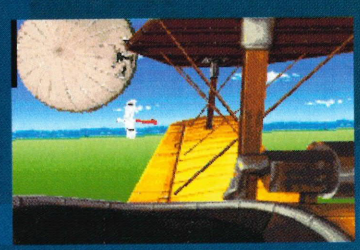


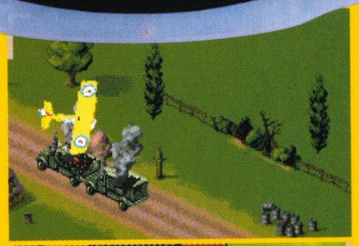
MIRROR IMAGE

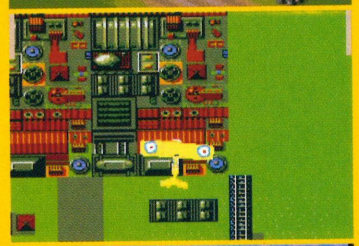
IT'S LIKE LOOKING IN A MIRROR

■ As you can see, the GBA version surpasses the SNES version in terms of graphics. It plays pretty much identically. *Wings* will definitely be the No. 1 choice for fans of the genre.











The Amiga classic is finally reborn

WINGS

IT'S BEEN A LONG time coming, but finally the ageing dog-fighting game has been given a new lease of life. Starting out back in the days of the Amiga and the ST, a version of *Wings* was also developed for the Super Nintendo. That was nearly ten years ago. *Wings* puts you into a biplane and sends you on various missions, most of which require you to take out enemy planes, or bomb enemy outposts. The Mode 7 sprite scaling technology used in previous versions is standard fare with the GBA, but Crawfish hasn't been happy with simply porting the game over. The graphics have had a complete overhaul and some areas look absolutely gorgeous.

The title isn't due out until at least the summer (it doesn't have a publisher yet), by which time it'll be something special.

EXPECTED RELEASE
QUARTER 2 '02
2002





SPEEDBALL II

Brutal Deluxe are back in action

LIKE THE SUPERB *Wings*, *Speedball II* started out 'back in the day.' Developed by the acclaimed Bitmap Brothers, it's refreshing blend of sport and violence made it a huge hit – one which Crawfish intends to build on. *Speedball* is a new type of sport, set in the not-too-distant future. The object is simply to get the ball into the opponents' goal. Other than that, there are no rules. Slam your opponents into the barriers or use one of many power-ups to get past them. Pass or go for glory – it's up to you.

EXPECTED RELEASE
QUARTER 2 '02
2002



CUBE THINKS...

FIRST IMPRESSION

■ Crawfish may not be developing for GameCube right now, but watch this space. The Crawfish team is extremely dedicated and an asset to the GBA development pool. One day they will be developing for GameCube, and when they day comes, you will see what Cam and his team are truly capable of. Until then, you'll just have to enjoy the fruits of their Game Boy Advance labour... and considering what they've got cooking, you're going to love every minute of it. CUBE

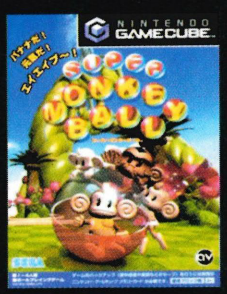

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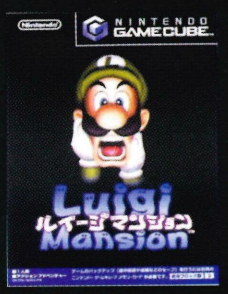


