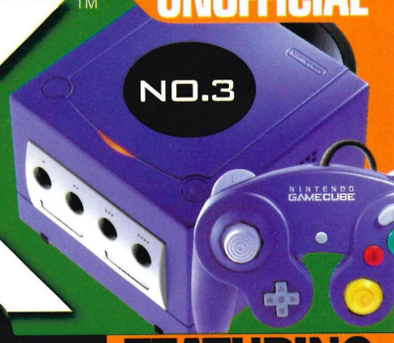
CUBE ISSUE 03

UK LAUNCH EVERYTHING YOU NEED TO KNOW!

100% UNOFFICIAL

CUBE™



THE WORLD'S BIGGEST NINTENDO GAMECUBE MAGAZ

FEATURING

EXCLUSIVE SHOTS AND EXPOSÉ!

TUROK EVOLUTION

The dino-blaster returns and it's looking even better than ever!

12 PAGE SPECIAL







EXCLUSIVE ROGUE LEADER SOLUTION PART TWO

STARFOX ADVENTURES

We show you why Rare's latest GameCube game will be out of this world! IN-DEPTH

SONIC ADVENTURE 2

SEGA's blue hedgehog hurtles onto the GameCube! REVIEWED



VEXX

EXCLUSIVE Acclaim's secret game unveiled!



ISS2

NEW SHOTS Is this the best footie game ever?



NBA STREET

PREVIEWED Slam-dunkin' action courtesy of EA!



SPYHUNTER

RETRO ACTION Midway's arcade classic is back!

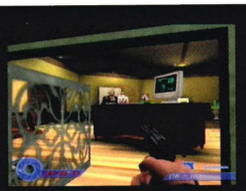
BATMAN VENGEANCE

BAT-TASTIC Fight crime dressed as a flying rodent!



AGENT UNDER FIRE

EXCLUSIVE Bond is back! Is this the new GoldenEye?



£3.20

"excite, enthuse and inform"

9 771475 139007 03

PARAGON PUBLISHING

WE SCARE BECAUSE WE CARE



GAME BOY ADVANCE™

GAME BOY™ COLOR

THQ™ www.thq.co.uk

THQ and the THQ logos are trademarks and/or registered trademarks of THQ Inc. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo.
© 2001 Nintendo. All rights reserved.

Disney INTER ACTIVE

© Disney/Pixar.





WELCOME

FROM OUR POINT of view this month has been pretty special. Sure, we've scoured the globe for all the latest and most comprehensive news, previews and reviews on all the latest and best GameCube and Game Boy Advance games but no, it's been even better than that. You see, on 28 January at 9am, Nintendo made an announcement regarding the launch of the GameCube in Europe, thus ending months of speculation. We now know when we'll be able to get our needy paws on it (3 May) and we can now pre-order it (whadyamean you haven't already? Are you mad?) Perhaps more importantly, though, Nintendo announced just how much you'll be shelling out for this ickle box of gaming delights – a mere €250! That's £150 in old money, which for those of us not skilled in the art of maths, is half the price of the Xbox and £50 cheaper than the PS2. So, whilst we're a little dismayed that we have to wait a bit longer than we'd hoped (like you, we simply can't wait any longer for it!) we are pleased that after the jibes and suspicion that Nintendo didn't care about Europe, it would seem that quite the opposite is the case. At the price point set by Nintendo, and the fact that the GameCube will launch with the largest number of games available on day one for any console ever, it would seem that Nintendo is taking Europe – and that means us here in the UK – very seriously indeed. You can read the exact details on pages 12-15 and of course, we've spoken to all the important people in the videogames industry too – including Nintendo – to garner reaction to this exciting news.

Elsewhere, you'll find the ever-snowballing range of games, from *Starfox Adventures* to *Turok Evolution*. Both those games have been a topic of debate on the **CUBE** forum which, for those of you who have yet to check it out, is the place to be. There you'll find like-minded Nintendophiles to exchange your views on the wonderful world of Nintendo with and, if we're not overly busy, you might even get the chance to ask us a question. If you have access to the Internet we'd recommend that you get yourselves to **www.totalgames.net/forum** and click on 'GameCube'.

So there you go – the GameCube is coming, not in Autumn, not in March either... but it's on its way. We should all rejoice that Nintendo has finally gone and done what it promised all along – it has undercut all the competition and is making sure that an amazing range of games will be available at launch – what more could you possibly want? I believe that is the Nintendo difference...

Simon Phillips
Group Editor



AT A GLANCE

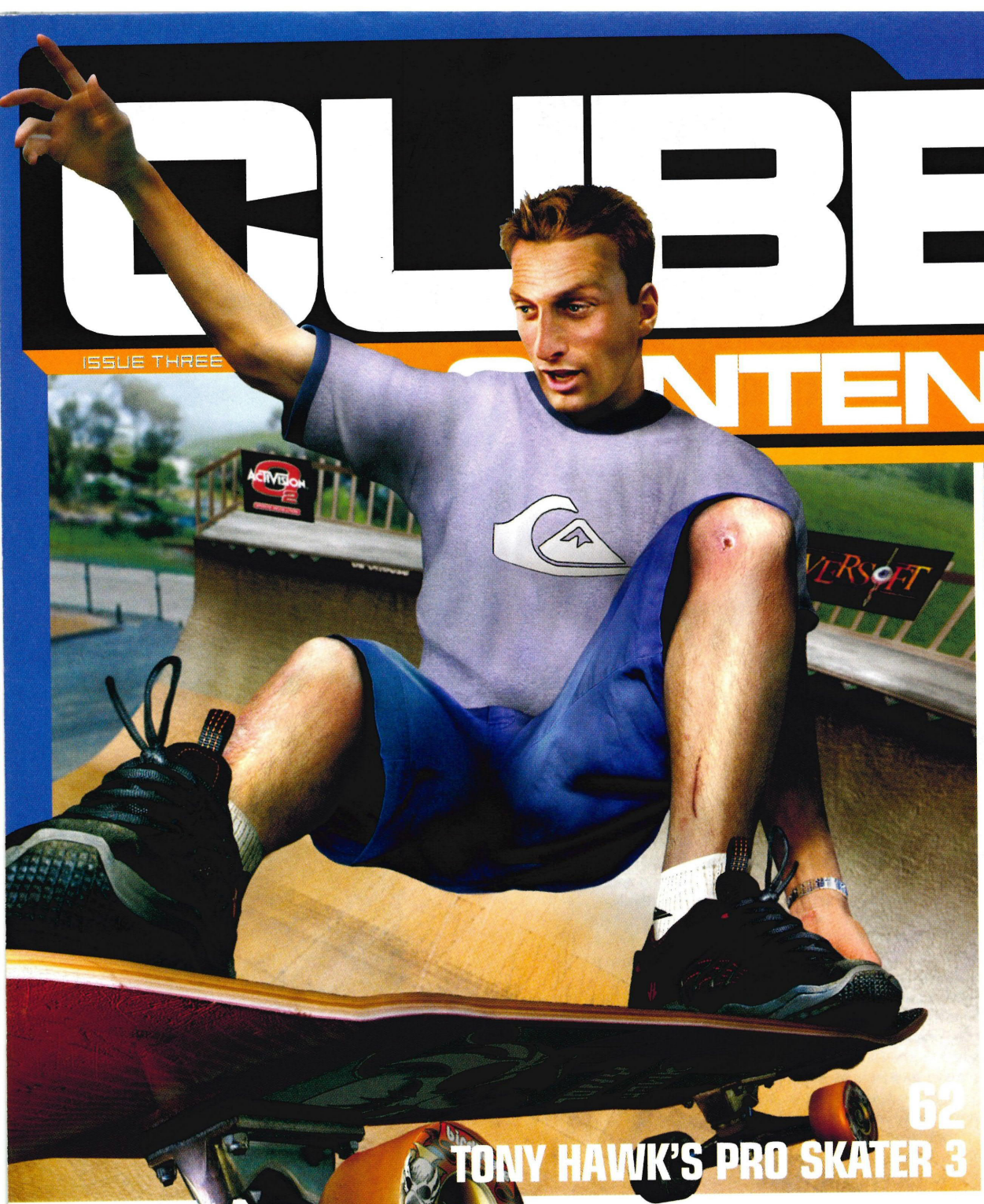
No other magazine brings you this many games – surely you know this by now?

18Wheeler Pro Trucker	30
Agent Under Fire	24
All-Star Baseball 2003	23
All-Star Baseball 2002	90
Batman Vengeance	82
Blood Rayne	36
Bloody Roar: Primal Fury	36
Bomberman Generations	23
Columns Crown	114
Driven!	16
ESPN Winter Sports	37
FIFA 2002	74
Golden Sun	115
ISS2	22
Legends of Wrestling	37
Medal of Honor	22
NBA Courtside 2002	78
NBA Street	28
Rune	38
Skies of Arcadia	26
Sonic Adventure 2	68
Spyhunter	34
StarFox Adventures	40
Tarzan Untamed	86
Tekken Advance	116
Tony Hawk's Pro Skater 3	62
Turok Evolution	50
Universal Studios	94
Vexx	56
Virtua Striker 3	32
Worms Blast	18
Wrestlemania X8	17

CUBE

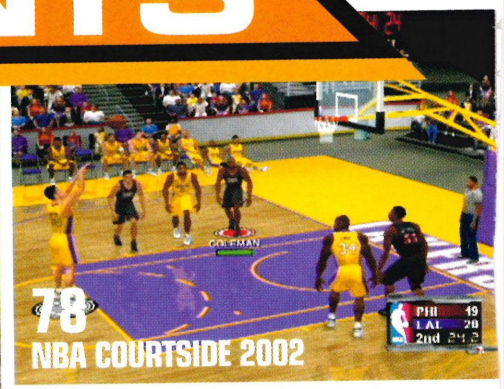
ISSUE THREE

CONTENTS

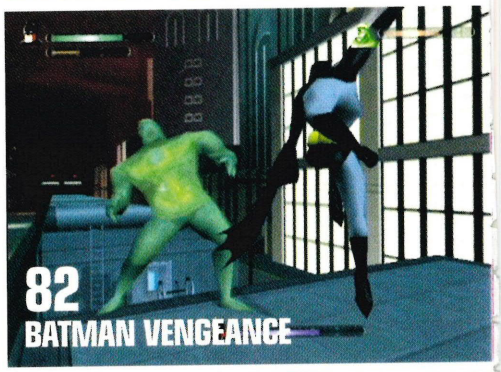


62 TONY HAWK'S PRO SKATER 3

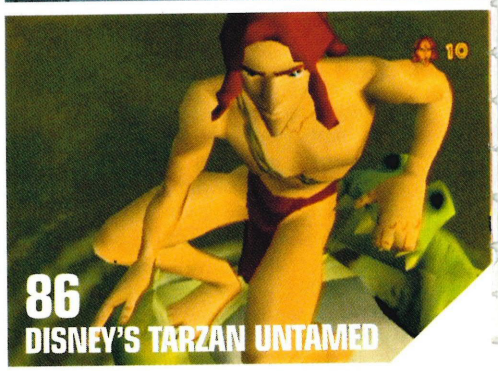
The world's biggest Nintendo GameCube magazine!



78 NBA COURTSIDE 2002



82 BATMAN VENGEANCE



86 DISNEY'S TARZAN UNTAMED



68 SONIC ADVENTURE 2 BATTLE



74 FIFA 2002

Young boys, jumpers for goalposts, oranges at half-time... isn't it?

If it's an over-the-top version of rounders you're after, this is exactly what you're looking for...

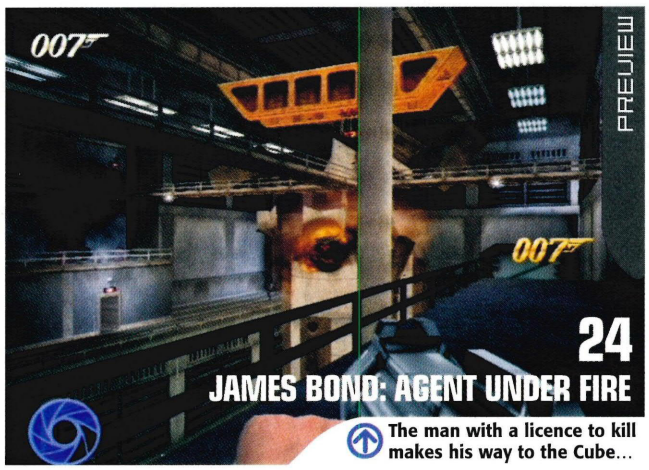


90 ALL-STAR BASEBALL 2002

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



What's this? SEGA has a new GC game up its sleeves!



The man with a licence to kill makes his way to the Cube...





Read all about it – the worst game to hit the GameCube yet!

UP FRONT

We show you the very latest games and the newest screenshots!

SEGA Soccer Slam 06
NBA2K2 08
Resident Evil 10

GCN

Only CUBE brings you the latest news and views from the people that really matter!

PREVIEWS

With the launch date now confirmed, these are the games that will be heading to your GameCube real soon!

Agent Under Fire 24
Skies of Arcadia 26
NBA Street 28
18Wheeler Pro Trucker 30
Virtua Striker 3 32
Spyhunter 34
BloodRayne 36
Bloody Roar 36
ESPN Winter Sports 37
Legends of Wrestling 37
Rune 38

IN-DEPTH

The very best games taken apart by gaming experts – we show you why they'll be very special...

StarFox Adventures 40
Turok Evolution 50
Vexx 56

REVIEWS

Written by hardcore gamers, these are the only reviews you can trust. Forget the hype, read the truth about the GameCube's latest releases.

Tony Hawk's Pro Skater 3 62
Sonic Adventure 2 68
FIFA 2002 74
NBA Courtside 2002 78
Batman Vengeance 82
Tarzan Untamed 86
All-Star Baseball 90
Universal Studios 94

NETWORK CUBE

The helpful bits like guides and cheats, interspersed with your feedback and the odd feature or two... it's always packed and it's put together with a lotta love!

Cheating Monkeys 102
Rogue Leader Solution (part 2) ...104

Advance 114
Columns Crown 114
Golden Sun 115
Tekken Advance 116

Horizon 124
Subscriptions 126
Pass Notes 130



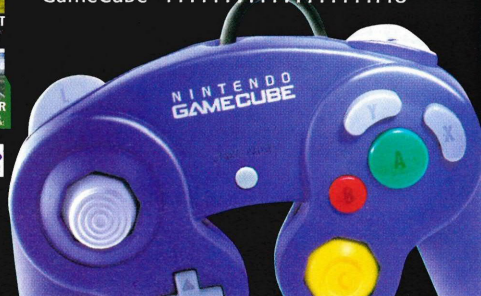
FEATURES

IN-DEPTH SPECIAL

We get the lowdown on Acclaim's most important GameCube releases including exclusive shots and info on *Turok Evolution* and a world exclusive look at *Vexx*! 48

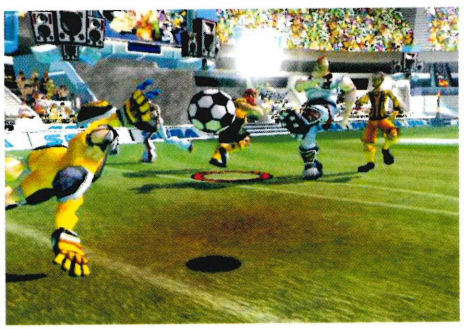
STUDIO EYE

We speak to the developer that's bringing *Die Hard* to life on the GameCube 118



UP FRONT






CUBE INFORMATION

SEGA SOCCER SLAM	
PUBLISHER:	SEGA
DEVELOPER:	VISUAL CONCEPTS
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE



AT-A-GLANCE

- SOCCER AS YOU'VE NEVER SEEN IT
- CONSTANT 60FPS SCREEN UPDATE
- OTT POWER-UPS
- PURE ARCADE ACTION
- UNIQUE GRAPHICAL EFFECTS

RELEASE DATES


TBA


TBA


SPRING '02

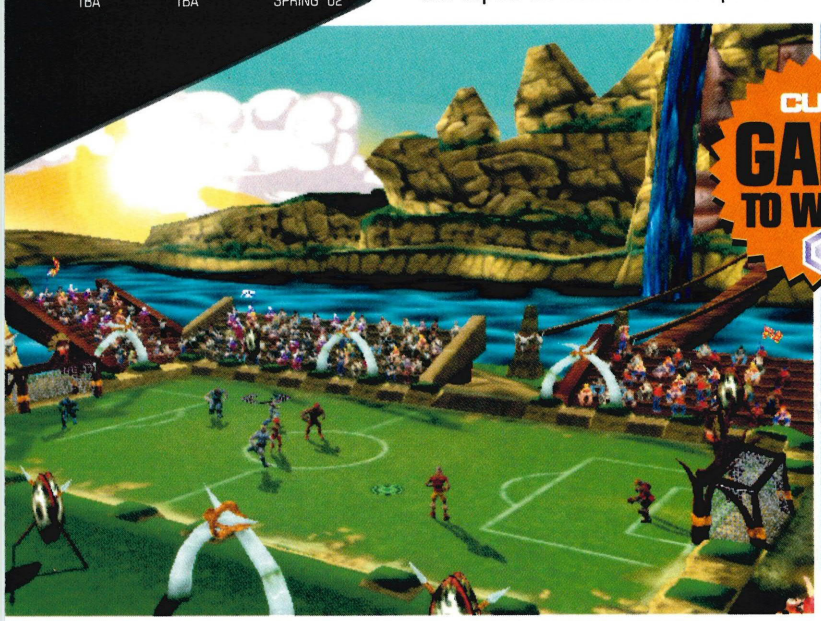
SEGA SOCCER

SEGA's ready to slam the wind out of you with its new sports game!

SEGA DEVELOPER VISUAL Concepts recently released a piece of artwork from its first exclusive GameCube title. Having a reputation for sports games (*NBA2K* and the like), the artwork seemed at odds with the developer's heritage, and things became stranger still when the second piece of artwork resembled a spindly Dhalsim look-alike.

It turns out that the characters are from SEGA *Soccer Slam*, a football game in the vein of *NFL Blitz/NHL Hitz*, so you can expect all manner of OTT special moves and outrageous tackles. The controls reflect the arcade gameplay, with Shoot/Hit, Steal, Protect, Turbo and Power-Up making up the buttons on the pad. Hit and Steal are the two tackle attacks; Steal is more of a light tackle, but if your opponent is more powerful than you, a jab to the chops may be required to knock them away. The Turbo meter, meanwhile, allows you a short stint of speed, but excessive use will see it run dry, so you're better off saving it for when you really need it. The Power-Ups are where *SSS* really goes all out, though – as well as having their own individual traits, strengths and weaknesses, each character also hides a power-up move. Once the bar is full you can unleash hell on whoever is nearest. Each successive goal/tackle/special combo will earn you cash, which can be used to buy upgrades and boost your skills.

A neat little touch comes in the form of real-time damage goalies. The goalkeepers start the game with armour, but as you hammer shots at them, their armour will fall off piece by piece. As you wear them down it will become easier to get shots past them. And if you



CUBE GAME TO WATCH



Woah, turn those floodlights down, would ya? Can't see a damned thing over here!

"A BREATH OF FRESH AIR AND A WHOLE LOT OF ARCADE ACTION AT THE SAME TIME"





You have to be really careful not to let one off when you raise your leg that high.



SLAM

come up against an extra-hard goalie, there are always the 'bullet-time' specials; at various points in the match you will get the opportunity to take a shot in extreme slow motion. This will allow you to choose the exact power and trajectory of the ball, and it nearly always results in a goal.

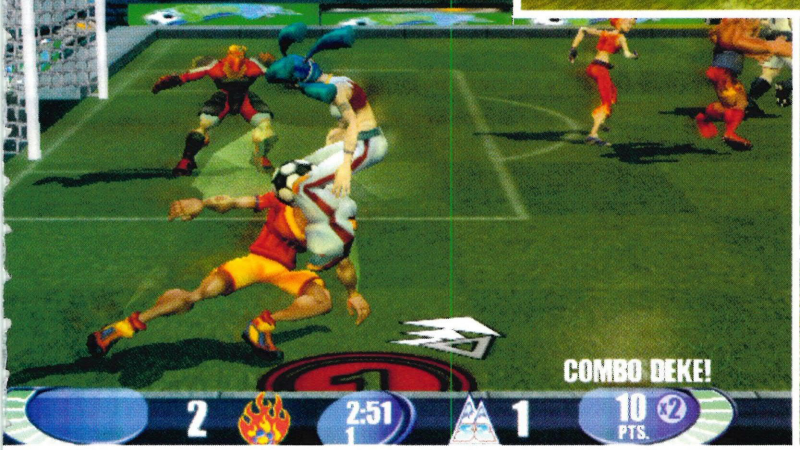
SEGA Soccer Slam looks set to bring a breath of fresh air to the market, and a whole lot of arcade action at the same time. While the graphics are nice, they are still way off what the GameCube is capable of, but the special effects and manic gameplay will mean that you barely notice. Expect a full preview in Issue 4.

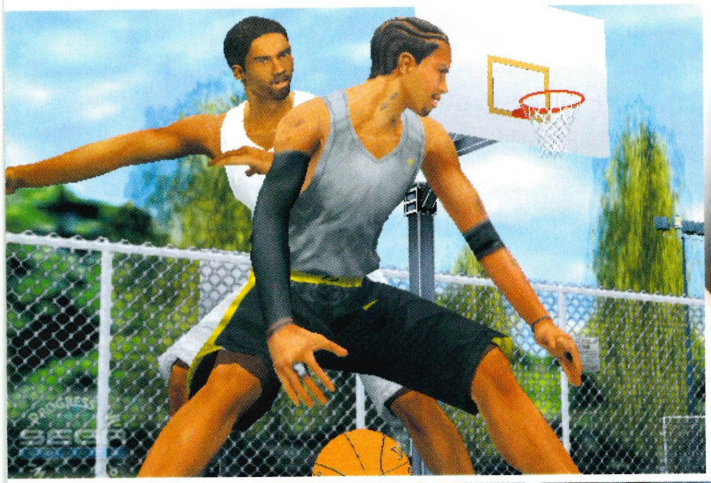
CUBE

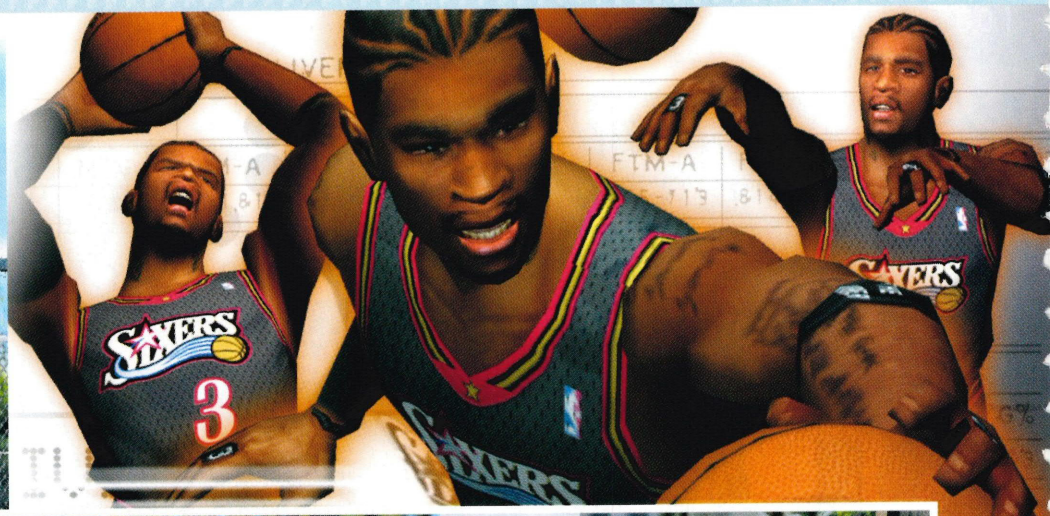




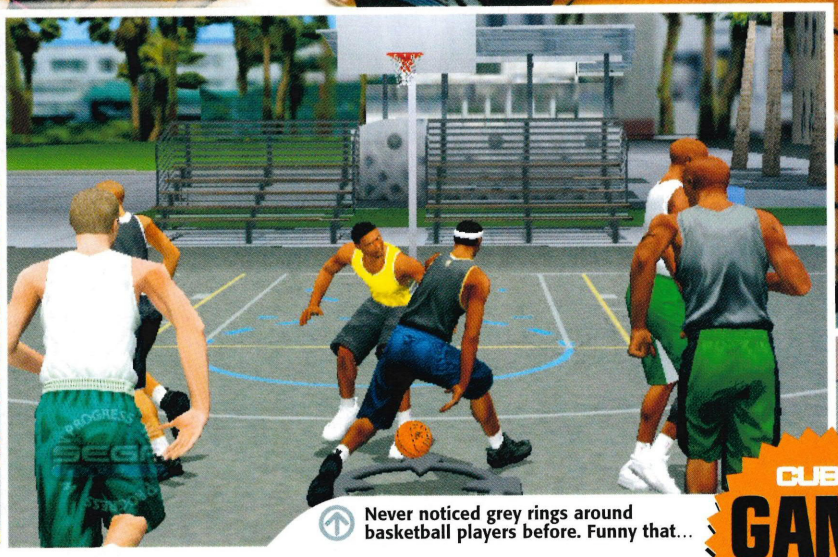












Never noticed grey rings around basketball players before. Funny that...

CUBE GAME TO WATCH

NBA 2K2

CUBE

INFORMATION

NBA 2K2	
PUBLISHER:	SEGA
DEVELOPER:	VISUAL CONCEPTS
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- TELEVISION-QUALITY PRESENTATION
- SMOOTH, SEAMLESS ANIMATION
- DETAILED FACIAL MAPPING
- STREET AND INDOOR COURTS
- TOTALLY REVAMPED AI

RELEASE DATES

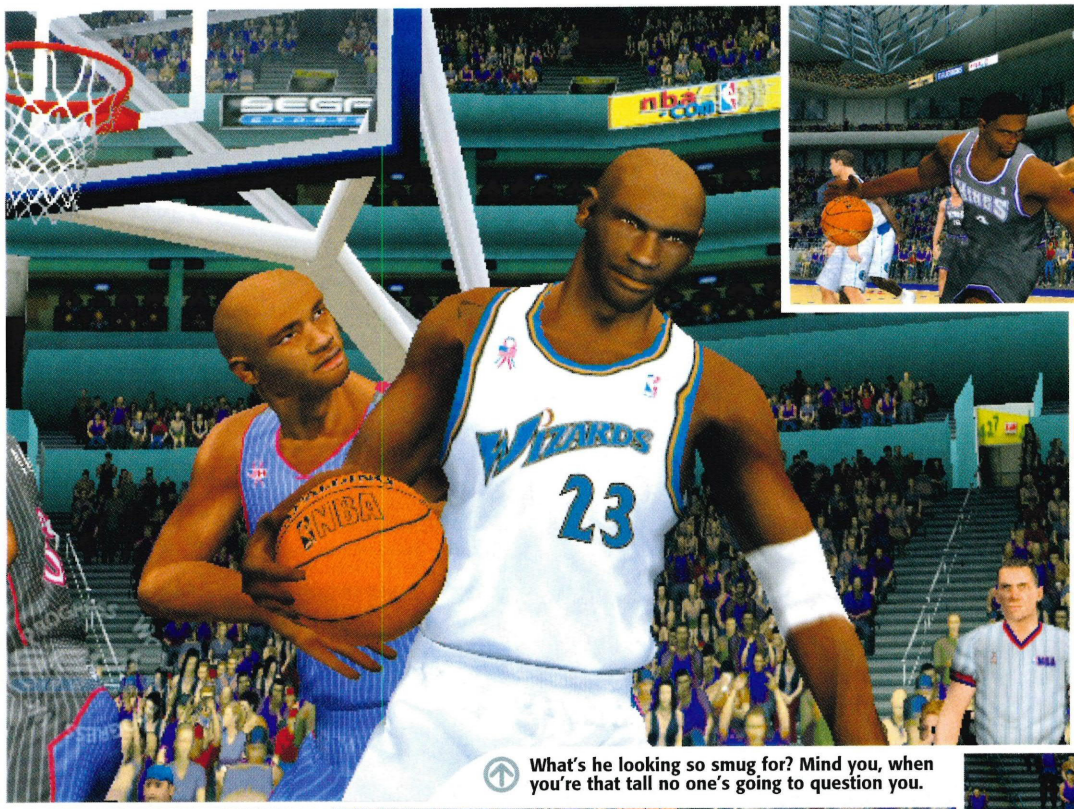
TBA	TBA	SPRING '02

Well you can't say GameCube hasn't got the sports front covered...

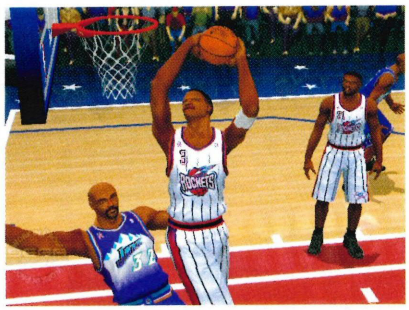
LATE LAST YEAR SEGA announced that most of the games from the its *2K2* series would be making their way to GameCube, and *NBA 2K2* is the first to have surfaced. Worked on by the same studio as *SEGA Soccer Slam*, the two games are being developed side by side, and represent the studio's first attempt at GameCube development. The results are pretty conclusive.

NBA 2K2 is a straight port of the PS2 version, albeit with added gloss. The added gloss comes in the form of cleaner textures and a higher frame rate. Despite not having the digitally mapped faces of *Courtside 2002*, *2K2* manages to look far superior in still screenshots thanks to its high polygon-count character models. On the move it looks just as impressive as *Courtside* too – the moves flow freely into one another, with Steals, Blocks and Dribbles linking together without a hitch. Thanks to the improved AI and low post moves (captured by All-Star Rasheed Wallace), you can now drop-step around your opponent, or just chill until a team-mate finds an open space. The steals will put a huge smile on your face – there's nothing quite like nabbing the ball after your opponent has put together an impressive offensive. Whatever move you attempt, you know that the computer reactions will be fair. It's a joy to watch, and the surface reflections effects only add to the experience.

"THIS LOOKS TO BE THE BEST BASKETBALL SIMULATION ON THE GAMECUBE ROSTER"

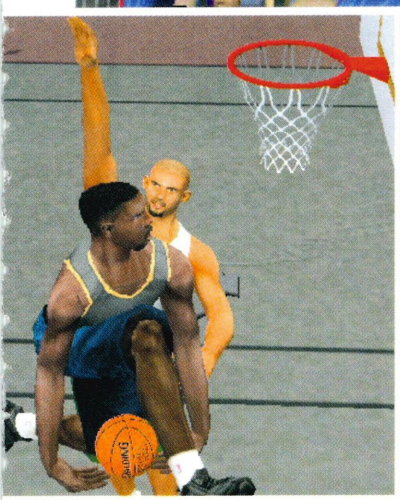


What's he looking so smug for? Mind you, when you're that tall no one's going to question you.





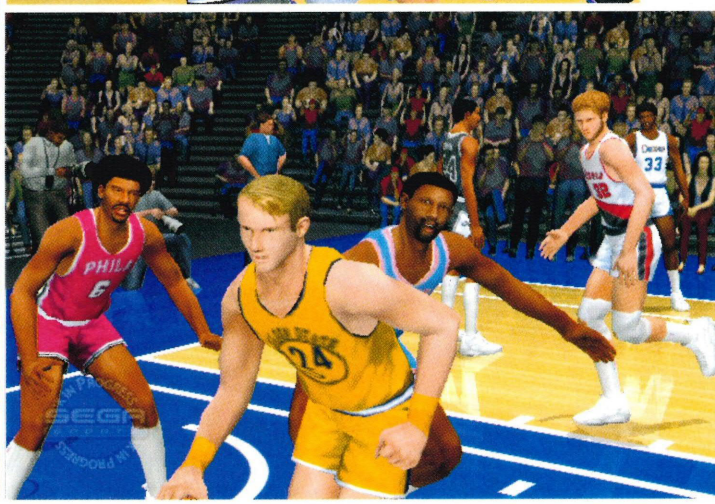
Slam dunk the funk, gotta get up, I got dat feelin! Yup, we're all huge Five fans here at **CUBE**. Sob, sob...











All of the action is presented in a television broadcast style, with dramatic camera editing and voice-overs sucking you right into the action. The crowds react accordingly, and while they don't look as convincing as *Courtside*'s, they still appear to be enjoying themselves (something which is surprisingly ill conceived in most sports games).

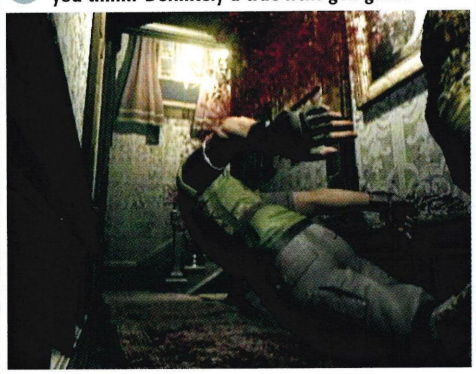
NBA 2K2 looks to be the best basketball simulation on the GameCube roster – if you're after a more arcade-influenced game however, you may be better off looking to *NBA Street*.



CUBE GAME TO WATCH



The flame effects are absolutely gorgeous, don't you think? Definitely a true next-gen game.





RESIDENT

As its release edges closer, we reveal even more new features from Capcom's spine-tingler...

CUBE

INFORMATION

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

PERCENTAGE COMPLETE

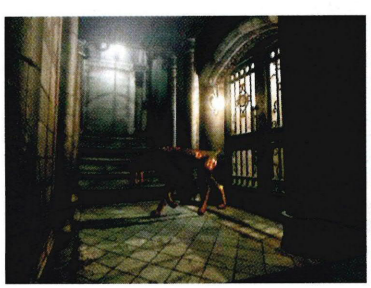
00 25 50 75 100

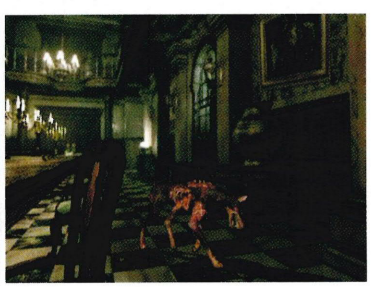
AT-A-GLANCE

- ALL-NEW GRAPHICAL EFFECTS
- GORE GALORE!
- GENUINELY SCARY ENEMIES
- RE-RECORDED VOICEOVERS
- LOW FREQUENCY SOUND EFFECTS

RELEASE DATES

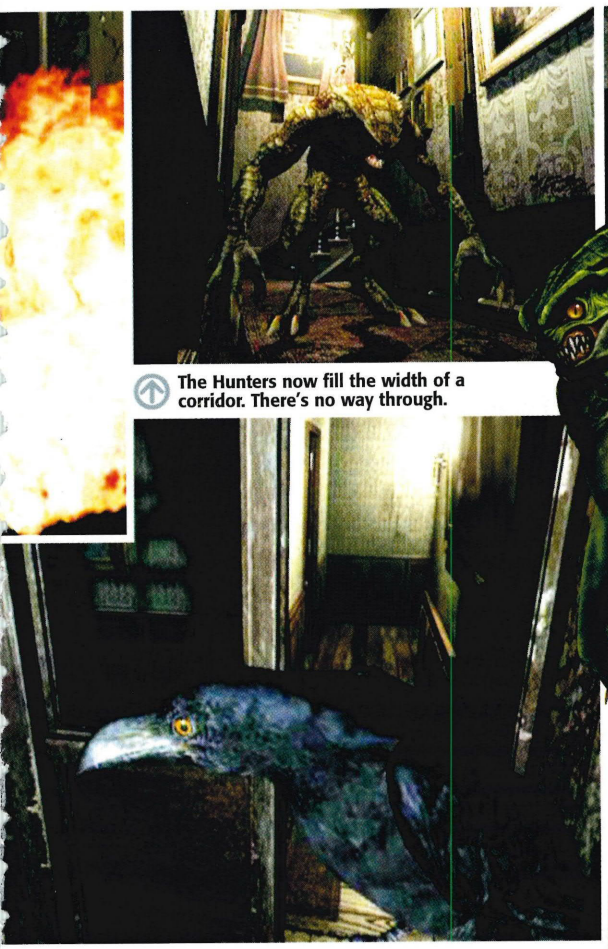
TBA	22 MAR '02	APRIL '02





DESPITE RELEASING SCREENSHOTS of its *Resident Evil* remake on a weekly basis, Capcom is still managing to keep most of the new features under wraps. We've hardly seen anything from the later stages of the game – this secrecy would suggest that a lot of changes have been made, and **CUBE** applauds the fact that Capcom is keeping schtum. After all, most of the fear factor comes purely from the fact that you don't know what's going to happen next.

Still, Capcom has been more than happy to shower us with examples of how the mansion section of the game is progressing. These latest shots reveal an extraordinarily high polygon count on the enemies. The in-game Hunters look far more intimidating than their pre-rendered



The Hunters now fill the width of a corridor. There's no way through.



Well, this was a dog... once upon a time. Not really one to take for walkies though.

"YOU CAN ACTUALLY SEE THE HUNTERS' NEEDLE-LIKE TEETH, BUT IT'S THE FOOT-LONG CLAWS THAT WILL LEAD TO YOUR DOWNFALL"







EVIL

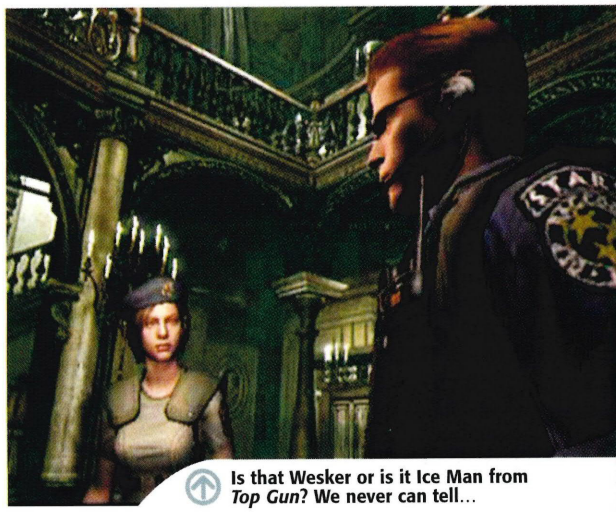
counterparts. You can actually see their needle-like teeth, but it's the foot-long claws that will lead to your downfall.

The Capcom Web site allows you to watch a movie of an unprovoked Hunter. After plodding up and down a corridor dragging its claws along the ground, it adjusts its jaw and shows off a deadly set of teeth. All of this is accompanied by a Raptor-like screeching and gurgling. In fact, a lot of the Hunters' noises consist of low frequency sounds, resulting in you 'feeling' the monsters rather than hearing them as such.

While we're on the subject of the sound effects, the intro sequence from the original game is back, but the voiceovers have been completely re-recorded. Jill, Chris and Wesker escape the dangers of the outer perimeter, only to find themselves in the hallway of the mansion, and fans of the original will be pleased to hear that the script is just as cheesy as always!

The last of this month's updates comes in the form of the all-new weapon effects. Just when you thought the backgrounds couldn't look any better, Capcom has gone and revealed another new effect. After shooting a barrel in a well, the explosion throws water all over the camera. The water then drips down the screen in *WaveRace* style. Later on in the game you will get the chance to pick up the deadly Flame-thrower. Firing this into the screen results in heat waves distorting the image for a few seconds.

With less than six weeks to go until the game hits Japanese shelves, you'd think that there isn't much left to show, but we're sure Capcom still has plenty of surprises up its sleeve.



Is that Wesker or is it Ice Man from *Top Gun*? We never can tell...

GCN GAMECUBE NEWS

NEWS CONTENTS
AT A GLANCE

3 MAY... £150... NUFF SAID
Nintendo announces details on GC's European launch!


PAGE 012

HOW DO YOU EAT YOURS?
CUBE quizzes the nation on its gaming thoughts

PAGE 014

WORLD EXCLUSIVE: DRIVEN!
Exclusive shots of *Driven!* and *Wrestlemania X8*

PAGE 016

WORLD EXCLUSIVE: WORMS BLAST
CUBE gets the scoop on the new *Worms Blast*


PAGE 018

CUBE.TOTALGAMES.NET
Find out what's new on the official CUBE Web site


PAGE 020

WORLD NEWS
The very best of the rest from all around the world

PAGE 022

3 MAY... £150... NUF

Nintendo pulls out all the stops for Europe

NINTENDO HAS FINALLY made an announcement regarding its plans for GameCube in Europe. On Monday 28 January at 9am, Nintendo Europe's Managing Director David Gosen revealed all by way of a pre-recorded Webcast. GameCube will be released approximately six weeks after Xbox, on Friday 3 May at 249 (£150), half the price of Microsoft's machine. At present, 21 titles will be available on launch day, including *Rogue Leader*, *Super Monkey Ball*, *FIFA: Road To World Cup*, *ISS2*, *Tony Hawk's Pro Skater 3* and *Burnout*. Software will sell for 60 (approximately £40). This has to be the best launch line-up in console history, catering for a broad range of users. The first-party software schedule continues on 24 May with *Super Smash Bros Melee* and *NBA Courtside 2002*. More importantly though, is the news that just after launch we will be treated to third-party gems such as *Resident Evil*.



Those of us too impatient for the big announcement were greeted by this.

David Gosen described it well when he said that "GameCube will not be targeted at kids, it will not be targeted at teens and it will not be targeting adults. GameCube will appeal to anyone who enjoys being entertained by interactive gaming, and that is because we believe strongly that gaming is an attitude not an age." Well said, sir. He also went on to emphasise how much importance is being placed on the GameCube-Game Boy Advance interactivity issue. "We will have more than three million GBA owners across Europe who have already taken the first step towards GameCube ownership by buying a Game Boy Advance." As if to prove how serious it is, Nintendo has now lowered the price of the GBA to £59.99.

It doesn't end there, though. What of the transition from NTSC to PAL? European gamers are getting the best deal out of everyone. For those of you with RGB SCART sockets on your televisions (most TVs have them now), a 60Hz NTSC mode will be available. Simply press and hold the B Button while the machine is booting up to enable it. GameCube will come packaged with an RGB SCART lead as standard. For those without RGB SCART compatible TVs, Nintendo is encouraging developers to provide full-screen, full-speed conversions of their games.

GameCube consoles will be available in black and the traditional purple, while the controllers will come in purple, black and a purple/clear hybrid. No price has been set for the controllers, but £25 seems more than likely. This news proves that Nintendo has indeed turned over a new leaf. Surely there can no longer be any doubts as to its success? CUBE





F SAID

"GAMECUBE WILL NOT BE TARGETED AT KIDS, IT WILL NOT BE TARGETED AT TEENS AND IT WILL NOT BE TARGETING ADULTS"

DAVID GOSEN, MD OF NINTENDO EUROPE



IN THE CUBE WITH...

SHELLY FRIEND

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

CUBE: What would you like to say to all the doubters and the cynics out there?
SF: We were purposely not going to announce a date until we had the key things available, ie enough hardware and software. We now have one million units for launch, 500,000 for day one and the strongest launch ever for any console. We're very happy with that.