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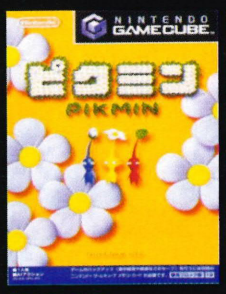
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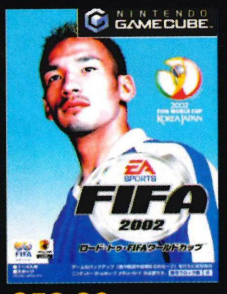
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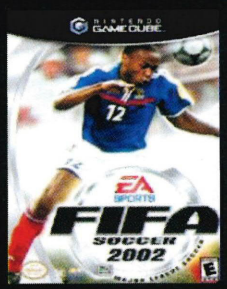
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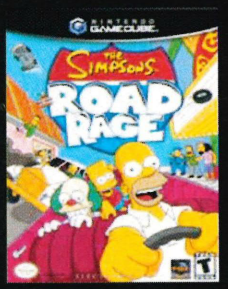


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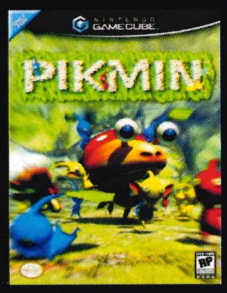


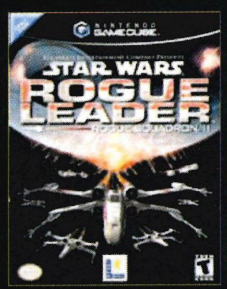
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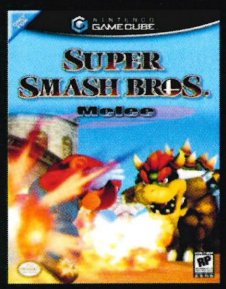


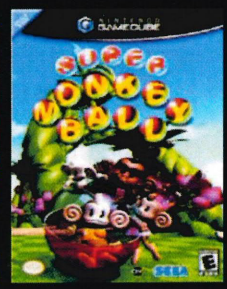


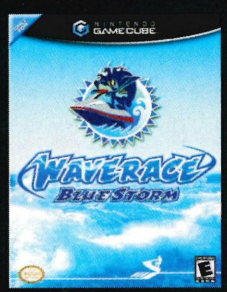


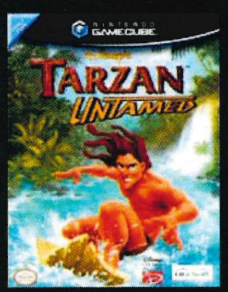


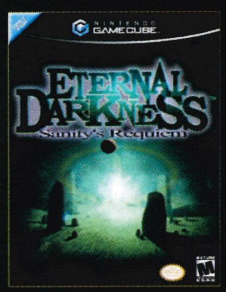


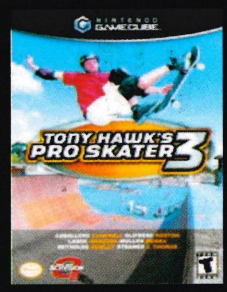












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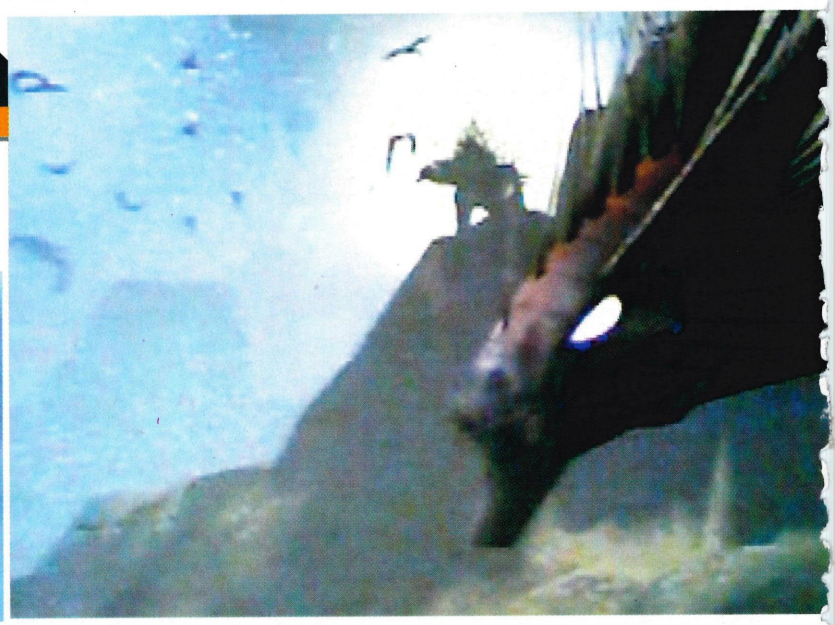
TUROK EVOLUTION

UP FRONT

Wondered what the next step for the brave dinosaur adventurer would be? Well, wonder no longer – we've delved deep into Acclaim's collective mind and come up with some answers...



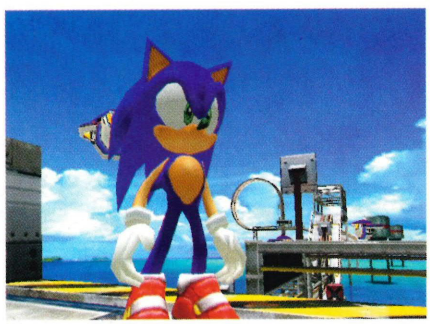




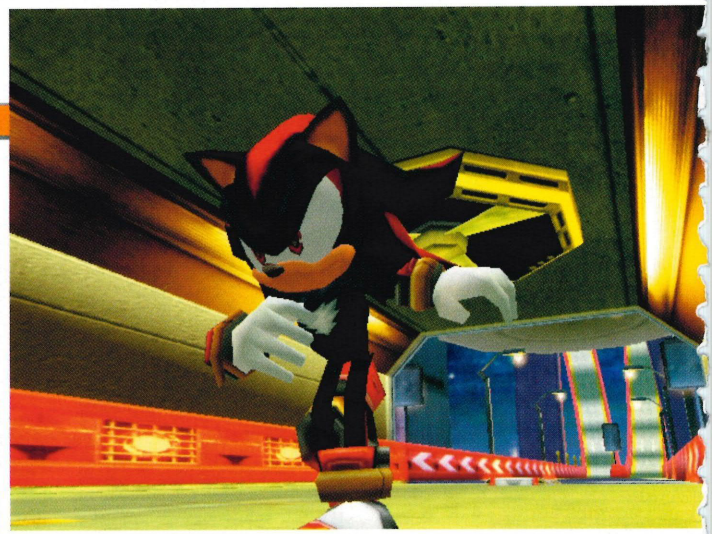
SONIC ADVENTURE 2 BATTLE

REVIEW

The blue hedgehog finally defects from the SEGA stronghold – now he's landed on the GameCube and we've got the first exclusive review!





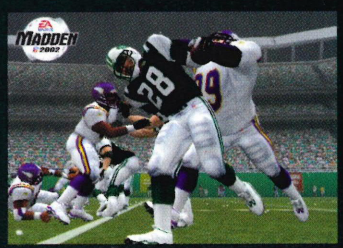


Definitive reviews of ALL the latest GameCube

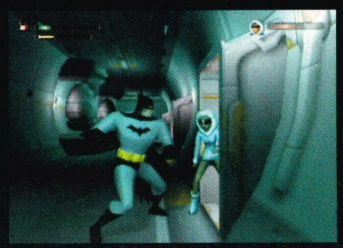
REVIEWS



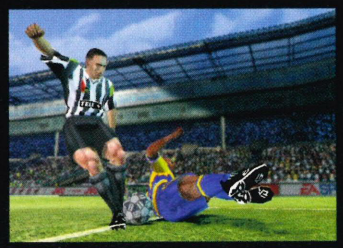
TONY HAWK'S PRO SKATER 3
There's some phat GameCube air to be grabbed... come get it!



MADDEN NFL 2002
We'll be running for the end zone with EA's unstoppable NFL game!



BATMAN VENGEANCE
Holy platform adventure, Batman! The invincible review here first...