CUBE: Is this a case of Nintendo turning over a new leaf?
SF: You've only got to look at the day one launch titles to see that we really are catering for everybody – for all ages and for all different tastes. We've got *Luigi*, we've got *Wave Race*, we've got the exclusive *Resident Evil* series. I think we've learned from the N64 and we wanted to get it right this time. I think we've done that.

CUBE: You've announced one million units for the 'launch period.' What exactly is the launch period?
SF: The launch period is the first eight weeks. 500,000 will hit on day one, and the rest will come in continuous shipments over the following eight weeks.

CUBE: Out of the initial 500,000 units, how many will ship to the UK?
SF: We haven't yet allocated specific numbers to specific countries, but we will let you know soon.

CUBE: Is there a specific reason for the absence of the Spice colour, and will it follow in the future?
SF: At the moment our plan is only to launch the purple and black units.

CUBE: Do you know how much the accessories such as controllers, memory cards and the like are going to be sold for?
SF: We haven't announced those prices just yet.

CUBE: Will RF Units be available on day one for those of us who don't have SCART TVs?
SF: Yes, they will.

CUBE: Will Nintendo be making demo discs available as they did in the US?
SF: We're still looking into that.

CUBE: How soon will it be before we see official advertising in the shops, and will there be an official pre-order scheme?
SF: We haven't announced all of our marketing plans yet, but they will be big. We're spending 100 million (£60 million) on the European launch, and that will include a big in-store presence. Exact details are being discussed with retail over the coming weeks.

Big thanks to Shelly for putting up with our constant hassling over the past four months, but hey – that's what we do best!

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



EVIL DRAWS CLOSER

Capcom has revealed that Resident Evil Zero *is due to be released approximately four months after the first game.* Resident Evil *(22 March in Japan) will be followed by a straight port of* Resident Evil 2, *after which* Resident Evil Zero *will be released.*

ARAKAWA-SAN WAVES GOODBYE

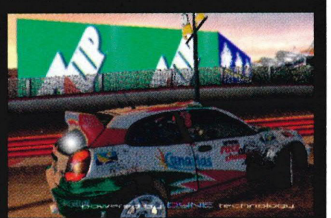


Nintendo of America President Minora Arakawa has announced that he will be retiring this year. He was previously one of the prime candidates to take NCL President Hiroshi Yamauchi's position when he retires.



ONE MILLION DOLLARS

At the last count, Super Smash Bros Melee *had sold over one million units in Japan. This means that in the space of two months, the Nintendo fighter has shifted nearly 1.5 million units worldwide.* SSBM *launches in the UK on 24 May.*



ACTIVISION RALLIES AROUND

Activision has announced two new titles for GameCube. Race of Champions *and* X-Men: Next Dimension *will arrive sometime this year.* Race of Champions *is the first confirmed rally title for the GC.*

KING OF THE CASTLE

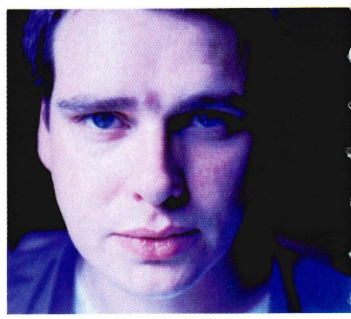
SEGA has revealed yet another sports title for GameCube. Home Run King, *a baseball title, will come exclusively to GameCube, although it seems doubtful that it will make it to the UK.*

HOW DO YOU EAT YOURS?

CUBE quizzes the nation on its thoughts

"3 MAY. £150. 21 GAMES ON DAY ONE. RGB SCART AS STANDARD. NTSC 60HZ OPTION. SO WHAT DO YOU THINK THEN?"

JOE BOOTH
BAM! ENTERTAINMENT



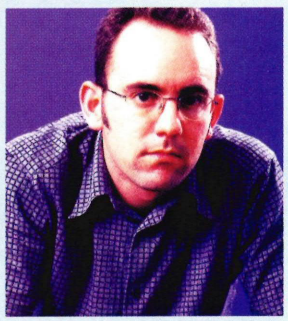
"The £150 price point is fantastic news – it instantly makes the console far more accessible to a wider audience. GameCube's remarkable technical specifications also make it an incredible platform to develop for. It looks like 2002 is going to be the most exciting console year yet!"

MARIO 'MAN OF MYSTERY' AGUERA
BITS STUDIOS



"When Nintendo first came to talk to us about Project Dolphin some time ago, one of the things it stated was that it would go for a very aggressive pricing policy on its hardware. With a launch price of £150 it has certainly done that. Another thing it was keen to emphasise was how much it cared about the quality of the final television display, so the fact that it is amending the hardware to include an RGB SCART output 60Hz display is great news. And some people thought Nintendo didn't care about Europe."

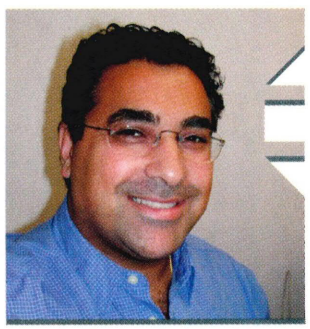
SIMON BYRON
BASTION



"European gamers have become used to being disappointed by Nintendo – which makes the announcement even more astonishing. Obviously we'd all like to see the Cube arrive sooner than May, but apart from that Nintendo has pulled out the stops. Although the launch line-up includes some tat, there are more than enough quality games to keep gamesplayers seriously entertained, and the inclusion of a 60Hz boot-up mode makes the European GameCube the best in the world – especially at that amazing price. All-in-all, excellent news."



FOO KATAN
BITS STUDIOS



"Wow! Great price point, good number of games to get the ball rolling and good news about the RGB and 60Hz mode. I think this is very aggressive and should ensure good success in the UK. The sooner the better..."

THE LAUNCH LINE-UP

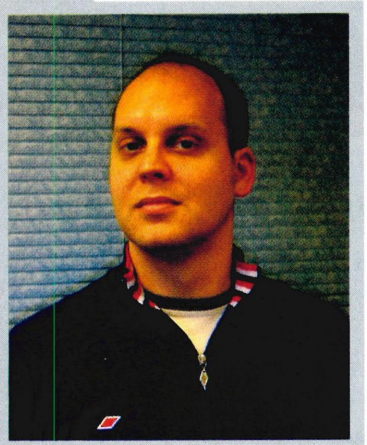
Here are all the launch games and accessories, along with a form of sorts, which will allow you to tally up your purchases and figure out exactly how much you're spending. Even a GameCube, two games, two extra controllers and a Memory Card will cost you less than a stand-alone Xbox.

GAME	PRICE (£)	CUBE RATING	QUANTITY	TOTAL PRICE (£)
GameCube Hardware (Purple)	150	10		
GameCube Hardware (Jet Black)	150	10		
GameCube RF Unit	19.99	10		
Memory Card 59	14.99	8.5		
Official Controller (Purple)	24.99	10		
Official Controller (Black)	24.99	10		
Official Controller (Purple + Clear)	24.99	10		
Luigi's Mansion	39.99	7.6		
Wave Race: Blue Storm	39.99	9.3		
Star Wars: Rogue Leader	39.99	9.1		
Sonic Adventure 2 Battle	39.99	8.5		
Super Monkey Ball	39.99	9.2		
ISS2	39.99	N/A		
ESPN Winter Sports	39.99	N/A		
Tony Hawk's Pro Skater 3	39.99	9.0		
Spiderman: The Movie	39.99	N/A		
Tarzan Untamed	39.99	5.2		
Batman Vengeance	39.99	7.3		
Donald Duck Quack Attack	39.99	N/A		
Crazy Taxi	39.99	7.4		
Burnout	39.99	N/A		
Dave Mirra Freestyle BMX	39.99	7.4		
NHL Hitz 20-02	39.99	9.1		
Gauntlet Dark Legacy	39.99	N/A		
Universal Studios	39.99	3.7		
Batman: Dark Tomorrow	39.99	N/A		
Tetris Worlds	39.99	N/A		
FIFA: Road To World Cup	39.99	N/A		
TOTAL PRICE				£

"THE INCLUSION OF A 60HZ BOOT-UP MODE MAKES THE EUROPEAN GAMECUBE THE BEST IN THE WORLD"

SIMON BYRON, BASTION

JON MURPHY
KONAMI



"The price is excellent – very tempting, but a machine is only as good as its games. As a player there's not a whole lot on the release schedule that excites me. We've got some good titles on the way, like *ISS2*, but on day one I think you'd have a job to find a couple of must-have titles to go with your Cube.

The way things look now I expect Nintendo's machine to be a slow-burner."

CUBE THINKS...

FIRST IMPRESSION

■ Well, there you have it – it's official. To be honest we can't think of any other way in which Nintendo could prove its dedication to Europe. We have been given by far the best deal, what with an RGB SCART output, the 60Hz mode, an attractive price-point and a fantastic launch line-up. Don't you dare complain... CUBE



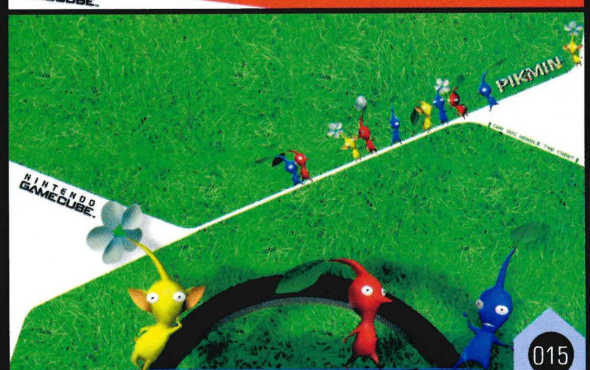
CUBE ON THE NET

NINTENDO LAUNCHES THE EUROPEAN GAMECUBE WEB SITE

The Official Nintendo GameCube Europe Web site is now open for business. Tap in www.nintendogamecube-europe.com and you'll be whisked over to the brand-new site. Eventually there will be dedicated mini-sites for every game, but at the moment there are a few games to play, the conquering of which will earn you one of four wallpaper downloads.







THEY SAID – WE SAID

CUBE EXPOSES THE MEMORABLE MUMBLINGS OF THE INDUSTRY...

THEY SAID... "I am satisfied with early GameCube sales in Japan. The recent PS2 price drop hasn't slowed things down and in the future the machine will be too big and expensive for the average gamer due to *Final Fantasy XI*, which requires a hard drive and a modem to play properly. American sales were stronger than expected, we thought the recent terrorism attacks may have effected sales but they didn't. The final results of the Christmas trade war are yet to come but things are looking positive."
(NCL President Hiroshi Yamauchi in a recent interview)

WE SAID... Yamauchi-san puts a smile on our face by implying that the future of PS2 is games like *Final Fantasy XI*, and that they require a ridiculous amount of add-ons to work properly. Hey, it's all true...

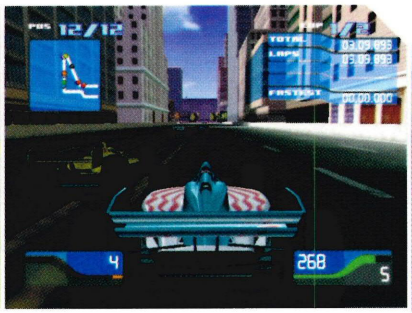
THEY SAID... "The Xbox launches here (Japan) in February but with its large size and hard drive loading, it's quite the personal computer! However, it's not about the quality of the hardware but rather the software that plays on it and the current games aren't very interesting."
(Hiroshi Yamauchi in the same interview)

WE SAID... Ha,ha, this made us laugh even more. "It's quite the personal computer." The Nintendo President has a great sense of humour. It almost makes up for the fact that he so adamantly refuses to work with SquareSoft.

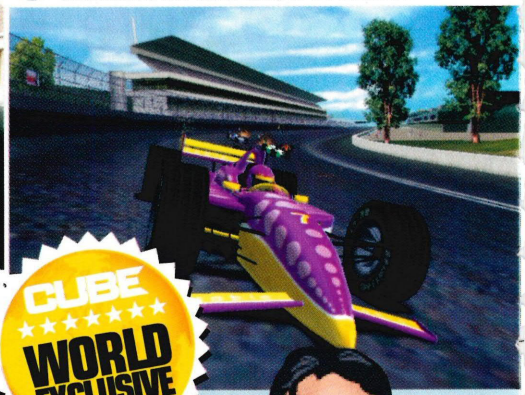
THEY SAID... "GameCube's really not worth your consideration. It's got less power than a PS2 and it's not coming out until September anyway... plus, it's by Nintendo so it's totally child-orientated. Really, it's not worth even thinking about. I'd definitely go with an Xbox. Why don't you reserve one?"
(A videogames emporium's sales assistant)

WE SAID... A sad example of the European industry's opinion of Nintendo, and general lack of GameCube knowledge. Nintendo is to blame for public ignorance of course, but specialist shops should know better. The sales assistant neglected to mention exactly how much commission he would receive for an Xbox pre-order...





Formula 1 or kart racing? We've never really understood the difference, to be honest...



CUBE WORLD EXCLUSIVE

BAM! GETS IN ON THE SLY

CUBE gets the scoop on Driven! with the world's first ever shots

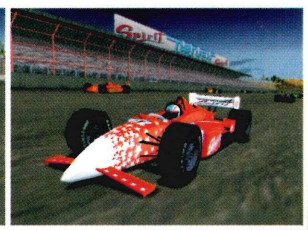
SO HOW DO you fancy seeing the first ever pictures of *Driven!* on the GameCube? Tada! Publisher bam! (holder of the Sly Stallone film licence) confirmed that the PS2 and GBA racing title *Driven!* will be making its way to GameCube. These first shots of the game show it at an early stage, but already the game is looking far superior to the substandard PS2 version.

While the GameCube already has decent racing titles in the form of *Crazy Taxi, Simpsons Road Rage* and *XG3, Driven!* will be the second serious racing game to hit the machine behind Acclaim's *Burnout*. We'll have a hands-on report in Issue 4

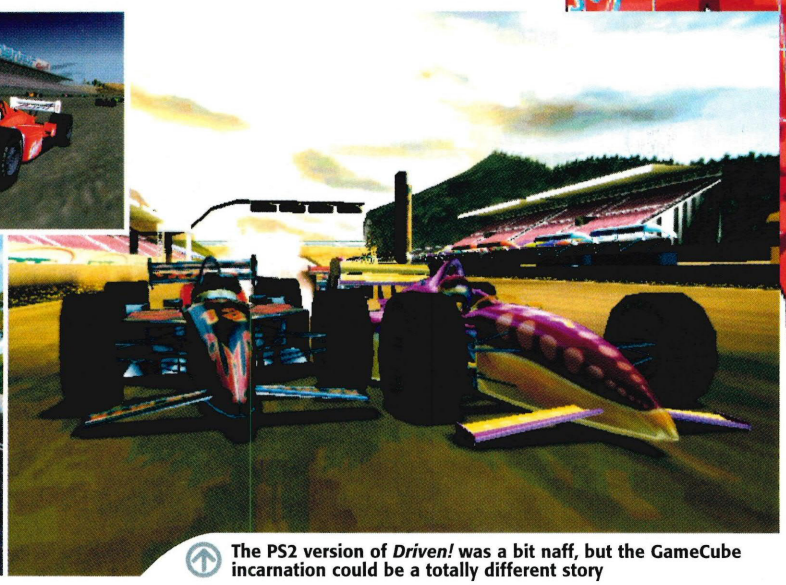


"THE GAME IS LOOKING FAR SUPERIOR TO THE PS2 VERSION"



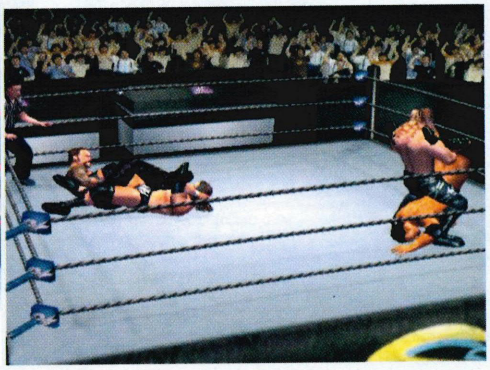






The PS2 version of *Driven!* was a bit naff, but the GameCube incarnation could be a totally different story



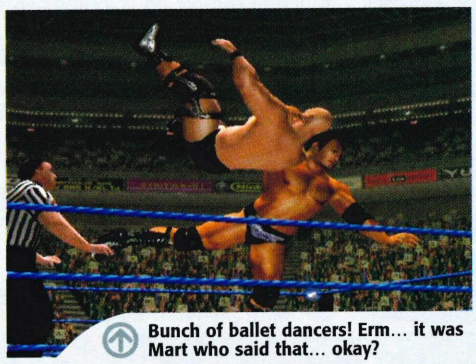


THE ROCK HAS COME BACK TO GAMECUBE

THQ announces WWF Wrestlemania X8 and a whole lot more besides...

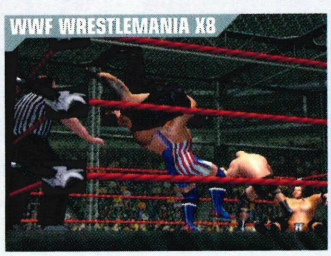
THQ HAS ANNOUNCED three new games for GameCube. First and foremost is *WWF Wrestlemania X8*, THQ's highly anticipated new wrestling title. As you'd expect from any WWF game, there will be a full range of wrestling talent on offer, with over 35 different superstars in total. Each wrestler comes with their own range of moves and finishers, but you can also create your own with the now-obligatory Create-A-Superstar mode. There will also be a wide range of match styles and game modes to play (THQ is keeping tight-mouthed on most of them at the moment) including a full Championship mode, allowing you to reach the dizzying heights of the WWF Championship itself. As you can see from this smattering of early screenshots, the game is certainly on a par with the recently announced *WWF Raw* on the Xbox.

On top of *WWF Wrestlemania X8*, THQ has also announced *Toxic Grind* and *MX 2003 Featuring Ricky Carmichael*. Taking the same stance as the upcoming *Dark Summit, Toxic Grind* is the ultimate in mission-based BMX games. At the other end of the bike spectrum is *MX 2003* (or *MotoCross* if you're not sure what it means), the sequel to the popular PlayStation2 scrambling game. Although both games are currently early in development, we've been assured that you'll see them on the GameCube by the end of the summer. Stay tuned for more information...

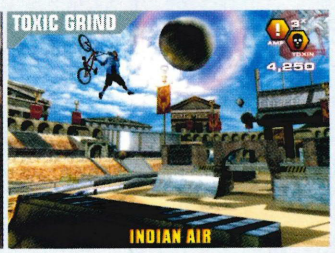


Bunch of ballet dancers! Erm... it was Mart who said that... okay?

"THERE WILL BE A FULL RANGE OF WRESTLING TALENT ON OFFER"







THE CUBE EFFECT

OUR ROVING REPORTER WENT OUT TO CAPTURE THE PUBLIC REACTION TO CUBE ISSUE 2

THERE'S JUST NO stopping it! The **CUBE** Effect has hit the people of the world, but no more convincingly than in London, due to a smog-**CUBE** reaction. Last issue our Spy Cam captured Ubi Soft's Louise Gabriel completely losing it after merely glimpsing **CUBE** Issue 1. Issue 2 really has taken its toll though – the Spy Cam managed to slip into Lunch PR's offices as the sun was going down, revealing none other than Tamasen Franks. Normally a shy, docile creature, Tam was seen grabbing a member of the *Hollyoaks* cast and riding off into the sunset on the back of a motorbike. A frightening example of the **CUBE** Effect.



BEFORE Sweet...



AFTER ...Sweet Jesus!

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 GameCube continues to build on its strong launch as even more games appear in Japan and the US. If Nintendo keeps this up, the sour memories of the N64 will soon be forgotten... at least, we hope so.

The TotalGames.Net Forum is a success! Thanks to a whole heap of interest, it's now the most popular forum on the site – if you've got something you want to say, it's certainly the place to be.

Thanks to Mart's new GBA Link Cable, we now know the delights of raising our very own Chao creatures in *Sonic Advance*. With Spanky, Nibbles and Greeny to keep us company these days, we're quite content.

The anticipation for Nintendo giving us a firm release date of the GameCube in Europe has had everyone betting on our sweepstake. Chandra's came closest in the end... don't you just hate that?

WHAT'S NOT

Having now made it through the third issue, we've worked out that if you want to put a game in the magazine, you have to try and get it at least four months in advance... unless you want to come a cropper.

Just when things were going smoothly on the TotalGames.Net forum, we had a slight hitch – one upgrade to the software later and we lost over two weeks worth of postings. Argh! All those ace comments gone!

General illness struck the very heart of the team this month, as nearly everyone in the office went down with something; Simon had the flu while Mart had food poisoning AND toothache. Ahh, poor things. Chandra was unnaturally well though...

Damn those *XBM* boys; just when we thought the GameCube was storming ahead, they go and get in *Jet Set Radio Future* for the Xbox. Now we're going to have to save up for one of those as well...

GOLDEN MOMENTS

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

SQUARESOFT'S SNES DAYS

In our opinion Squaresoft was better in the SNES days. Admittedly *Final Fantasy VII*, *IX* and *X* are great, but there will always be a soft spot in our hearts for *Seiken Densetsu 2* (*Secret of Mana*), *Final Fantasy VI* (*III* in the US) and *Chrono Trigger*. The PSone sequels to *Mana* and *Trigger* weren't a touch on their predecessors. Oooohhhh, them were the days...



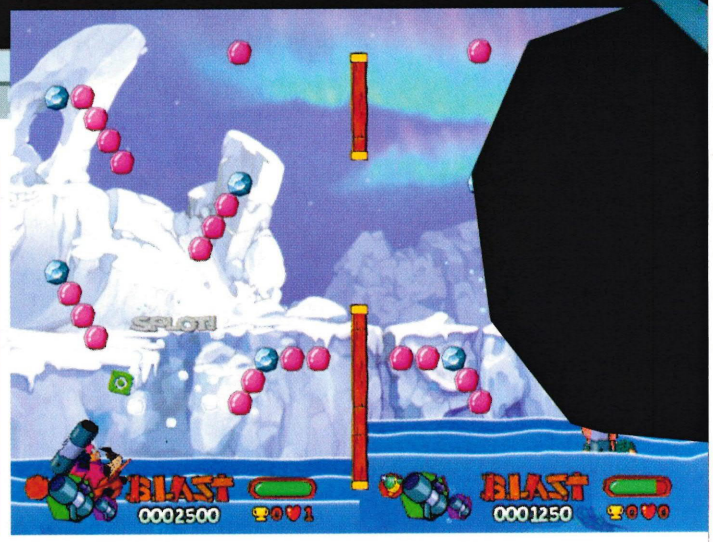






Low on graphical flair, high on innovation... ahh, we remember it well.





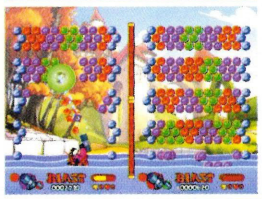
CUBE WORLD EXCLUSIVE

WE'VE GOT

We get the scoop on the three-inch long pinkies!



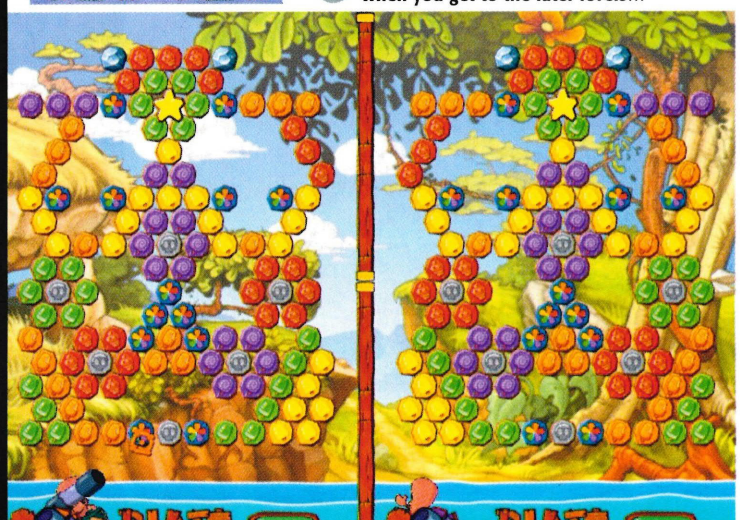




YUP, THAT'S RIGHT, *Worms* is coming to GameCube. *Worms Blast* to be specific, which is nothing like any of the *Worms* games that you would have seen before. If you've ever played games such as *Bust-A-Move*, then you'll know what kind of thing to expect from Team 17's latest offering.

The basic premise is that you sit in a boat underneath a load of coloured blocks. Your gun can fire off coloured shots. If that shot hits a block of a similar colour, the block will burst and disappear. Similarly, if that block is connected to other blocks of a similar colour, they will disappear. Shooting an alternatively coloured block will result in that block changing to the colour of the shot. The blocks keep moving down, and if you don't get rid of them, they'll drown you. Simple really.

Not surprisingly, things get a bit complicated when you get to the later levels...



You can choose from a selection of nine wild and wacky creatures, ranging from sheep to worms to old women (sadly no monkeys, though). Each has slightly different handling, obviously.

The secondary weapons are where *Worms Blast* really comes into its own. These can be picked up by collecting question mark blocks as they fall. The Ray Gun shoots a powerful laser beam, cutting off entire chucks of blocks, the Seamonster send a giant octopus to your opponent's side and the Meteor Strike showers your enemy with flaming balls of rock. It's not just the secondary weapons that can be used offensively, though. Every now and then, the barrier between the two players will lift, giving you the opportunity to fire shots into their half. Needless to say, the action becomes quite frantic in two-player mode.

Admittedly, *Worms Blast* isn't going to win any prizes for technical innovation, but it looks nice for what it is, and the fantastic two-player mode makes up for it anyway. CUBE





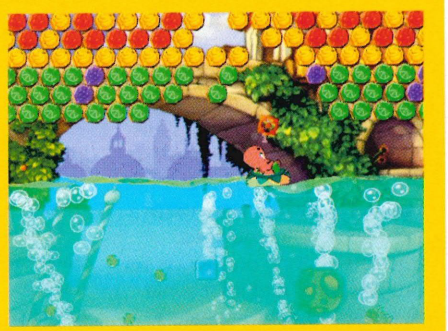
WORMS!

HIT 'EM HARD

THERE'S NOTHING LIKE A METEOR TO THE CHOPS

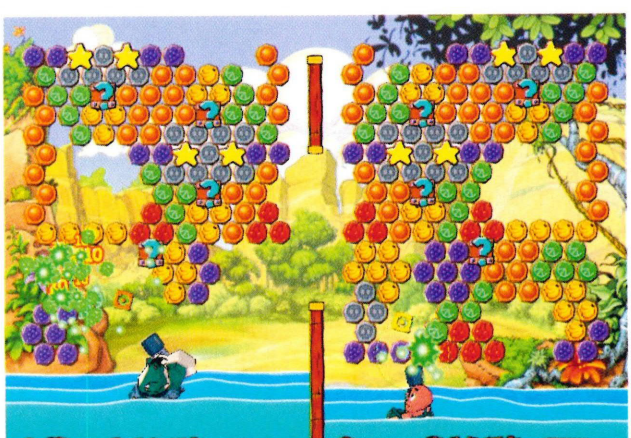
The secondary weapons really set this apart from other games of this genre. They can all be avoided in some way, and some can effect you as well as your opponent. For example, the Mines will bob up and down for a while hindering your movement. As soon as you touch one, you'll have a few seconds to get out of the way before it explodes. In the case of the Seamonster, you'll have to watch for the top of its tentacles to see where it will surface next.





"WORMS BLAST ISN'T LIKE THE WORMS YOU'VE SEEN BEFORE"







IN THE CUBE WITH...

MARTYN BROWN

NAME: MARTYN BROWN
POSITION: CREATIVE DIRECTOR
COMPANY: TEAM 17

CUBE: How did you get into the videogames industry?
MB: I was well into the Atari VCS and the Spectrum Z80s. As far as Team 17 goes, I just thought that It'd be good to form a games company.

CUBE: What did you want to be when you were a kid?
MB: I wanted to be a chemist. I didn't do chemistry, but I just liked to mix chemicals and make things burn.

CUBE: What's your favourite food?
MB: Pizza... you can't tell though, can you?

CUBE: What's your favourite song of the moment?
MB: *Country Roads* by Hermy's House Band.
CUBE: Erm... who? Sorry, we don't know them – we're obviously missing out. Erm... [long, awkward pause]

CUBE: If you could be any famous person, who would it be and why?
MB: Roger Waters from Pink Floyd. I just like his lyrics and his cynical look on the world.

CUBE: How long has Team 17 had GameCube development kits for?
MB: We've had development kits since September of last year. That's roughly when we started working on it as well.

CUBE: What do you think of the GameCube hardware?
MB: *Worms* isn't exactly the most technical product to come onto the GameCube, so we didn't foresee any problems, but the GameCube is a very nice piece of kit.

CUBE: Have you any idea when *Worms Blast* will be released?
MB: It's pretty much all running now, so it won't be long.

CUBE: Are there going to be any special features for the Cube version, or will it be a straight port?
MB: It's undecided at the moment but there may be bonus bits and extra characters. The core content is very solid, so it's very tricky to pull something new out of the bag. It's more a case of special features. We're not approaching it from a technical point of view. We're not trying to show the Cube's power off – there will be plenty of other titles that do that.

CUBE: Have you looked into the GBA-GameCube link-up options?
MB: We're not planning to do it. To be honest there's not an awful lot that we can do – it's not really applicable for this game.

CUBE: Has Team 17 got anything else planned for GameCube?
MB: We've got a lot of things in mind, but we can't really say anything at the moment. I certainly believe that we will be developing a number of Cube titles, particularly in relation to *Worms* [he's talking about the new 3D *Worms* game – **CUBE**]. I really can't say just yet whether they'll be exclusive or not.

CUBE: What weapon from *Worms Blast* are you most proud of?
MB: Probably the Meteor Strike. Basically, loads of flaming meteors rain down on your opponent. It completely screws up your opponent, and sometimes yourself.

TOTAL GAMES .net

What's new on the online version of CUBE?

NOW THAT ENOUGH people have had a chance to read the mag, the Forums have been inundated with messages. If you haven't visited yet, what are you waiting for? The opinions on the board are extremely varied and you're bound to find a topic that interests you...



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

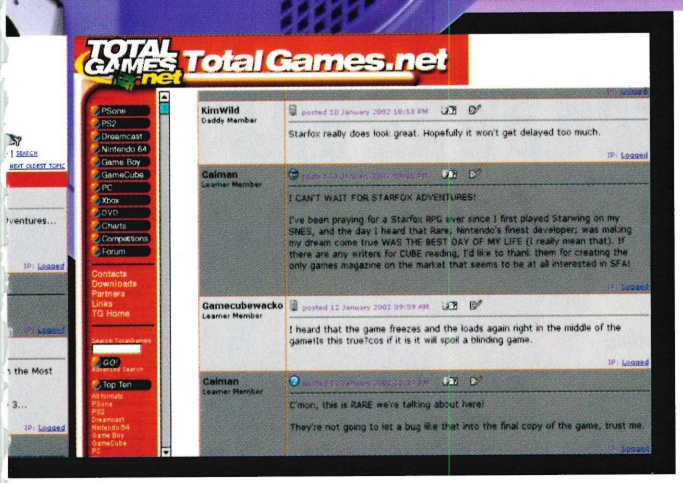
THERE'S NOTHING LIKE a good rant on a message-board, and a fair number of you have jumped at the chance to have your say on GameCube, Miyamoto and **CUBE** in general. Possibly the most popular topics this month have to be the UK launch, and the age group that Nintendo is aiming at. Just when is the GameCube coming out? What colours will be available? How much will it be? Answers range from guesses to educated opinions to the blatantly ridiculous, but no one knows for sure, so all your opinions are welcome. And if for some reason none of the topics interest you, simply create a topic of your own. You're sure to find someone who wants to talk about it, and if not, there'll definitely be someone who wants to argue about it!

Remember that the Forum is also there to facilitate your requests for the mag. If there's something that you want to see more of, something that you can't stand, or if you have a suggestion, tell us in the Forums. We're always looking for constructive criticism, but if you just slag off something without suggesting an alternative, it doesn't really help.

Other than the Forums, you'll also find the usual updates online, such as the latest news, previews and reviews from Issue 2 of **CUBE**. The downloads page has also been updated to include new *Perfect Dark* wallpaper, and by the time you read this there may even be exclusive videos of *Turok Evolution* on there. Take it easy out there.















Want to prepare for the *Perfect Dark* sequel? TotalGames.net caters accordingly...

RELEASE LIST

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

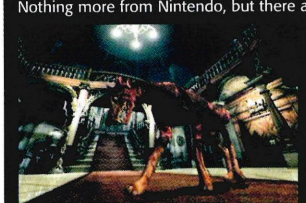
2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
Jap	NBA Street	EA	Sports	1 February
US	Dark Summit	THQ	Sports	6 February
Jap	Jikkyou World Soccer 2002 (ISS2)	Konami	Sports	12 February
US	Sonic Adventure 2 Battle	SEGA	Platform	12 February
Jap	Virtua Striker 3 ver.2002	SEGA	Sports	14 February
US	Smashing Drive	Namco	Racing	21 February
Jap	Doubutsu Banchou	Nintendo	Adventure	22 February
Jap	Rogue Squadron 2: Rogue Leader	Activision	Shoot-'em-up	28 February
US	WWF Wrestlemania 2002	THQ	Sports	15 March
US	Galleon: Islands of Mystery	Interplay	Adventure	16 March
US	18Wheeler American Pro Trucker	Acclaim	Racing	18 March
US	NFL Blitz 2002	Midway	Sports	18 March
Jap	Biohazard	Capcom	Adventure	22 March
US	MLS Extra Time 2002 (ISS 2)	Konami	Sports	26 March
US	Agent Under Fire	EA	Shoot-'em-up	26 March
Jap	Batman: Dark Tomorrow	Kemco	Beat-'em-up	31 March
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
US	StarFox Adventures: Dinosaur Planet	Nintendo	Adventure	April
US	NBA 2K2	SEGA	Sports	Spring
UK	Luigi's Mansion	Nintendo	Adventure	Spring
UK	WaveRace: Blue Storm	Nintendo	Racing	Spring
UK	Super Smash Bros Melee	Nintendo	Beat-'em-up	Spring
UK	Pikmin	Nintendo	Strategy	Spring
UK	Rogue Leader	Nintendo	Shoot-'em-up	Spring
UK	Cel Damage	EA	Racing	10 May
Jap	Flippin' Kirby	Nintendo	Platform	May
UK	SSX Tricky	EA	Racing	14 June
US	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	Quarter 2
US	Mario Sunshine	Nintendo	Platform	July
US	Die Hard	Vivendi Uni	Shoot-'em-up	September
Jap	Gold Star Mountain	From Software	Adventure	September
US	Turok Evolution	Acclaim	Shoot-'em-up	September
Jap	The Legend Of Zelda	Nintendo	Adventure	December
US	Perfect Dark Zero	Nintendo	Shoot-'em-up	Christmas
US	Metroid Prime	Nintendo	Shoot-'em-up	Christmas
Jap	1080° Snowboarding 2	Nintendo	Sports	Christmas
US	Harry Potter: Chamber Of Secrets	EA	Platform	2002
US	Phantasy Star Online	SEGA	Adventure	2002

CUBE MOST WANTED

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

Nothing more from Nintendo, but there are plenty of other goodies in the pipeline...



RESIDENT EVIL

Although Capcom opens up new sections on its *Resident Evil* Web site on a weekly basis, the latest enemy profiles have scared us once more. Next month, my pretties...



DIE HARD

We visited Bits Studios this month, and they had to tear us away from *Die Hard* kicking and screaming. They wouldn't give us anymore screenshots, the gits, so here's one of the few that we have.



STARFOX ADVENTURES

McCloud and his team are shaping up well, and this may well be THE title of 2002. You've been calling it 'Zelda with dinosaurs' in the Forums, and you know what? You're right.

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



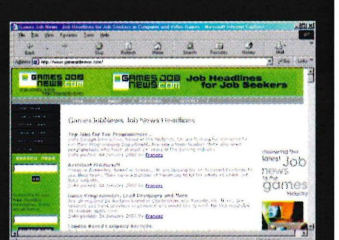
BURN BABY, BURN

Acclaim will bring its PS2 smash-'em-up Burnout *to GameCube this spring – it'll be a launch title in the UK, and will probably be released in the US in March*



ETERNALLY DELAYED

Both Eternal Darkness *and* StarFox Adventures *have been delayed. There are no specific dates yet, but both will now be released in Quarter 2 (April-June).* Eternal Darkness *is an extremely intricate game, so we were kind of expecting the delay.*

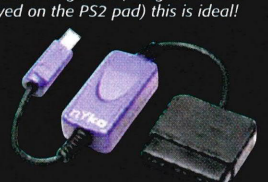


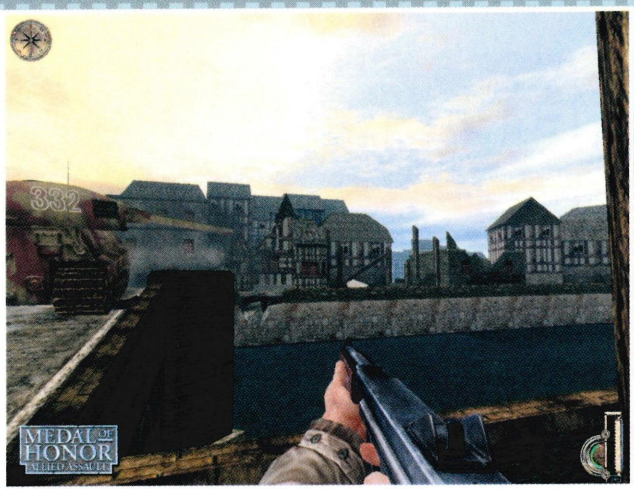
IN THE INDUSTRY

We have so many letters from people interested in getting into the videogames industry, so here's a Web site that should help you out. Gamesjobnews.com is a new site that encompasses everything you need to know about available jobs in the industry (www.gamesjobnews.com).

PLAYCUBE ADAPTER

Accessories developer Nyko has come up with an adapter which lets you plug a PS2 controller into your GameCube. For ports of PS2 games (designed to be played on the PS2 pad) this is ideal!







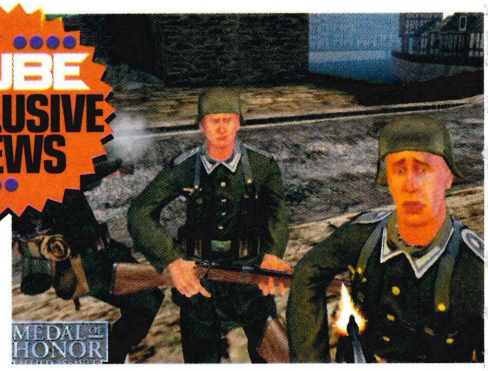
RIGHT HONORABLE

We dig up the dirt on GameCube Medal Of Honor!

CUBE EXCLUSIVE NEWS

EA RECENTLY HELD a launch event for its *Medal of Honor* franchise. The event was designed to promote the up-and-coming *Medal of Honor: Frontline* (PS2) and *Medal of Honor: Allied Assault* (PC), but we managed to sit down and have a chat with the *MOH* franchise Executive Producer Rick Giolito. Among other things, Rick touched on the subject of GameCube. When asked what future plans the company had, he responded with: "*Allied Assault* is currently a PC title, but we are looking into bringing it to Xbox, and hopefully GameCube. We'll have to wait and see where the target demographic lies – at the moment I see GameCube as 6-14, the PS2 as 14-27 and the Xbox is way beyond that."

Erm... a mixed blessing then. GameCube *Allied Assault* is obviously being considered, but it's a bit worrying that Rick sees GameCube owners as a bunch of kids.



Oh, come on – do at least try and look like you're enjoying yourself. Geez...

STOP PRESS · STOP PRESS · STOP PRESS

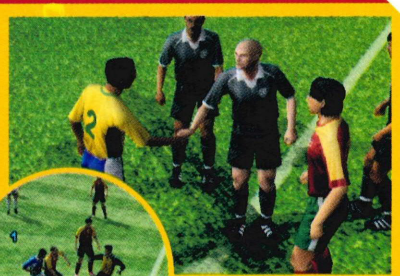
ISS2 FOR LAUNCH!

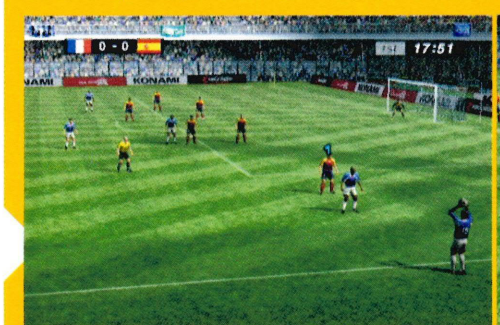
KONAMI FINALLY REVEALS SHOTS OF THE BEAUTIFUL GAME

We have known that *International SuperStar Soccer* was coming to GameCube for a long time, but it has taken until now for Konami to officially confirm its existence. Back in issue 1 we spoke to a Konami insider, but even they couldn't get official screenshots.

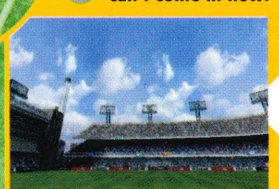
However, the Japanese publisher has now revealed that *ISS2* will be released in Japan at the end of February, with a US launch in March and UK launch on May 3. The game is coming to the PS2 and Xbox, and is the sequel to the PS2 *ISS*. Please note that this version has nothing to do with Pro Evolution by Konami – *ISS2* is being developed by Konami Osaka, the team behind the SNES and N64 versions.

At the moment, the graphics are looking okay, but after seeing *Virtua Striker 3* this month, we came away a bit disappointed. Graphically, Konami's effort isn't a touch on SEGA's game – the difference, of course, being that *ISS* will play like a dream and *VS3* probably won't.



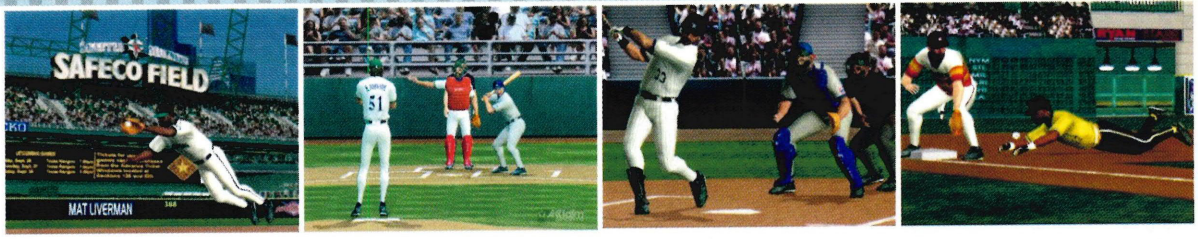






Right, here's £20... can I come in now?

STOP PRESS · STOP PRESS · STOP PRESS

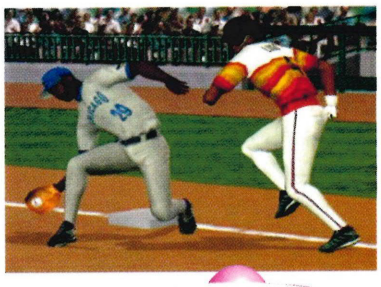


BATS AND BALLS

Ooh, it's another baseball game!

IT'S NOT OFTEN that games publishers admit that one of their products isn't up to much, but there's always a first time – considering that Acclaim hasn't even released *All-Star Baseball 2002* on this side of the water yet, it seems strange that it has already announced the release of the sequel.

All-Star Baseball 2003 (must have taken them an age to come up with that one) looks like pretty much the same kind of thing as before, only with more bells and whistles on top; what's more, it's out later this month in the US. Talk about putting the cart before the horse...



TALKING 'BOUT A GENERATION

Hudson's new Bomberman game is looking very tasty indeed

TALK ABOUT FRANCHISES that still remain as playable today as they were years ago and we bet someone brings us the subject of *Bomberman*, simply because it was so darn great. That's why we're so chuffed that Hudson Soft is bringing *Bomberman Generations* to the GameCube... although admittedly, it will mean many more nights staying indoors with controllers in our hands when we should be down the pub.

Although these new screenshots show the game retaining the cartoon style we're accustomed to with *Bomberman*, they don't demonstrate much about the gameplay, other than it involving exploring the massive landscape and blowing things up. One thing that's been clarified by the new screenshots, though, is the return to form of the multiplayer mode. Whereas previous N64 incarnations of the game tried a 3D approach (which failed miserably), *Bomberman Generations* bring it back down to the roots and gives us the tried-and-tested formula we've loved for so long. Believe us, this is one game we're dying to get hold of...



This is what we want – masses of multiplayer action and lots of explosions!







GCN
GAMECUBE NEWS

FINAL THOUGHT...

SUBJECT: END OF AN ERA

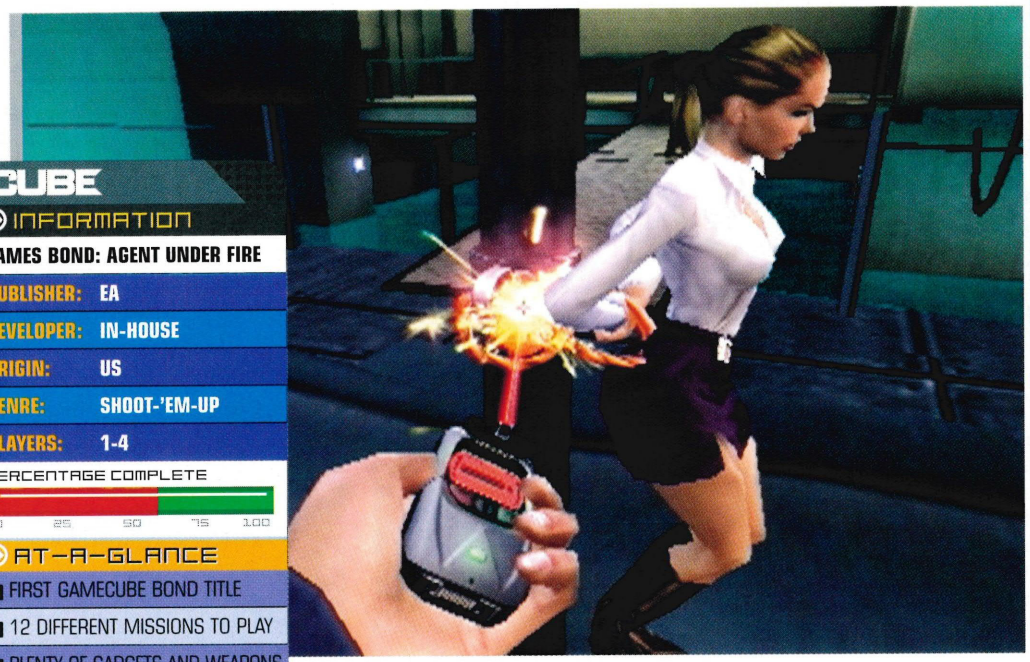
This month's announcement that Minora Arakawa is soon to retire came as quite a shock. He was one of the prime candidates for taking NCL President Hiroshi Yamauchi's position when he retired, and there are no other likely candidates that we can think of.

Nintendo solved the puzzle soon enough, when Yamauchi-san officially announced that he will be retiring in the summer, and that there will in fact be no replacement. The company will now be run by a board – decisions will no longer be made by one individual. This could be a good thing and a bad thing, of course. Yamauchi-san has made the company what it is. He has seen the company through several successful generations of Nintendo gaming, and it's difficult to imagine the company without him. We don't know what goes on behind the scenes, though. Maybe it was the board who were making the decisions all along – perhaps the ageing leader has merely been a front for the past year or so, in which case nothing will change that much.

Yamauchi-san's retirement has one positive outcome, though. Perhaps now, SquareSoft will be allowed to develop for Nintendo. Yet again, we don't know how Nintendo works, so we can't say for sure. Yamauchi was personally offended by the way that SquareSoft dumped Nintendo for Sony, and this is probably the only reason why the creator of *Final Fantasy* hasn't announced anything for GameCube or GBA. With Yamauchi-san out of the decision-making process, this may change. Hey, you never know.

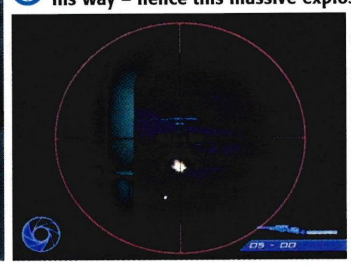
Still, Yamauchi-san will be missed. His comments made us laugh and show respect at the same time. His confidence in Nintendo was admirable, and obviously well placed. Let's just hope that Nintendo doesn't change too much.

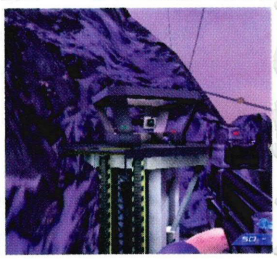
Oooh-oooh, licence to... keeeeeeeeel!





James Bond doesn't let anyone get in his way – hence this massive explosion!





CUBE

INFORMATION

JAMES BOND: AGENT UNDER FIRE	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- FIRST GAMECUBE BOND TITLE
- 12 DIFFERENT MISSIONS TO PLAY
- PLENTY OF GADGETS AND WEAPONS
- BLINDING MULTIPLAYER GAME
- MMM, PRETTY BOND GIRLS...

RELEASE DATES

TBA | TBA | Q1 2002

JAMES BOND: AGENT UNDER FIRE

Ahh, we've been expecting you Mr Bond. But do we expect you to talk? No... we expect you to die!

THINK BACK TO when you were young (so if you're as old as us, that's a whole lot of thinking) and try to remember what you wanted to be when you grew up. A train driver? A fireman? An astronaut? Maybe. For us though, we were raised in the days of black tuxedos, the odd trip to Russia to save the world from nuclear war and men with a licence to kill... you see, back when we were nippers, everyone wanted to be James Bond. The women, the cars, the excitement and the women – we wanted it all... especially the women. As we got older though, we had to make do with what we could get – watching the movies on video (and now DVD), playing *GoldenEye* on the N64 and mixing vodka martinis in a tupperware jug was about as close as we ever got. And now we finally have the chance to get dressed up and act all secret agent-like once again... because James Bond is coming to the GameCube!

Now, don't get all misty-eyed just yet – it's not *GoldenEye* and Rare hasn't got anything to do with it. Instead, what we've got coming our way is a conversion of the recent EA PlayStation2 title, *Agent Under Fire*; a totally brand-spanking-new game that isn't based on any of the films, meaning it can run amok with plot lines and evil villains. Of course, it's down to you as Mr Bond himself to save the world – using your vast array of weapons (including machine guns, rocket launchers and the ever-faithful Walther PPK), nifty Q gadgets and super-spy cunning, you'll have to blast, sneak and charm your way through each mission as only James Bond can. Naturally, you'll come up against beautiful ladies, mean henchmen and a megalomaniacal bad guy intent on cloning the leaders of the free world but hey... it's all in a day's work for the world's greatest spy, eh?

CUBE

PREVIOUS

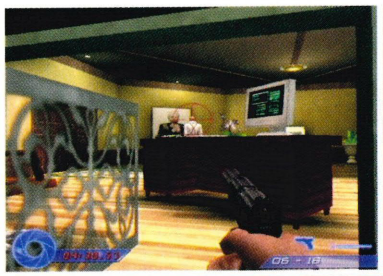
FROM THE MAKERS OF...

SIMPSONS ROAD RAGE



Simpsons Road Rage isn't original or groundbreaking, but it is enormous fun and that's what important!

TOTALGAMES.NET RATING: 7.8





"AGENT UNDER FIRE ISN'T BASED ON ANY OF THE FILMS, MEANING IT CAN RUN AMOK WITH PLOT LINES AND EVIL VILLAINS"

MMM, PRETTY LADY

FACT

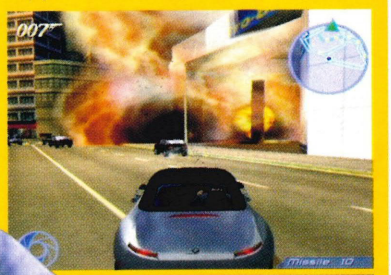
YOU'LL MEET MANY LUSCIOUS LADIES IN THE GAME – BUT WHETHER THEY'RE WITH YOU OR AGAINST YOU IS ANOTHER MATTER. THIS, FOR EXAMPLE, IS ZOE NIGHTSHADE, A LOVELY MI5 AGENT WITH A PAST...

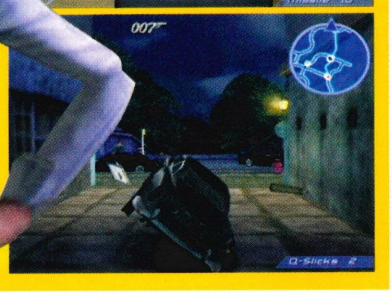
Some of the weapons on offer are suitably meaty... like this assault rifle.

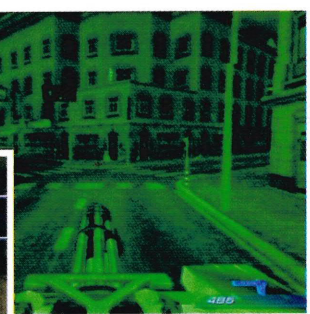
THE CAR, BOSS – THE CAR!

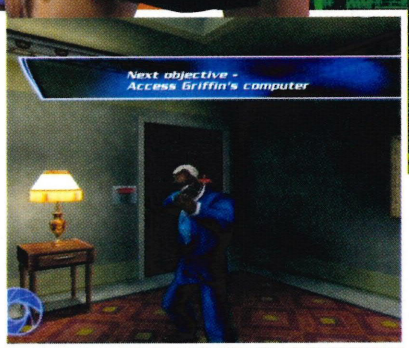
VROOM, VROOM BABY

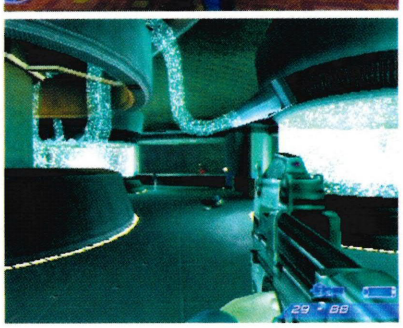
While most Bond games only feature one style of play (*GoldenEye* on the N64 was first-person shooting while the atrocious *007 Racing* on the PlayStation was pure car action), *Agent Under Fire* has a healthy combination of both. Several missions focus on Bond as he tours through the streets in his Aston Martin, BMW and Russian tank – yep, we said a Russian tank – destroying anything that gets in his way. Of course, that means that everyone will be out to get you but don't let that put you off; you've got plenty of hidden car gadgets up your sleeve to help you come out on top...





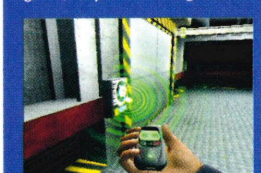






THINK OF THE PHONE BILLS...

Rather than a few nifty ringtones or the odd operator logo, James Bond has got something far more interesting stashed inside his mobile phone – the latest selection of Q gadgets. You'll be using the phone a lot during the game, so you'd better get to know exactly what it can do...



THE REMOTE CONTROL

Need to open an electronic door but don't know the code? Don't worry – Bond's phone has the ability to hack into code locks and unlock them remotely. It can also be used to activate other mechanical devices.



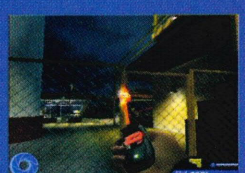
THE Q-CLAW

Essential for reaching those hard-to-reach spots, the Q-Claw is the mobile phone equivalent of a grappling hook. Just find a grating that you can latch onto, take aim and then grapple your way up there!



THE DATA TRANSFER DEVICE

Vital data and other electronic information found on your travels can be downloaded to your phone, from which it is beamed directly to MI5 Headquarters for analysis. A useful tool if ever there was one...



THE LASER

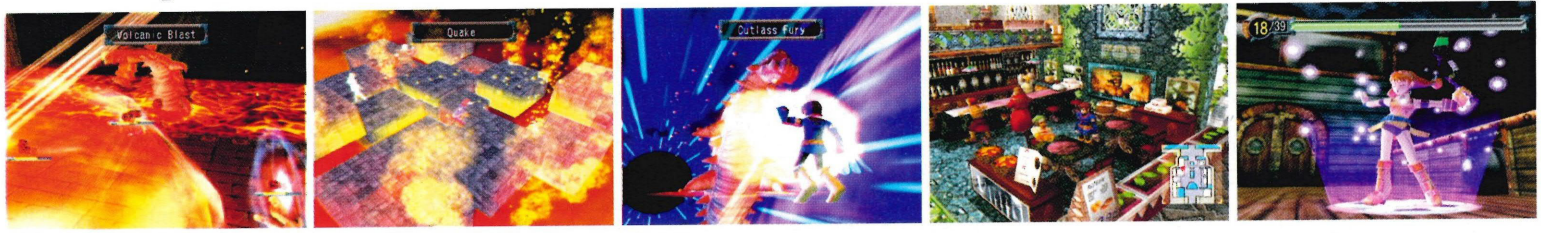
Although it can be used as a last resort when you haven't got any weapons, the Q-Laser installed inside Bond's phone is much more suited for cutting through wire fences, padlocks and other metal objects.

CUBE THINKS...

FIRST IMPRESSION

■ Once again, we're treated to a port of a PlayStation2 game rather than one specifically created for the GameCube... c'est la vie. Thankfully, it's a port of quite a good first-person shoot-'em-up so we'll just smile politely. We've played the PlayStation2 version to death and were suitably impressed by the whole experience; it's not *GoldenEye*, but as long as EA doesn't do anything silly to mess it all up, this should prove interesting... CUBE

With a yo-ho-ho and a massive SEGA RPG!



SKIES OF ARCADIA

CUBE INFORMATION

SKIES OF ARCADIA	
PUBLISHER:	SEGA
DEVELOPER:	OVERWORKS
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	Q1 2002	Q2 2002

Who needs Final Fantasy when you've got incredible adventure games like this coming to the GameCube, eh?

BEING FANS OF videogames as a whole, we've always stood firm in the belief that SEGA makes some damn fine videogames – in fact, some of our favourite games of the last few years appeared on the Dreamcast. One of those was *Skies Of Arcadia*, an epic RPG that managed to draw on the better elements of popular games like *Final Fantasy* and then combine them with new concepts to create an incredible game. So, do you want the good news? Of course you do... it's coming to the GameCube! Yay!

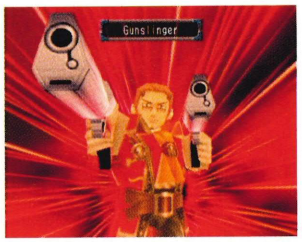
Although the GameCube version of *Skies Of Arcadia* is a mere port of the Dreamcast one, actually describing the game as 'mere' does it a severe injustice. This is adventure gaming at its best, with tons of characters to interact with, a massive weapons and magic battle system and a swashbuckling plot so deep you'll be up to your chin in it. Believe us, you'll be wanting this game when it arrives... we'll bring you more in the coming months. CUBE





Now, we're not advocating the idea of ladies in bed together but... well, growl.









TASTE MY BLADE!

Like many RPGs of this natures these days, *Skies Of Arcadia* also features special 'Summon' attacks that can be used in mid-battle to unleash hell on an opponent. Here though, you have to charge up Spirit Points while fighting which can then be converted into an unstoppable attack, and the more Moonberries you collect on your travels, the more of these attacks you'll have to choose from.

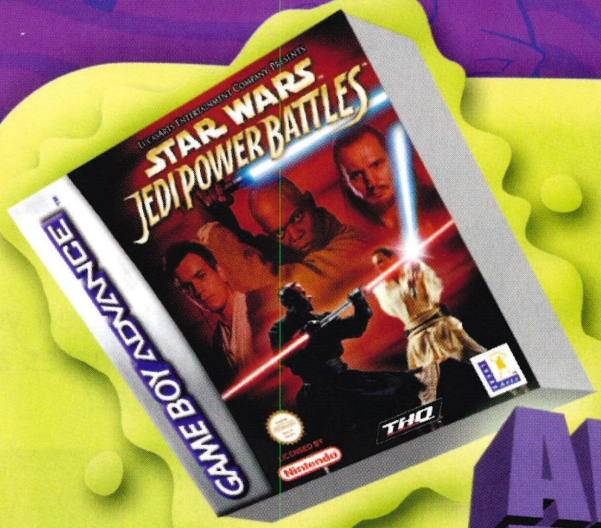




FACT

A GIRL'S BEST FRIEND

Scattered throughout the land are six powerful Moonstones – you need to get them before the Valuans do... quick!



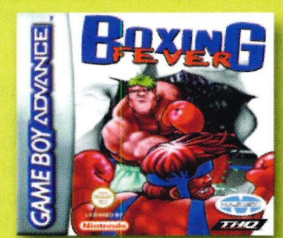


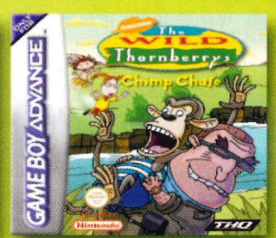
ADVANCED FUN!





Also available from THQ...









www.gclub.net www.thq.com THQ™

NINTENDO®, GAME BOY™, GAME BOY ADVANCE™ AND ARE TRADEMARKS OF NINTENDO CO.,LTD.
© Disney/Pixar. Game Code © 2002 THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ inc. All Rights Reserved.
Game and Software © 2001 THQ Inc. © 2001 Viacom International Inc. All rights reserved. Nickelodeon, The Wild Thornberrys and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. © National Wildlife Federation, 2001. TM and ® designate trademarks of the National Wildlife Federation and are used under license by MTV Networks. Exclusively published by THQ Inc. Helixe, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved.
Moto GP(tm) and © 2001 Dorna Sports, S.L. Moto GP and related logos, characters, names, and distinctive likenesses thereof are the exclusive property of Dorna Sports, S.L. and/or their respective owners. Used under license. All Rights Reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.
© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd.
© 2001 Majesco Sales Inc. All Rights Reserved. F14 Tomcat and F14 Tomcat Logo are registered trademarks of Majesco Sales, Inc. Licensed to and Published by Majesco Sales
© 2001 Majesco Sales Inc. All Rights Reserved. Boxing Fever Boxing Fever Logo are registered trademarks of Majesco Sales, Inc. Licensed to and Published by Majesco Sales
FILA® and Fila® are registered Trademarks of Fila Sport Spa.

Bringing basketball to the street... word

NBA STREET

Who needs a proper basketball court when you've got a ball, some mates and a whole lot of street?



CUBE INFORMATION

NBA STREET	
PUBLISHER:	EA
DEVELOPER:	EA SPORTS
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- THREE-ON-THREE BASKETBALL
- PERFORM AWESOME DUNKS
- ALL THE NBA TEAMS
- CREATE YOUR OWN STREET STAR
- PLENTY OF SECRETS AND REWARDS

RELEASE DATES

TBA | TBA | APRIL 2002

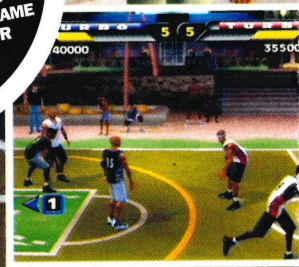
HEEEERE'S JOE!

MEET JOE 'THE SHOW' JACKSON – HE'LL HOOK YOU UP IN *NBA STREET*. WHETHER IT'S HIGH-SCORING POINTERS, HINTS ON HOW TO IMPROVE YOUR GAME OR JUST SOME COLOUR COMMENTARY, HE'S YOUR MAN.

FACT









Thanks to the power of the GameCube, the detail on each of the players is amazing. It's almost like the real thing...

PLAYING SPORT IS all very well, but to be frank there are just too many rules that get in the way of the real enjoyment. No picking the ball up with your hands... don't hit me with your stick... you're not allowed to punch him there – honestly, they call that fun? You see, these are the problems you get from playing the 'official' versions of sport; take it onto the street, though, and you've got yourself a whole different ball game... and we mean that in the most literal sense, obviously.

And so we come to *NBA Street* – the latest of EA's confirmed PlayStation2 ports to the GameCube. Now, in the past EA has been known for sports games that are more like simulations, such as the FIFA, Madden or NHL franchises; the realism of the actual sport being important in the overall execution of the game. With the introduction of the EA Sports BIG range, though, the company has branched out considerably into more extreme and exaggerated interpretations of sport – with *SSX Tricky* (reviewed last issue) being a perfect example of that. So, what can we expect from *NBA Street*? Well, not gentlemanly sportsmanship and oranges at half-time, that's for sure...

NBA Street features basketball at its roughest and toughest. Forget all those rules about travelling, the ball going out of play and people being kicked in the knackers – those are for sissies. Instead, you've got three-on-three basketball, with the idea being to get the ball into the hoop at the end while making sure that anyone who gets in your way winds up on their arse. Of course, it's also about attitude and showing off; for that purpose, you've got a host of impressive fake-out moves that can be used to embarrass the opposition, as well as some truly amazing (and impossible) dunks to pull off. Impressed? Well, that's only the tip of the basketball-shaped iceberg, pal... we'll bring you even more when the game makes an appearance in the US later in the spring. CUBE



PREVIOUS

FROM THE MAKERS OF...

SSX TRICKY



■ Put simply, this is worth a go if you want high-speed thrills, death-defying leaps and gorgeous eye-candy!

CUBE ISSUE 2 RATING: 8.8

"WHAT CAN WE EXPECT FROM NBA STREET? NOT GENTLEMANLY SPORTSMANSHIP AND ORANGES AT HALF-TIME, THAT'S FOR SURE"

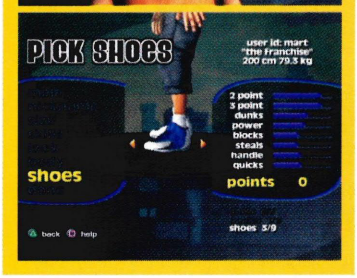


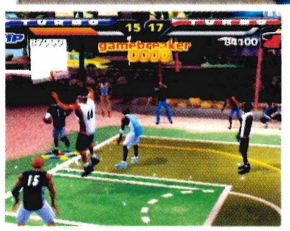
CREATE-A-PLAYA

FLY FOR A MADE GUY

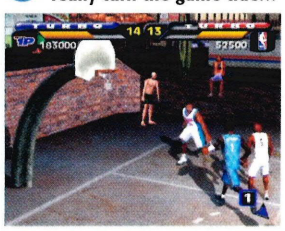
Not satisfied with the selection of players on offer? Well, don't panic – with a bit of patience and effort, you can create your very own street basketball star instead. Although you'll only start off with a small selection of clothing, shoes and body styles, you can unlock more by taking part in the Hold The Court mode and beating each court's win or scoring milestones. What's more, you can also earn extra Attribute points which can be used to bump up their skills... important when you start coming up against the big boys.







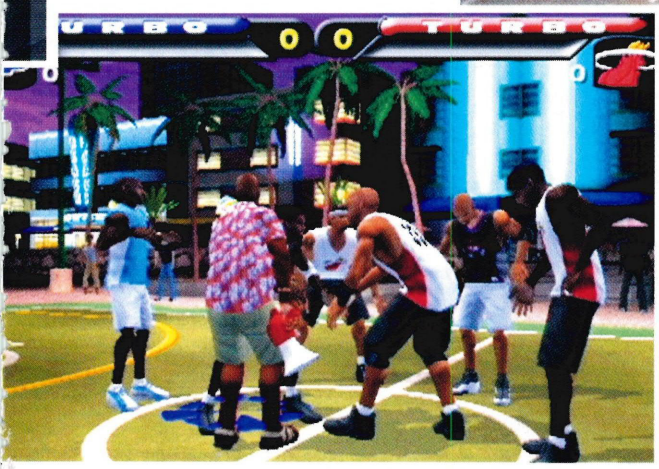
Scoring a GameBreaker can really turn the game tide...

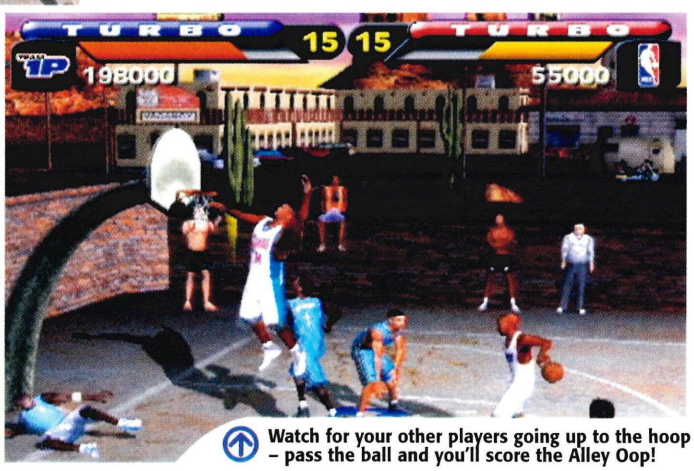


GAMEBREAKER, BABY!

As well as all the fancy fake-out moves and special dunks on offer, there's also the small matter of your GameBreaker meter to consider. Basically, it's all about flair – the more combos you manage to string together and the better your fake-outs and shots at the hoop are, the more the meter will fill up. When it's maxed out, you'll have the chance to take a GameBreaker shot; it's aptly named because it can prove the difference between winning and losing. Why? Because any points you score with your GameBreaker will be added to your score and deducted from your opponent, that's why. Use it wisely...







Watch for your other players going up to the hoop – pass the ball and you'll score the Alley Oop!

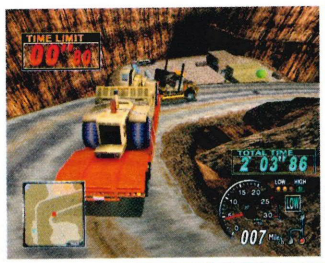
CUBE THINKS...

FIRST IMPRESSION

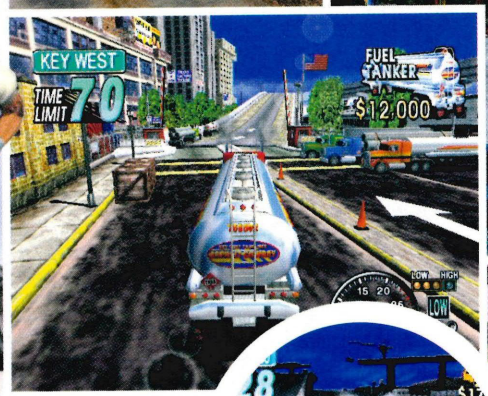
■ Much like *NHL Hitz 20-02* (which scored a very respectable 9.1 last issue), *NBA Street* is a sports game that doesn't try to be a simulation – instead, it manages to be an action-packed videogame, which is ultimately what we enjoy the most. As with most of EA's games, we've played and enjoyed the PlayStation2 version in the past so hopefully, there's no way that the GameCube conversion will be anything less than rather special. CUBE

That's a big 10-4, good buddy!

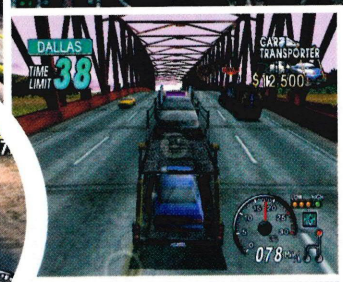






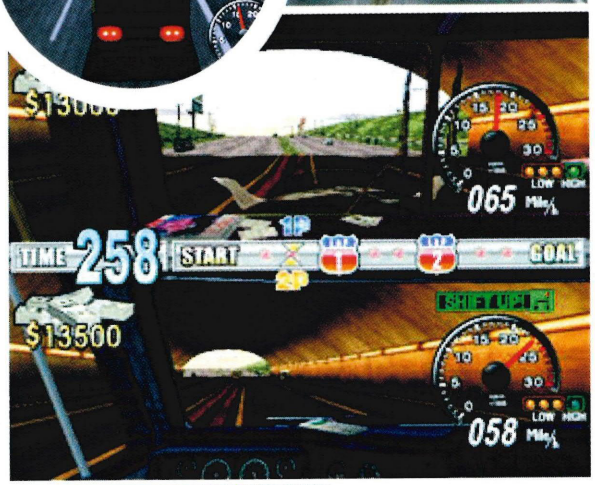






Grab the biggest Stetson you can find and a dictionary of CB Radio jargon – we're going truckin', folks!

18WHEELER AMERICAN PRO TRUCKER



CUBE

INFORMATION

18WHEELER AMERICAN PRO TRUCKER	
PUBLISHER:	ACCLAIM
DEVELOPER:	SEGA
ORIGIN:	JAPAN
GENRE:	DRIVING
PLAYERS:	1-2

PERCENTAGE COMPLETE

RELEASE DATES

TBA	MARCH '02	MARCH '02

WE DON'T KNOW about you, but long-distance trucking isn't something that immediately appeals to us – stuck in the same cab all day long, with no company except the static on the CB Radio and the occasional idiot doing that 'honk honk' motion with his arm as he passes by. Still, that doesn't mean that delivering piles of logs or a trailer full of cars can't be exciting; *if 18Wheeler Am Pro Trucker* is anything to go by, it's a seat-of-your-pants roller coaster ride!

Set across five stages taking you across the heart of the United States, it's your job to drive your truck as fast as possible to the finish line. Along the way, you'll need to negotiate those tricky roads as well as barging bonus vans off the road (to top up your stopclock) and keeping out of the way of the demon trucker – a rival who's determined to stop you from getting to the end in one piece. A near-perfect conversion of the SEGA arcade machine, we've no doubt that this will be one to keep all the driving enthusiasts out there mighty happy...

CUBE

"IF THIS IS ANYTHING TO GO BY, TRUCK DRIVING IS A SEAT-OF-YOUR-PANTS ROLLER COASTER RIDE"





DANGER DANGER!

It's not just a case of keeping your eyes on the road, you know – you'll also have to watch for dangers that spring up out of nowhere. Falling boulders from the cliffs above, dangerous off-road terrain and even a tornado that drops other vehicles out of the sky are just some of the hazards awaiting you...



MX2 FOR THE BEST PRICES ON IMPORT GAMECUBE

US









GameCube Consoles

GAMECUBE JAP IMPORT £290
GAMECUBE JAP IMPORT ORANGE £290
GAMECUBE PANASONIC PLUS DVD £499.99

Accessories

JAP CONTROL PAD PURPLE/CLEAR £33.99
JAP CONTROL PAD ORANGE £33.99
PELICAN CONTROL PAD PURPLE.....£29.99
PELICAN CONTROL PAD BLACK.....£29.99
GAMECUBE TO GAMEBOY ADVANCE LEAD £17.99
MEMORY CARD £17.99

Games

ALL STAR BASEBALL 2002 .....£52.99
BATMAN VENGEANCE £52.99
BIO HAZARD ZERO £59.99
CEL DAMAGE £52.99
CRAZY TAXI.....£52.99
DAVE MIRRA 2 .....£52.99
ETERNAL DARKNESS £52.99
FIFA 2002 .....£52.99
GALLEON.....£52.99
NBA COURTSIDE 2002 .....£52.99
NFL BLITZ 2002.....£52.99
NFL QUARTERBACK 2002 .....£52.99
NHL HITZ 2002 .....£52.99
PIKMIN.....£52.99
SIMPSONS ROAD RAGE £52.99
SONIC ADVENTURE 2 .....£59.99
SUPER SMASH BROS MELEE ...£52.99
STAR WARS ROGUE LEADER ...£52.99
TARZAN UNTAMED.....£52.99
TONY HAWK'S PRO SKATER 3 .£52.99
VIRTUA STRIKER 3 2002 JAP £52.99

CALL FOR LATEST U.S. PRICES

Web. www.mx2.com
Tel. 01481 740200
Fax. 01481 740300
Email. games@mx2.com

MX2™

PRICES SHOWN INCLUDE ANY VAT & DUTIES AND ARE ACCURATE AT TIME OF GOING TO PRESS E&EO. MX2 RESERVES THE RIGHT TO CHANGE PRICES. PLEASE CHECK OUR WEBSITE OR PHONE US FOR UP-TO-THE-MINUTE PRICES. THE ABOVE TRADEMARKS ARE RECOGNISED & ARE USED FOR ILLUSTRATIVE PURPOSES ONLY.







SEGA brings the arcade to Cube

VIRTUA STRIKER 3 VERSION 2002

Virtua Striker 2 on Dreamcast wasn't exactly a must-play title, so what makes this any different?

CUBE

INFORMATION

VIRTUA STRIKER 3 VERSION 2002	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- JFA LICENCE
- GORGEOUS GRAPHICS
- PURE ARCADE ACTION
- ROAD TO WORLD CUP OPTION
- 64 TEAMS

RELEASE DATES

TBA | OUT NOW | SPRING '02



THE VIRTUA STRIKER series has turned up on the Saturn and Dreamcast in various forms, and without a console of their own to develop for, the creators of *Super Monkey Ball* are now bringing the latest version to GameCube. If there's one comment that could sum up the entire *VS* series, it would be 'great graphics, crap gameplay' – but surely the team responsible for *Super* 'Gameplay King' *Monkey Ball* couldn't stuff this up?

Let's get one thing straight – *Virtua Striker* is an arcade game. It started out in the arcades, and it has its roots firmly in that territory. As such the controls are very simple – Short Pass, Long Pass, Shoot, Change Formation. When you're on defence, these buttons change to tackles. Rather than going for tactics and lengthy rosters, *VS3* concentrates on out-and-out action. Amusement Vision has added various features to keep you interested in the long

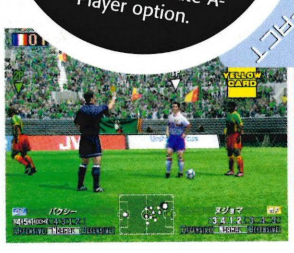
WAS-IST-DAS?

No, Adidas you fool! SEGA has gained permission to use proper Adidas boots, studs and so on. It makes more sense in the Create-A-Player option.

FACT











WILL THE REAL JOE BLOGGS STAND UP?

VS3 has the official Japan Football Association licence, meaning that all the Japanese team names can be used. While all the international teams are selectable, the player names will be made up. *VS3* gets around this in the same way that *ISS* does – by having a Create-A-Player mode. You can simply take a player and change their name!



PREVIOUS

FROM THE MAKERS OF...

SUPER MONKEY BALL

■ "Pure, addictive gameplay and lots of it. It's games like this that will make the GameCube great."

CUBE ISSUE 1 RATING: 9.8

term, though. It has the official JFA licence, and the Adidas boots licence, the latter coming into use in the Create-A-Player mode. Then there's the Road To International Cup mode, which lets you handle a team over the space of four years. Mostly though, the game is all about two-player arcade action.

The team's previous GameCube experience has definitely paid dividends – *VS3* looks sublime. Every stadium is beautifully rendered, and filled with carefully animated crowds. The character models are easily the most detailed yet seen in a sports game, the muscle tone especially being most impressive. All of this runs at a constant 60 frames per second too. In fact, the only complaint we have concerns the player animation, which looked a bit sketchy in the version of the game we played.

As we feared, however, there is some bad news. While *VS3* plays better than any other *VS* game, the telltale problems are still there. You never really feel in control of what you're doing – you still have to rely on the computer to select the nearest player for you, and in today's *FIFA* and *ISS*-driven market, that just isn't good enough. There's still time though, and hopefully Amusement Vision will take note of early criticism of the game. Fingers crossed, eh?

CUBE

PUT THE BOOT IN

COR, WHAT A STUD!

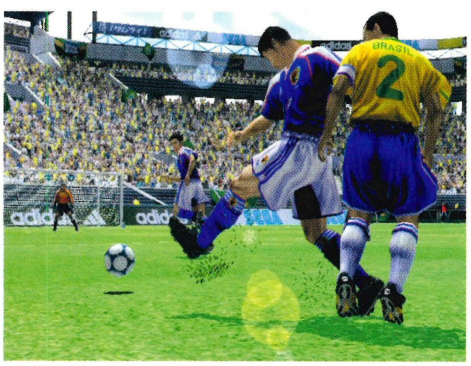
Every part of *VS3* is incredibly detailed, right down to the boots on the players' feet. The characters are easily the best sports players that we've ever seen too. If only the gameplay matched up to the visuals...





"THE TEAM'S PREVIOUS GAMECUBE EXPERIENCE HAS DEFINITELY PAID DIVIDENDS – VS3 LOOKS SUBLIME"







CUBE THINKS...

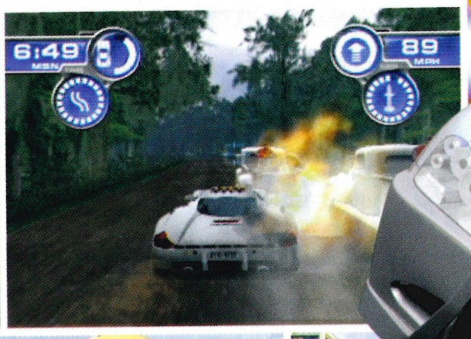
FIRST IMPRESSION

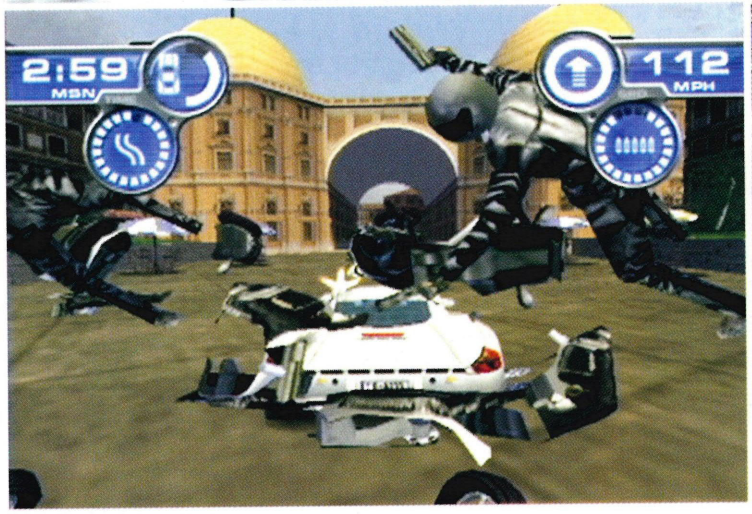
■ It's good to see developers really using the power of GameCube, and *Virtua Striker 3* looks amazing. However, in terms of gameplay, this won't achieve *FIFA* or *ISS* status. If the AI is tweaked, *VS3* will be a welcome addition to our collection, but people will choose the graphically inferior *ISS* simply because it's a more rewarding game to play. Still, for a pure arcade experience, *VS3* will always be king of the terraces.

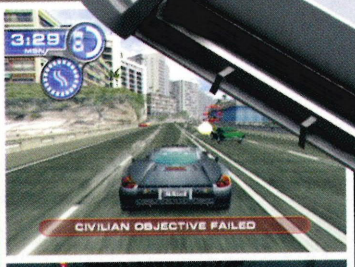
CUBE

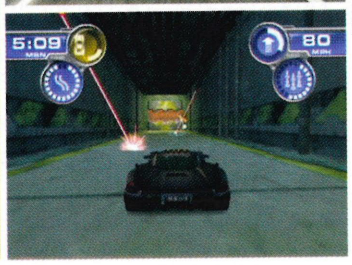












Midway gets shaken but not stirred!

SPYHUNTER

Take one classic arcade franchise, improve it massively for next-gen consoles, release it on the GameCube and what do you get?

CUBE

INFORMATION

SPYHUNTER	
PUBLISHER:	MIDWAY
DEVELOPER:	PARADIGM ENT
ORIGIN:	US
GENRE:	DRIVING
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	TBA	Q1 '02

SPIES HAVE ALL the good things in life... plenty of women, all the nicest cocktails and the very best cars (with essential weapon upgrades, obviously) that money can buy. Of course, while we can't guarantee any way of attracting beautiful women – unless you're us, that is – and cocktails are a waste of alcohol, there's one sure-fire way of getting your virtual hands on a top-of-the-line spy car; play *Spyhunter* when it comes out on the GameCube.

Taking control of the G-6155 Interceptor (the hottest spy car on the market), your goal is to foil the best-laid plans of NOSTRA – an evil business syndicate whose only intention is to take over the world with a typically maniacal scheme involving lots of satellites. Mind you, this isn't as tough as you might think; much of the time, it involves storming through numerous locations while blowing up anything that gets in your way... oh, and completing various tasks every now and then. Anyway, it was an ace game when it came out on the PlayStation2 and no doubt it'll be even better on the GameCube. CUBE

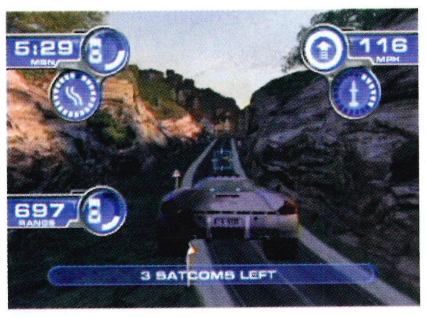
"AN ACE GAME ON THE PS2 – NO DOUBT IT'LL BE EVEN BETTER ON THE GAMECUBE"



GO GO GADGET POWERBOAT!

Being the super-enhanced spy car that the Interceptor is, it's not surprising that your ride is more than just a simple motor. Sure, it might look like one while you're on the road but take a detour though anything larger than a puddle and it'll transform into a massive powerboat, complete with jet engine. What's more, the outer shell of the car detaches when it's taken too much damage and transforms into a motorbike... pretty smart, eh?





1000's more logos & ring tones to choose from on the web at www.cheaptones.com. Don't pay top whack, call cheaptones! Instant delivery by SMS.

CHEAPTONES.COM

★ NOKIA
★ SAGEM
★ MOTOROLA
ALL NETWORKS

Give your NOKIA, SAGEM or MOTOROLA mobile phone a top new ring tone!