FIFA 2002
Nintendo score a hat-trick thanks to EA's franchise coming to the Cube!

ISSUE 3 ON SALE 14 FEBRUARY 2002

IN-DEPTH





PLUS

ANIMAL FOREST PLUS

IN-DEPTH

We head deep into the undergrowth, David Bellamy-style to bring you everything there is to know about this amazing adventure game!

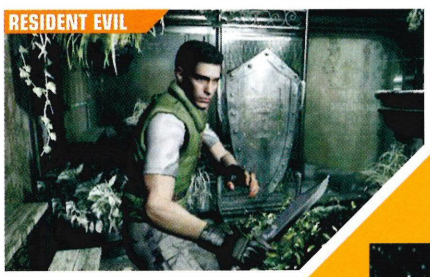
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- Zelda
- Mario Sunshine
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- Resident Evil
- Auto Modellista

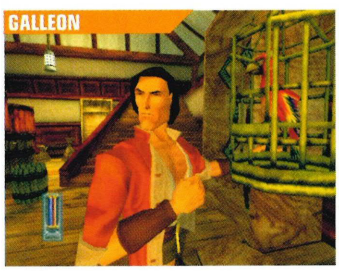
AUTO MODELLISTA



RESIDENT EVIL



GALLEON



PHANTASY STAR ONLINE



INTERVIEWS

YES PLEASE!

SILICON KNIGHTS

The head of the firm behind *Eternal Darkness*, Denis Dyack, takes time out of his busy schedule to talk exclusively to us! Yay!

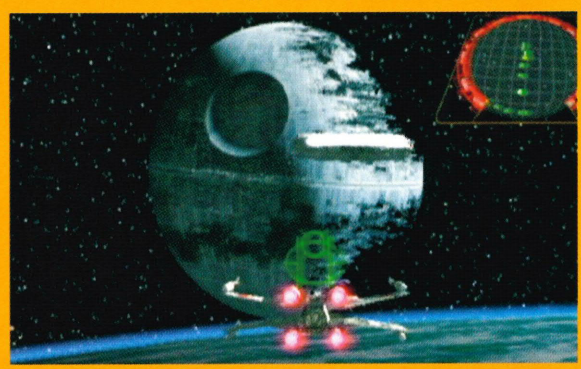


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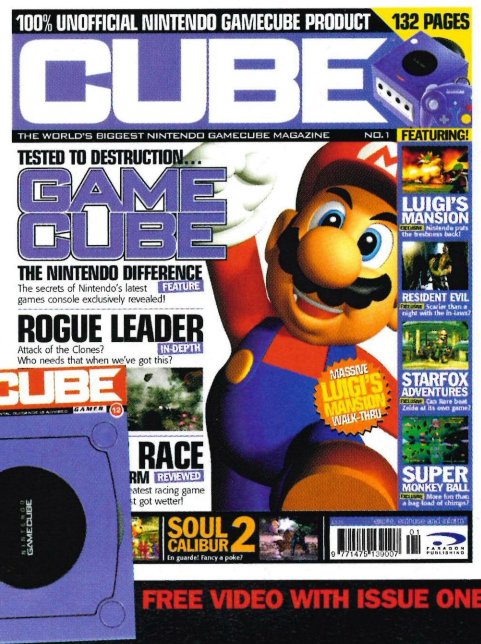
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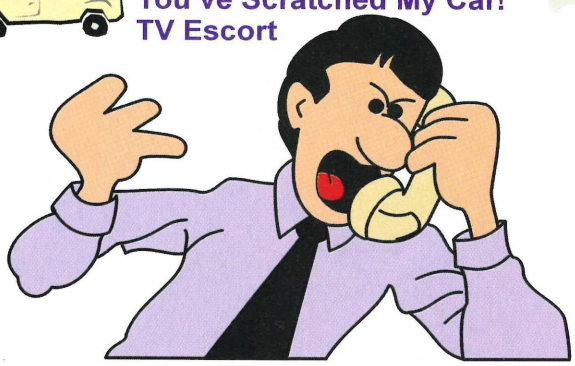
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PASS NOTES

NAME: Link (Hero of Hyrule)

NICKNAME: Big Ears

IN A SENTENCE: Overworked, underpaid and carries a big sword.