★ JUST MAKE A NOTE OF THE RING TONE OR LOGO CODE THAT YOU WANT AND THEN CALL THE ORDER LINE ON -

0906 698 1181

Calls to the Order Line are charged at 60p per min. Average call 2-3 mins.

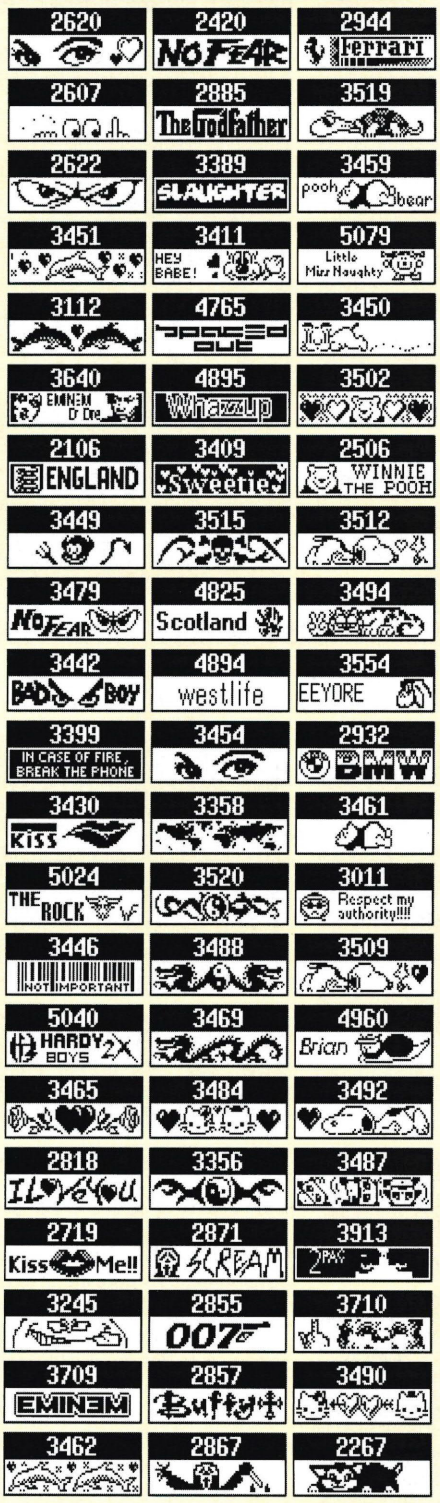
CHARTS

2Pac - California Love: 1068
2Pac - Changes: 5156
2Pac - Until The End Of Time: 4723
Aaliyah - More Than A Woman: 5993
Abba - Dancing Queen: 1078
ACDC - Whole Lotta Rosie: 3936
Aerosmith - Walk This Way: 3903
Afroman - Because I Got High: 5403
Alicia Keys - Fallin': 5730
Alien Ant Farm - Smooth Criminal: 5261
Anastacia - I'm Outa Love: 4784
Atomic Kitten - Eternal Flame: 4999
Atomic Kitten - Whole Again: 3615
Baha Men - Who Let The Dogs Out: 3542
Beatles - Hey Jude: 3810
Black Sabbath - Paranoid: 4013
Blink 182 - First Date: 5344
Blink 182 - The Rock Show: 4899
Blue - All Rise: 4311
Blue - Too Close: 5200
Bob The Builder - Mambo No 5: 5229
Bomfunk MCs - Freestyler: 3637
Bon Jovi - It's My Life: 1123
Brandy & Ray J - Day In Paradise: 4472
Bryan Adams - Summer Of 69: 3953
Bubba Sparxxx - Ugly: 5765
Christina Aguilera - Lady Marmalade: 4803
Christina Milian - AM To PM: 6074
City High - What Would You Do: 5339
Coolio - Gangsta's Paradise: 1148
Cosmic Gate - Firewire: 5002
Craig David - Walking: 3638
Crazy Town - Butterfly: 3612
D12 - Purple Hills: 4944
Daft Punk - Digital Love: 4714
Dandy Warhols - Bohemian Like You: 5728
Daniel Bedingfield - Gotta Get Thru: 5812
Darude - Feel The Beat: 3660
David Gray - Sail Away: 4964
Deep Purple - Smoke On The Water: 3827
Destiny's Child - Bootylicious: 5000
Destiny's Child - Independent W...: 3569
Destiny's Child - Survivor: 3831
Dexy's Midnight Runners - Eileen: 1170
DJ Aligator Project - Whistle Song: 5990
DJ Luck & MC Neat - Piano Loco: 3706
DJ Otzi - Do Wah Diddy: 5794
DJ Otzi - Hey Baby: 5254
DJ Pied Piper - Do U Really Like It: 4314
DJ Quicksilver - Bellissima: 3861
DMX - Party Up: 1175
DMX - Ruff Ryder's Anthem: 1176
Dr. Dre - Forget About Dre: 1179
Dr. Dre - Nuthin' But A 'G' Thang: 4030
Dr. Dre - Still Dre: 3821
Dr. Dre - The Next Episode: 3822
Dr. Dre/Eminem - What's The Difference: 3663
Dr. Dre/Knoc-Turn'al - Bad Intentions: 5994
Eagles - Hotel California: 5467
Eddie Grant - Electric Avenue: 4379
Eiffel 65 - Blue: 1186
Elvis Presley - Suspicious Minds: 3719
Eminem - Guilty Conscience: 1190
Eminem - Kim: 4878
Eminem - Marshall Mathers: 3664
Eminem - My Name Is...: 4876
Eminem - Real Slim Shady: 1191
Eminem - Stan: 3922
Eminem - Still Don't Give A F***: 1193
Eminem - The Way I Am: 1194
Eminem - Under The Influence: 4880
Eric Clapton - Layla: 3880
Europe - Final Countdown: 5353
Eve - Let Me Blow Ya Mind: 5107
Faith Hill - There You'll Be: 4802
Faithless - Insomnia: 3867
Faithless - We Come 1: 4473
Five - Closer To Me: 5478
Five - Let's Dance: 5106
Frankie Valli - Can't Take My Eyes: 5241
Gabrielle - Out Of Reach: 3776
Geri Halliwell - It's Raining Men: 3973
Gorillaz - Clint Eastwood: 3613
Guns 'n' Roses - Sweet Child O' Mine: 3868
Hermes House Band - Country Roads: 5832
Ian Van Dahl - Castles In The Sky: 4945
IIO - Rapture: 5731
Incubus - Privilege: 5065
Jam - Town Called Malice: 4563
Janet Jackson - All For You: 3775
Jay-Z - IZZO (H.O.V.A.): 5463
Jennifer Lopez - I'm Real: 5729
Jennifer Lopez - Play: 3975
Joy Division - Love Will Tear Us Apart: 1250
Kernkraft 400 - Zombie Nation: 4644
Korn - Adidas: 3962
Korn - Blind: 3964
Kosheen - Hide U: 5166
Kurupt - It's Over: 5383
Kylie Minogue - Out Of My Head: 5266
Led Zeppelin - Stairway To Heaven: 1428
Limp Bizkit - My Generation: 3671
Limp Bizkit - Nookie: 4558
Limp Bizkit - Rollin: 3670
Linkin Park - In The End: 5398
Linkin Park - Papercut: 4818
Lou Bega - Mambo No. 5: 1263
Louise - Stuck In the Middle: 5194
Ludacris - What's Your Fantasy: 4382
Madness - One Step Beyond: 3598
Madonna - Music: 1270
Marilyn Manson - Beautiful People: 4193
Mary J Blige - Family Affair: 5336
Meatloaf - Bat Out Of Hell: 4521
Metallica - Enter Sandman: 3849
Metallica - Nothing Else Matters: 5141
Michael Jackson - Thriller: 4936
Michael Jackson - You Rock My World: 5397
Missy Elliott - One Minute Man: 5073
Mis-Teeq - One Night Stand: 5407
MOP - Cold As Ice: 3978
Mya - Case Of The Ex: 3560
N Trance - Set You Free: 5247
Nelly feat. City Spud - Ride Wit Me: 4025
Nelly Furtado - I'm Like A Bird: 3617
Offspring - Self Esteem: 4326
OPM - Heaven Is A Halfpipe: 4903
O-Town - All Or Nothing: 5001
O-Town - Liquid Dreams: 3833
Oxide & Neutrino - Rap Dis: 5815
P Diddy - Bad Boy For Life: 5335
Papa Roach - Last Resort: 1306
Pink - Get The Party Started: 6071
Pink - You Make Me Sick: 3571
Pink Floyd - Money: 4434
PPK - Resurrection: 5808
Puretone - Addicted To Bass: 5992
Queen - Bohemian Rhapsody: 1315
R Kelly - I Believe I Can Fly: 1316
Ricky Martin - La Vida Loca: 1328
Robbie & Nicole - Somethin' Stupid: 5862
Robbie Williams - Angels: 3580
Robbie Williams - Eternity: 4947
Robbie Williams - Rock DJ: 3566
Roger Sanchez - Another Chance: 4904
Rolling Stones - Paint It Black: 3800
S Club 7 - Don't Stop Movin': 3887
S Club 7 - Have You Ever: 5797
S Club 7 - Reach: 1332
Savage Garden - Truly, Madly, D...: 1344
Shaggy - It Wasn't Me: 3676
Shaggy - Luv Me Luv Me: 5265
Shaggy feat. Rayvon - Angel: 4388
Sisqo - Dance For Me: 4970
Slipknot - Wait And Bleed: 4875
Snap - Rhythm Is A Dancer: 4929
Snoop Dogg - Snoop Dogg: 3844
So Solid Crew - They Don't Know: 5748
So Solid Crew / Mr Shabz - Haters: 5988
Sophie Ellis - Murder On Dancefloor: 5830
Sophie Ellis - Take Me Home: 5100
Spandau Ballet - Gold: 5311
Spiller - Groovejet: 3544
Stereophonics - Handbags/Gladrags: 5828
Sticky ft Ms Dynamite - Booo: 4722
Sum 41 - In Too Deep: 5827
Supermen Lovers - Starlight: 5217
Tina Turner - Simply The Best: 3870
Toploader - Dancin' In Moonlight: 3677
UB40 - Red Red Wine: 5022
Uncle Kracker - Follow Me: 5191
Usher - U Got It Bad: 5389
Usher - U Remind Me: 4842
Van Morrison - Brown Eyed Girl: 4935
Westlife - Queen Of My Heart: 5749
Westlife - Uptown Girl: 3608
Wheatus - A Little Respect: 4906
Wheatus - Teenage Dirtbag: 3616
Wideboys ft Dennis G - Sambuca: 5450
Wyclef Jean - Perfect Gentleman: 4952

TV

3 Lions: 3589
633 Squadron: 4376
Angel: 4603
A-Team: 3652
Austin Powers: 1026
Bagpuss: 5847
Banana Splits: 5016
Bare Necessities: 4606
Batman: 4607
Benny Hill: 1027
Beverly Hills Cop: 1432
Big Brother: 4613
Blackadder: 3586
Black Beauty: 5501
Bob The Builder: 3636
Bod: 5875
Captain Pugwash: 4620
Captain Scarlet: 6066
Colonel Bogey: 1433
Dambusters: 5788
Dawson's Creek: 1033
Deliverance: 4457
Dirty Dancing: 1034
Dr Who: 5471
Eastenders: 3632
ER: 4627
Exorcist: 4460
Father Ted: 3864
Flintstones: 4628
Flower Of Scotland: 4708
Formula 1: 3592
Fraggle Rock: 3666
Frasier: 5659
Friends: 4632
Get Carter: 5013
Gladiator: 3865
Godfather: 4461
Good, Bad & Ugly: 4465
Grease: 1054
Great Escape: 3594
Guinness Ad: 4706
Harry Potter: 5856
Hawaii Five O: 3533
Hollyoaks: 4640
Hong Kong Phooey: 5844
Irish National Anthem: 3895
Italian Job: 5658
James Bond: 1430
Jaws: 4462
King Of The Hill: 6065
Last Of Summer Wine: 6064
League Of Gentlemen: 5865
Lone Ranger: 6063
Magic Roundabout: 3553
Magnificent Seven: 4920
Man From Uncle: 6062
Match Of The Day: 1444
Men Behaving Badly: 3596
Mission Impossible 2: 1261
Monty Python: 3548
Mr Benn: 4649
Muppets: 4650
Omen: 5914
Only Fools/Horses: 5010
Popeye: 5020
Pulp Fiction: 5236
Rainbow: 4924
Rawhide: 4660
Red Dwarf: 3539
Rocky: 1050
Roobarb: 1440
Royle Family: 3669
Scooby Doo: 4562
Sesame Street: 5655
South Park: 5177
Star Trek: 1427
Star Wars: 1425
SuperMan: 1429
Thunderbirds: 3529
Tigger's Song: 3891
Top Cat: 5019
Topgun: 1066
Trigger Happy TV: 5653
Twilight Zone: 5021
Wallace And Gromit: 5652
Welsh National Anthem: 3892
Winnie The Pooh: 3893
Wombles: 4675
WWF: 1062
Young Ones: 6055

LOGOS - NOKIA



PIX



www.CheapTones.com, Box 94, M6 8DF. Calls charged at 60p/min. - call from a land line as charges maybe more from your mobile! Help Line - 0870 800 6991. Operator logos compatible with Nokia - nk402, nk702, 3210, 3310, 3330, 5110, 5130, 5146, 5190, 6110, 6130, 6150, 6190, 6210, 6250, 7110, 8210, 8290, 8810, 8850, 8890, 9110i. Pix compatible with 3210, 3310, 3330, 6210, 8210, 88xx. Ring tones compatible with - Nokia: nk503, nk702, 3210, 3310, 3330, 61xx, 62xx, 7110, 8210, 8110i, 88xx, 9xxx. Sagem: MW3020, MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC959(R). Motorola: V50, V100, V8088, T250, T260
6000+ tones & logos online at www.CheapTones.com. Check out these other great sites - comedy voicemail at www.AnswerFun.com and wind up phone calls at www.WindUpCalls.com

Definitely nothing like a lion with tuberculosis

BLOODY ROAR: PR

CUBE INFORMATION

BLOODY ROAR: PRIMAL FURY	
PUBLISHER:	ACTIVISION
DEVELOPER:	HUDSON SOFT
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- CONTAINS FRESH CHARACTERS
- REVAMPED, RECUBED GRAPHICS
- RUNS AT 60HZ A SECOND
- FEATURES FIGHTING MOLES

RELEASE DATES

TBA | MARCH '02 | MARCH '02



It's almost time to hack up a fur ball and dish out a right proper beasting...

SPRING – A TIME when bunnies with baskets of eggs skip through meadows, feather dusters sprint round homes and seven-foot tall rabbit-women smack the crap out of mole-men in finely tailored suits. A magical time it is true, and all thanks to the glorious union of Hudson Soft and Activision.

The Bloody Roar series has already spanned both PlayStation consoles, and now it's our turn to experience the sheer spectacle of metamorphic martial arts. Sixteen combatants will face off across nine interactive arenas utilising standard attacks, combos and unique hyper-beast attacks where they take on their animalistic form and dish out some suitably animalistic pain.

Interview with a vampire?

CUBE INFORMATION

BLOODRAYNE	
PUBLISHER:	MAJESCO INC
DEVELOPER:	TERMINAL REALITY
ORIGIN:	US
GENRE:	THIRD-PERSON ADV
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | XMAS '02





The heroine looks an awful lot like Lara Croft... albeit with a slight reduction.

BLOODRAYNE

Agent Bloodrayne: a half-human, half-vampire goodie-goodie. Here Buffy Buffy...

CURRENTLY IN THE early stages of development, *Bloodrayne* sees you controlling a government-trained half-human, half-vampire agent, whose mission is to destroy. A deranged, pre-Nazi cult is about to unleash biological nightmares onto the world and Agent Bloodrayne must put a stop to it! Imagine a much darker *Buffy* set in the Thirties and you'll get the idea. Not much gameplay information has been released yet, so there's little to go on aside from the substandard graphics. In that respect, the game resembles a Dreamcast version of *Eternal Darkness*, which isn't what we look for on such a capable machine. The game isn't due out for a while, so it's one to keep an eye on. CUBE



Let it snow, let it snow,

CUBE INFORMATION

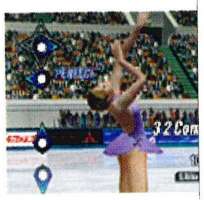
ESPN: INT WINTER SPORTS	
PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | OUT NOW | OUT NOW



ESP





Imagine actually being called Heinz... nightmare, huh?

"THIS WILL UNDOUBTEDLY BE THE SLICKEST BEAST-'EM-UP TO GRACE ANY CONSOLE"

IMAL FURY













This will undoubtedly be the slickest beast-'em-up to grace any console and its mix of unrepentant aggression, strategic powerplay and... animals is sure to set it apart from the crowd. Expect captions like 'Alice delivers an unholy rabbit punch to Uranus' when we get our paws on the review code. CUBE

let it snow



N INTERNATIONAL WINTER SPORTS



Button-bashing fingers at the ready!

LOOKING BACK ON the games we used to play, *Track And Field* brings back feelings of pain due to the button-bashing required. Hammering the buttons until your fingers bleed isn't exactly a gaming art but it seems to work for many sports titles, which probably explains why Konami is bringing the next in the Track And Field franchise to the GameCube...

Focused on the events of the Winter Olympics, *ESPN International Winter Sports* brings you ten of the best snow-based sports. It should be out by the time you read this, so expect a more extensive look at it next issue. CUBE

What are you gonna do, brother?

CUBE

INFORMATION

LEGENDS OF WRESTLING	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

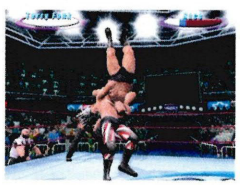
00 25 50 75 100

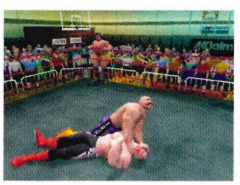
RELEASE DATES

TBA TBA MARCH '02



You dye your hair that colour, you're gonna get slapped.







LEGENDS OF WRESTLING

They might be past it now but the wrestlers of the Eighties are back, grapple fans...





IT'S BEEN A while since Acclaim last released a wrestling game (which is no bad thing, since *ECW Hardcore Revolution* was so bad) but with the imminent release of *Legends Of Wrestling* on the GameCube, it looks like it's gone back to the drawing board. Gone are the faux-realistic characters and tricky move systems, in come a nice cartoon-style and some simple-yet-effective controls. This time, we face the classic wrestlers of the Eighties – all-time greats like Hulk Hogan, Ted DiBiase and George 'The Animal' Steele show their faces. It might not be the big WWF game we're waiting for, but this will fill the void for many wrestling fans. CUBE

There's a war on the cards...

CUBE INFORMATION

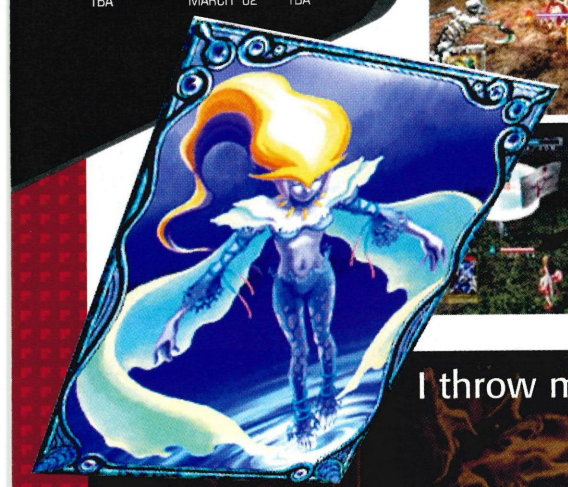
RUNE	
PUBLISHER:	AGETEC
DEVELOPER:	FROM SOFTWARE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | MARCH '02 | TBA

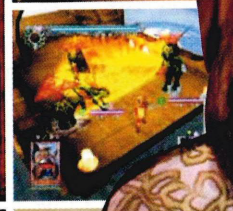
















I throw my card at you, sir! Oh no, your card is stronger! Woe is me...

RUNE

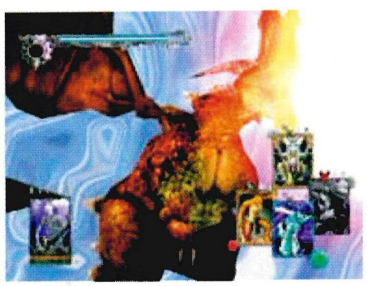
HAVING SLIPPED FROM December 2001 to March of this year, FROM Software has now released new shots and movies of its debut GameCube title. If you don't already know, *Rune* sees you controlling a young Princess, out to rid the world of evil. She can do this by collecting and using magical cards to cast offensive and defensive spells. Some cards allow her to call upon the powers of huge magical creatures, similar to the Guardian Forces/Aeons from *Final Fantasy*, but not nearly so extravagant. If she runs out of cards, she can always resort to her trusty blade.

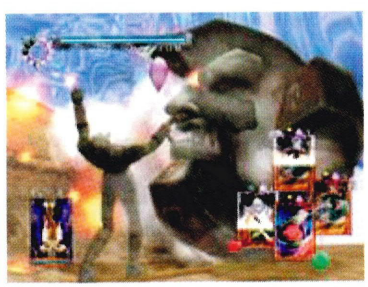
The latest movies of *Rune* look slightly better than the last batch we saw, but it still looks like a Dreamcast game, and you can be pretty sure that it won't ever be released outside of Japan.











BIGMOUTH STRIKES AGAIN

Sometimes you will acquire Summoning Cards. These will enable you to call upon magical creatures for an OTT magic attack. The red dragon looks to be the most impressive so far, but even this isn't a touch on the Aeons from the *Final Fantasy* series. The Summons creatures aren't all offensive in nature – while some will engulf an enemy in flames, or rip them apart with an earthquake, others will nullify negative status ailments from your player.

NINTENDO GAMECUBE™

...COMING TO

GAMESTATION
where it's never game over

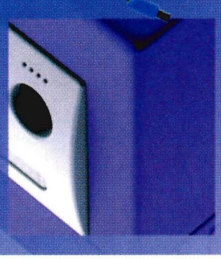
STORES NATIONWIDE ....

PRE-ORDER NOW!









CALL NOW...

WHEN ORDERING PLEASE QUOTE REFERENCE NO:CB 3

0870 876 1444

GAMESTATION PO BOX 47 YORK YO30 4YF

OR VISIT WWW.GAMESTATION.CO.UK

OPENING HOURS
MONDAY - WEDNESDAY: 9:00am-8:00pm
THURSDAY-FRIDAY:9:00am-6:30pm
SATURDAY: 9:00am-5:00pm

SOLO SWITCH VISA EUROCARD MasterCard DELTA

TELEGAMES

Creating Games For Gamers



- First person shooter.
- Full 3D smooth scrolling.
- Digitized stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons. ● In-game speech.

Dreamcast

Choose 2 Dreamcast Games For Only £20.00*

NBA Showtime
Fur Fighters
~~SOLD OUT~~ ~~Speed Devils~~
F1 World Grand Prix
World Wide Soccer
Revolt
Chu Chu Rocket
Soul Fighter
Virtua Fighter 3TB
Slave Zero

* Choose From Above List Please Provide Choice Of 4



Official Race Controller £15.00



Official Keyboard £7.50

Dreamcast Scart Leads £4.50

Official Visual Memory Card only £14.00



Atari Jaguar

New Boxed Set With FREE Game
CD UNIT NOT INCLUDED

£24.99 Scart Version Including Scart Lead or £29.99

Atari Lynx II



Now With 2 FREE Games. 16 Bit Console RF Boxed Unit

Dozens More Games For Both Systems From Only £9.99

£24.99



PSone Console With 2 Games £89.99 In Stock Now

GameBoy Printer Paper

£15.00 For 6 Rolls

GameBoy Printers Now In Stock

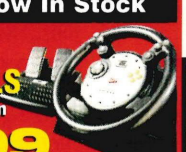
N64

STEERING WHEEL + PEDALS

With Rumble Force Action

GAMESTER

Only £19.99



SPECIAL OFFER: GameBoy Pocket and Color Car Adapters Only £2.00



'YOUR MISSION AS AN IRON SOLDIER PILOT OF THE UNITED REPUBLIC IS TO MINIMIZE PENTA FORCES AND PROTECT THE POPULACE IN A ONE MAN WAR AGAINST PENTA. THE FATE OF THE WORLD RESTS ON YOUR SHOULDERS'.

Buy Any 2 TELEGAMES Products For Only £40.00
(As Listed)

GB Advance 'Back Track'
GB Color 'Rhino Rumble'
GB Color 'Yars' Revenge'
GB Color 'Shamus'
GB Color 'Towers'
PlayStation 'Iron Soldier 3'

NEO GEO

£150.00 SNK-Neo Geo Console Offer

WAS £499.00

Ex Display

or

Buy ANY Neo Geo Game At Normal Price

(or Purchase the Console Offer Above)



And Get Any One Of The Following Games At The Very Limited Offer Prices :

Super Sidekicks 2	~~£100.00~~ £10.00	Ninja Combat	~~£150.00~~ £15.00
Alpha Mission 2	~~£140.00~~ £15.00	Ghost Pilots	~~£100.00~~ £15.00
Super Spy	~~£140.00~~ £15.00	Riding Hero	~~£100.00~~ £15.00
NAM 1975	~~£100.00~~ £20.00	Sengoku	~~£120.00~~ £15.00
Blue's Journey	~~£140.00~~ £25.00	World Heroes 2 Jet	~~£170.00~~ £20.00
Magician Lord	~~£100.00~~ £15.00		



PC Engine GT

With 2 Games

PC Engine GT
New Boxed System
£250.00



Turbo Grafx Console
with 2 games only
£85.00
New System

TELEGAMES

Personal callers welcome at our shop at Kilby Bridge. Order Processing. Post & Insurance - extra charge. Order with confidence from the largest stockists in Europe. Send SAE for game lists. (State system(s) required). Kilby Bridge, Wigston, Leicester LE18 3TE OPEN: Mon - Sat 9am - 6pm Sunday 10am - 1pm Tel (0116) 288 0445 Fax (0116) 281 3437 - Email sales@telegames.co.uk

FULL LIST/OFFERS ON OUR WEB SITE: WWW.TELEGAMES.CO.UK

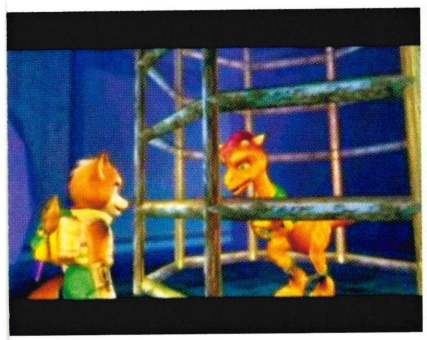
New Telegames Releases Now Available From dixons boutiques or GAME

Games And Accessories In Stock

NINTENDO GAMECUBE



£229.99









FACT

A TAIL OF WOE

Many lizards can lose their tails to escape from their enemies. This is probably General Scales' secondary escape plan. Well, maybe...



STARFOX ADVENTURES: DINOSAUR

CUBE INFORMATION

STARFOX ADVENTURES	
PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ORIGIN:	UK
GENRE:	THIRD-PERSON ADV
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	SPRING '02	APRIL

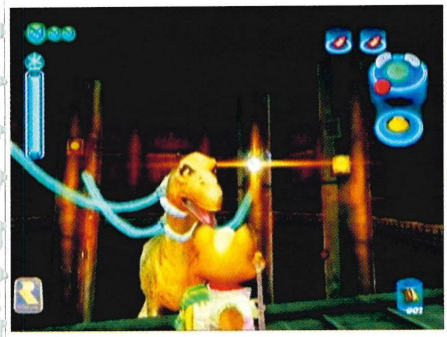


Anyone suffering from the Zelda blues should sit up and prepare themselves for Link's unofficial replacement. You have been warned...

WHETHER OR NOT you think that Miyamoto's new direction for *Zelda* will turn out to be good is neither here nor there right now. Let's face it – as long as Nintendo comes up with a worthy sequel to the N64 *Zelda*s, you're not really going to be that fussed if it experiments a bit, right? Nintendo knows this, of course. *Zelda: Ocarina of Time* and *Majora's Mask* sold bucket-loads – do you really think that they would tamper with something if it wasn't broken? The answer is... maybe.

Let's go back to summer 2000. Nintendo is in a bit of a situation. The whole world thinks that GameCube will hit the shelves in time for Christmas, but *Mario* hasn't even been started on yet and *Zelda* only exists as a technology demo. Later that year, the Japanese

"FROM WHAT WE'VE SEEN AND PLAYED SO FAR, STARFOX COULD WELL BE UP THERE WITH ZELDA –IN FACT, IT MAY EVEN SURPASS IT"











LONG-SIGHTED

DINOSAURS IN THE MIST

■ The fictitious dinosaur village stretches off into the distance, while the mist from the outer marshes slowly creeps in. An invasion by water wouldn't be detectable until the last minute. Sadly dinosaurs don't 'feel it in their water'.

PRESENT AND CORRECT

IN-GAME OR PRE-RENDERED?

■ The in-game character models are virtually identical to their pre-rendered counterparts, such is the power of GameCube. No longer will there be huge differences in quality.

FRIGHTFULLY FURRY

FURBALLS AT TEN PACES

■ In all of the cut-scenes, Fox and Krystal have been given a new lick of paint, erm... fur. The resulting facelift means that you can see individual tufts of fur! So far this effect doesn't appear to be an in-game feature, but you never know.

ADVENTURES: PLANET

launch slips back to September 2001, but that still doesn't give Miyamoto and his teams enough time to complete two enormous titles. But guess what? There is already a game in development for GameCube which is extremely similar in style to *Zelda*. Rare's *Dinosaur Planet* could provide the perfect engine with which to make a sequel-of-sorts to *Zelda*, but the main characters are not strong enough. The obvious solution is to introduce some big names into the fray. Link's tied up in *Celda*, and Mario and Luigi have their own games, so the *StarFox* team are the perfect candidates.

Ta da! And so it came to pass (after several big meetings between Rare and Nintendo) that *Dinosaur Planet* would become *StarFox Adventures: Dinosaur Planet*.



PREVIOUS

FROM THE MAKERS OF...

BANJO-KAZOOIE

■ Excellent adventuring on offer from the well-known bear and bird duo.

TOTALGAMES.NET RATING: 9.0



THE RIGHT STAFF

FOX'S WOOD GETS HIM INTO ALL SORTS OF TROUBLE...

It's quite handy that Fox stumbles across this mysterious staff, as without it he'd be pretty stuffed. Starting out as a plain-old patterned wooden staff, Fox can use it to hit his enemies or lever boulders out of the way. As he explores, he will find upgrades, enabling him to create rings of energy or fire off plasma balls. In fact, there are so many different uses for it that we've dedicated these two pages to them!



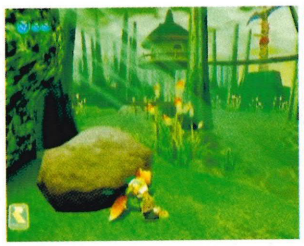
BLOCK 'N' ROLL

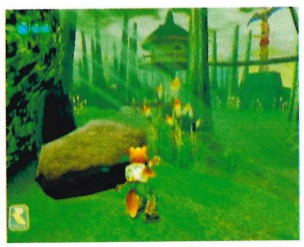
MCCLOUD HITS THE GROUND ROLLING

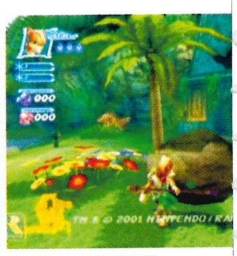
It would be great if Fox could explore Dinosaur Planet unhindered, but the Krazoa have other plans. Pretty much every area is guarded by the armoured fiends and you'll have to use Fox's evasion techniques to avoid losing vital health. At the start of the game Fox will come across a mysterious staff which, amongst other things, can be used to whack enemies around the head. Enemies can block and deflect though, so your best bet is to lock on using the Z Trigger. You can then use the staff to propel yourself into a sideways roll, skirt around your enemy and attack from the side or the rear.

This commando-style roll can also be used to evade attacks. At one point in the game you'll come across a giant mantis boss. As it spews out acid balls, Fox will have to roll so that he gets enough time to line up his next attack.











Airborne or not, Fox is locked on and ready to fire. That Pteranodon is a dead dude.





Whether it was Rare who approached Nintendo or vice-versa is unknown. Rare must have welcomed the move though, even if it means that Nintendo will be breathing down its neck like an angry parent. *Dinosaur Planet* was looking gorgeous anyway, but with a cast of high-profile characters, and Nintendo pushing the title as one of its biggest behind *Mario Sunshine* and *Celda*, *StarFox Adventures* has the potential to be huge.

The game is set eight years after the events of *StarFox 64*. The evil Andross is a distant memory, but eight years is quite long enough for a fox to live the life of a global hero, and evil has returned once more. The peaceful, primeval Dinosaur Planet has been invaded by General Pepper and his army of Krazoa. Fox is immediately sent on a rescue mission – yeah well, he was getting bored of being fed grapes anyway.

Rare is trying hard to retain the *Zelda* feel to the game, with enemy lock-ons (Z -Trigger), horizontal rolls, and hidden subterranean caves. Button symbols appear in the top-right corner of the screen (as in *Zelda*) to tell you at a glance which items and commands are at your disposal. These buttons can be

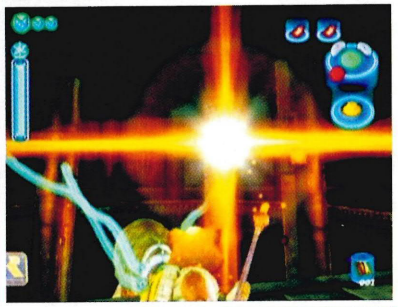
"DINOSAUR PLANET WAS LOOKING GORGEOUS ANYWAY... WITH NINTENDO PUSHING THE TITLE, STARFOX HAS THE POTENTIAL TO BE HUGE"

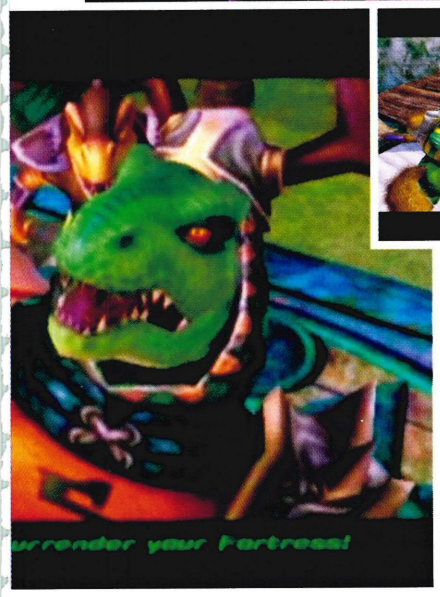


















configured whenever you wish. A major aspect of the *Zelda* series is the atmosphere created, both by the music and the gloomy dungeons. The hardware has allowed for some gorgeous environments, and the likes of *Jet Force Gemini* prove that Rare has the musical talent required to hit the mark. Already we've seen examples of huge temples, wide open landscapes lush valleys, cave systems, marshes, and barren wastelands, inspiration for which has obviously been drawn from N64 classics such as *Zelda*, *Banjo* and *Jet Force Gemini*.



GOING UNDERGROUND

WEAPON, TOOL, VIBRATOR - WHAT MORE DO YOU WANT?

In a similar style to *Zelda*, *Dinosaur Planet* holds many hidden secrets, amongst which are underground caves. Your staff will vibrate when you are standing near one of these Spirit Caves, and most of the time they hold vital treasures such as staff upgrades. Getting into the Spirit Caves isn't quite so easy though, and Rare hasn't revealed how it will be done. We're assuming that bombs will come into play though.

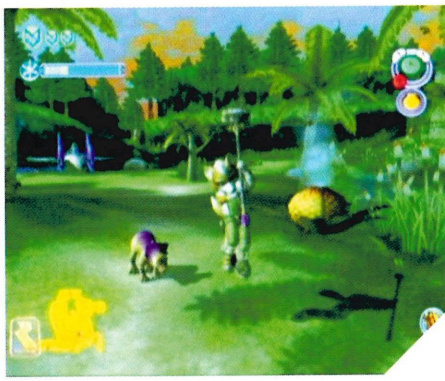
Once inside the cave, the staff's usefulness continues. In order to open the treasure chest, you will have to insert the staff into the lock.



SOUND AS A POUND

BY THE POWER OF GREYSKULL!

Some enemies can't be hurt by a simple strike, and this is where the Hammer upgrade comes into use. The hammer-head on the end of the staff is so large that it can create a wave of energy. This energy is only effective against certain enemies though.



Fox jumps into the air, and prepares to hammer the ground.



Upon impact, a massive wave of energy is sent out in all directions.



The wave goes straight through the mutant plant's leathery casing.












MEET THE TEAM

FOX IS BY NO MEANS ALONE IN HIS QUEST

Most of the original *StarFox* cast have returned to the latest adventure, with the exception of Falco. The talented wingman has jetted off on a 'glamorous solo career' or something. Please don't read anything into that – it doesn't mean that he will be making a cameo appearance in a new Rare game! It's just Rare doing its regular wind-up-merchant impression.

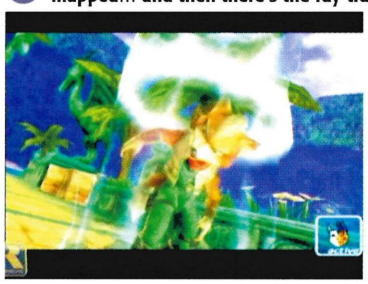
Fox, as always, is the StarFox team leader. Helping him in his mission are Slippy, Peppy and Rob the Robot (you're joking, right?) Slippy provides all the latest gadgets and equipment, Peppy helps out with vital information and Rob is there in case you ever need to stock up on supplies. Sergeant Pepper also checks in from time to time by way of a holo-imaging device. During the adventure, Fox will also bump into Krystal, a foxy young lady with blue fur. What she is doing on Dinosaur Planet is a complete mystery, but her intentions are good and she is a skilful healer. Fox will also be joined by Prince Tricky, a native young triceratops who will be invaluable to the mission's success...or so he says.

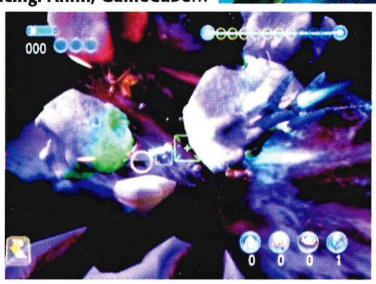
Aside from these main characters, there are plenty of other inhabitants who will be willing to help you, such as other dinosaurs, mammoths, native tribes and a mysterious rock monster.





This boss is huge. He's about three screens high, fully bump-mapped... and then there's the ray-tracing. Ahhh, GameCube...





TRANSFORMERS...

DINOS IN DISGUISE!

At some points in the game, the Krazoa security will just be too tight to get through. No amount of firepower will get you past it, so you'll have to resort to other means. This is where the transformation device comes into play. All Fox has to do is step inside – seconds later he will resemble a Krazoan soldier.







But seriously – when was the last time you saw a dentist?

RIDE 'EM, COWBOY

HANG ON IN THERE FOR THE BONUS GAMES

Rare really has chucked everything into this game. Here are just two of the alternative means of transport in *StarFox Adventures*; dino riding and hovercar racing. As usual, Rare is keeping completely schtum about them.





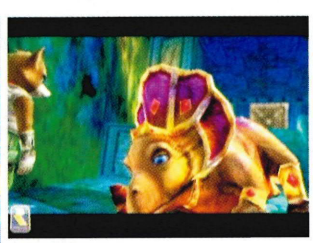


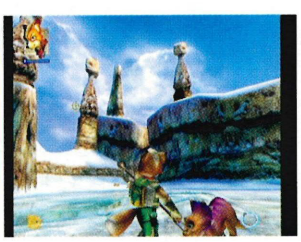










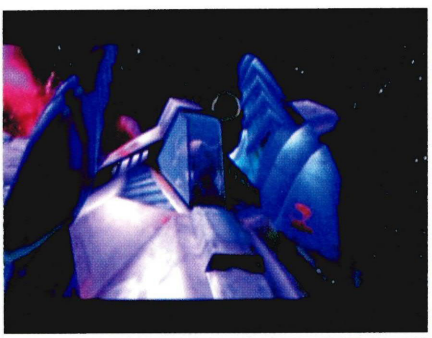




BY ROYAL APPOINTMENT

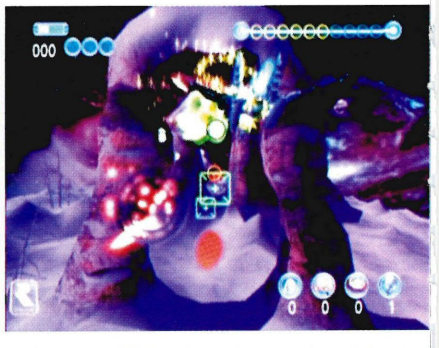
FOX HANGS WITH THE RULERS OF THE PLANET

It appears that Dinosaur Planet is ruled by a family of Triceratops. Tricky is the young Prince and somehow he has managed to escape the clutches of the enemy. His parents, on the other hand, haven't been so lucky. Not only have they been kidnapped, but the Queen has been badly hurt, possibly fatally. Hopefully Krystal will be on-hand by the time you find Her Majesty, otherwise you could well be the bearer of bad tidings for young Tricky.

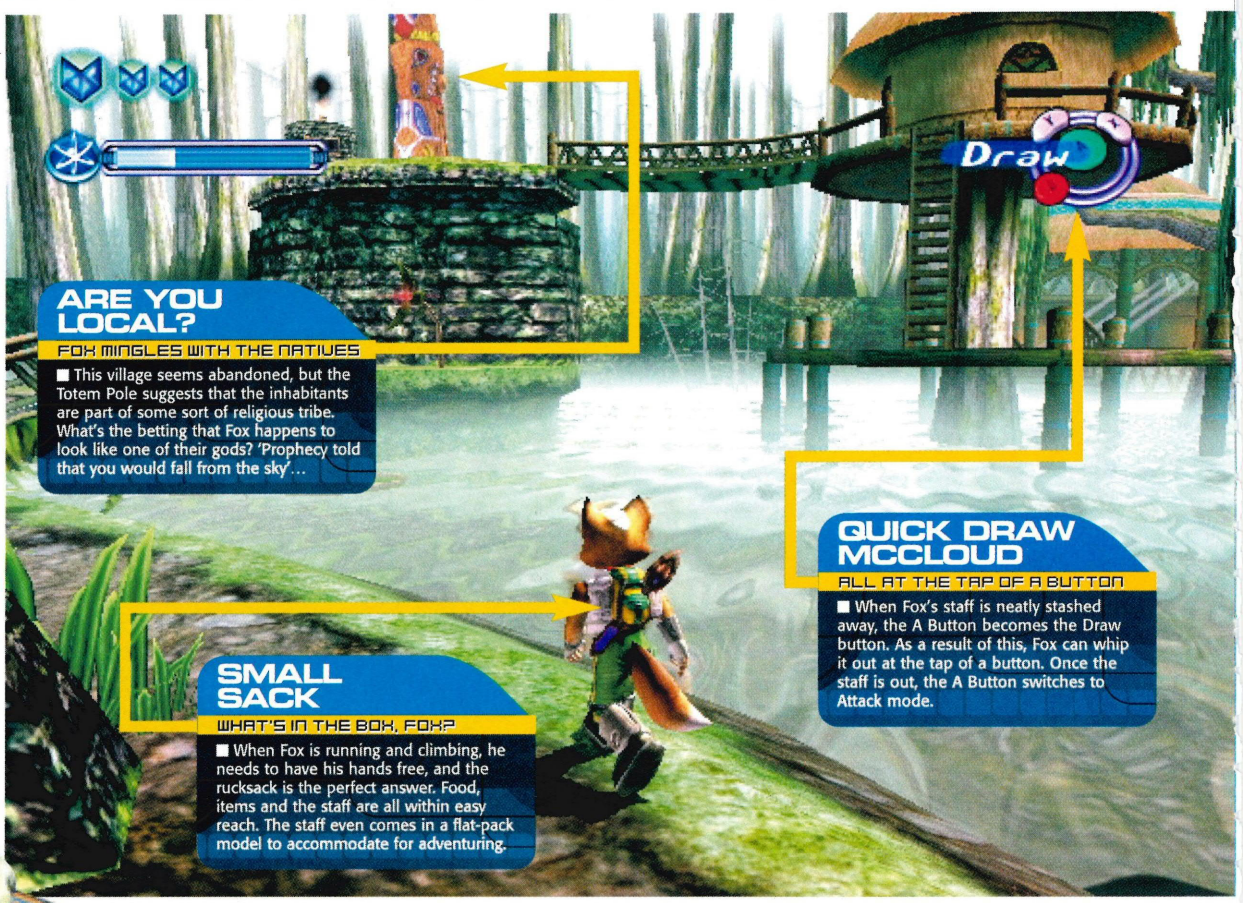












ARE YOU LOCAL?

FOX MINGLES WITH THE NATIVES

■ This village seems abandoned, but the Totem Pole suggests that the inhabitants are part of some sort of religious tribe. What's the betting that Fox happens to look like one of their gods? 'Prophecy told that you would fall from the sky'...

QUICK DRAW MCCLOUD

ALL AT THE TAP OF A BUTTON

■ When Fox's staff is neatly stashed away, the A Button becomes the Draw button. As a result of this, Fox can whip it out at the tap of a button. Once the staff is out, the A Button switches to Attack mode.

SMALL SACK

WHAT'S IN THE BOX, FOX?

■ When Fox is running and climbing, he needs to have his hands free, and the rucksack is the perfect answer. Food, items and the staff are all within easy reach. The staff even comes in a flat-pack model to accommodate for adventuring.



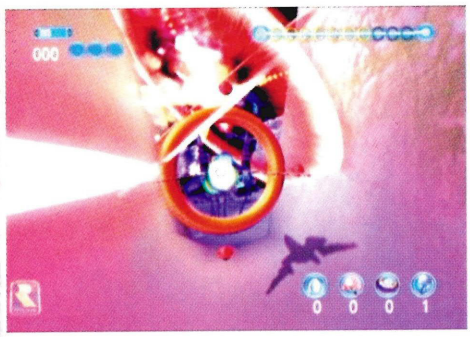


COMMENT

From what we've seen and played so far, *StarFox Adventures: Dinosaur Planet* could well be up there with *Zelda*. In fact, it may even surpass it. The fact that Rare is behind the game means it will be brimming over with quality, humour and sub-games. The fact that Nintendo has jumped in with the *StarFox* licence means that the entire *StarFox* world is at Rare's disposal. This doesn't just mean the characters, either – it means the Arwings as well, and with this comes a whole new section to the game. The Arwing flying levels are basically an update of *StarFox 64*. This is both good and bad, though – the good news is that you won't have to wait very long to play a next-gen version of the game. The bad news is that its inclusion pretty much rules out a separate *StarFox* flying game anytime soon.

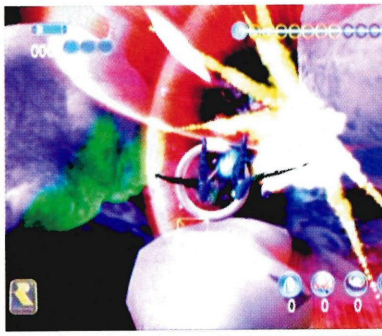
We've already vouched for the music, and you can see for yourself that the graphics are among the best yet on the

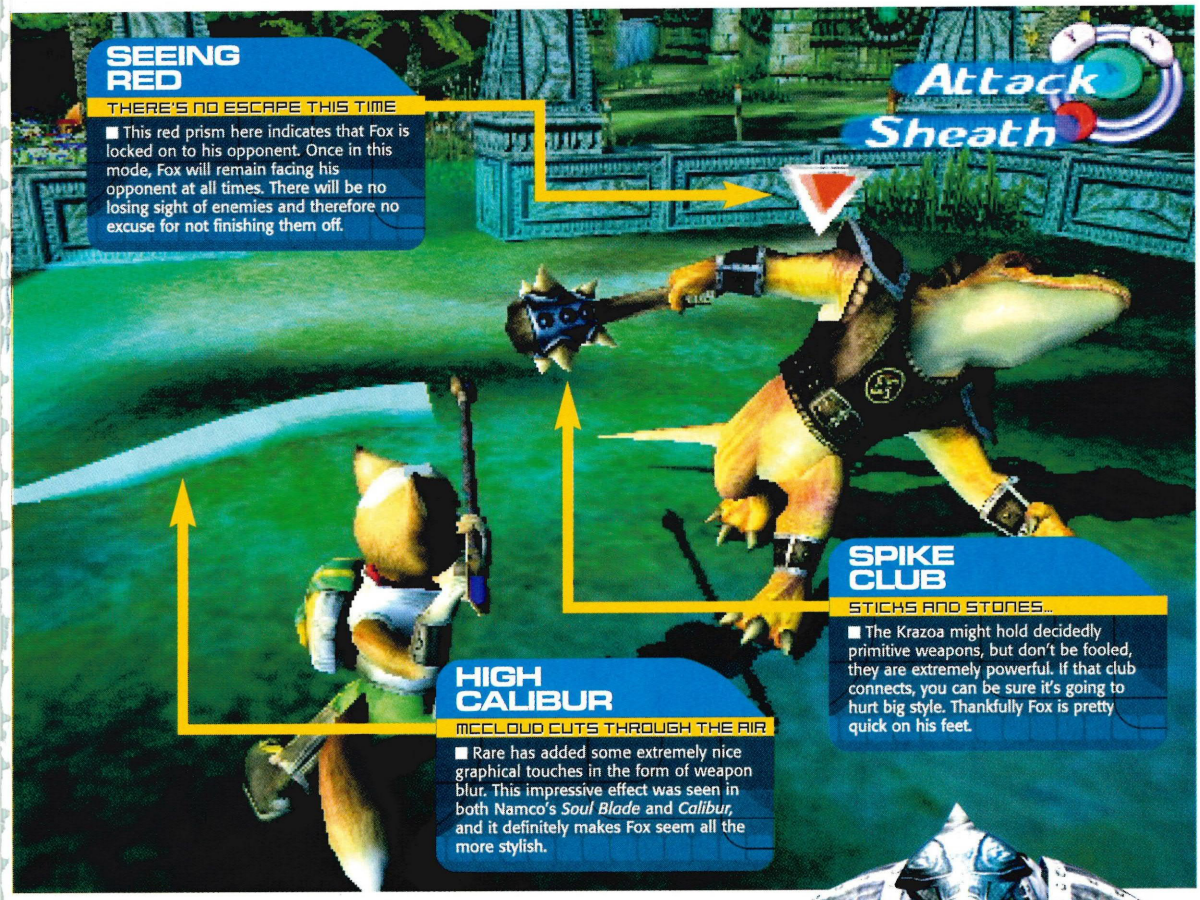












SEEING RED

THERE'S NO ESCAPE THIS TIME

■ This red prism here indicates that Fox is locked on to his opponent. Once in this mode, Fox will remain facing his opponent at all times. There will be no losing sight of enemies and therefore no excuse for not finishing them off.

SPIKE CLUB

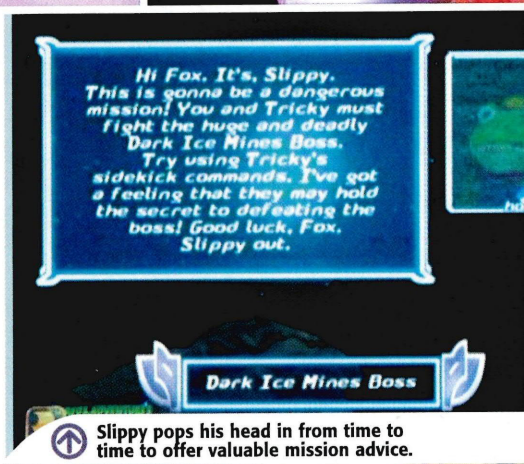
STICKS AND STONES...

■ The Krazoa might hold decidedly primitive weapons, but don't be fooled, they are extremely powerful. If that club connects, you can be sure it's going to hurt big style. Thankfully Fox is pretty quick on his feet.

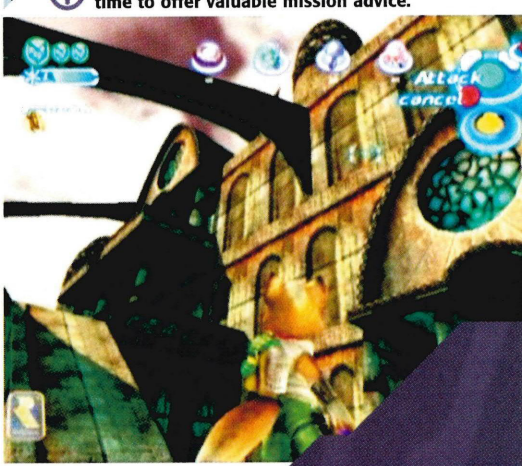
HIGH CALIBUR

MCCLOUD CUTS THROUGH THE AIR

■ Rare has added some extremely nice graphical touches in the form of weapon blur. This impressive effect was seen in both Namco's *Soul Blade* and *Calibur*, and it definitely makes Fox seem all the more stylish.



Slippy pops his head in from time to time to offer valuable mission advice.



GameCube, but what of the gameplay? As we've said already, Rare and Nintendo are trying to make this game as similar to *Zelda* (in feel) as possible. The lock-ons are there and the button configuration is there, but the most sensible addition has to be the situation-based controls. Aside from using items, there are too many actions in the game to have each one on a different button. The A Button's use will change depending on the situation, and will account for talking, attacking, selecting, picking up, levering etc. The B Button will be used for negative actions such as putting away, putting down etc. It may sound simple, but you'd be amazed at how many games fail on this level.

CUBE



CUBE THINKS...

FIRST IMPRESSION

■ The only negative thing that we can say about this game is that it's had its release pushed back to April in the US. Yet another month will have to pass in the **CUBE** offices without this highly anticipated game. Ah well, we'll have *Resident Evil* to play, won't we?

Rare is about to enter a new dimension of gaming. Forget all those rumours of Rare developing for PS2 and Xbox – Rare is at its best with Nintendo and everyone knows it.

CUBE



ACCLAIM STUDIO

We flew all the way to the USA in search of dinosaurs, orbs and Big Dave...

ACCLAIM, A HUGE publisher from the days of the SNES and the MegaDrive, was in big trouble. It had already lost a lot of money churning out substandard cartridge titles, and the SNES market was about to be killed off by the PlayStation. Realising that it had to make some money fast, Acclaim set to work trying to find talented teams around the world with which to dominate the next generation. Eventually it signed up the teams responsible for *Extreme G* and *ShadowMan*, but more importantly, it signed Iguana Entertainment. Headed up by Jeff Spangenburg (who went on to start up Retro Studios of *Metroid Prime* fame), Iguana had already enjoyed success with the *NBA Jam* series, and was busy working on a first-person shoot-'em-up set in a land of dinosaurs.

Turok: Dinosaur Hunter launched in 1997, shortly after the release of the N64

ACCLAIM STUDIOS AUSTIN

INFORMATION

COMPANY NAME:	ACCLAIM STUDIOS AUSTIN
START-UP DATE:	BACK IN THE DAY...
FOUNDER:	JEFF SPANGENBURG
WEB SITE:	WWW.ACCLAIM.COM
ADDRESS:	901 MOPAC EXPRESSWAY SOUTH BARTON OAKS PLAZA ONE SUITE 300 AUSTIN, TX 78746

PLATFORMS

- SNES, 32X, PSONE, DREAMCAST, N64, PS2, XBOX, GAMECUBE

VACANCIES

- CURRENTLY LOOKING FOR PROGRAMMERS, DESIGNERS, ARTISTS AND ANIMATORS. SEE WEB SITE FOR FURTHER DETAILS.

"I WAS INTERVIEWED FOR A DESIGN POSITION. NEXT THING I KNEW THEY TOLD ME THAT THEY WERE MAKING TUROK AND THAT I WAS IN CHARGE"



MS AUSTIN

in Europe, and received universal praise. The sequel became the first game to use the N64 Expansion Pack, and with it came glorious, high-resolution graphics. These two games, backed up by *Extreme G* and the *NFL Quarterback Club* series, brought Acclaim back into profit. By the third instalment, Iguana had officially become Acclaim Studios Austin. Sadly though, *Turok 3* had strayed too far from its original roots – and this, combined with an extremely choppy frame rate, ruined the game.

Fear not though, because Dave Dienstbier and his team are back with two potentially huge titles. We had a chance to sit down with both of them for a bit of a chat...



DAVID DIENSTBIER

POSITION: CREATIVE DIRECTOR

CUBE: How did you get into the games industry?
DD: I've loved videogames my entire life. I went to college and got a Fine Arts degree, but it's very hard to get a job with that. I was working in an advertising agency as a Junior Creative Director, shortly after which I decided that I must get out of advertising. My brother lives in Austin, and he sent me an advert from Iguana Entertainment, who was recruiting programmers, designers and artists. I drew up a game concept, with all the characters and the internals, and I described how it all moved. I sent it to the company and it landed on the desk of Mr Nigel Cook, who is now our General Manager. Since they thought it was one of the better concepts they had seen, I was interviewed for a design position. Next thing I knew they told me that they were making *Turok* and that I was in charge. The rest is history – learn it as you go!

CUBE: What are your top three videogames of all time?
DD: Wolfenstein 3D (PC)
Tempest 2000 (Jaguar)
Metal Gear Solid 2 (PS2)

CUBE: What did you want to be when you were a kid?
DD: I actually wanted to get into film, and make movies. I got close.

CUBE: If you could be any famous person, who would it be and why?
DD: Jacques Cousteau, because the man is one of the greatest explorers that ever lived. I'm not a big risk-taker, but I do have a dream of being in a shark cage and having Great Whites swimming outside it.

CUBE: What advice would you give anyone wanting to get into the videogames industry?
DD: The most important ability to have is understanding that there is a huge difference between being a food critic and a chef. There is an idealised, dreamy vision of what making games is like, and then there is the reality. People should spend time learning to listen, to take advice and to be patient. A lot of these things take time – we did so much wrong during the course of developing the first *Turok*, it just wasn't funny. It doesn't mean that you fail, as you benefit from the experience. Be an information sponge. Do your research, get on the game development sites out there. If you want to be an artist, you need to get your hands on 3D art packages, otherwise you don't stand a chance. Very few companies will hire purely conceptual artists.

CUBE: Which games have you worked on since *Turok: Dinosaur Hunter*?
DD: *Turok 2*, *Turok 3*, *Turok: Rage Wars*, though my involvement on *Rage Wars* was minimal. Let me see... *South Park: Chef's Love Shack*, and I've done voice work on lots of our games. I did the Campaigner's voice, all six voices of the Oblivion in *Turok 2*, and the gurgling blood guy. As far as our new project *Jinx* [now called *Vexx*] is concerned, I'm Director on that. That project is going so well at the moment. They've done a fantastic job on the world maps. I'm all over the place really.

CUBE: What do you think about Nintendo as a videogames developer?
DD: The thing with Nintendo, specifically with anything that Miyamoto-san has ever done, is that if you spend a small amount of time with it you might get the impression that it's very one dimensional. 'Oh, I'm running around and hopping on things.' That's what *Mario* is... if you're an idiot and you only spend a few minutes playing it. The complexity of the game is built around this very focused core set of abilities that your character has. The experience just becomes deeper and deeper and deeper. A game like *Pikmin* makes me so curious to get in there and see what it's all about. It's so much fun and I just have to spend more time with it.

AT A GLANCE...





IN-DEPTH: TUROK EVOLUTION
50 Finally... Turok has come back to Nintendo! Get the lowdown right here...

IN-DEPTH: VEXX
56 A tale of one boy and his gloves of mass destruction – just what we want to see!



FACT

RAPTORS GET LONELY

It's a well-known fact that Velociraptors travel in packs. Scientists have proven this by carrying out extensive research. Yeah right – it's all made up!

The mythical Turok is reborn into the dripping, dinosaur-infested jungles of the Lost Land...

TUROK EVOLUTION

CUBE

INFORMATION

TUROK EVOLUTION	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM STUDIOS AUSTIN
ORIGIN:	US
GENRE:	FIRST PERSON SHOOTER
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

WINTER '02 | TBA | SEPT '02

PREVIOUS

FROM THE MAKERS OF...

TUROK 2: SEEDS OF EVIL

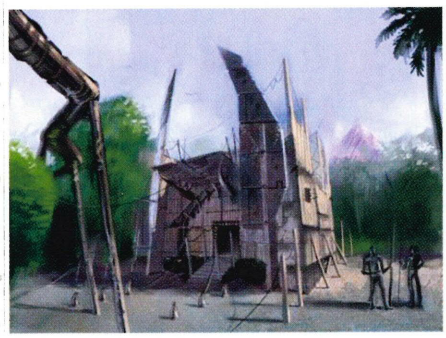


If it's gory, primal shooting on an epic scale you're after, you really couldn't do any better than this.

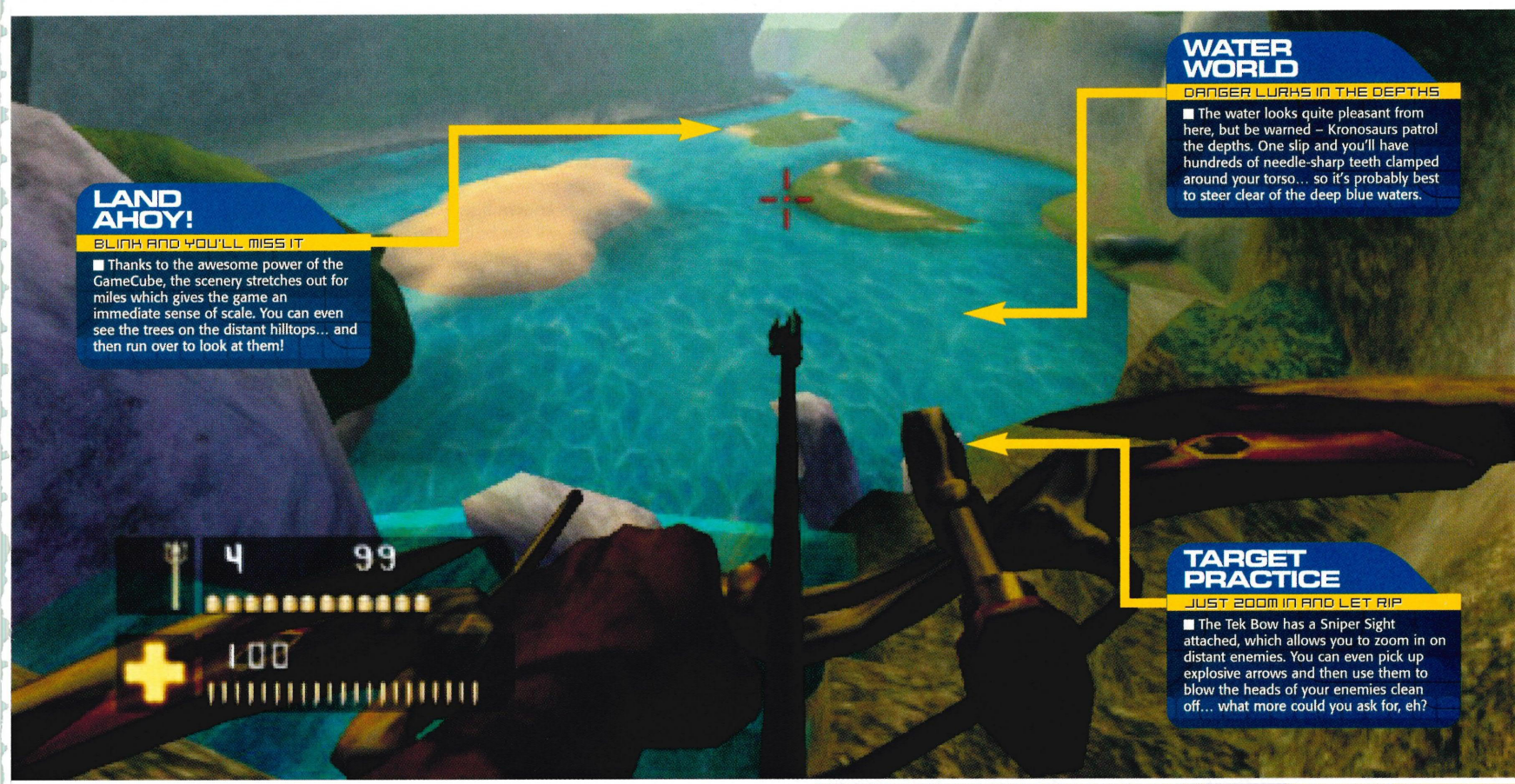
TOTALGAMES.NET RATING: 8.5

CUBE HAS BEEN waiting patiently for this day. Despite the *Turok* series' disappointing third instalment, news of a GameCube sequel that would take the game back to it roots had us drooling like excited puppies. The original *Turok* came out years before *GoldenEye* and *Half Life*, and it redefined what first-person shoot-'em-ups should be about. The sights and sounds of an ancient jungle... you could almost feel the humidity, and all this from the N64. When it was finally released, it shocked a few people with its content. Anyone who tries to claim that 'Nintendo is for kids' need only take a peek at the dinosaur hunter in action. As one of the first games to let you accurately target

"ANYONE WHO TRIES TO CLAIM THAT 'NINTENDO IS FOR KIDS' NEED ONLY TAKE A PEEK AT THE DINOSAUR HUNTER IN ACTION" DAVID DIENSTBIER, ACCLAIM



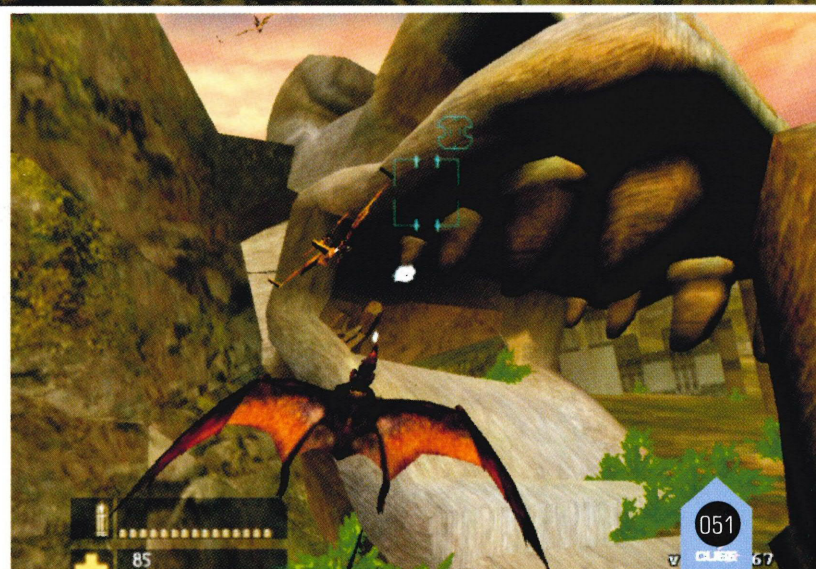


ON your enemies, *Turok* enabled you to put an enemy through absolute agony before he finally keeled over. A shot to the neck would see blood spurting everywhere while the crazed gunman desperately tried to stem the blood flow. A shot to the groin? Well, you can imagine, can't you?

Turok was also one of the first games of its genre to give the player such an impressive sense of scale. The levels were absolutely enormous (this was detrimental to *Turok 2,* though – its levels were simply too big). As you progressed through the jungle, you would be jumping and climbing, not really noticing how far up you were going. About ten minutes later, you would find yourself in the same general area, but on a ledge 20 metres up from where you were. The N64 hardware allowed you to see it all below you as well.

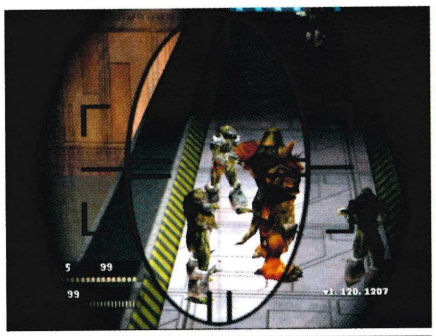
Turok: Dinosaur Hunter was a mind-blowing experience, and guess what? It's coming to GameCube...

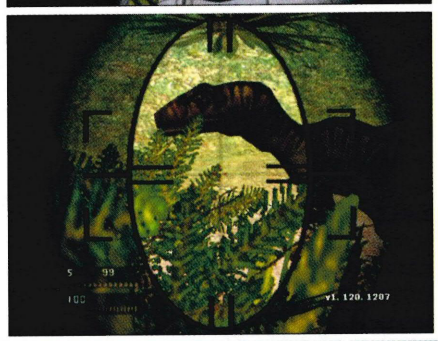


HEADS UP

THE ENEMY MAY NOT BE AS STUPID AS IT SEEMS...

Several weapons in the game have sniper attachments on them. At no point in the game are you ever safe, so when you find yourself in an open area you can expect to be ambushed. The solution to this is simply to hang back and find a good vantage point. Whip out your Sniper Rifle/Tek Bow and scan the surroundings. A quick sweep won't be good enough, as more often than not the dinos will be lurking in the undergrowth. The reptilian guards are a different matter, of course. They're as thick as two short planks, and will simply stand around in the open, unsuspectingly. On the opposite side of the scale, the Raptors are extremely cunning. If you come across a Raptor that seems to be completely unaware of your presence, chances are that it's up to something. These guys hunt in packs, and if you're not careful you'll end up with one on your back.









SCARY MOVIE

YOU'LL NEED A CHANGE OF PANTS FOR THIS ONE!

Dave Dienstbier and his team are renowned for their genuinely scary enemies. The most frightening so far have to be the six creatures of the Oblivion from *Turok 2*. It was Dave himself who did the voiceovers for these disturbing creatures, but he could well have bettered himself in *Evolution*.

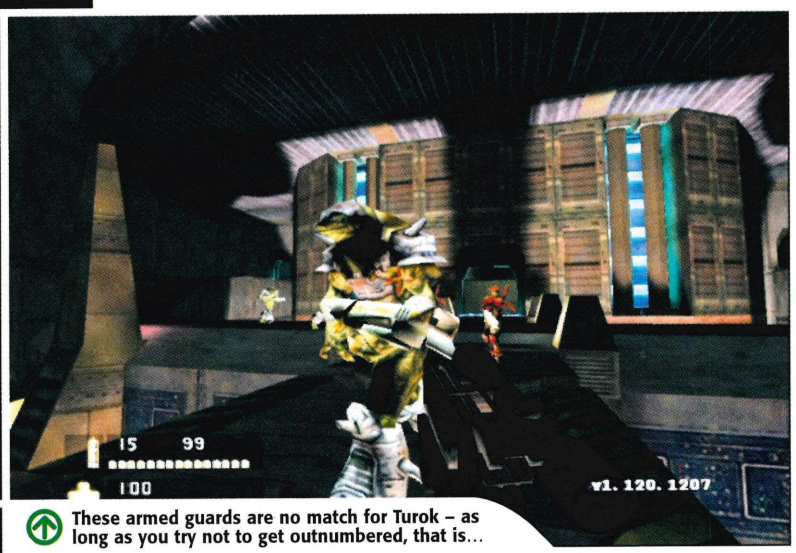
The Six Points are Tarkeen's guardians, and they are extremely dangerous creatures. Hiding in the shadows, they will make themselves known if they need to. As long as Tarkeen is bound by oath, they will not bother Tal'Set. Lord only knows what they would do to someone who got in their way...



I SEE YOU!

OUT OF SIGHT

When you're hunting some of the most dangerous dinosaurs around, it's best to keep out of the way. By using the scopes on weapons, you can attack without being seen.



These armed guards are no match for Turok – as long as you try not to get outnumbered, that is...



CONTINUED As seems to be the current trend with videogame sequels at the moment, *Turok Evolution* is actually going to precede the other stories. There have been several 'episodes' in the Turok saga, but this game is centred around the very first, Tal'Set.

The game begins with Tal'Set's tribe, the Saquin Nation, attempting to escape to the relative safety of Mexico, away from the clutches of the crazed Captain Tobias Bruckner.

The renegade Captain has already slaughtered most of the Red Indian tribe. He has only to hunt down the remaining few survivors, headed by Chief Grey Bear, to satisfy his bloodlust. An ambush sees the two sides engaged in battle – Tal'Set knows that without Bruckner, the Cavalry troops will be significantly weakened, so he heads straight for the enraged Captain. Seeing Chief Grey Bear falling to a sniper, Tal'Set fights with an other-worldly strength – the strength of a Tu-Rok. The ground beneath the two warriors caves in and they find themselves in an underground ruin. Tal'Set's blood sets off a strange reaction, and in the blink of an eye, a huge explosion erupts in the cavern. The Indian warrior is sucked into a portal, and dumped into

"ONE OF THE STANDOUT POINTS OF THE TUROK SERIES IS THE WEAPONRY, AND EVOLUTION PROMISES TO IMPRESS"



CHARACTER PROFILES

HERE'S A BRIEF DESCRIPTION OF THE MAIN CHARACTERS. WHAT A SURPRISE – THERE'S EVEN A LOVE INTEREST FOR TAL'SET...

TAL'SET

ORIGIN: SAQUIN NATION, NORTH AMERICA

A member of the now non-existent North American Saquin Nation tribe, Tal'Set was sucked through a portal into the Lost Land while fighting the insane Bruckner. Exactly why this happened is a mystery, but Tal'Set now believes that fate has brought him here, and that the events leading to his tribe's extinction occurred for the greater good. He sets out to uncover the truth, and to face the evil overlord Tyrannus. He must restore balance to the Lost Land by becoming that legendary 'Turok.'

BRUCKNER

ORIGIN: NORTH AMERICA

Nicknamed 'Red Snake' by the native Americans, Bruckner's hatred for the Saquin Nation and their kind has driven him to madness over the years. He now lives only to see every one of them slaughtered like animals. Despite being next to Tal'Set when the portal opened, Bruckner appears not to have been sucked in. Yeah, right... if you believe that you'll believe anything. Like Tal'Set, Bruckner has been guided by fate. After being healed by Tyrannus's minions, Bruckner will return to finish off the job that he set out to do.

TYRANNUS

ORIGIN: THE LOST LAND

Driven by a twisted belief that he is destined to rule the Lost Land, Tyrannus has managed to muster up thousands of reptilian soldiers to do his bidding. These mindless drones are hellbent on death and destruction, driven only by in-built instinct. Tal'Set will eventually face Tyrannus – it is his destiny.

TARKEEN

ORIGIN: UNKNOWN

This dangerous being is bound by oath to the God 'Stone,' who has charged Tarkeen with aiding Tal'Set on his quest to become Turok. As long as Tarkeen is under oath he is not able to harm Tal'Set. The mysterious being is protected by the terrifying Six Points, hideously chilling creatures of the dark world.

DJUNN

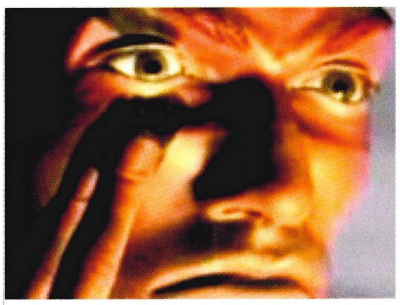
ORIGIN: RIVER VILLAGE, THE LOST LAND

As leader of the River Village people, Djunn is a well-respected, well-balanced individual. Strong as an ox in battle, Djunn and his followers have seen off various attacks, but the pressure is wearing them down. It is the villagers that rescue and heal Tal'Set when he first arrives in the Lost Land.

MAYANA

ORIGIN: THE LOST LAND

Mayana arrived in the River Village shortly before Tal'Set was discovered. Nobody actually knows where she comes from, but all that matters is she is against Tyrannus and, as such, is a valuable ally. Her close combat and healing skills will make her a great asset to Tal'Set in his quest.





a timeless world, 'The Lost Land.' As for Bruckner, he must be dead, right?

Despite the taste of revenge being so fresh in his mouth, Tal'Set knows that he has to figure out where the hell he is. So he begins his quest in the land of the dinosaurs.

You soon find out that the Evil Lord Tyrannus has been building up his troops for years, and is slowly but surely wiping out every human on the planet. Tal'Set has no choice but to take part in the raging battle between the people of the Lost Land and the evil overlord. The Lost Land itself is an untouched, lush rainforest. The deep undergrowth makes every corner a potential ambush point. Every now and again you'll come across village ruins, and as you get closer and closer to Tyrannus's dwelling, the surroundings become suitably technology-led.

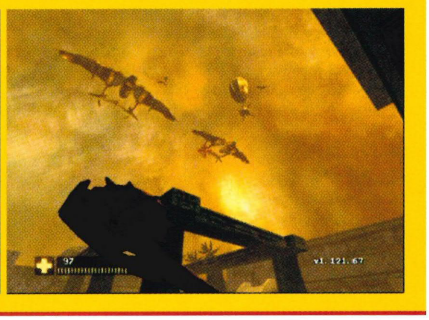
One of the standout points of the *Turok* series is the weaponry. *Evolution* promises to impress – we've only seen a small selection of the guns, and we probably won't see the likes of the Cerebral Bore and its gory brethren until this year's E3 show (May). Needless to say, the Tek Bow with its Sniper attachment and explosive arrowheads is still one of our long distance favourites.

PTEARIN' UP THE SKIES

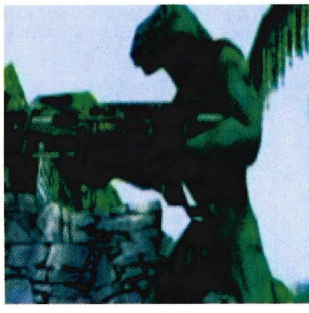
IS IT A BIRD? IS IT A PLANE? ERM... NEITHER ACTUALLY

Turok Evolution sees Dave Dienstbier finally putting one of his original ideas into the game – a Pteranodon level. The concept of flying a giant winged dinosaur was one of the ideas for the original game, but sadly it was never realised. In *Evolution*, jumping on the back of a friendly Pteranodon is the only way to take out Tyrannus's air-born forces. Having created a very basic glider contraption made from skins and bamboo, the reptilian troops are attacking villages from the air. The Pteranodon model looks fantastic as it swoops through the air with Tal'Set and his mounted mini-gun. Oh, did we forget to mention the onboard Rocket Launchers? He he...



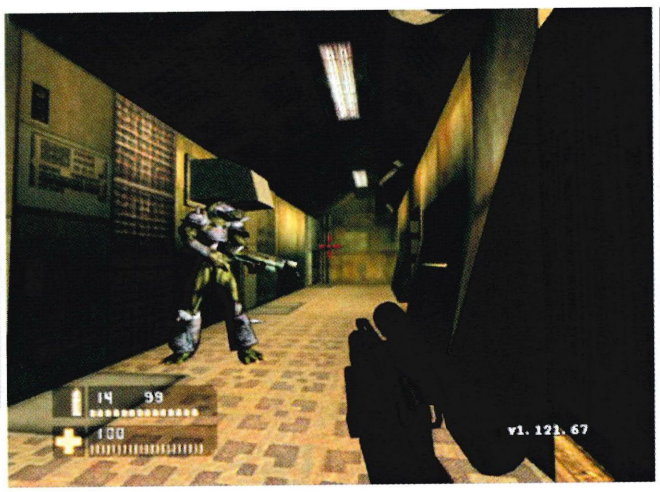












SLEEPING WITH THE ENEMY

A BEGINNER'S GUIDE TO TAKING OUT SOME OF THE DINOSAURS IN EVOLUTION

So far, Acclaim has revealed eight different dinosaurs for *Evolution*. All of the enemies in the game have been soft-skinned, so the limb movement doesn't result in any glitches. The way that the creatures move, and the way in which the flesh sways when they move, is very close to the creatures from *Walking With Dinosaurs*. Each dinosaur will need to be handled differently – if you treat a Velociraptor in the same way as an Ankylosaurus, you're history.

STYRACOSAURUS

ATTACKS: CHARGING HORN ATTACK

Info: These guys tend to travel in small groups in order to protect themselves from ambushes. Being herbivores, they won't make a concerted effort to attack you, but if you disturb them they won't be too happy. The huge horn on their snouts will make short work of your insides. Keep your distance and you'll be fine. If you have to go through them, make it quick and don't stop moving.



KRONOSAUR

ATTACKS: BITE

Info: Silent mincing machines that patrol the lakes of the Lost Land. These opportunists normally have to make do with fish, so when something larger drops by they'll be straight in there. They are extremely fast-paced and attack with a mouth full of needle-like teeth. The only way to avoid their mouths is to stay still until the last minute, then quickly dart to the side.



VELOCIRAPTOR

ATTACKS: BITE, CLAW

Info: Hunting in organised packs, Velociraptors are clever creatures, so don't underestimate them. You will very rarely find them out in the open – if you do, it normally means that one of the pack is trying to lure you into a false sense of security, while the others position themselves. Each Raptor comes equipped with two large, retractable talons designed for ripping flesh apart. The best tactic is to find a corner so that they can't sneak up on you, then just let rip.



PTERANODON

ATTACKS: AERIAL DIVE

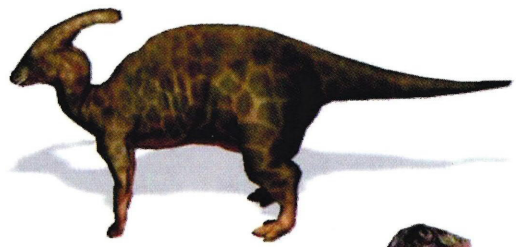
Info: If you're around trees these guys won't bother you – after all, they do have a 15-metre wingspan. They can only attack in open expanses, so if you find yourself in a bad situation, try to find some cover before you start shooting. Pteranodons don't have a specific attack – they simply dive-bomb you, but having something that big hitting you at 60kph is going to hurt.



PARASAUROLOPHUS

ATTACKS: CHARGING HEAD-BUTT

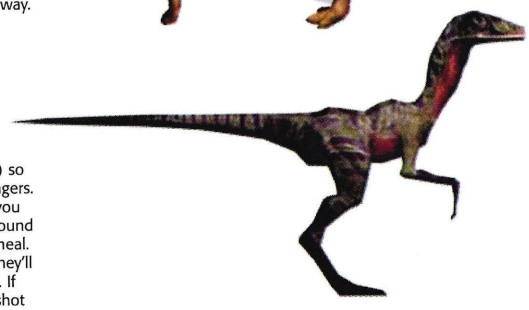
Info: Similar to Iguanadons in nature, these herbivores travel in herds. Like most herbivores they won't actively go out to attack you, but they are more edgy than the Styracosaurus. Because of this the entire herd is likely to charge at the smallest disturbance, at which time you really don't want to be in their way.



COMPY

ATTACKS: NIBBLE, SCRATCH

Info: Compy are among the smallest of the dinosaurs. They couldn't possibly kill anything themselves (apart from dragonflies) so most of the time they act as scavengers. Travelling in packs of ten or more, you will normally find them huddled around the remains of a larger predator's meal. Stand about for long enough and they'll jump on you, so don't stick around. If they do decide to annoy you, one shot from a pistol will floor them.



ANKYLOSAUUS

ATTACKS: TAIL SWING

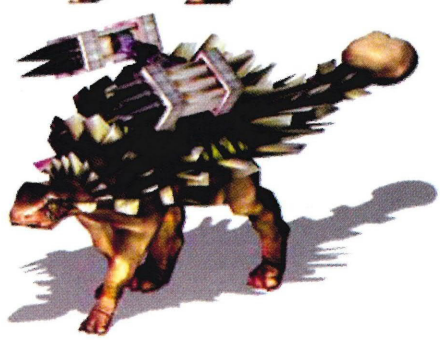
Info: Aggressive little buggers these guys! It's understandable though. They only ever travel in twos or threes, and so are extremely paranoid about anything out of the ordinary. As soon as they see you they will adopt a defensive stance, lashing out with their club-like tails. One swing could easily break your ribs or even your femur. Stay out of their way.



ANKYLOSAUUS TANK

ATTACKS: MISSILE BANKS

Info: Adapted by Tyrannus's troops, the tanks don't lash out with their tails when they get scared – they simply fire off a group of missiles! Hide behind something solid, then strafe out and blast them with your most effective weapon. There are no two ways about it – you need to take these guys out fast.



"WE'RE GETTING BACK TO THE BASICS WITH THIS GAME IN TERMS OF THE PUREST VISION THAT THE SERIES ORIGINALLY HAD"





Usually, we wouldn't recommend that you get this close to one of these guys...

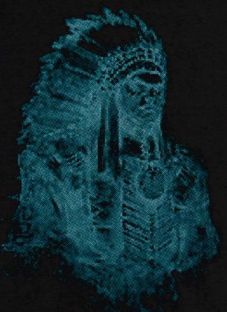
CUBE THINKS...

FIRST IMPRESSION

■ Cube is very excited. If *Evolution* is anything like the original *Turok*, we're in for a treat. Already the visuals are sweet as, and the dinosaur models resemble something out of *Jurassic Park*. There is at least six months worth of development time left, so you can expect the textures to become even more detailed as time goes on. This is going to be something special. The only downside we can see is that it's coming out at in the same month as *Die Hard*. Too much choice! CUBE

BACK IN THE CUBE WITH...