AGE: Depends... seeing as how he can regress back to puberty just by sticking his weapon in the right slot (oo-er), it's hard to tell. Going on the games though, he's actually 14 and not even old enough to drink yet. Pah!

APPEARANCES: The boy's had no less than 14 different adventures ranging from the amazing (all the ones released by Nintendo) to the decidedly average (the ones released by other developers). He's also popped up in other games, like *Smash Brothers*, from time to time...

HIGH POINTS: The Legend of Zelda. It introduced battery back-up gaming to the world! This meant that you could continue playing from where you left off rather than start at the beginning again. 6.5 million people were rather pleased about that!
The *Legend of Zelda: Ocarina Of Time* game... best videogame in the world, ever? Too right!

LOW POINTS: Having to get rid of Spryte from the cartoon series – the L.A. lifestyle took its toll...
Messaging boards being filled to the brim after the debut of Link's cel-shaded look...

DON'T MENTION: *Legend Of Zelda: Wand Of Gamelon* on the Philips CD-i (ewwww!), one to avoid.

NOT TO BE CONFUSED WITH: Zelda, Frodo, Bashful, Peter Pan, Robin Hood.

MOST LIKELY TO SAY:
'Gizza snog, Princess Zelda!'

LEAST LIKELY TO SAY: 'Save Hyrule, again? Nah, I can't be arsed!'
'Excuuuuuuse me, Princess!' – well not anymore...



Aww, doesn't he look fresh-faced and handsome? Just like our very own Chandra.



Mind you, the fact that he's got a big sword means you probably don't want to cross him.



Ooh, he's so tough. Go on, Link – you show those nasty bullies who's the boss...

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 - SYARSALOR
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

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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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★TONE OF★ THE MONTH
THE MAGIC ROUNDABOUT
CODE 4690

PHONE 090-77-87-08-16

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

NEW THIS WEEK!

THE HULK - TV THEME 6077
WILLOW THE WISP - TV THEME 6079
BUGSY MALONE GOOD GUYS 6068
HI HO HI HO - SNOW WHITE 6072
HE-MAN - TV THEME 6149
BACK TO THE FUTURE 6146
BLUE PETER 6147
DOGTANIAN 6148
HE-MAN 6149
HOME AND AWAY 6150
JIM'LL FIX IT 6151
ONLY FOOLS AND HORSES 6152
RAGGY DOLLS 6153
THE SMURFS NEW! 6154
WINNIE THE POOH 6179
ENTER THE DRAGON 6172
TARZAN 6176
GODZILLA 6156
KICK START 6159
HAPPY BIRTHDAY - TRADITIONAL SONG 6075
THE WEDDING MARCH 6078

NEW FILM & TV TONES

LAUREL & HARDY TV THEME 6067
ZIP A DEE DOO DAH - DISNEY THEME 6098
BUTTON MOON - TV THEME 6090
GRANGE HILL - TV THEME 6093
TOM & JERRY - TV THEME 6095
BRAVEHEART - FILM THEME 6076
LORD OF THE RINGS (PART 1) 6080
THE GOOD, THE BAD & THE UGLY 4854
BABY ELEPHANT WALK - HARATI 5401
CHIM CHIM CHEREE - MARY POPPINS 5403
UP WHERE WE BELONG - OFFICER & GENTLEMAN 5412
SPEAK SOFTLY - THE GODFATHER 5413
WHERE EAGLES DARE - FILM THEME 5422
WHOLE NEW WORLD - ALADDIN 5424
IF I WERE A RICH MAN - FIDDLER/RF 5397
SINGIN' IN THE RAIN - MUSICAL 5411
JESUS CHRIST SUPERSTAR 5418
OH WHAT A BEAUTIFUL MORNING 5419
THE TIME WARP - ROCKY HORROR 5421

CHART PRE-RELEASES

5782 I'M A SLAVE FOR YOU - BRITNEY SPEARS
5755 RIGHT ON, RIGHT ON - SILICONE SOUL
5758 NEW BORN - ELBOW
5761 FEAR - IAN BROWN
5746 ASH - CANDY
5437 BLISS - MUSE
5764 FEELING ON YOUR BOOTY - R KELLY
5770 SOUL JACKER - THE FELS
5748 SMOOTH CRIMINAL - ALIEN ANT FARM
5747 BROWN SKIN - INDIA ARIE
5438 BEAUTY DIES YOUNG - LOWGOLD
5449 BODY ROCK - THYMES 4
5445 DO YOU LOVE ME - MADAMOISELLE
5430 I DONT KNOW WHY - THE HONEYZ
5433 I WAS MADE FOR LOVING YOU - ANASTACIA
5448 NOTHING WITHOUT ME - MANCHILD
5443 SERIOUS - MAXWELL D
5498 OH YEAH - FOXY BROWN
5499 PLAYAS GON PLAY - 3LW
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
0098 MUNSTERS
4861 RAINBOW
5359 BATFINK
5362 HONG KONG FUEY
5355 MR BENN - THEME
5363 JAMIE & THE MAGIC TORCH
5365 NEW ADV OF SUPERMAN
5367 WIZARD OF OZ
5337 DOH A DEER
5316 BANANA SPLITS
4690 MAGIC ROUNDABOUT
4688 DR WHO ★★★
5317 JOE 90 ★★★
5375 FRAGGLE ROCK
0155 THUNDERBIRDS
0099 THE MUPPETS - THEME
5319 CHITTY CHITTY BANG BANG
5339 WOODY WOODPECKER
4865 WALLACE & GROMIT
5333 BOB THE BUILDER ★★★
5334 DANGERMOUSE
0229 POSTMAN PAT
0052 FLINTSTONES
0088 LOONY TUNES
0204 KNIGHTRIDER
4691 PINK PANTHER ★★★
0128 SCOOBY DOO
0130 SESAME STREET ★★★
0156 TELETUBBIES

NEW!

ALL TIME FAVOURITE TONES

5273 CASTLES IN THE SKY - IAN VAN DAHL
5270 ETERNITY - ROBBIE WILLIAMS
5215 HEAVEN IS A HALFPIPE - OPM
5525 I'M ALL ABOUT YOU - DJ LUCK
5446 HELP ME I'M A FISH - LITTLE TREES
5322 ETERNAL FLAME - ATOMIC KITTEN
5350 LITTLE L - JAMIROQUAI
5271 PURPLE HILLS - D12
0060 GET UP AND STAND UP - BOB MARLEY
5272 PERFECT GENTLEMAN - WYCLEF JEAN
0134 SMOKE ON THE WATER - DEEP PURPLE
3732 GIRLS DEM SUGAR - BEANIE MAN
3722 *19* ON YOU - D12
3721 CLINT EASTWOOD - GORILLAZ
0294 CHANGES - 2PAC
3752 BOW WOW - LILBOW WOW
3723 PIANO LOCO - DJ LUCK
4750 WE COME ONE - FAITHLESS
5468 STARLIGHT - SUPERMAN LOVERS
5229 LUV ME LUV ME - SHAGGY

ANTHEMS

0062 GOD SAVE THE QUEEN
5077 IRISH NATIONAL ANTHEM ★★★
5084 WELSH NATIONAL ANTHEM
4141 JERUSALEM - CLASSICAL
0126 RULE BRITANNIA - BRITISH
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
0241 SURFIN USA - BEACH BOYS
0001 TAKE ON ME - AHA
0243 TEARS IN HEAVEN - ERIC CLAPTON
0087 THE LION SLEEPS TONIGHT - TIGHT FIT
5356 SUMMER OF 69 - BRYAN ADAMS
0185 WALK OF LIFE - DIRE STRAITS
1507 DANCING QUEEN - ABBA
0095 MONEY MONEY MONEY - ABBA
5469 KINGSTON TOWN - UB40
0167 YMCA - VILLAGE PEOPLE

NEW!