DAVID DIENSTBIER





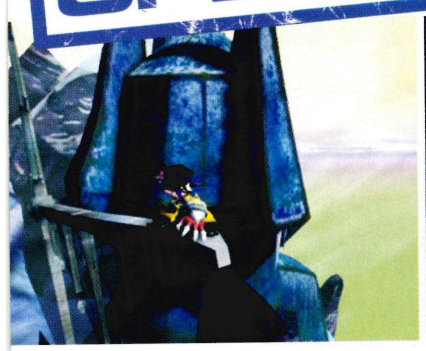
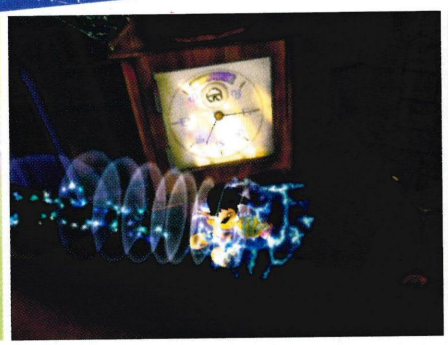
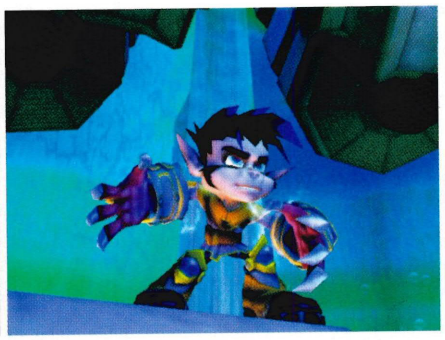
NAME: DAVID DIENSTBIER
POSITION: CREATIVE DIRECTOR
POSITION: ACCLAIM

CUBE: Can you tell us more about the time frame which *Turok Evolution* is set in?
DD: It's actually *Turok* 'Episode 1' – it's the original story. The game begins in 1886 in Texas. Tal'Set and the remaining members of his tribe are trying to escape to Mexico, and during the course of an ambush by a bloodthirsty group of US Cavalry men, a maelstrom erupts, a supernatural storm if you like, and Tal'Set is yanked into the Lost Land. The Lost Land doesn't really have a time, it's this genesis of the Universe, a nexus point. What we have spent time on, and what the art team has made a magnificent job with, is establishing a style for the world that is much more specific. Rather than just a hodgepodge of 'oh look, there's a downtown New York level, and oh look, there's this level' they've created different parts. There are high technology parts of the world, there are primitive parts of the world, but it's all got this style to it. The world has never been so beautifully visualised and realised as in this game.

CUBE: Back when the first conceptual art of *Turok* was released, people had no idea what the N64 was capable of. We had this vision of luscious forest settings, which wasn't completely possible due to hardware limitations. Looking at *Turok Evolution*, this is what we visualised five years ago.
DD: That's what I visualised too.

CUBE: So many people have said that the GameCube hardware basically does all the work for you. How has it been for you?
DD: Well, it certainly doesn't do everything for you, but it makes some components much simpler. With the N64, the fog was partly an atmospheric thing, and also a case of 'hell, this thing just can't draw that much at one time.' You don't have that problem with the GameCube, but as with any platform, you can choke it as soon as you want to. If you ask it to do too much it will just say 'okay, that's enough', but we've managed to overcome those sorts of problems simply because we've been doing this for so long. While there's this exponential increase in the power of these new systems, what you're asking them to do is also exponentially greater, but our engine guys are quite pleased with the GameCube.

CUBE: What were you able to achieve with the GameCube that you couldn't realise on the N64?
DD: Simply that the game can be how I visualised it. We're getting back to the basics with this game in terms of the purest vision that the series originally had. The fact that the GameCube has the performance abilities that it does lets us do that. The effects such as the luminescence and the lighting are fantastic, and the transparency stuff is great. It does some really neat colour blending too.




CUBE
INFORMATION

VEXX	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM STUDIOS AUSTIN
ORIGIN:	US
GENRE:	FIRST-PERSON SHOOTER
PLAYERS:	1-4

PERCENTAGE COMPLETE
00 25 50 75 100

RELEASE DATES

XMAS '02 | TBA | Q4 '02

VEXX

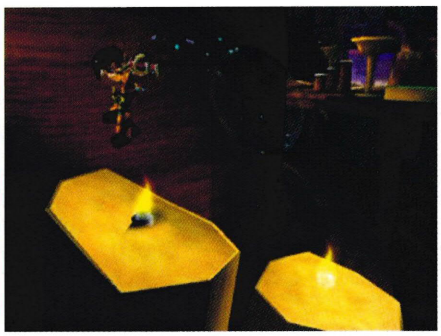
Acclaim release the first info on what could well turn out to be a serious rival to Mario Sunshine!

WHEN CUBE SPOKE to Dave Dienstbier at last year's E3 show, it wasn't *Turok Evolution* that he was most excited about. It was another new title, going by the name of *Jinx*. Nothing had been said about it before the show, and the only information came in the form of a 20-second long video teaser. The video showed a young boy clawing his way up a mountain face, using a pair of spiked gauntlets to make the ascent. And that was it... until now.

Eight months after the game was originally announced, Acclaim has released new information and screenshots on what is now called *Vexx*.



"ACCLAIM'S NEW MASCOT VEXX COULD WELL BE A DIRECT COMPETITOR TO MIYAMOTO-SAN'S VERY OWN MARIO"



GOOSE BUMPS

REACH OUT AND TOUCH IT

■ The detailed bump-mapping combines with the top-notch lighting effects to create extremely realistic environments, which are becoming synonymous with GameCube titles. It's almost as good as the real thing, eh?

SIZE DOESN'T MATTER

WHO'S AFRAID OF THE BIG BAD WOLF?

■ On his own, Vexx is as physically weak as the next Astarian. However, once he manages to get his hands on the Astani Gauntlets, they open up a whole new world of devastating abilities. Any chance we could get a pair of them?

GIANT KILLERS

EVIL COMES IN LARGE PACKAGES

■ The Dark Yabu will throw every available creature of the shadows in Vexx's way. Some of them are enormous (at least, the ones these screenshots show are) but according to Acclaim, we ain't seen nothing yet!

PREVIOUS

FROM THE MAKERS OF...

TUROK: RAGE WARS

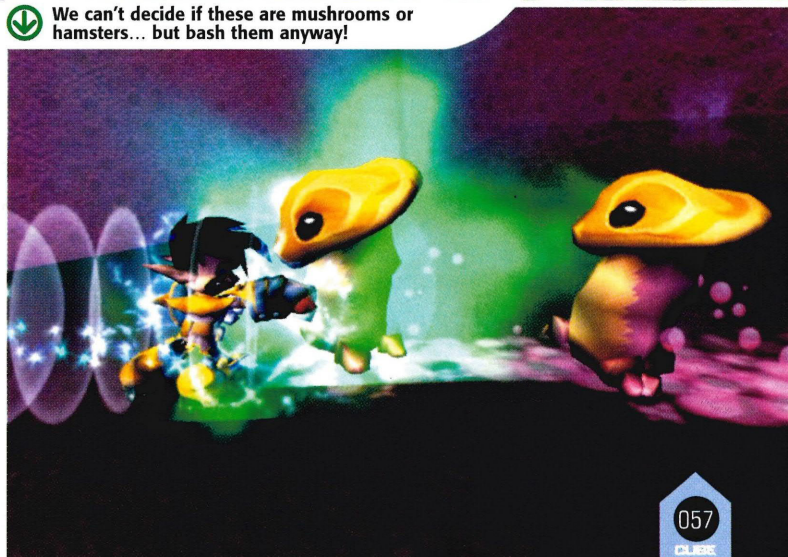
■ Excellent deathmatch blaster with some really tough AI opponents... though it used to give us motion sickness!



TOTALGAMES.NET RATING: 9.0

Based on the planet Astara, the story revolves around the young Vexx and his epic struggle against the Shadowraith, the 'Dark Yabu.' Vexx lives with his grandfather in the village of Rockhaven. One day, the Dark Yabu strikes for no apparent reason. His forces capture the villagers and put them to work in the nearby mines. What they are mining for is anyone's guess, but the Dark Yabu is obviously desperate to find it. One by one the villagers fall to the whip of the guards, but one day an uprising takes place and Vexx is able to escape onto one of the enemy ships. As he escapes, he sees the Dark Yabu killing his grandfather. But hey, what can he do, he's just a kid right? After creeping around the ship for a while he comes across a mysterious chest. No sooner has he opened the chest than a pair of gauntlets spring out and attach themselves to him. For what seems like an age, Vexx experiences pain like he has never imagined, as the Astani Gauntlets become one with the small child. Streams of lightning emanate from his body, building to a climax until a sudden pulse of energy blows the ship apart. Vexx lies semi-conscious among the wreckage, hearing only the words 'Gather the villagers, we'll have to take them to the Landspire now.'

We can't decide if these are mushrooms or hamsters... but bash them anyway!



HAPPY CHAP

SMELL THE GLOVE

Vexx's Battlegauntlets are attached for good. He's going to have to put up with them for his entire life. That'll be quite inconvenient when he grows up...







CHARACTER PROFILES

THEY'RE A WEIRD BUNCH, THOSE ASTARANS...

VEXX

WEAPON: Astani Gauntlets
LOWDOWN: The Astani Battlegauntlets did more than just attach themselves – they became a part of Vexx's body. Their energy pulses through his veins, and he now resembles some sort of mutant Wolverine rather than a young boy. Vexx is full of rage since the Dark Yabu enslaved his people and slaughtered his grandfather. The gauntlets merely offer Vexx the power to do what his heart wants; to destroy the Dark Yabu.

REIA

WEAPON: Astani Magic
LOWDOWN: The Astani are an ancient race, who were responsible for creating the Battlegauntlets in the first place. The Dark Yabu fears them, but only one member remains – Reia. She is locked away high atop the Landspire, well out of reach. If Vexx is able to get to her she will unlock the true secret behind the Battlegauntlets.

DARBY

WEAPON: Wisdom
LOWDOWN: Darby is an old hermit who stumbles across the injured Vexx after the explosion. Nursing him back to health, Darby decides to help the young boy by teaching him everything he knows about the Astani, and advises him on how best to fix the Astani Riftgate.

DARK YABU

WEAPON: Shadow Magic
LOWDOWN: Dark Yabu arrived in this system after a cataclysmic event created a rift in space, which opened up a direct path to the Shadowrealm. The Shadowraiths came through, and Dark Yabu picked Astara as his planet to conquer. Dark Yabu is a shapeshifter of immense powers, who fears only one thing – the Astani and their weapons.





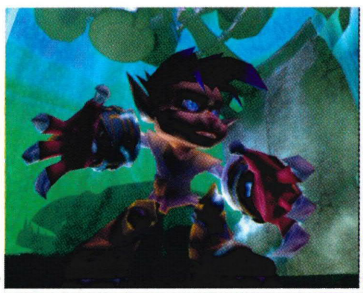
CONTINUED Vexx's main objective in the game is to get to the Landspire and save his people from the Dark Yabu's clutches. The only way to get there is by way of the Astani Riftgate, which is out of action right now (tut, typical!) It can only be activated by collecting and using the relevant Energy Orbs. These orbs were on the Dark Yabu's ship, but the explosion sent them flying out to the far corners of the Astaran landscape. So begins Vexx's quest.

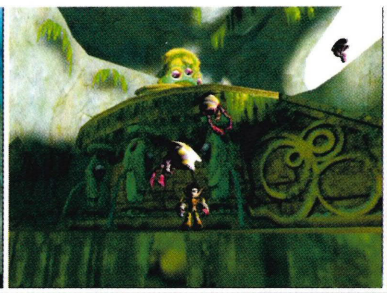
Eventually the pain of the gauntlets will subside and as time goes on, it will become second

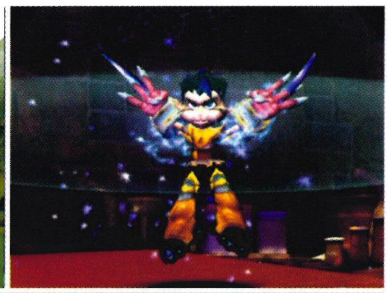
"THE TEAM IS SO PASSIONATE, AND THE CALIBRE OF THE PRODUCT IS SO GOOD. THE CHARACTER VEXX IS JUST AWESOME"

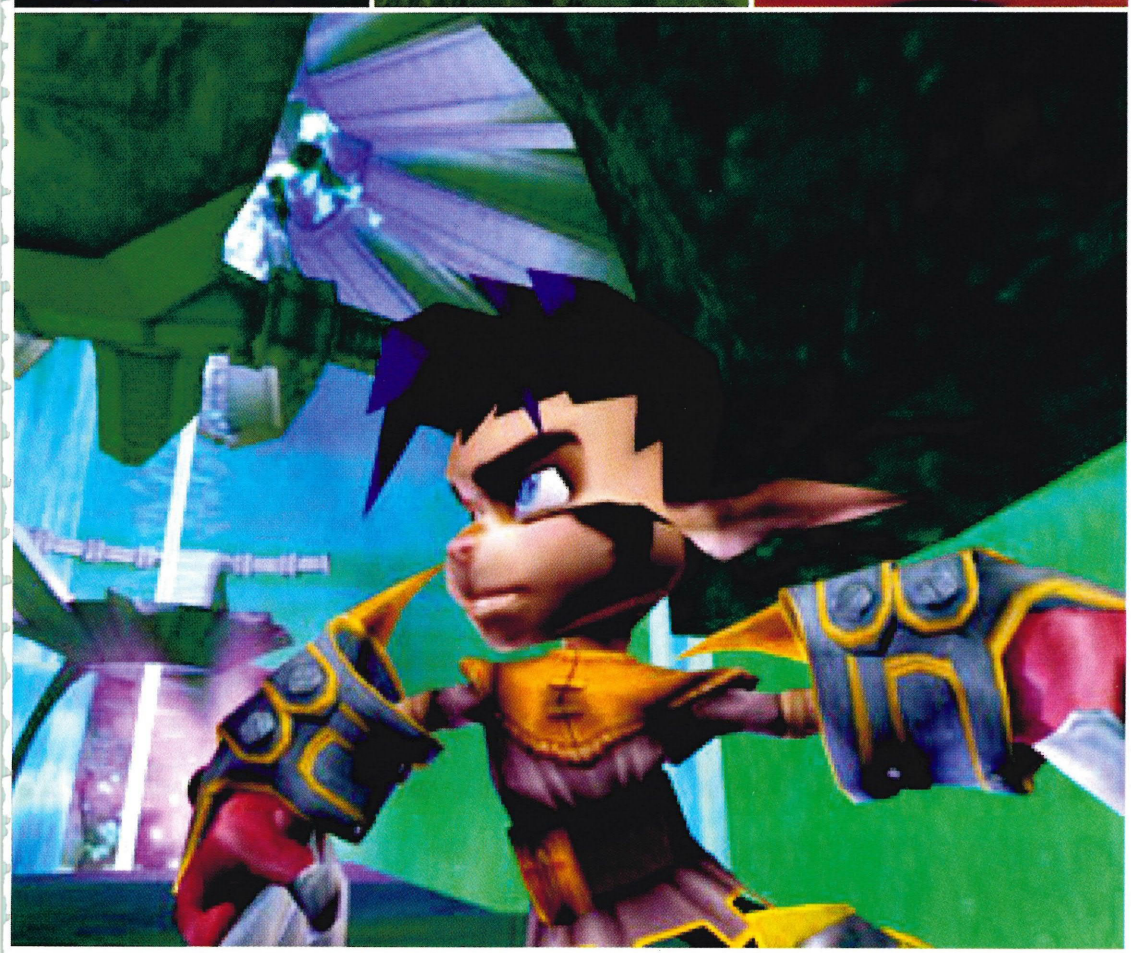
DAVE DIENSTBIER, ACCLAIM STUDIOS AUSTIN











nature for Vexx to use their special abilities. Climbing sheer cliff faces and hanging from any surface will become essential requirements when searching for the orbs.

As far as offensive abilities go, the team has introduced a refreshing new cancellation system. If you go for a punch combo and miss, you won't have to wait for Vexx to finish his combo before he turns around. At any point in a combo you are able to cancel the move and adjust your attack accordingly.

Vexx borrows from games like *Zelda* and *Castlevania 64*, in that it has a real-time day/night system. As the sun sets, some enemies will become weaker, but others will come out from the shadows fully charged from resting. It will be essential to hit the right enemy at the right time. The lighting changes are superbly reflected on the environments and character models, and even at this early stage the graphics in general are quite pleasing. Sadly though, this is all we can tell you at the moment, but expect more details and screenshots to dribble over in the coming months. CUBE

CUBE THINKS...

FIRST IMPRESSION

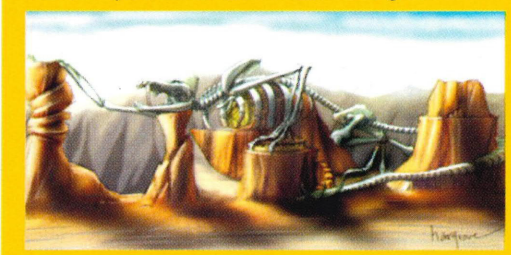
■ It's very hard to say very much at this point without being purely speculative, but *Vexx* has a great foundation on which to build. The main character is memorable, and the graphics are nice, but with this sort of game it all comes down to how it plays and how the camera works. If Acclaim Austin can manage to build an absorbing game around the promising start it has got, *Vexx* could turn out very nicely... CUBE

WISH UPON ASTARA

A FIRST LOOK AT SOME OF THE LEVELS IN VEXX

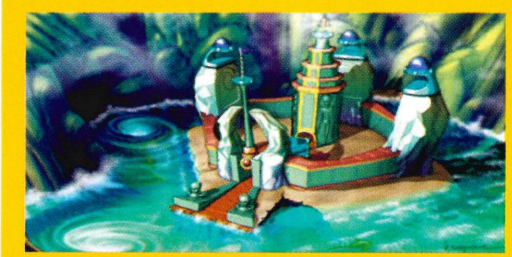
DRAGON'S REACH

A settlement based around the skeleton of a huge dragon. The surrounding landscape is made up of red rock and sandstone, which forms huge columns. No regular life can survive here, but the narrow platforms and cave systems are ideal for Vexx's Battlegauntlets.



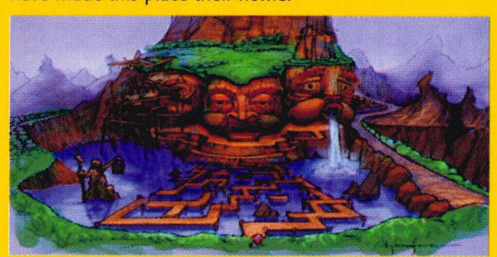
SUBMARILIS

A temple set in the centre of a mystical lake, shut away from the rest of the world by sheer rock faces and raging whirlpools. The interior consists of intricate walkways and beautiful waterfalls.



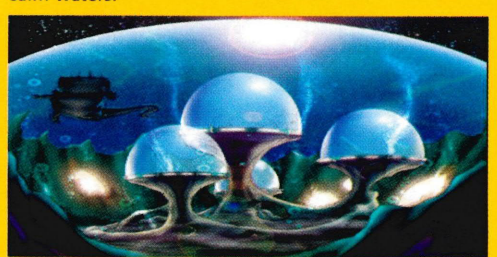
SUMMIT OF THE SAGES

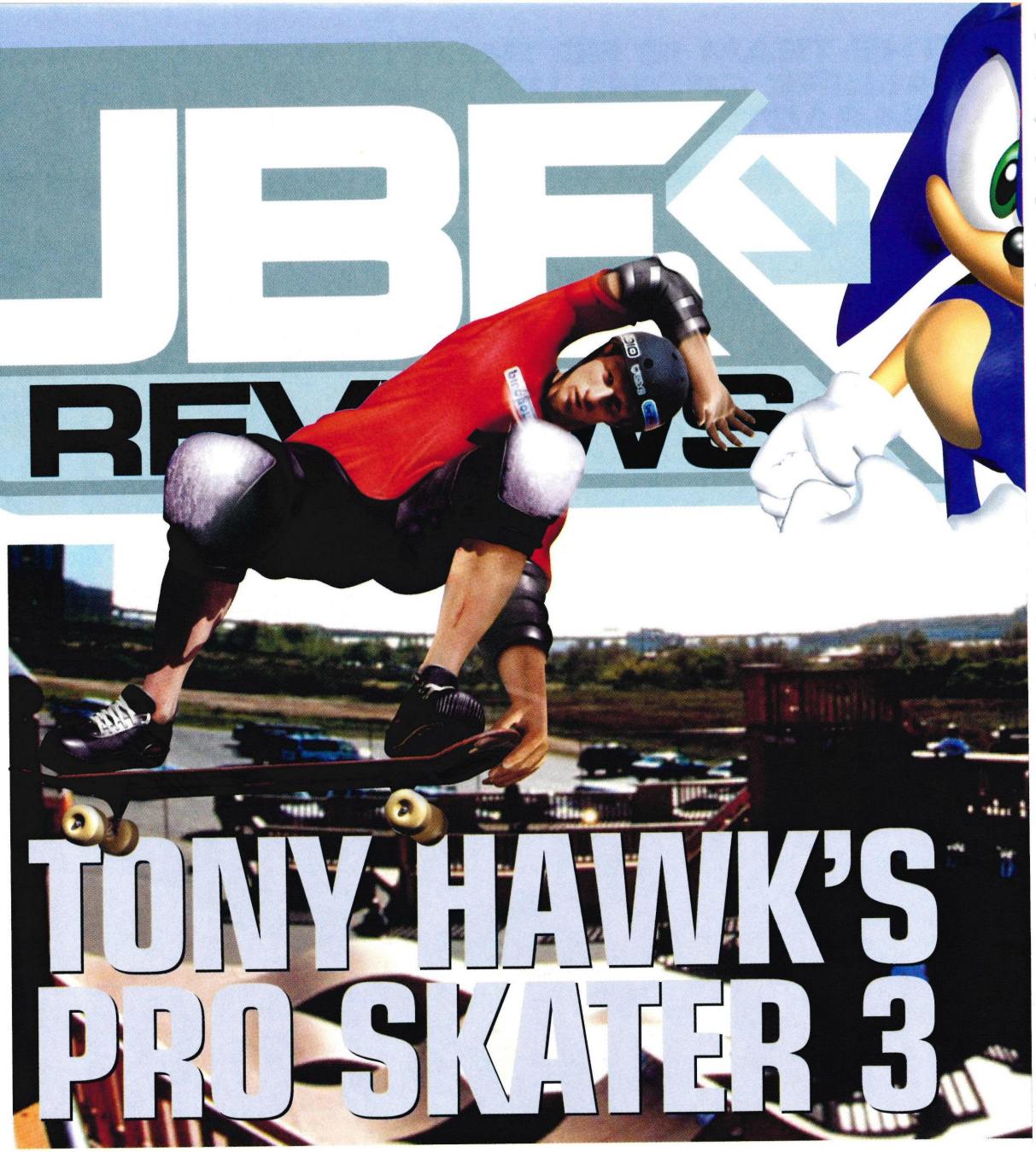
This level is the ruined home of the Astani. Inside, Vexx will uncover many of the secrets of the Astani race, and may even learn some of the secrets of the Battlegauntlets. Since the evacuation strange creatures have made this place their home.



THE BELOW

A strange, underwater world which holds many secrets behind the forests of Kelp that invest the darker parts. Sharks and giant, voracious amphibians patrol the calm waters.





TONY HAWK'S PRO SKATER 3

WHO WANTS SOME?

EDITORIAL

AND SO THE onslaught continues... thankfully, the sceptics among us who thought that games for the Cube would be harder to come by than tickets to one of Chandra's gigs have been put in their place. Not having to struggle to fill the magazine with glorious reviews (and some not so glorious ones... *Universal Studios* and *Tarzan Untamed*, take note!) is one of those things people like me enjoy so much – hey, it's not like I want to be running around like a headless chicken at the very last minute, looking for something to fill the space with. After the shambles that was the first few months of the N64 though, I will admit I had a few nagging doubts about how well Nintendo would pull off such a critical 'honeymoon' launch period... and it's gone and done it with style. Think about it – if this is how well the GameCube has been delivered in Japan and the US, imagine what kind of line-up the European launch is going to have! You won't have to worry about a lack of choice, that's for sure; what you will have to think about, though, is exactly which games to buy. After all, it's not like we've got bottomless pockets full of cash, is it? Well, maybe our Group Editor Simon has, but that's besides the point... ■ **MARTIN MATHERS**

CUBISTS

Eight stout men on a dead man's **CUBE**... yo ho ho and many, many bottles of beer.

SIMON PHILLIPS


GROUP EDITOR, CUBE

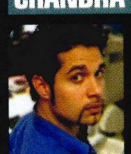
SAYS: "I'm working all night"
MEANS: He's got nowhere else to go
THIS MONTH: Love is in the air for our bachelor Editor – he's already got tons of valentine cards all over his desk with more arriving daily. He's quite happy, despite the fact they're all in his mum's handwriting.

MARTIN MATHERS


GAMES EDITOR, CUBE

SAYS: "Cor blimey, love-a-duck"
MEANS: No, we don't know either
THIS MONTH: Mart was encouraged to move back to London by his close friend Susannah. She may have wanted him to move so she had her own excouse to leave though... we just don't know.

CHANDRA NAIR


NEWS EDITOR, CUBE

SAYS: Dirty things on the phone
MEANS: He's talking to Helen at TDK again
THIS MONTH: Chandra's hardly been in the office, thanks to a stream of PR trips that took him all the way to London. Mart's now not the only one who talks with a thick cockney accent now.

WILL JOHNSTON


GAMES EDITOR, PLAY

SAYS: "I've done your freelance"
MEANS: He was rather drunk at the time
THIS MONTH: Will's efforts to master the arts of alchemy failed miserably – instead of turning a block of lead into gold, he managed to reduce it to nothing more than an Xbox. An Xbox! Ha!

SIMON GRIFFIN


STAFF WRITER, POWERSTATION

SAYS: "Grrrr... ruff, ruff!"
MEANS: He's coughing up a furball
THIS MONTH: Mr Griffin's lawyers would like us to state that although he is slightly hairier than the average man, he has no animal tendencies and has never chased a car... now can you put us down please, sir?

NICK TRENT


GROUP ART EDITOR, CUBE

SAYS: Lots of rude words
MEANS: He's back to working on **CUBE**
THIS MONTH: Despite his sterling work with the last two issues, Mr Trent refuses to be complacent. Just because he's designing with one arm tied behind his back, it doesn't mean he's showing off...

MIKE RICHARDSON


GAMES EDITOR, XBM

SAYS: "It doesn't look that bad"
MEANS: We're slagging off *Halo* again
THIS MONTH: Mike's contempt for people who don't like the Xbox came to a head when he challenged us to pistols at dawn – complete with a slap across the face with a studded gauntlet. Some people...

RICHARD CASELLAS


DESIGNER, CUBE

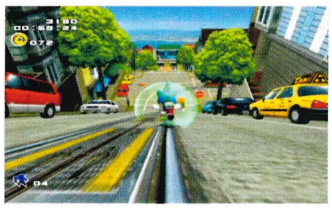
SAYS: "Aaaaaaaarrrrrggghhh!"
MEANS: He's broken his leg... dumbass!
THIS MONTH: We ditched the ninja design stylings of Rob in favour of Richard – he's lean, mean and makes a damn fine coffee. Not that we'd know, of course, we don't keep sending him off to make it for us...

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

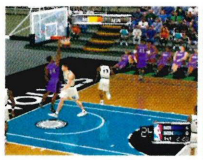


SONIC ADVENTURE 2 BATTLE

68 You knew it was coming – Sonic's landed on the GameCube at long last and he's brought his fastest running shoes with him. The question is, can SEGA manage to overcome the hordes of Mario fans and show them the light?











FIFA SOCCER 2002

74 Trust EA to be at the front of the line with the very first GameCube football game. It might be a simple conversion of the PlayStation2 title, but we'll certainly hazard a guess at this one flying off the shelves...

NBA COURTSIDE 2002

78 As the old saying goes, 'bouncy, bouncy cheeky monkey'... or something like that. In any case, it certainly applies to the GameCube's first basketball title. Ten men fighting over a bouncy ball... honestly, whatever next?

BATMAN VENGEANCE

82 Appearing in no less than two different games on the GameCube, the Dark Knight has got his work cut out. Can Ubi Soft come up with the goods when it comes to the saviour of Gotham City? Maybe, just maybe...

TARZAN UNTAMED

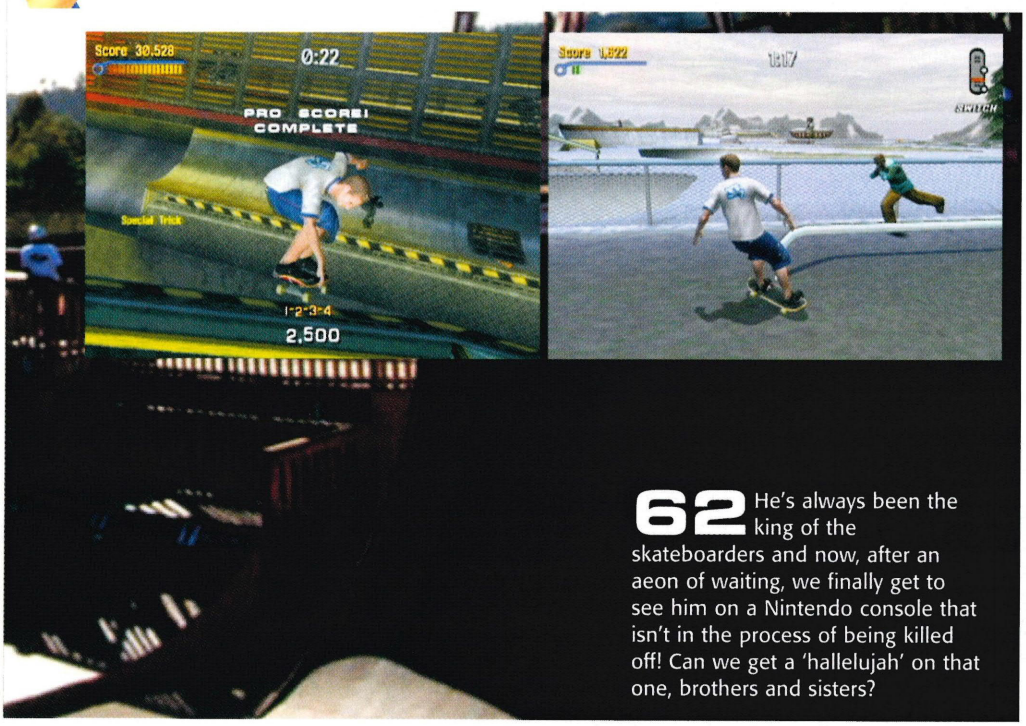
86 There are many words that we can think of to describe this game, but 'untamed' certainly isn't one of them. Instead, we'd like to offer up some of these alternatives – unimaginative, unfinished, un-please turn it off... get the drift?

ALL-STAR BASEBALL 2002

90 Take me out to the ball game – or in this case, sit me in front of a TV with the ball game on it. Acclaim hits the ground running with the GameCube release of *All-Star Baseball 2002*, but will it hit a home-run with us?

UNIVERSAL STUDIOS THEME PARKS ADVENTURE

94 Well, it had to happen sometime – may we officially introduce to you the very first truly 'bad' GameCube game to be released. If only they'd based the game on Thorpe Park or the Butlins Holiday Camp in Minehead instead...



62 He's always been the king of the skateboarders and now, after an aeon of waiting, we finally get to see him on a Nintendo console that isn't in the process of being killed off! Can we get a 'hallelujah' on that one, brothers and sisters?

WHAT DOES IT ALL MEAN?

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

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

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



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.

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.

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.

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...



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?



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.



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...



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.

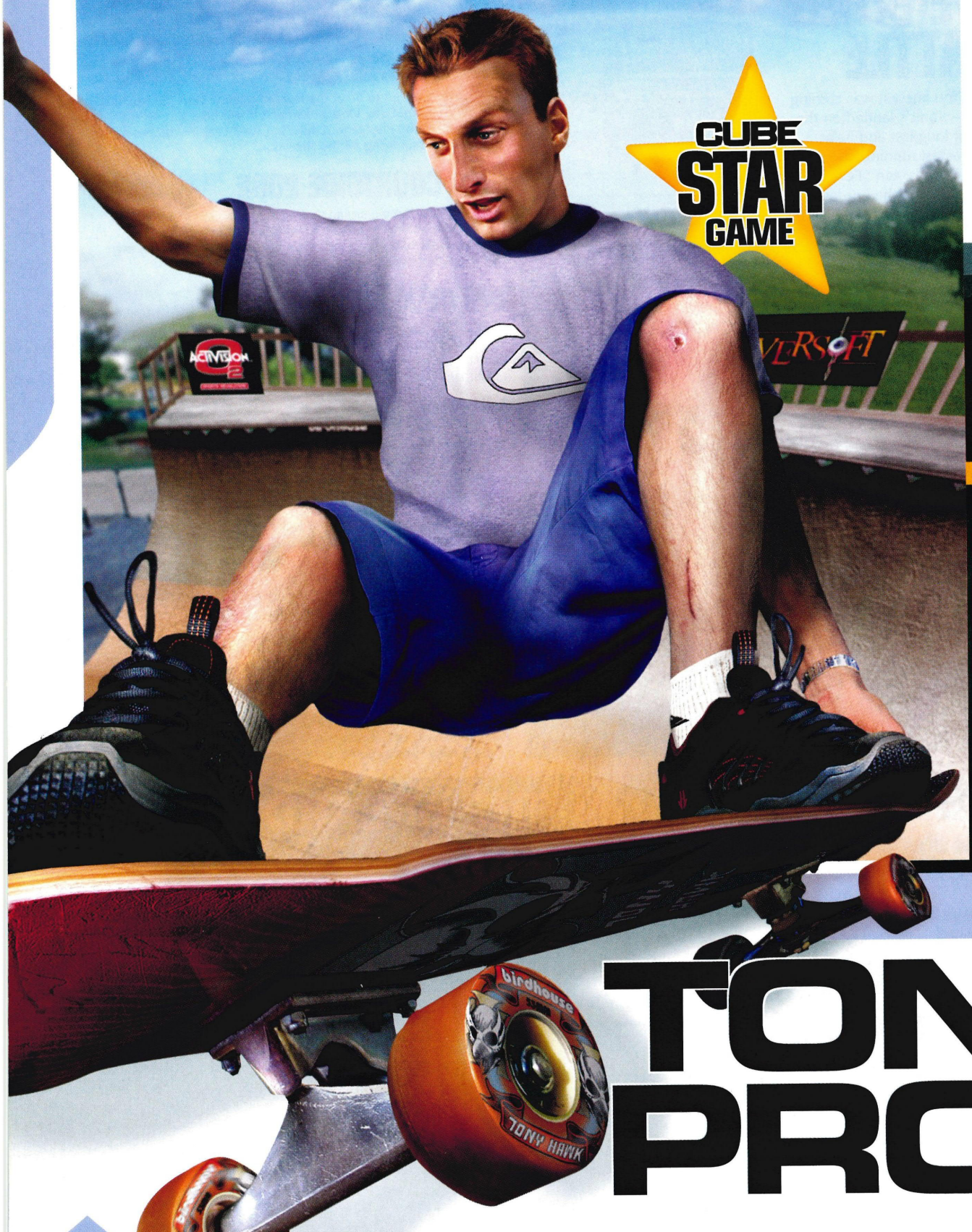


0.0 > 2.4
It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

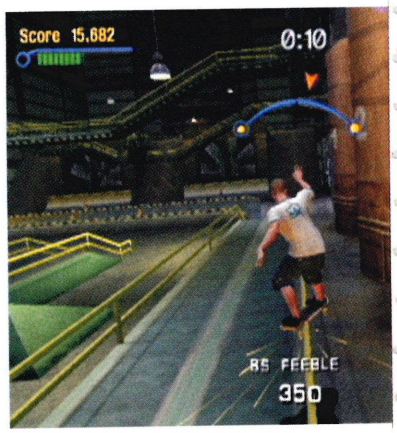


DID YOU KNOW: TONY IS ACTUALLY OVER 30 NOW WITH THREE KIDS –

The only skating game you'll ever need?



CUBE STAR GAME



CUBE INFORMATION

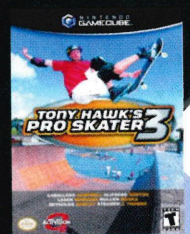
TONY HAWK'S PRO SKATER 3	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
PRICE:	£44.99
ORIGIN:	USA
PLAYERS:	1-2

STATS

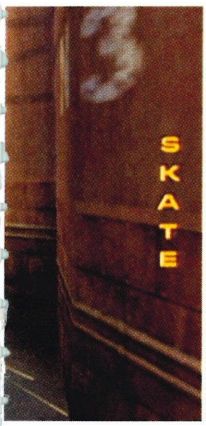
- BRIGHTER, BIGGER, BETTER
- 13 SKATERS TO CHOOSE FROM
- NINE NEW LEVELS TO MASTER
- CREATE YOUR OWN SKATER
- MASSIVE RANGE OF MOVES

RELEASE DATES

TBA	TBA	OUT NOW

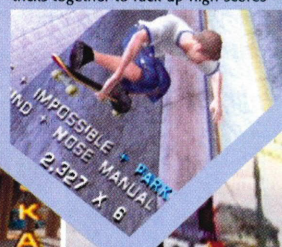


TONY PRO S





LINKING PARK: If you're the kind of person who likes to show off, this game is the one for you. Link tricks together to rack up high scores – and respect.



"DEEP DOWN, YOU KNOW YOU'RE NEVER GOING TO BECOME A PROFESSIONAL SKATER"

HAWK'S KATER 3

A legend in the real world, Tony Hawk is a huge hit with gamers too… but can he cut it on the Cube?

GOOD GRIEF... Has the Tony Hawk franchise reached trilogy status already? To add insult to a rather nasty injury, the fourth instalment has already been announced too!

Usually by this point alarm bells are ringing loud enough to scare a whole field of cows right into that familiar milking shed; however, we can happily report that this is by no means a cash cow. *Tony Hawk's Pro Skater 3* is, in fact, the best game in the series to date… and this is saying something, considering the first two games were on a par with finding your girlfriend in bed with Sarah Michelle Gellar.

The same addictive fun and superb level design has been kept from the previous games, whilst the gameplay has been tweaked, chiselled, polished and generally tidied up, so what you're left with is a game that expands your mind and forces a fixed smug grin on to your face for hours at a time. The most amazing thing about this, and all the previous games, is the mass appeal. It doesn't matter if you're a hardcore skater or not, this game is still fun to play, which means (thankfully) that a beany, some baggy trousers and a chain are not required before you get on your board.



SICK LINES

DESIGN FOR LIFE

The Tony Hawk experience wouldn't mean much without the levels, and this has some great examples. Everything you can see can be used to your advantage!

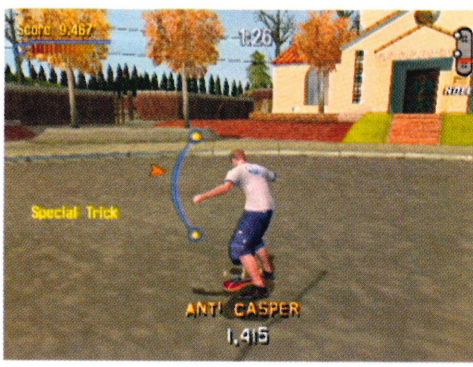


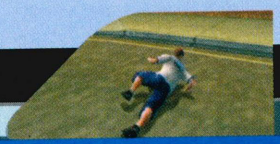


MR T RICK

COOL STUNTS!

Loads of new tricks have been added into *Tony Hawk's 3* for you to learn – and as you might expect, the animation that plays out as you execute each one reduces all other extreme games into a quivering mess in the corner of some charity shop. The biggest new addition comes in the form of the flatland freestyle moves, such as the Anti Casper and Truck Stand.







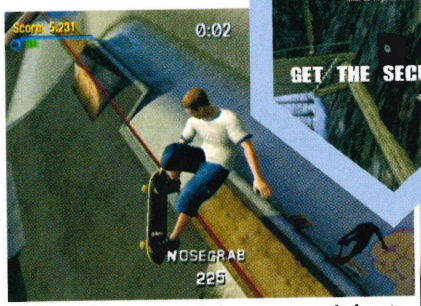
WHO THE...

BURGER TIME

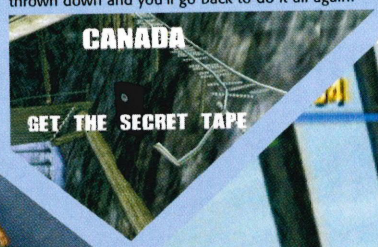
One new addition comes in the form of meandering pedestrians. This makes the cities feel real – and means even more obstacles to avoid!



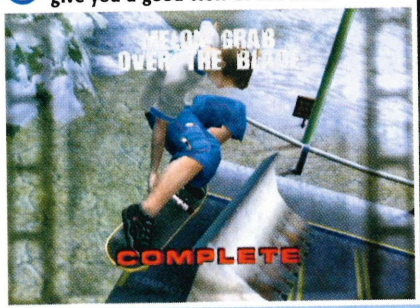
"WE CAN HAPPILY REPORT THAT THIS IS BY NO MEANS A CASH COW"



SHH... IT'S A SECRET: Back by popular demand, it's the secret tapes. Limbs will be broken, pads will be thrown down and you'll go back to do it all again!



Hit the ramps and the camera switches to give you a good view of the trick.





Collect the *Tony Hawk's Pro Skater 3* logos scattered around the level and you can then bump up your skater's stats.



THE PROFESSIONALS

PLENTY TO CHOOSE FROM AND ALL TASTES COVERED!

This game probably wouldn't be what it is today without the back-up of some of the biggest names in the sport. Of course, they only lend their names for hard cash but that's beside the point! Not including the hidden skaters (like Darth Maul!) there are 13 pros to choose from in this game...

STEVE CABALLERO
An extremely technical skater, Steve is a role model to many wannabe professional riders.

ELISSA STEAMER
The only female in the group, but don't let that put you off as she can hold her own with the best of them.

RUNE GLIFBERG
A Danish legend, Rune mixes it up wherever he can and is at ease whether it be the park or street.

TONY HAWK
He didn't get this game by being the worst skater in the world! Show him the respect he deserves.

KAREEM CAMPBELL
A street skater with more style than you could shake a bag full of branded skate clothes at.

ERIC KOSTON
Many pro skaters innovate and push the sport but Eric is firmly set at the front, leading them all.

BUCKY LASEK
Fortunate enough to have trained with Tony Hawk when he started out, Bucky has fast developed his own style.

BAM MARGERA
Best known for his exploits on hilarious TV programme *Jackass*, Bam is what you might call the pro at crashing.

RODNEY MULLEN
Frequently copied by other pros, Rodney has made a name himself thanks to his amazing flatland abilities.

CHAD MUSKA
A hardcore street skater with a passion for music, Muska laughs in the face of the fear that stops others.

ANDREW REYNOLDS
One of the tallest skaters here, drop-in king Andrew definitely isn't afraid of heights.

GEOFF ROWLEY
As the only British skater in the game, you should play with him out of sheer patriotism alone.

JAMIE THOMAS
If you've got a gap that needs jumping then Jamie 'No Fear' Thomas is the one to do it for you.













Land on something metal and sparks will fly as you grind through the trucks.