POP

0340 LA VIDA LOCA - RICKY MARTIN
1518 I BELIEVE I CAN FLY - R KELLY
1583 BAT OUT OF HELL - MEATLOAF

ROCK

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

CLASSICS

0086 LIGHT MY FIRE - THE DOORS
0201 I WILL SURVIVE - GLORIA GAYNOR
0245 THOSE WERE THE DAYS - QUEEN
0109 ONE LOVE - BOB MARLEY
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
5340 WHEN A MAN LOVES A WOMAN - P. SLEDGE
5335 RENDEVOUS 2 - JEAN MICHELLE JARRE
5336 UNDER THE BRIDGE - RED HOT CHILLI PEPPERS
5292 DON'T YOU WANT ME - HUMAN LEAGUE
5293 DO YOU THINK I'M SEXY - ROD STEWART
5320 PHANTOM OF THE OPERA - IRON MAIDEN
5377 IT'S NOT UNUSUAL - TOM JONES
5294 SAILING - ROD STEWART
5295 PRETTY WOMAN - ROY ORBISON
5299 IMAGINE - JOHN LENNON
5302 I WANT TO BREAK FREE - QUEEN
5300 NIGHTS IN WHITE SATIN - MOODY BLUES
5304 MAGGIE MAY - ROD STEWART
5321 GARDEN PARTY - MARILLION
5305 SATISFACTION - ROLLING STONES
5308 THE AIR I BREATHE - THE HOLLIES
5309 SIMPLY THE BEST - TINA TURNER
5318 HOTEL CALIFORNIA - EAGLES
5338 WITH OR WITHOUT YOU - U2

60's HITS

5295 PRETTY WOMAN - ROD STEWART
5262 I CANT 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

NEW!

EMINEM

1513 STAN
1515 THE REAL SLIM SHADY
1579 THE WAY I AM

ROBBIE WILLIAMS

0346 MILLENNIUM
0268 ANGELS
0377 SHE'S THE ONE
1519 KIDS
1585 ROCK DJ

TONE OF THE WEEK

I'm A Slave 4 You - Britney Spears Code 5782



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Classic Tones Of The Week

The Italian Job - Film Theme Code - 4856
Eye Of The Tiger - Rocky Film Theme Code - 4852
Rainbow - TV Theme Code - 4861
The A-Team - TV Theme Code - 4847
Banana Splits - TV Theme Code - 4316
Hawaii 5-0 - TV Theme Code - 4855

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SUPPORT YOUR TEAM GET THEM TO NO.1

LIVERPOOL STAY TOP!!! JUST!!!

1. NEVER WALK ALONE - LIVERPOOL 3545
1. 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
9. WHO LET THE DOGS OUT - LIVERPOOL 1576
10. MULL 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 BRITTANIA - BRITISH TEAMS 0126

Football Tones/Logos

BECKS 4254 | IPSWICH 4243 | Charlton 1652
LIVERPOOL 4246 | MIDDLESBORO 1658 | SOUTHAMPTON 1659
Newcastle 4247 | Millwall F.C 1546 | FA CUP 2001 WINNERS 4270
UNITED 3501 | QPR QUEENS PARK RANGERS 3946 | WATFORD F.C. 3959
CARDIFF CITY 3934 | GUNNERS 3514 | Wolves 1489
BILLINGHAM 3939 | BOLTON WANDERERS 3932 | BURNLEY F.C. 3933
WEST HAM 1472 | FOREST 3937 | COVENTRY 1653
SHEFFIELD UNITED 3947 | OWEN 4262 | RANGERS 4272
KEANO is god 1571 | CHELSEA 4240 | ROVERS 1469

Films & TV Tones

(★★★MOST POPULAR)

0025 JAMES BOND
0187 JAMES BOND DOCTOR NO
0043 EASTENDERS
0065 HALLOWEEN
0094 MISSION IMPOSSIBLE
0101 HAVE I GOT NEWS FOR YOU
0132 THE SIMPSONS
0151 STAR WARS
0152 SUPERMAN
1516 CHARLIE'S ANGELS
0157 TITANIC ★★★
0013 BEVERLY HILLS COP
4780 BEWITCHED
5298 ROBIN HOOD
0035 DALLAS
0044 THE ENTERTAINER (THE STING)
0047 EUROVISION
0166 BENNY HILL ★★★
0199 INDIANA JONES
4857 LIVE AND LET DIE
4858 LOST IN SPACE
4859 THE PROFESSIONALS
4860 PULP FICTION ★★★
4862 THE ROCKFORD FILES
4863 STARSKY & HUTCH
4864 TOP GUN
4865 WALACE & GROMIT
4680 AIRWOLF - TV THEME
4682 BIPERTY BOPERTY BOO
4683 BLACKADDER
4684 BLADE RUNNER
5265 FRIENDS
5266 JAWS ★★★
4685 BUG'S LIFE
4687 CHARIOTS OF FIRE
4690 MAGIC ROUNDABOUT
4830 LOVE IS ALL AROUND - 4 WEDDINGS
5061 DAMBUSTERS MARCH
0153 THE SWEENEY
4826 THE MAGNIFICENT 7
4827 STAR WARS (PHANTOM MENACE)
4828 RETURN OF THE JEDI
4829 THE SAINT ★★★
5420 PICK A POCKET OR TWO - OLIVER
4846 BUFFY/ VAMP SLAYER
4844 STAR TREK
4847 THE A TEAM
4848 BLIND DATE
4849 CORONATION STREET
4850 BBC CRICKET
4851 DADS ARMY
4852 EYE OF THE TIGER
4853 FATHER TED
4855 HAWAII 5 O ★★★
4856 THE ITALIAN JOB
5250 DAWSON'S CREEK

Wrestling Tones & Logos

3486 APA NEW!
3487 CHYNA
3485 KANE
3480 KURT ANGLE
1839 RAW
1836 THE ROCK ★★★
3481 STONE COLD STEVE AUSTIN
1840 TOO COOL
3482 TRIPLE H
3484 UNDERTAKER (NEW)
4835 IT JUST FEELS RIGHT - LITA
4836 I'VE GOT IT ALL - BILLY GUNN
4837 MEDAL - KURT ANGLE
4838 OUT OF THE FIRE - KANE
4839 PIE - THE ROCK & SLICK RICK
4840 SHOOTER - CHRIS BENOIT
4841 THE GAME - TRIPLE H
4842 WHO I AM - CHYNA

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
0148 STAR TREK - THEME NEW!
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

Cars

0510 | Ferrari 0502
BMW 0543 | VIPER 0525 | quattro 0533

Music

EMINEM 1555 | Shaggy 4110
MADONNA 1674 | METALLICA 0845 | BOYZ II MEN 4002
OASIS 1672 | limp bizkit 4164 | Robbie 4111

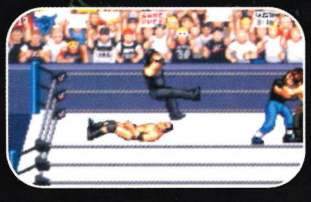
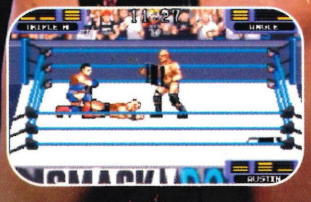
Love & Fun Logos

4043 | 4020 | 4031
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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