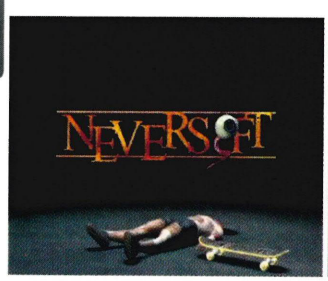




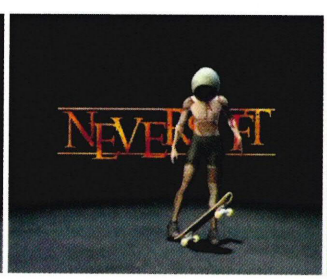


NEVER MIND

Before you've even got into the game itself, *Tony Hawk's 3* starts throwing some crazy stunts around that'll make you want to go and skate. The developer logo at the start is a true show of how cool this game is...



The eyeball of the Neversoft logo spots a decapitated body lying on the floor – not to mention a handy skateboard.



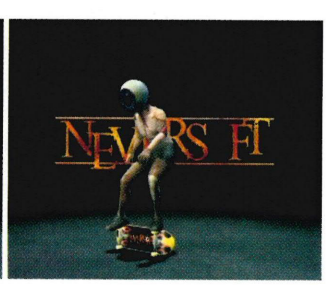
Not wanting to waste the opportunity, the all-seeing eye jumps down and attaches itself to the lifeless corpse.



Not the most appealing skater but right away he starts showing off and launches into the perfect Truckstand.



By this point you're afraid to blink just in case you miss what this undead professional does next.



A few kickflips and flatland tricks later and it's on a roll. What happens next? Buy the game to find out!



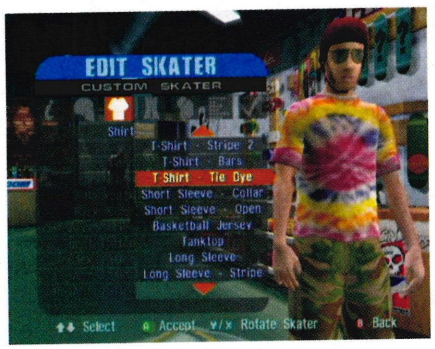


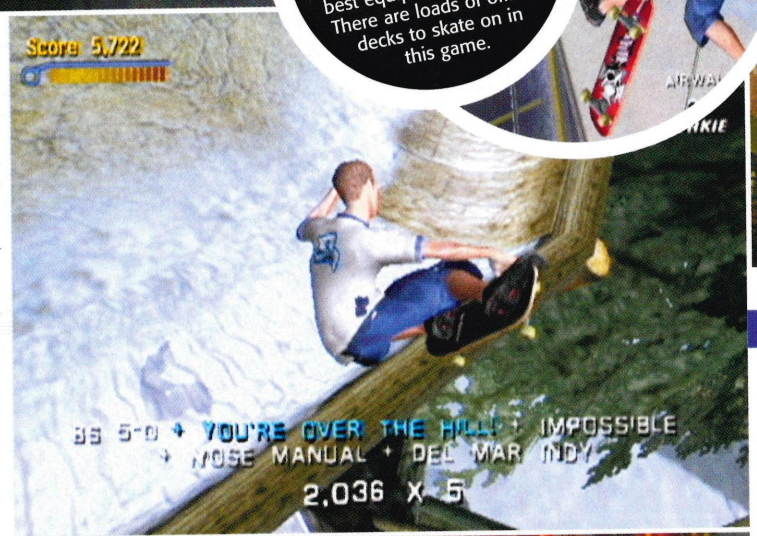


LOOKIN' GOOD

BOARD STUPID

What's the point of being a professional skateboarder if you don't get to jam with the best equipment available? There are loads of official decks to skate on in this game.



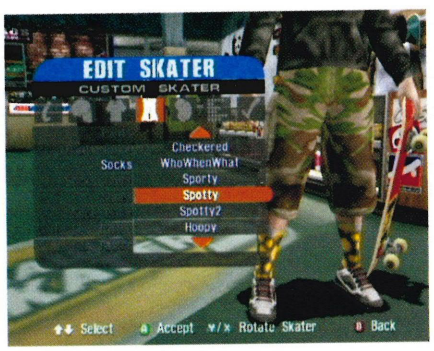


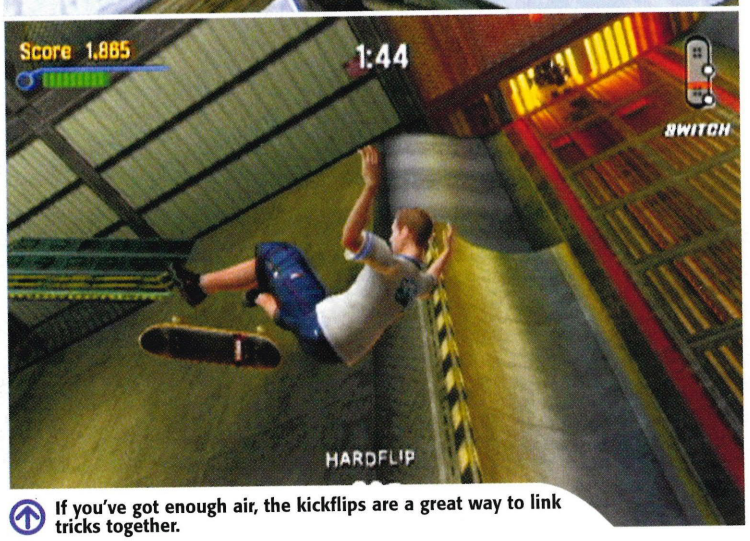


CREATE-A-PLAYER

ONE WE MADE EARLIER

There are plenty of real stars to choose from in this game but the option is there if you want to create your own skater. Loads of silly costumes and colour schemes can be adopted but best of all, you can name your skater what you want. Create yourself and go head to head against the pros in one of the competitions.



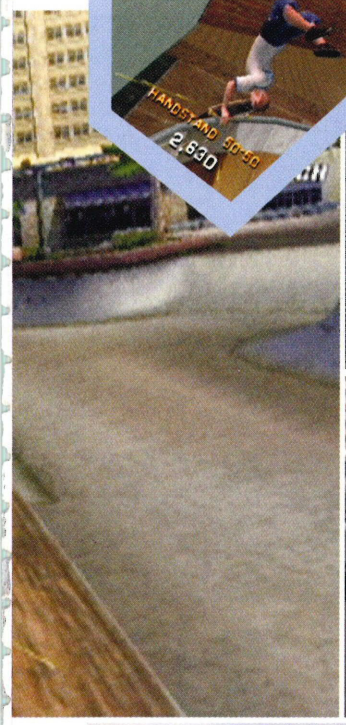


If you've got enough air, the kickflips are a great way to link tricks together.

COMMENT When you play *Tony Hawk's Pro Skater 3*, you get an incredible sense of well-being that washes all over you. Deep down, you know you're never going to become a professional skater, pull off a 900° spin and land a sponsorship deal that sets you up for life but for those couple of hours of game time, you can at least live the dream.

Unfortunately, this dream is shattered occasionally by the odd gripe – but unlike real dreams, this game won't be forgotten by the next day. The first (and most noticeable) gripe is the slowdown. When the camera takes in a large section of an outdoor level, the game clearly has a couple of problems drawing it all in. This is a great shame – especially since the texture quality isn't quite as crisp as that found on other consoles, so there is no excuse.

The other main gripe here is the lack of online play. This is something that can be found in



LOOK MA, NO FEET: Some of the new special moves in this game defy logic – but hey, they look great, so forget about it.





POWER TRIP

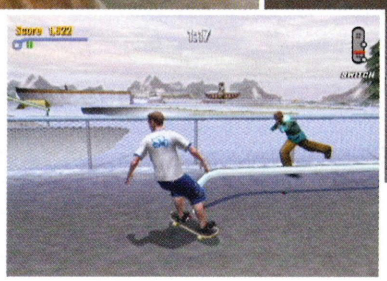
The GameCube controller is a brilliant invention. It's comfortable to use and the buttons feel as if they should be where they are. Unfortunately, this game manages to take the joy out of joypad.

The whole idea of a Tony Hawk game is that it moves fast and requires smooth, thought-out button presses to link the big tricks together. Sadly, the Grab and Kickflip buttons are too far away to allow smooth transition. You will get used to it after a while but if you've ever played *Tony Hawk's* on the PSone, the odd tear or two may slide down your cheek.

THE PHAT CONTROLLER







"A GAME THAT EXPANDS YOUR MIND AND FORCES A FIXED SMUG GRIN ONTO YOUR FACE FOR HOURS AT A TIME"

both the Xbox and PlayStation2 versions. However, quite why you'd want to play online with *Tony Hawk's* is a complete mystery – it's not exactly a competitor to a blood-thirsty, gun-toting first-person shooter.

If you can look past these small flaws (something that is easy to do) you'll be one of the privileged many who get to enjoy this game. If you've ever played a Tony Hawk title before you'll know what we're talking about when we say that this is the best extreme sports game you can lay your hands on. Any competition is so many laps behind, it hasn't even threaded its shoe laces, let alone tied them up yet!

Drop this game into your GameCube and we can guarantee it will stay there for a very long time indeed. So many games nowadays fall short when it comes to life span, but *Tony Hawk's Pro Skater 3* is the very definition of value for money.

MIKE

CUBE VERDICT: TONY HAWK'S PRO SKATER 3

BY FAR THE BEST TONY HAWK GAME TO DATE

VISUALS
Not as crisp as it is on some of the other consoles but nonetheless it looks good.

AUDIO
Some fantastic music mixed with authentic skating sounds to inspire body and soul.

GAMEPLAY
Incredibly addictive – this is the kind of game that gets you saying "just one more go".

LIFESPAN
To say that there is a shedload to unlock in this game would be a major understatement.

ORIGINALITY
When the first game came out it was original, but this just builds on the winning formula.

ALTERNATIVE

TONY HAWK'S PRO SKATER

The original game on the N64 was so popular it sold out! Still worth getting if you can find it.



TONY HAWK'S PRO SKATER 2

A surprisingly fun game on the GBA, this is an absolute must-buy for skating on the move.



OPINION

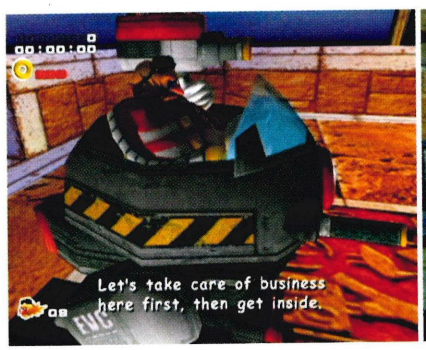
BOO! "One of my favourite games EVER... but the nasty control and bouts of slowdown leave me feeling just a little underwhelmed!" MARTIN

COULD BE BETTER! "A fantastic game, but you can't help but think that it hardly takes advantage of the hardware." CHANDRA

FINAL SCORE

9.0

IF YOU DON'T HAVE THIS GAME ON ANY OTHER FORMAT, YOU MUST ADD IT TO YOUR SHOPPING LIST.









CUBE INFORMATION

SONIC ADVENTURE 2 BATTLE	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
PRICE:	£69.99 (IMPORT)
ORIGIN:	JAPAN
PLAYERS:	1-2

STATS

- SONIC ON A NINTENDO CONSOLE!
- OVER 30 LEVELS TO PLAY
- THREE DIFFERENT GAME STYLES
- BREED YOUR OWN CHAO
- LINKS UP TO THE GBA

RELEASE DATES

TBA	OUT NOW	FEB '02



Faster than a speeding hedgehog!

SONIC ADVENTURE BATTLE

Finally, Sonic defects to a Nintendo console! The move might have been twenty years in the waiting, but it's been worth it...

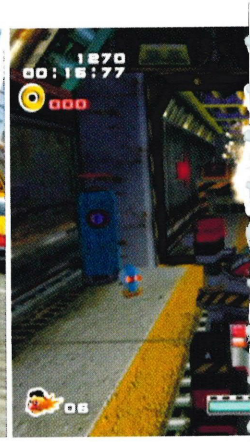


AS A RULE, there are some people who you know you can always trust when it comes to delivering the goods – and we're not talking about parcels here, obviously. With games especially, there are certain groups of developers who always produce grade-A titles; Nintendo (who hasn't produced a bad game yet... maybe some average ones, but never a bad one), CodeMasters and Namco are all names that have a reputation for quality. If you take a look in SEGA's direction though, one name stands out clearly above all the rest... can you guess who it is yet? If you said Sonic Team, you're right – well done, two points.

Until recently, all of Sonic Team's greatest works could be found on SEGA systems; from the original Sonic games on the MegaDrive and *NiGHTs: Into Dreams* on the Saturn to more recent efforts like *Chu Chu Rocket!* and *Phantasy Star Online* on the Dreamcast, each was a classic in its own right. With SEGA making the decision to become a software publisher only though, it opened all sorts of doors to Sonic Team... in particular, the doors that meant we'd finally get to play games like *Sonic Adventure 2* on the GameCube. Yay! True, it might look like a simple port over from the final days of the Dreamcast but don't be fooled by looks alone – on top of the conversion, there are some all-important changes and additions that make this a totally desirable title...







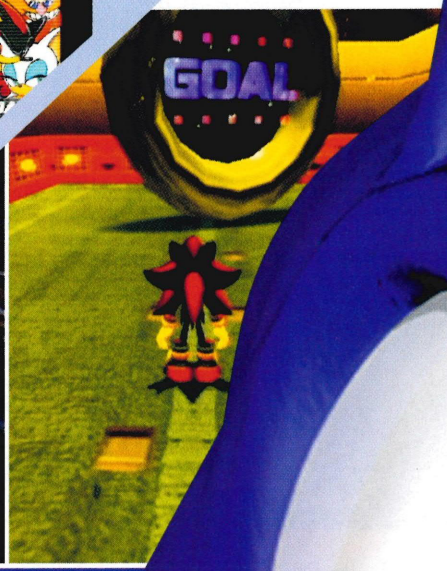
SIX PACK!

THE LESSER OF TWO EVILS

In a first for Sonic games, you can now see the unfolding plot from two different angles – when you begin the game, you can choose to play through either the Hero story or the Dark story. While fans of the blue hedgehog himself might prefer to stick to the Hero side, it's good to see that Dr Eggman (who finally gets an official name change after all these years) is getting his dues, with players now able to take control of the evil doctor himself. Each side of the story features unique levels and plot threads that all tie together in time for the big finale; the very last level features all six characters together and goes on for absolutely ages!

THE FINAL COUNTDOWN: Complete both halves of the Story mode and you'll unlock the Final Chapter – a massive level where you have to use all six characters.





"ON TOP OF THE CONVERSION, THERE ARE SOME ALL-IMPORTANT CHANGES AND ADDITIONS THAT MAKE THIS A TOTALLY DESIRABLE TITLE"

2

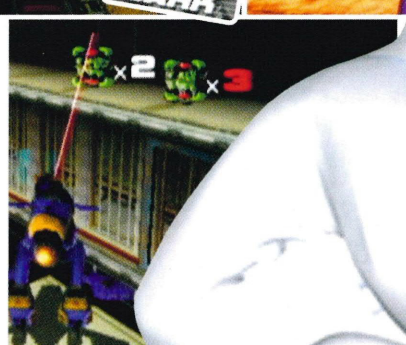
GROOVY!

GRIND IT, BABY

Both Sonic and Shadow wear Soap Shoes – the grooved sole allows them to grind down sloped rails. You can actually buy Soap Shoes for yourself... we've got some!







LEVEL CHOICE

IN THE STYLE OF...

No matter which side of the story you choose to play through, you'll have the chance to experience several different styles of gameplay as you take control of either Sonic, Tails and Knuckles or Shadow, Eggman and Rogue. Here's how the game breaks down...

RACE TO THE FINISH - SONIC AND SHADOW

In true *Sonic* style, the levels featuring the twin hedgehogs focus mainly on speed; the faster you can sprint through each level as you grab rings, the higher your grade will be. Of course, that doesn't mean you shouldn't stop every now and then to check out suspicious bits of scenery... you might just be missing something really important!





BLASTING FRENZY - TAILS AND EGGMAN

Reminiscent of the E-102 stages in the original *Sonic Adventure* on the Dreamcast, Tails and Eggman now have to plough through hordes of enemies en-route to the end of each level. Luckily, they're both riding in a mechanised walker armed with a lock-on blaster cannon – simply point the targeting laser at an enemy, then let rip with flaming death!





TREASURE HUNTING - KNUCKLES AND ROGUE

Slowing down the pace a bit, you'll get the chance to go looking for shards of the Master Emerald when controlling Knuckles and Rogue. Three shards are hidden somewhere on each level, so you'll have to track them down through careful use of the Hint Monitors dotted around the place and your incredibly sensitive Hot/Cold Emerald Meter.





BONUS - SONIC KARTING?!

Never one to be outdone by Mario, Sonic now has his own karting game on the GameCube! It's not quite *Sonic R* from the Saturn, but getting to race down the streets in a customised Sonic go-kart is pretty cool. You'll play the kart racing as a separate level while controlling Rogue or Tails, but once you complete the level it'll be available as an option on the main menu.













HOW CUTE!

AWW, LITTLE ANGEL!

How you raise your Chao greatly affects its personality... you could get a perfect angel or a little devil!



DOWN AT THE BOTTOM OF THE GARDEN

Look carefully in each stage and you'll find Chao Boxes – large blue crates containing all manner of goodies. Much of the time, you'll just get a collection of small animals but the first box you smash on each level will contain the Chao Key. This is your means of accessing the Chao Garden and raising your very own Chao! Of course, if you've never played *Sonic Adventure* before, you might not know what we're on about... don't worry though, because we're here to take you through it all!

WHAT IS A CHAO?

Pronounced 'Chow', a Chao is a small creature capable of independent thought that inhabits the Chao Gardens of *Sonic Adventure 2*. Once hatched from its egg, the Chao will come to think of you as a friend and provider... unless you treat it badly, of course!

HOW DO I RAISE MY CHAO?

Simple – you can collect small animals from each level and Chao Boxes, or grab the Chaos Drives dropped by each enemy you kill. Both will raise your Chao's ability levels when given to it, although each animal will give your Chao new physical traits as well (bunny ears, dragon wings and so on). You can also feed your Chao fruit from the trees in each garden.

WHAT ELSE CAN MY CHAO DO?

All sorts of things! You can take part in the events at the Chao Stadium in order to win prizes that your Chao will play with, or even download him to your GBA copy of *Sonic Advance* to take with you on your travels. There's also the Chao Kindergarten, where you can check the health of your Chao, or you could buy new goodies for it from the GameCube-exclusive Black Market, get it a lucky name from the Fortune Teller or even teach it new tricks in the Class Room. How wonderful!

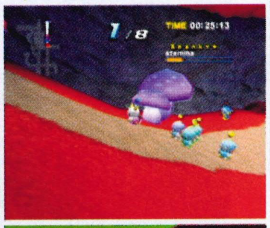


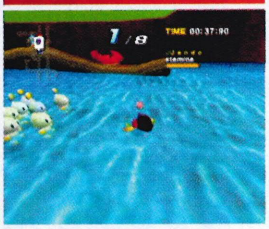
Leave your Chao here and when you come back, he'll have a new skill...

INTO THE STADIUM!

Of course, Chao are pretty much like greyhounds... while raising them is fun in its own right, the best part is when you get to race them! That's why you'll find an entrance to the Chao Stadium located at the rear of every Chao Garden – nip inside and you can put your Chao to work against other Chaos for fame, glory and even prizes!







CHAO RACES

A popular favourite since the first *Sonic Adventure* game on the Dreamcast, the Chao Races test the skills of your Chao to the limit. Each race requires certain abilities to be used – power for climbing up walls, speed for running and swimming and flying for... err, swimming and flying – so you'll need to make sure that your Chao is prepared. What's more, you can cheer it on as it races – just make sure you don't cheer too much or you'll wear it out!



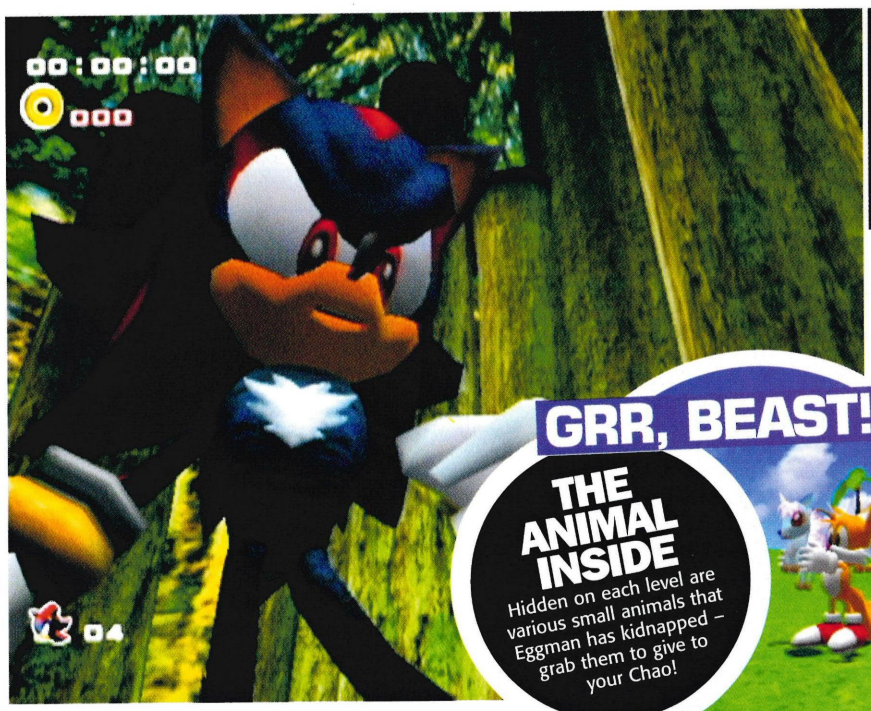




CHAO KARATE

Especially created for the GameCube version of *Sonic Adventure 2*, the Chao Karate tournament sees Chaos battling it out to see which one is the next Bruce Lee! Although there are three levels of tournament to choose from, the objective remains the same – pound on your opponent until he falls out of the ring or collapses from exhaustion. When your Chao sits down, it means he's not interested in fighting any more... hammer the A Button to give him some encouragement!











GRR, BEAST!

THE ANIMAL INSIDE

Hidden on each level are various small animals that Eggman has kidnapped – grab them to give to your Chao!

GOTTA COLLECT 'EM ALL!

While there are over 30 levels in the game, the Story mode of the game can be played through in a relatively short time (we managed to complete the Last Chapter section by the middle of our second day of play). Of course, that doesn't mean it's over... good lord, no. Every time you complete a level in Story mode, you'll receive a Sonic Emblem – however, there are a total of 180 Emblems in the whole game to find! As well as the Story mode, each level has additional missions – initially, you only have to complete the first mission of each stage but there are actually five on each one including tasks like collecting a set number of rings, rescuing lost Chao creatures and even completing the level in Hard mode (which can be rather tough... believe us!). If you thought the game was far too easy the first time you played through it... well, this should shut you up for quite a while.

ANCIENT TIMES

AMONG THE RUINS

No matter which character you're playing as, you'll find at least one ancient ruin hidden on each level of the game. If you've played the first *Sonic Adventure* on the Dreamcast, you'll recognise that it has the same design as the Ancient Ruins where Tikal lived... but that's beside the point.

Usually, you won't be able to do anything with these ruins but once you've discovered the Mystical Melody power-up for each character – which is rather tough to find in most cases – you can return for some secret goodies. It might reveal a horde of rings or even unlock a whole new path through the level... you won't know until you try it. Certainly in the case of completing the later missions of the levels, you'll need to use them at some point... especially if you want to find that poor lost Chao!









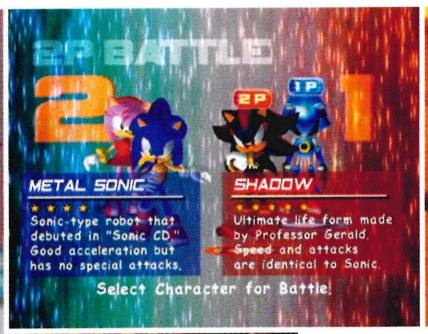


COMMENT Now that there's no console rift between them, the question that has plagued gamers worldwide for years can finally be answered – if Mario and Sonic both appeared on the same machine, which one of them would come out on top? Unfortunately, it's a bit of a mute point right now; with no pure Mario title to compare to (and no, *Luigi's Mansion* doesn't count), Sonic wins hands down. Why? Because his first appearance on a Nintendo console is a doozy, that's why!

For fans of the original Sonic games, *Sonic Adventure 2 Battle* is sure to bring back some memories, thanks to the return of fast-paced consecutive levels with none of the namby-pamby adventure rubbish that the first *Sonic Adventure* game offered. However, it also manages to throw in enough extras (especially thanks to the replay value offered by the Chao breeding and Emblem collecting) to offer something for everyone. Not surprisingly though, there are a few gripes along the way – for starters, the treasure-hunting stages featuring Knuckles and Rogue feel like more of a chore than anything else thanks to the massive scale of the levels. More often than not, you find yourself running around in circles trying to track down the treasure – even with the help of the monitors which give clues ranging from incredibly cryptic to 'might as

DOING THE BOSS-ANOVA: You'll face many bosses through the game, although much of the time they'll just be one of the other characters you can play as.







TWO PLAYERS ARE BETTER THAN ONE

When *Sonic Adventure 2* appeared on the Dreamcast, it had a newly-included two-player mode – however, it was pretty lacklustre and felt tacked on at the last minute. With the GameCube version though, Sonic Team has worked hard to make vital improvements. The result? A two-player mode that's great fun to play and packed with surprises. There's a wide range of challenges on offer (including speed trials, shooting battles, treasure hunts and multiplayer versions of the Chao Races and Karate) and even a host of new characters above the six already on offer. Want to hunt for emeralds as Tikal or Chaos from the first *Sonic Adventure*, race along as Amy Rose or Metal Sonic or battle it out in Chao Walkers? Well, now you can!



"WITH NO PURE MARIO TITLE TO COMPARE TO, SONIC WINS HANDS DOWN BECAUSE HIS FIRST APPEARANCE ON A NINTENDO CONSOLE IS A DOOZY"

well place a neon arrow directly above it' obvious, it's a frustrating experience. Frustration also sets in during a few of the boss fights, which seem to have no strategy to them other than sheer luck and button-mashing. Still, these are, in truth, minor gripes when taking the whole game in context – for the most part, *Sonic Adventure 2 Battle* is a particularly good example of why SEGA and Sonic Team are so revered within the games industry. If this is the standard of games we've got to look forward to then here's to the future, eh?

MARTIN

CUBE VERDICT: SONIC ADVENTURE 2 BATTLE

A GREAT DEBUT FROM EVERYONE'S FAVOURITE BLUE HEDGEHOG!

VISUALS
Not much has changed since his last appearance on the Dreamcast, but Sonic looked pretty good back then!

AUDIO
Japanese guitar tunes, hip-hop and other rhythms make this a suitably eclectic selection.

GAMEPLAY
Well, it's Sonic, isn't it? It doesn't quite have the depth of a Mario title, but Sonic's latest game is still great fun.

LIFESPAN
While you could probably whizz through the main game, collecting all the emblems will take a long time...

ORIGINALITY
As Sonic evolved, so did his games – this one proves the best of the bunch, even if it does follow the same formula.

ALTERNATIVE

SUPER MARIO 64



The man who caused SEGA to come up with Sonic the Hedgehog in the first place... and he's always been one step ahead. For now though, this is the best alternative.

RAYMAN 2: THE GREAT ESCAPE



Another rather blatant attempt at the 3D platform adventure genre, but one that actually works well. It's still not as good as *Sonic Adventure 2* or *Mario 64* though...

OPINION

TOP HOG! "If you've never had the chance to play the Dreamcast version, this makes a great addition to the pile."
CHANDRA

BOOM! "Though it's odd to see Sonic on the GameCube we still love it to bits.0 We want Mario more, though."
SIMON

FINAL SCORE

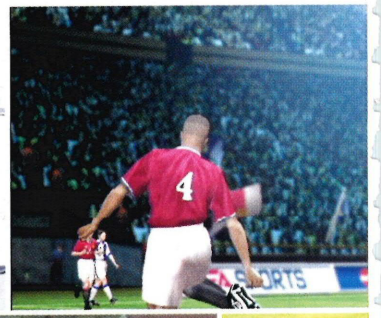
8.5

A RETURN TO FORM FOR SONIC... IF YOU NEED A DECENT PLATFORMER RIGHT NOW, THIS IS THE ONE TO GET!

Think it's all over? It's only just started...











The 'Spot-the-ball' competition proved not to be that challenging after all...

FIFA 2

CUBE INFORMATION

FIFA 2002

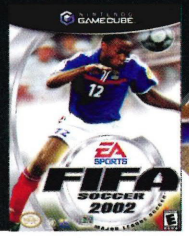
PUBLISHER:	EA
DEVELOPER:	EA SPORTS
PRICE:	£44.99
ORIGIN:	UK
PLAYERS:	1-4

STATS

- CREATE YOUR OWN PLAYERS
- MORE THAN 400 TEAMS
- VOICE OF JOHN MOTSON...
- ...AND ANDY GRAY
- 29 MEMORY BLOCKS REQUIR

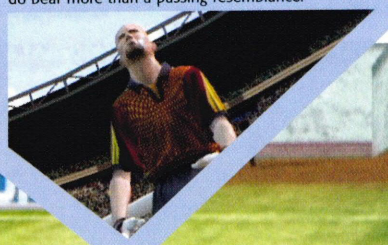
RELEASE DATES

TBA | TBA | OUT NO









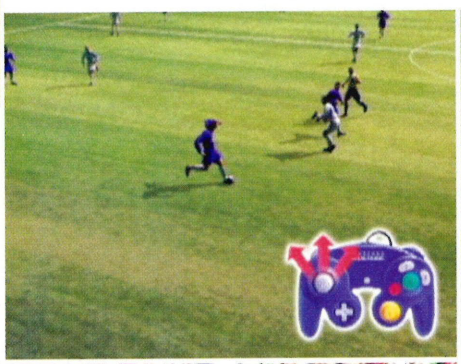
IT'S BARTHEZ: Though the players seem not to be modelled on their real-life counterparts, some actually do bear more than a passing resemblance.

IT'S SNOW GOOD!

For such a comprehensive game (certainly in all other departments) we were surprised to find that the weather and stadium choices are somewhat limited. There are only five stadiums on offer, which seems odd considering the incredible number of teams and leagues on offer – surely EA could have included stadiums from around the world? You can also only choose from 'Day' and 'Night' as times to play – so no evening games, then? Surely some rather tasty sunsets would have shown off GameCube's graphical abilities rather nicely? The option of 'Clear' or 'Rain' (which is always torrential, by the way) seems a little poor. Surely *FIFA 2002* wasn't rushed out...









002

Continuing the support for the GameCube, EA sticks the boot in with a footie game. Can they kick it?

THE WORLD CUP is coming, you can almost smell it – the Japanese police have been trained knowing that the moment the Japanese get wind of our man Becks they'll go wild and riot (presumably in an orderly and graceful way). With this celebration of football comes the inevitable glut of footie games all promising to distil the experience for you without the need to ever train, get paid £40,000 a week or at the very least travel halfway around the globe to watch 'our lads' get knocked out in the early rounds.

Unfortunately, thanks to the delay in launching the GameCube in Europe, EA has seen fit to release a UK-developed football title in the US – the lucky blighters. We reckon that it's more of a test run for the inevitable 'Road To The World Cup' footie game that will be released here in the UK – after all, it's not exactly the US's favourite sport but EA might as well try to cash in early and then do so again in the States with cash in number two. They're in it for the money, and why not?

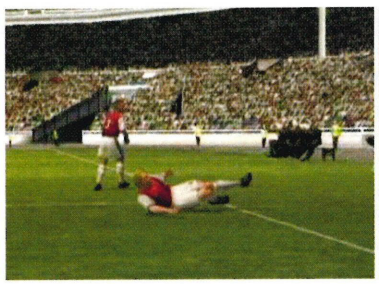
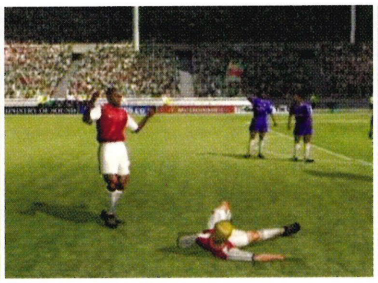


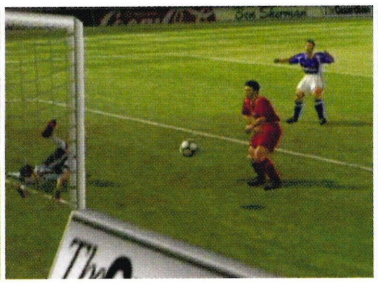
HANDLING THE BALL

CONTROL

Apart from the lush graphics, one of the most noticeable aspects of *FIFA 2002* that has changed from its predecessors is the passing method. No more can you simply press the Pass button and hope that the ball reaches its intended target. Here, you have to control the direction of the ball with the analogue stick whilst also pressing the A Button to control the strength of the pass – the further the pass, the longer you hold the button down. Whilst this gives you much more control, it takes some getting used to, especially for those of you used to stabbing at the Pass button and hoping. Thankfully though, the training video gives ample explanation of how to master this technique. Watch and learn, as on higher difficulty levels you'll need it!

"THE OFFICIAL LICENCE MEANS THAT YOU WON'T FIND 'DAVID BACKHAM' PLAYING FOR MAN UTD, WHICH IS ODDLY REASSURING"




IT'S ON DVD!

It's good to see that even with a game shoe-horned onto the tiniest DVD that you ever laid your eyes on there's still room enough for some added extras. Sure, there's the customary advert for some of EA's up-and-coming titles and there are credits too. However, we were mightily impressed by the natty training video and most of all, by the hugely funny FIFA outtakes. Like the sort of thing that you see at the end of Pixar's animated movies, it features a series of bloopers and muck-ups all done in a comedy stylee... we like it, we like it a lot – more please!



Despite the match being in full swing, the call of the ice-cream van was too much to resist...

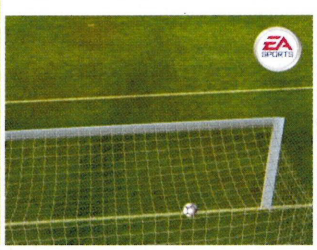
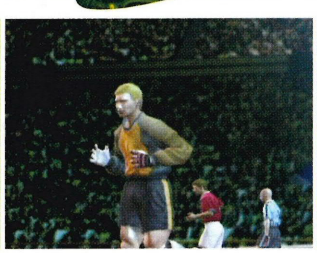


FOOTBALL'S COMING HOME

COME ON YOU ENGLAND!

What's particularly odd is that whilst we know that there will be a World Cup-specific FIFA game on the way, *FIFA 2002* does offer a World Cup Qualification mode. Thankfully, and no doubt thanks to the fact that the game was developed here in the UK, the England squad are, according to the stats, just a little bit good. In fact, judging by them, you'd think that England had half a chance at winning... Oh well, when *FIFA Road To The World Cup* does finally make it we can all do what our 'winning eleven' will no doubt fail to do.

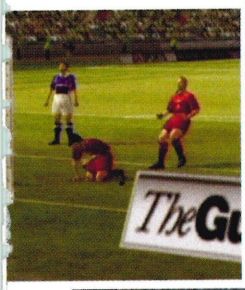


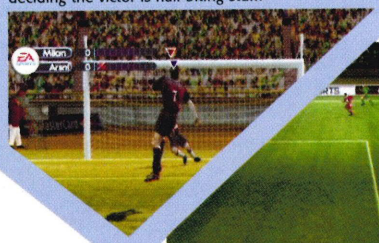

COMMENT Now that EA has committed itself to developing games for the GameCube it's almost heart-warming to see a FIFA game so early into the life of the console. Clearly, *FIFA 2002* is peerless at present, having just managed to hit release before *ISS2,* which is good news for EA.

Ordinarily we'd balk at playing another FIFA game but as EA dropped the N64 after *FIFA '99* – presumably in favour of the more lucrative PlayStation market – it almost feels like welcoming an old friend back home. Little has changed over the last three years; sure, the graphics have significantly improved and as always, the official licence means that you won't find 'David Backham' playing for Manchester United, which is always oddly reassuring. However, when you've pored over the familiar wealth of options – most of which will be initially eschewed in favour of a quick friendly – you will find that the game mechanics have changed, as EA continues to pursue that elusive goal of being considered every bit as good as ISS. What this means is that 'soft' goals are no more and the passing controls have been made that little bit more fussy – at least it gives FIFA fans something to challenge them...

When you've mastered this, played a few games and got a little comfortable with it all you begin to realise that, all told, the over-familiarity of the FIFA games has begun to weaken the licence. We expect the wealth of options, we expect John Motson to crone on – though to be



AND IT COMES TO THIS: We hate penalties – they're not fair! Nevertheless this seemingly random way of deciding the victor is nail-biting stuff!



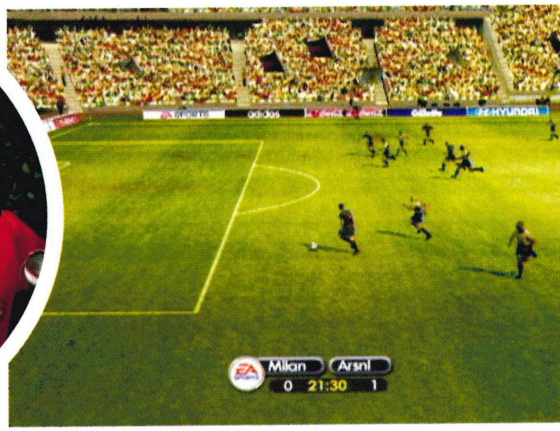
"IF YOU WANT AN INVOLVING, DEEP AND HIGHLY PLAYABLE FOOTIE GAME THEN THIS IS IT"

CHEATER!

PICKING SIDES

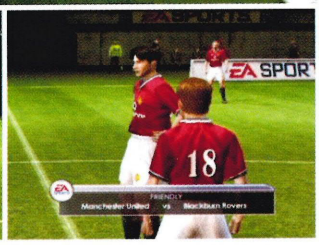
Can't take the heat in the World Class mode? All you have to do is pause the game and choose 'Side Select' from the menu to choose your opponent's team. Sorted!

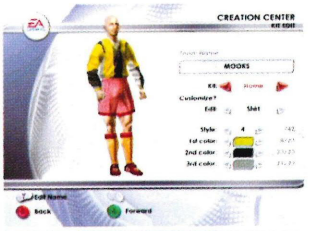


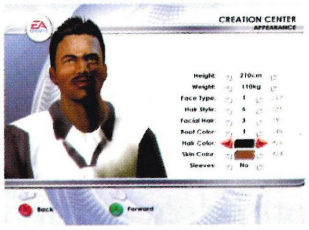












MAKE MINE A FREAK!

CREATE-A-PLAYER

What sports title would be complete without the option to make your own freakish football player? Without it, it wouldn't feel right, would it? However, EA has gone so much further than that, allowing you to create not only individual players but also teams, tournaments and leagues, which is nice... You can even enter the transfer market, dabble with the formation – dammit, it's got the lot! Were it not for the certainty that the FIFA series will be making further return visits to the GameCube with further improvements to graphics and gameplay, we'd almost be inclined to say that with such a wealth of options you'd never need to buy another FIFA game again...

fair, the commentary and sound effects are spot-on – but the entire package fails to really excite, apart from the rather brilliant FIFA outtakes which, at least on first showing, had us all in fits.

There's nothing much wrong with *FIFA 2002*; it does the job well enough and, believe us, we're pleased that EA has seen fit to support the GameCube because it does produce some excellent games whilst also milking the odd licence here and there. So, if you have an import machine and want an involving, deep and highly playable footie game then this is it. It'll certainly keep you busy until the next FIFA game comes out (in a few months), just don't expect to be too excited by it...

SIMON

CUBE VERDICT FIFA 2002

IT'S THE FIRST, BUT IT'S CERTAINLY NOT THE LAST...

VISUALS
There's a lack of weather effects and stadiums and the character models are a bit odd. Otherwise, it's pretty tidy.

AUDIO
Great atmosphere and a pretty comprehensive commentary. It's all you could ever ask for.

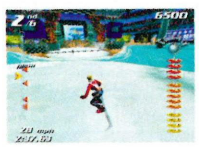
GAMEPLAY
To get the most out of the game you are going to have to work at it – but that's a good thing, no?

LIFESPAN
A wealth of options that would keep footie fans busy forever... or at least until *ISS2* or the next FIFA comes out.

ORIGINALITY
Though there have been tweaks, there is little here to surprise or excite – but then what do you expect?

ALTERNATIVE

SSX TRICKY



It's a port but it's also a breath of fresh air on the GameCube. Another game that ably demonstrates EA's welcome commitment to the GameCube.

NHL HITZ 20-02



We have something of a soft spot for what Midway does to sports games – ignore the rules and crank up the fun-o-meter. It's just the way we like it! Still, it's not football, is it?

OPINION

GOOOOAL! "Soccer's not exactly my cup of tea, but *FIFA 2002* is one of the better footie games around today."
MARTIN

SCORED! "All credit to EA for getting a good footy game out so quickly. *ISS* it is not, but it still plays well."
CHANDRA

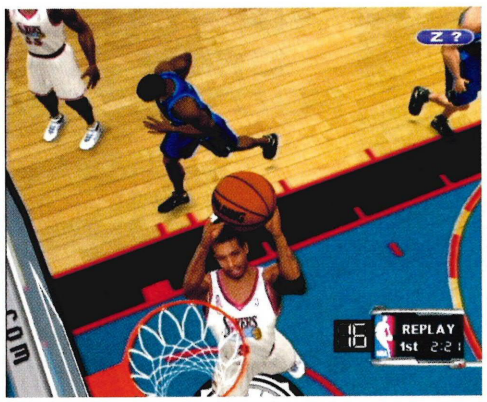
FINAL SCORE

7.6

COMPETENT. FOOTIE FANS WILL APPRECIATE THE AUTHENTICITY – IT JUST FAILS TO TRULY EXCITE...









To the hoop… and it's blocked!

NBA COURTSIDE 2002

CUBE

INFORMATION

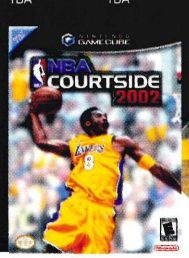
NBA COURTSIDE 2002	
PUBLISHER:	NINTENDO
DEVELOPER:	LEFT FIELD PRODUCTIONS
PRICE:	£49.99
ORIGIN:	US
PLAYERS:	1-4

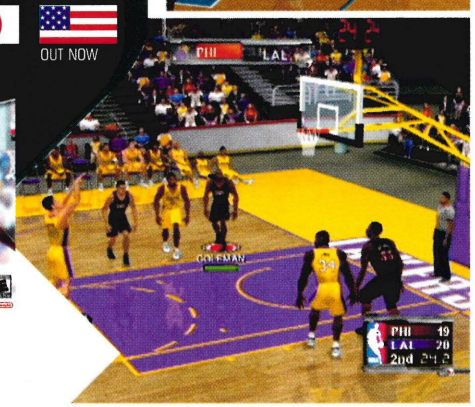
STATS

- ULTRA-REALISTIC GAME
- FEATURES ALL THE NBA TEAMS
- DETAILED PLAYER MODELS
- FULL-ON NBA SEASON OPTIONS
- CREATE YOUR VERY OWN PLAYER

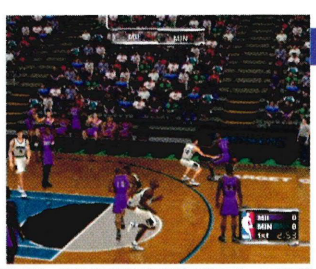
RELEASE DATES

TBA | TBA | OUT NOW





It's not a first-party title, but seeing Nintendo's name on a rather average game is still a bit of a letdown…



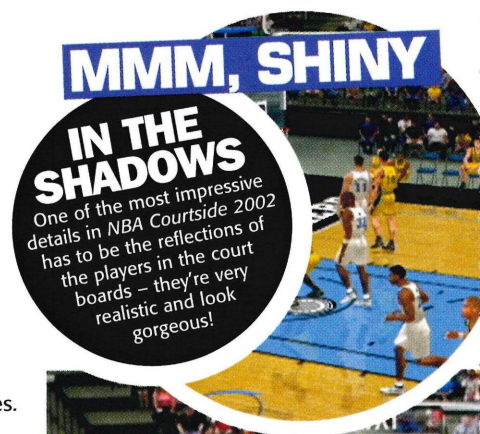
SPORT – in essence, one of the main reasons why many of us stay indoors and play videogames. Not that we're lazy, you understand; it's just that ever since high school, we've never been particularly good at pulling on a pair of tight shorts and running around until we're soaked with sweat, covered in mud and on the verge of having some kind of coronary arrest. In fact, the closest we come to any kind of sport these days (besides flicking on the TV or going along to a match every now and then) is from picking up a game controller. Blimey, how unhealthy are we?

In any case, the very first GameCube titles based on the sport of basketball (one of the sports we actually quite enjoyed before we got too old to go out in shorts and a vest) comes in the form of *NBA Courtside 2002*. Now, while it's not a first-party title – the big N isn't known for its homegrown sports games – it IS a Nintendo-licensed product coming from second-party developer Left Field Productions. The question is, should Nintendo have lent its name to this game? There's no denying it looks very pretty but underneath… well, it's not really as divine as you might think. Maybe the fact that Nintendo has dropped Left Field from its books speaks louder than words ever could.

MMM, SHINY

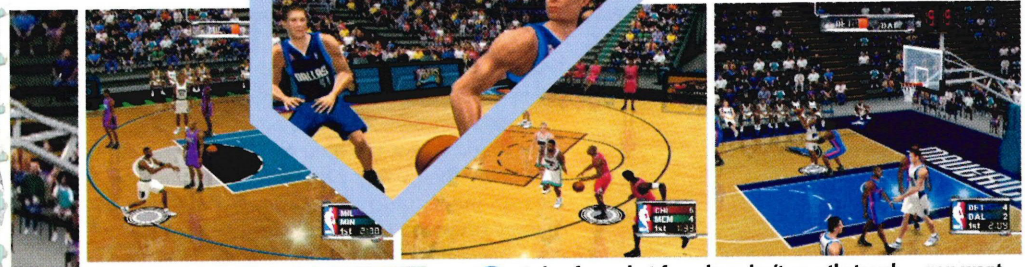
IN THE SHADOWS

One of the most impressive details in *NBA Courtside 2002* has to be the reflections of the players in the court boards – they're very realistic and look gorgeous!

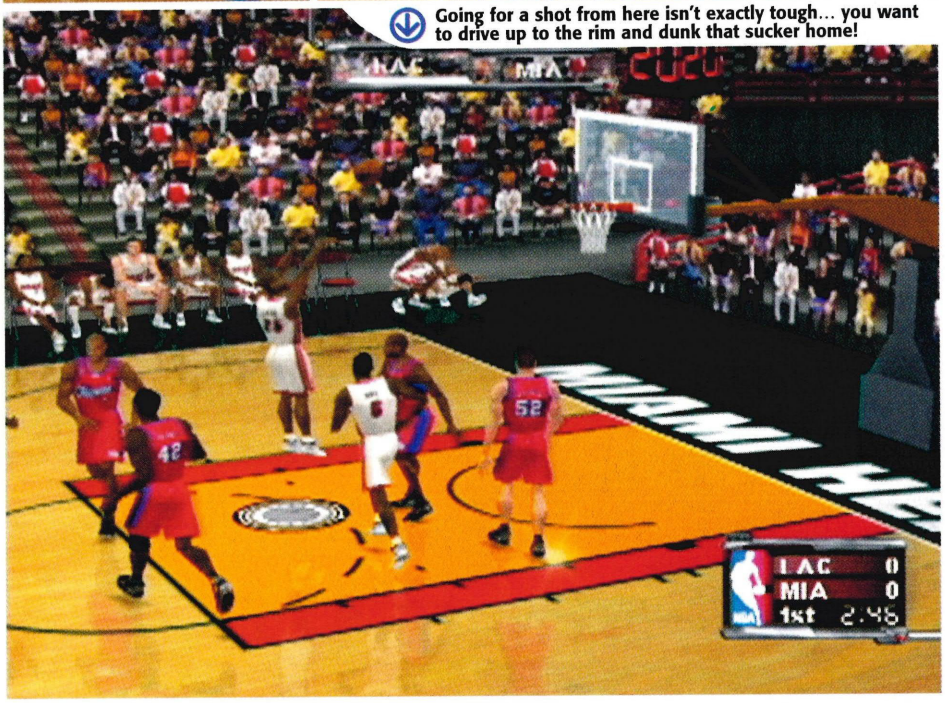




STICK IT TO 'EM: As well as being able to hit the B Button, you can tap a direction on the C-Stick to pass the ball – it's simple but effective.



Going for a shot from here isn't exactly tough... you want to drive up to the rim and dunk that sucker home!





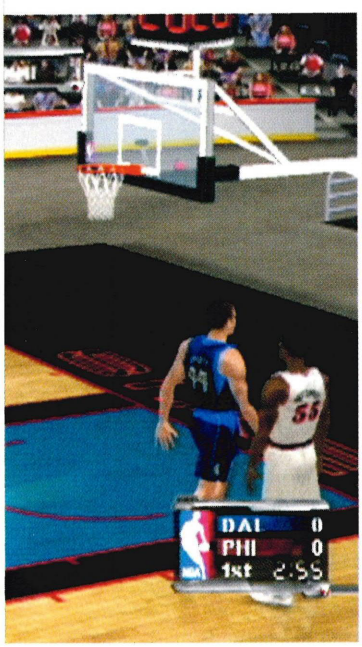
KEEPING IT REAL

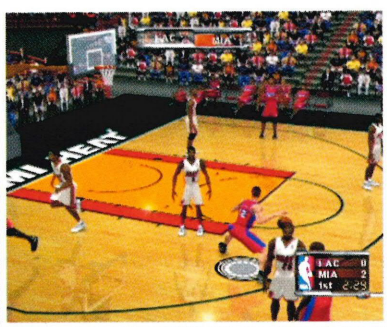
ALMOST LIKE PLAYING IT YOURSELF

Oi, you – yep, you with the clipboard and rather nerdy look on your face. You're one of those people who likes stats, rules and keeping your game rosters up-to-date with the real-life ones, aren't you? Well then *NBA Courtside 2002* will have you grinning from ear to spotty ear; it features every possible basketball rule in the book (from Backcourt and the Shot Clock to 3 Sec In The Key... eh?), ready for you to turn on and off at will. What's more, you can even shuffle players around as they move from team to team just to make sure you're playing with the correct squad. Honestly, the bods at Left Field couldn't have done any more if they tried...



"NBA COURTSIDE 2002 IS IDEAL FOR PEOPLE WHO LIKE THEIR SPORTS GAMES A LITTLE BIT MORE CEREBRAL"

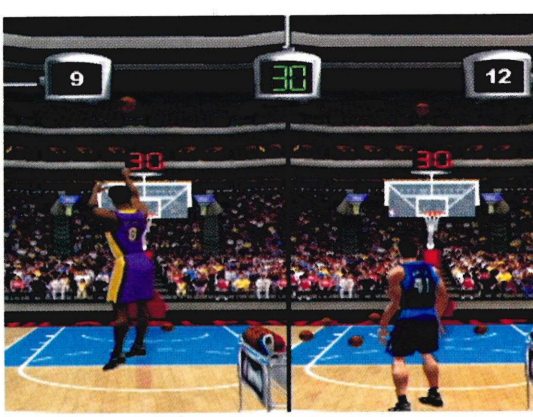






3-POINT BREAK

In-between fiddling with the options, playing the Season mode and creating yourself in basketball-player form, you might want to try your hand at the Skills mode. This is split into two sections – 3-Point Contest and Practice mode – which you can use to hone your playing abilities. Practice mode is exactly what the name suggests, with the game giving you handy hints on how to improve your game; the 3-Point Contest, on the other hand, is a challenge against a bunch of your mates (or computer players, if you don't have any mates) to score as many 3-point baskets as you can in the allotted time. Is it fun? Well, no – not really. If there was any skill or technique to it, we might have enjoyed ourselves; instead, it's totally hit and miss... usually resulting in you losing. Bugger.

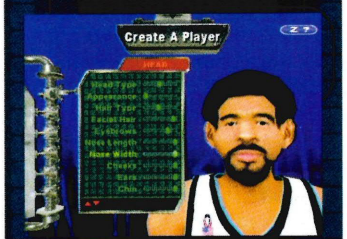




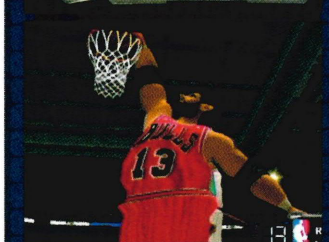
NEW KID ON THE COURT

MAKE HIM TALL! MAKE HIM FAT!

What realistic sports game these days would be complete without the highly pointless and tacked on Create-A-Player mode? None of them, that's what. Luckily, *NBA Courtside 2002* does feature one and for the most part, it's pretty comprehensive; you can change almost all the details of your player and make him look as normal or mutated as you wish. Once you've done that, it's a simple matter of signing him up to your favourite team before he can take to the court – however, the lack of an option to create your own team means he'll almost always be replacing someone much better than him. Ah, c'est la vie.











PLAYING 9 TO 5

Playing the occasional game of basketball is all very well, but spare a thought for those poor souls in the NBA – they have to do it all year round (aww, the poor loves). Still, you can share their pain by having a go at the NBA Season mode; much like those *Le Mans* racing games where you can race for 24 hours non-stop, this offers a full season of 82 games for you to play through, as well as offering you the chance to manage the team. Needless to say, this is the ideal choice for people looking to put in the effort in the long haul, as well as those that fancy bringing a sense of achievement into their lives.





SOCIABLE!

GET THE MATES IN

Want to let some of your friends play? Well, *NBA Courtside 2002* comes with a four-player option, so they can all share in the crazy basketball action! Hoorah!



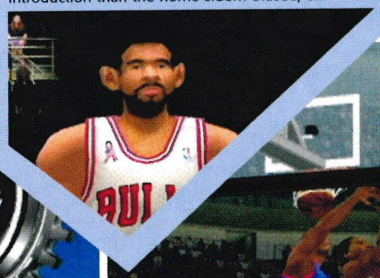
Back that ass up, big boy! Our custom-made fat man plays ball like a real pro.

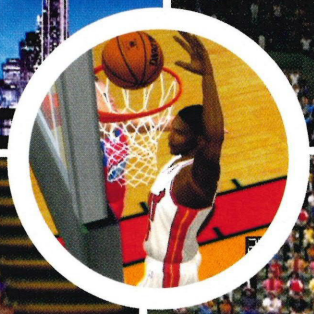
COMMENT No doubt many of you will disagree, but in our mind there are some sports that don't translate well into the realms of videogames unless they're exaggerated and stretched beyond the laws of nature. Realistic basketball, for example, is full of far too many rules and other boundaries to prove an exciting videogame – it's something that should be played for real rather than simulated. That, for the most part, is why *NBA Courtside 2002* just doesn't manage to ring those bells with us; in comparison to older basketball games that we've played in the past (from the recent *NBA Street* and *NBA Hoopz* to classics like the original *NBA Jam*) it's just too bogged down and sluggish to be anything more than average.

One thing we will say, though, is that the whole game looks gorgeous – Left Field has really done itself credit with the GameCube technology, as *NBA Courtside* is incredible to watch. The same could also be said about the control system; in particular, the use of the C-Stick to pass the ball (meaning you can toss the ball without having to face your team mate) works very well indeed. Unfortunately, these great points are marred by the fact that the remainder of the game is uninspired



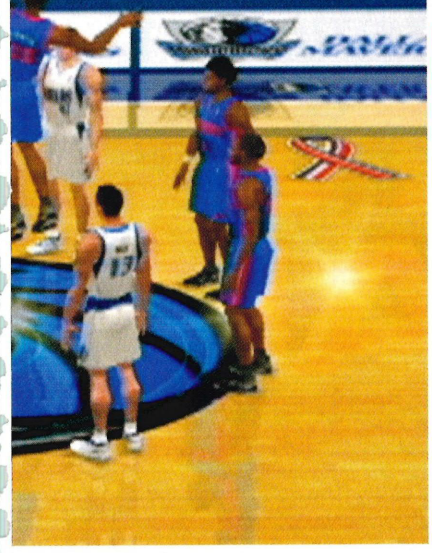
AND INTRODUCING... Not surprisingly, the away team in each match gets a much more subdued introduction than the home side... biased, eh?



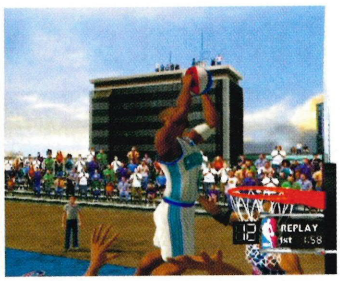








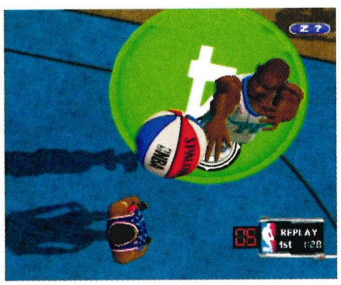




ARCADE CRAZINESS

Tired of all those realistic pump fakes, wimpy tip-ups and low scoring baskets that make up the usual basketball fare? Then don't panic – Arcade mode is here! Taking the basics of *NBA Courtside 2002* and warping them ever so slightly, the Arcade mode allows for some insanely unreal dunks (meaning your players will usually jump twice as high as they would normally... not exactly physics-shattering, is it?) and scoring spots that allow you to notch up more than the usual amount of points for each shot you take within them. It's certainly a break from the norm, but not quite enough to lift *Courtside* into the same category as some of the more enjoyable sports games.





"IN COMPARISON TO BASKETBALL GAMES THAT WE'VE PLAYED BEFORE, IT'S TOO BOGGED DOWN AND SLUGGISH"

and... well, dull. Even the inclusion of a lacklustre Arcade mode to make things more 'game-like' doesn't help much.

It's not that *NBA Courtside* is a terrible game; certainly, it's ideal for people who like their sports games a little bit more cerebral. However, we can't help but feel that videogames should be exciting and exhilarating to play, rather than have the slightly plodding pace that this game offers. It's a personal grievance, but one we're prepared to stick with when you consider that you'll be forking out nearly £50 for this.

MARTIN

CUBE VERDICT

NBA COURTSIDE 2002

MORE 'ALLEY... OOPS' THAN ALLEY-OOP

VISUALS
The highlight of the game; technically stunning and use the GameCube's abilities rather well overall.

AUDIO
The commentary isn't exactly ground-breaking, but it's alright for this. We adore the intro music though.

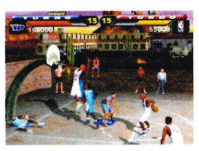
GAMEPLAY
Realistic is the best word to describe it, though that's not necessarily a good thing – we like things exciting.

LIFESPAN
The fact that you can play with your mates and enjoy an 82-game season should keep you going for a while.

ORIGINALITY
As EA has demonstrated, there isn't much you can do with a sports game if you're trying to make it realistic.

ALTERNATIVE

NBA STREET



EA's take on the action-basketball genre isn't due out for another month, but when it arrives you can bet it'll be the king of all the dunkers out there on the GameCube...

NHL HITZ 20-02



Another great example of the classic sports game, moved into a more arcade-style environment. Midway is known for this kind of game – violent, brutal and full of action... we love it.

OPINION

BALLS! "Maybe it's just that we're not basketball fans, but it's not as enjoyable as we were hoping for."
CHANDRA

DUNK! "If you love basketball then you will probably want this. However, it just enough fun for the rest of us."
SIMON

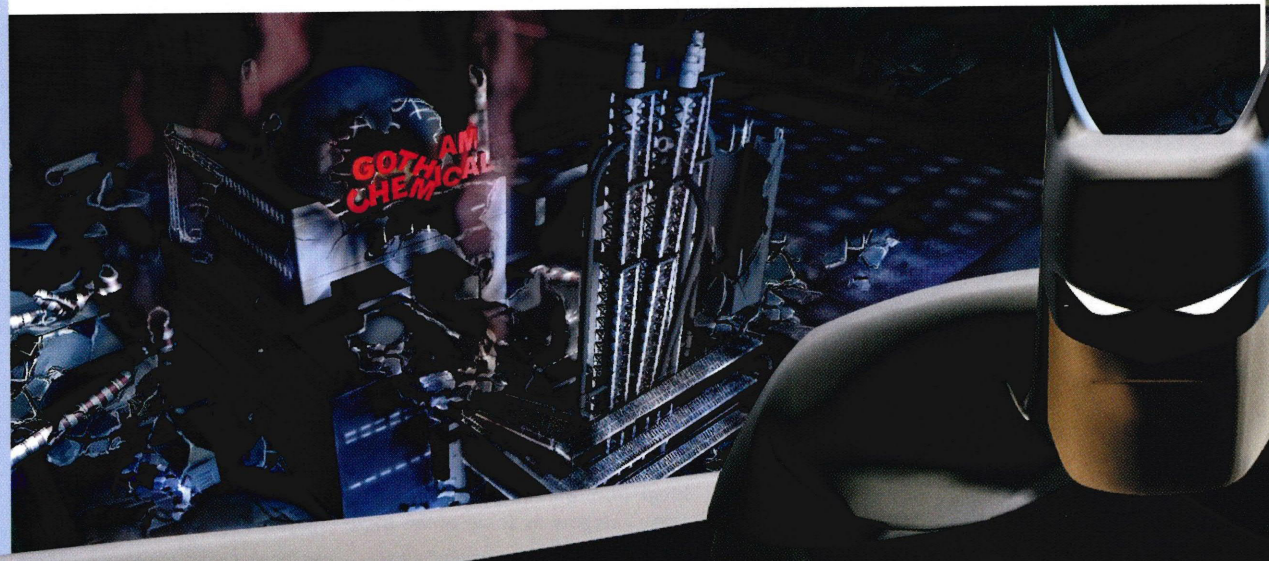
FINAL SCORE

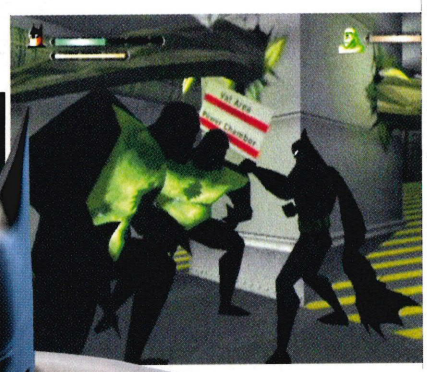
6·1

LOOKS GREAT, BUT IS TOO TECHNICAL AND BLAND TO PROVE ANYTHING MORE THAN A MINOR DISTRACTION.



Well, it's one alternative to grief counselling!





BATMAN VENGEAN

Who said that superheroes make for bad videogame characters? Not us, not never...

IT'S NOT MUCH to ask, is it? Videogames allow us to play as highly stylised characters with amazing powers – it should be simple to transform our favourite superheroes into pretty damn fine games. But no, history has shown us that this is just not the case. By all means you can have an excellent comic, you may even get a so-so movie. But should you try to get a tight-wearing vigilante into the gaming arena, the effect is similar to what they'd get if they had just stumbled into a branch of Boots. They'd just look totally out of place and would just end up getting laughed at by man, woman and incontinent old lady alike. An embarrassing, damp and smelly business indeed, but there are notable exceptions. Activision did a fair job with *Spider-Man* and now it's Ubi Soft's turn to light up the Bat-signal and show us what's possible when the right people take on the animated series.

CUBE INFORMATION

BATMAN VENGEANCE	
PUBLISHER:	UBI SOFT
DEVELOPER:	WARNER BROS
PRICE:	£59.99
ORIGIN:	US
PLAYERS:	1

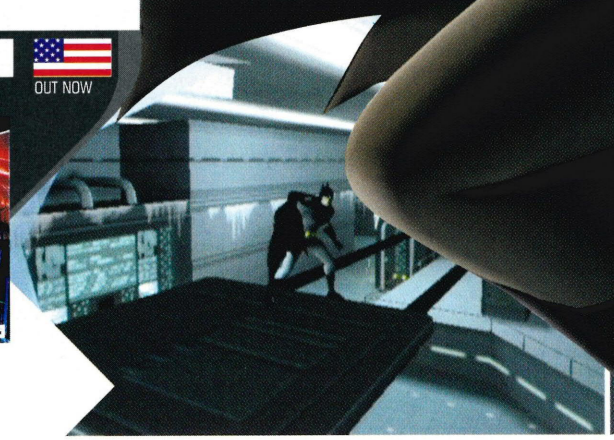
STATS

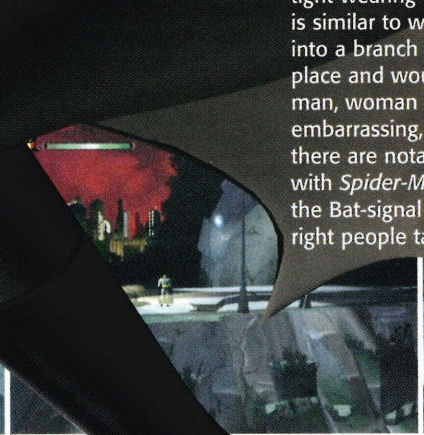
- PLAY AS THE DARK KNIGHT
- OVER 15 DIFFERENT LEVELS
- USE THOSE PATENTED GADGETS
- JOKER, MR FREEZE AND MORE
- VOICES OF THE ANIMATED SERIES

RELEASE DATES

TBA | TBA | OUT NOW









JUSTICE WEARS TIGHTS

Years ago when our parents had us in nappies and we owned 16-bit Commodore Amigas (ah, how we remember the innocence of sweet sixteen!) games designers went through a fad of making licensed games into different levels based on different genres. For example, you'd have a racing level, a platform level and one that consisted of working out a logic puzzle or two. *Batman Vengeance* follows this ancient model with an almost unholy relish. So much so that – okay, we're going to say it – the game feels like a modern reworking of Ocean's *Batman: The Movie* from way back in 1989. The similarity is profound and only goes in *Vengeance*'s favour since the older game was one of the few that actually managed to make the varied-level approach work.







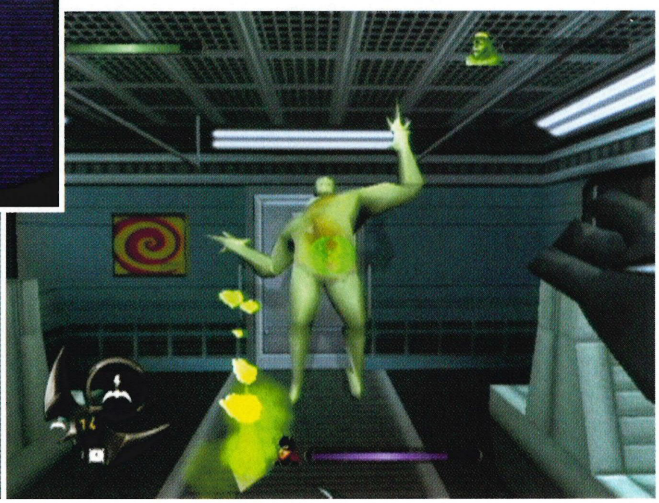
Suddenly Batman wished he was aided by a small boy wearing tight leggings and a grin.



As you progress you'll learn more combos. Then again, you can't beat a good old elbow kick.







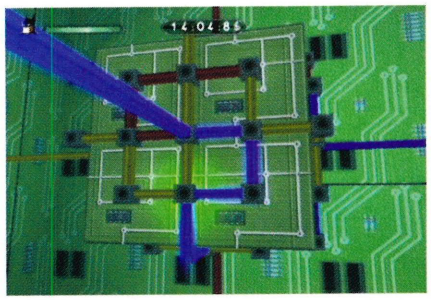
"THE GAME'S VARIED ELEMENTS HOLD TOGETHER VERY WELL, AND COMBINE TO GIVE THE PLAYER SOMETHING GREATER THAN THE SUM OF THE INDIVIDUAL PARTS"

PLATFORMS AND PRATFALLS

Whilst you're busy bringing a variety of super-villains to task, you'll find that most of your time is spent negotiating basic platform levels and introducing villains to the clenched fist of justice. You climb ladders, jump between ledges and zip up to higher levels using your grapple line. Naturally enough, you have access to extra Bat-gadgets like Batarangs, smoke bombs and net-launchers, but mostly you'll just be working out how to get to the level's exit while decking a variety of henchmen with hand and foot. Combat is basic yet effective, and relies on you getting near enough for the action to focus on an enemy, allowing you to automatically circle them in a Z-targeting style, then close in to dish out some Bat-pain. Batman may be versed in most of the world's fighting styles but here it's basic meat and potato stuff involving a few standard attacks, blocks and combos. It works, but could be better. You can only effectively fight against one opponent at a time and once you've entered into melee combat you can't access any of your 'wonderful tools'.

Still, animation is fast and pleasingly fluid and once you've KO'd your felon you can cuff them to stop them getting up to be a further nuisance.

VIGILANTISM MADE EASY



In-between the various other challenges comes the occasional puzzle. They're not hard to describe – imagine a door that's locked by a Rubik's Cube and you've already understood far more than these sections involve. Initially they seem tough, but as with the rest of the game, they are actually deceptively easy, only really serving as an interesting holiday away from leaping, punching and grappling – just as in the old days there was always a high chance that making a game out of such varied elements would make for a very unbalanced experience. Happily, the game's varied elements hold together very well, and combine to give the player something greater than the sum of the individual parts.

IF... I... COULD... JUST...

DO AS WE SAY OR ELSE!

Vengeance feels like an old game (or rather, 'old-skool') and it's worth noting that it is defined more by what you can't do rather than what you can, especially in the platform sections. If you have to get to the top of a building and there is a ladder, YOU WILL USE IT. Yes you will – there is no choice, despite the fact that you are equipped with a grappling line. Tough Bat-titties, you can only use the line when the game marks a ledge with a symbol, and you will obey or you'll never get off the level. Ever. Similarly, if you fancy jumping on, say, the bonnet of a truck just for the hell of it and the game doesn't want you to – you can't, though you can obviously jump that high. Even though you're Batman, for Chrissake! But the winning stroke is that you'll actually find yourself playing the way the game wants, as happy as a mouse in a maze. Dead end? Turn back. What about that box? I could jump on that... Shut up, turn around and find the route. If I could just fire a grappling line at that ledge... You can't – turn back, shut up and get on with it. You never complained that the Grenade Launcher in *Resident Evil* couldn't blow open a rickety wooden door, this is really no different. It's only the fact that you're Batman, and move in such a beautifully animated Batman way, that you think you've got more freedom than you actually have.







GET ON UP

WHAT'S THIS, A CLUE?

A handy Batsign will show you where you can fire your nifty grapple gun. Aim, fire and up, up and away you zip.



An apple glints beneath an exploded jeep. Could it be a clue or just fruit?

COMMENT Decent superhero games turn up about as regularly as women who find smelly, fat, antagonistic games journalists attractive, so when one does they really should be made the most of and treated with some respect. *Batman Vengeance* is by no way a perfect game, but it holds together well, and it is at this point we really should look back and count how often we've said 'basic' and 'simplistic' – then changed them. These two words are in no way an insult to the game and, as it turns out, they actually make it what it is.

Obviously there are parts that could have been improved. It would have been good to be able to engage multiple bad guys at the same time by using whatever limb or Batarang you had available, and the linear nature of the levels does take some getting used to – especially when you can see where you need to be going, and the only reason you can't get there directly is because the game wants you to follow a certain path that you have yet to understand.

We have to admit that when we first started playing *Vengeance* our initial thoughts were not favourable, but then the whole styling of the game took over. It looks and sounds as much like the animated series as you could hope for and it's obviously designed for that show's younger core audience. It features star performances from Poison Ivy, Dr

QUIT YER GRINNING: Pre-rendered cut-scenes intercut the game and show a rather nice three-dimensional take on the animated series' stylish visuals.



BATWING AND A PRAYER

The Batmobile levels are an almost welcome return to the try-or-die style of old where one mistake will cause a fat, black 'Game Over' screen to pop up should you lose your way. 'Basic' doesn't really cover it by today's understanding, since all you're doing is avoiding civilians, chasing a target and busting their armour down with bullets. Most turns are 90 degrees and require you to fire a harpoon line either left or right before the junction, allowing you to swing around at speed. You've got plenty of time to react, giving the whole section the same hypnotic feel of playing a two-button dancing game – on wheels, and with guns.

Flying the Batwing is even simpler. Dodge buildings and enemy fire, keep up with your target or get sent back to try again, without so much as an explosion to tell you that you've screwed up. Both of these sections are as frustrating as they are pleasing, and they work precisely because they are so unforgiving.



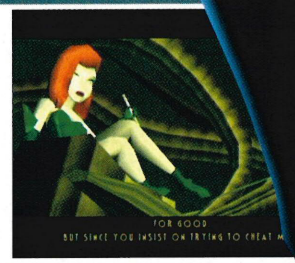








"IT LOOKS AND SOUNDS AS MUCH LIKE THE ANIMATED SERIES AS YOU COULD HOPE FOR, AND IS DESIGNED FOR THAT SHOW'S YOUNGER CORE AUDIENCE"



Freeze and the Mark '*Slipstream* was the final nail in my movie career's coffin' Hamill-voiced Joker. As a package for fans it's a must. As a game for people who wanted the next level of digital entertainment design to come in the form of a *Batman* game it is a mild distraction but obviously not the answer.

This could have gone so very wrong and it's worth pointing out again that comic licences usually do in quite spectacular ways – anyone remember *Superman* on the N64? No? Good. Don't worry about what it isn't, just enjoy it for what it is – one of the few playable and yep, fairly enjoyable superhero games out there.

WILL

CUBE VERDICT: BATMAN VENGEANCE

AN ELEMENTARY INITIATION IN HOW DUALITY LICENCES CAN BE HANDLED

VISUALS
Suits the animated series perfectly. Dark, stylish, broody and mysterious, as well as suitably tongue in cheek.

AUDIO
Sounds just like the show, in Dolby too! Combat could do with more varied grunts and slaps to truly fly.

GAMEPLAY
Approach with an open mind and expect to be surprised. You've been here before, now it's *Batman* flavoured.

LIFESPAN
Once it's over you won't want or need to go back. But you will at least want to finish it.

ORIGINALITY
Ho ho! This is a rethinking of a 1989 Amiga title! Still, it's original in respect that it's a playable superhero game.

ALTERNATIVE

SPIDER-MAN



Activision had our spidery senses quivering with this classic web-slinger. Hey, it's one of the few decent superhero games available and features Spidey – perfect!

BATMAN VENGEANCE



Just like what we have here, but decidedly smaller, flatter and generally cuter. Shame that the Batmobile relies on top-down 2D-scrolling really.

OPINION

BAT-ULENCE! "However flawed, being a videogame superhero still has a certain charm so it's worth a look."
SIMON

HOLY CUBE! "Despite not being obviously great, *Batman* still manages to be worth a look if you're a fan."
MARTIN

FINAL SCORE

7.3

A HALF-DECENT BATMAN GAME? WE LIVED TO SEE IT AND NOW WE CAN DIE MILDLY CONTENTED.



CUBE INFORMATION

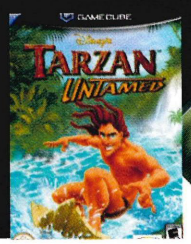
DISNEY'S TARZAN UNTAMED	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
PRICE:	£49.99
ORIGIN:	US
PLAYERS:	1

STATS

- CONVERSION OF THE PS2 GAME
- BASED LOOSELY ON THE MOVIE
- THREE STYLES OF GAMEPLAY
- 15 LEVELS TO PLAY THROUGH
- STORY AND CHALLENGE MODES

RELEASE DATES

TBA	TBA	OUT NOW



Me Tarzan, you Jane... us bored

DISNEY'S TARZAN

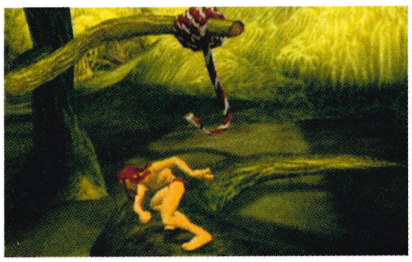
"IT'S NOT THAT TARZAN UNTAMED IS A TERRIBLE GAME... IF YOU'RE UNDER THE AGE OF TEN YOU MIGHT FIND IT QUITE ENJOYABLE"

NICE LUNGS!

AAAAAAA-AAAAAARGH!

Of course, no Tarzan game would be complete without his trademark yell – by standing still and hitting the X Button, you can scream until your lungs give out.





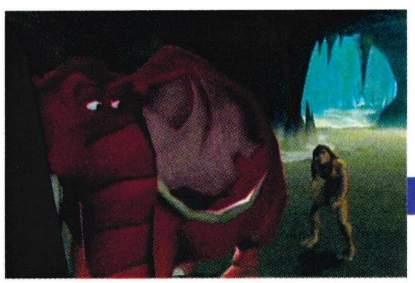


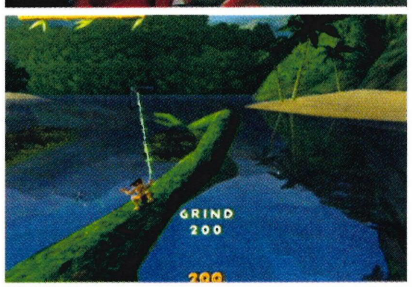
REEL TO REEL: Throughout the game, you'll see film reels dotted around for you to collect. Grab all 75 of them to see a hidden movie... ooh, lovely.





UNTAMED





If any game is guilty of making the GameCube seem like a kids' machine, it's this one...

WHOEVER it is that keeps deciding that all games based on films (especially animated ones or kids movies) should take the form of platform adventures needs a severe talking to. There's only so much you can do with the genre before it starts getting old – but then there's the argument that kids never get bored of it, so that makes it alright then. No, really it does... otherwise, Ubi Soft wouldn't have made the decision to release *Tarzan Untamed* into the wild.

Despite the Disney movie being over two years old, what you've got here is a game based loosely on it... with the word 'loosely' highlighted in six-foot high neon lettering. Being the Lord of the Jungle and all that, Tarzan likes to look out for his animal chums; that's why it's his job to rescue all the monkeys that have been imprisoned by the evil poachers (who naturally all have either foreign accents or big twirly moustaches). Not surprisingly, this task involves a lot of running along tree branches and swinging on vines, but also manages to squeeze in some river surfing, bungee jumping and makeshift waterskiing to boot. Believe us, Tarzan's one versatile guy...



" If your arse isn't red, you're not coming in." Honestly, they'll hire anyone to work on the doors of nightclubs these days...

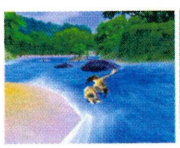
UNDERGROUND, OVERGROUND

Although the game is split into three sections, the one you'll experience the most is Jungle Exploration – as the name suggests, it generally involves you running through the jungle (or in some places, caves as well) trying to rescue the baby apes. You'll find a number of distractions along the way including vines to swing on, tree branches and mud slides to skid down, spears to collect – which can then be used as weapons or to cut down vines that are hung up – and enemies to dispatch. When you find a baby ape, you'll have to smash the cage open and then carry it to its mother who luckily waits a little way down the path. Sound incredibly simplistic? Well, we told you it wasn't rocket science...



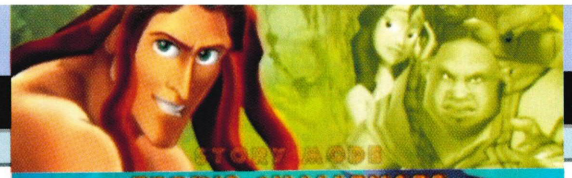
SURFIN' USA

To break up the game a little, *Tarzan Untamed* also features two other gameplay styles – River Surfing and Waterskiing. The River Surfing levels are pretty self-explanatory, as they see Tarzan racing down the wild river on a piece of tree trunk while avoiding dangerous rocks, whirlpools (which can be a bugger to spot coming) and even crocodiles. The Waterskiing levels, however, are strangely reminiscent of stages from *Rayman 2: The Great Escape*; you speed along the water at high speed thanks to the bird dragging you along, all the while leaping over obstacles and grinding tree trunks. They're both okay to play, but soon end up with you just memorising where all the obstacles are so you can just dodge round them in time.





These river sections are very long, so try to keep your cool...





CHALLENGE THE MONKEY

If you've already completed the Story mode and think that you really need to get some replay value out of the game, you'll be wanting to try your hand at Terk's Challenges.

TRICK SCORE CHALLENGE
Using your array of amazing Tarzan stunts, you need to pull off multiple tricks and try to beat Terk's point score before you reach the end of the level.

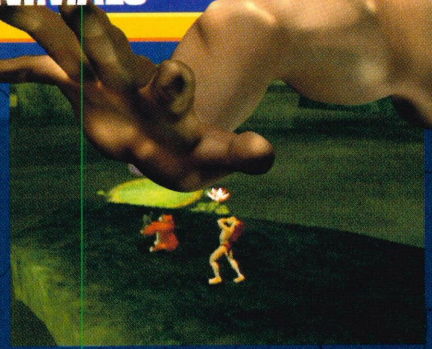
SPEED CHALLENGE
Only available on the Jungle Exploration levels, this involves you running, sliding and swinging through each stage as quickly as possible and reaching the end with more time left on the clock than Terk does.

STOP CLOCK CHALLENGE
Only open in the River Surfing and Waterskiing levels, you need to reach the end of the course with more time left on the clock than Terk – you can freeze the clock by grinding on obstacles.

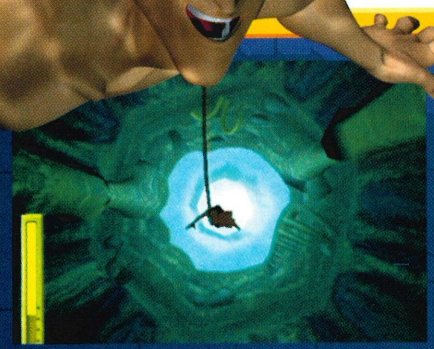
SUPER CHALLENGE
The ultimate test! You need to complete the level, beating BOTH the previous challenge scores set by Terk... it's not that tough, but you might struggle on a few of them.

TALK TO THE ANIMALS

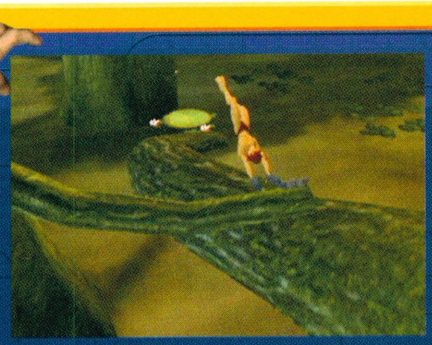
Keep your eyes peeled as you race through each level of the game and you might just spot the odd primate hanging around near what looks like an alternate route. These extra paths through the level offer a short cut to the goal but can only be used once you've earned the respect of the simians involved, be they adult gorillas, young gorillas or baboons. How do you do that? By completing each of the Bungee Challenges, of course... how else can you earn a monkey's trust?



■ Collect all the baby apes from a single level and you'll get the chance to try your hand at the Bungee Challenge.



■ Simply dodge all the obstacles that block your descent to build up enough speed and reach the Film Reel at the bottom of the lake.

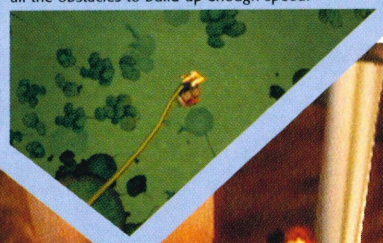


■ Now when you find one of your friendly apes within a level, you can call out to them and they'll give you a helping hand...



COMMENT You knew it was going to happen sooner or later – after a relatively successful start, the GameCube finally has a totally average game slapped onto it. Of course, it's not that *Tarzan Untamed* is a terrible game... if you're under the age of ten you might find it quite enjoyable. However, the fact that it's totally linear with no chance of exploration, the different game styles feel tacked on and it's easier to get through in one sitting than a whole tub of Lemon Cheesecake Haagen-Das ice cream leaves us wondering why Ubi Soft even bothered in the first place.

To be blunt, this isn't the one to go for if you're looking for longevity in a game; we finished most of it in an afternoon and only had the annoyingly repetitive (and frankly pointless, considering we'd already been through the game once) task of completing the challenges to go through. The biggest problem out of the three, though, is how linear the game is – it's almost like Tarzan's on rails as you play. What do we mean? Well, you only run in one direction (forwards, into the screen) so there's no opportunity to explore the jungle... not that the game would let you if you wanted to, that is. It's so rigid, you can't even fall off the narrowest of branches, for goodness sake! Aside from collecting the Film Reels (which is so easy, it's painful), there's absolutely no reason to go back to



BUNNNNNN-GEEEEEEE!: One of the interesting parts of the game is the Bungee Challenge – dodge all the obstacles to build up enough speed!

Ignore Tarzan swinging on this bloke's head – watch the bar at the bottom!

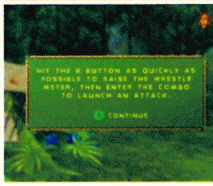
BOSS DANCE REVOLUTION

If you want an example of just how basic *Tarzan Untamed* really is, just take a look at the boss stages located at the end of each world. In a display of uncomplicated gameplay the likes of which we've never seen before, beating each boss is reduced to pounding on the B Button like crazy to empty the bar at the bottom of the screen before quickly tapping in the button sequence that appears, à la *Dance Dance Revolution*. Not exactly taxing, is it? Having simplistic boss fights is one thing, but this really does take the cake... after all, who needs exciting and strategic battles against a massive enemy when you can subject yourself to a two-minute bout of button-bashing?









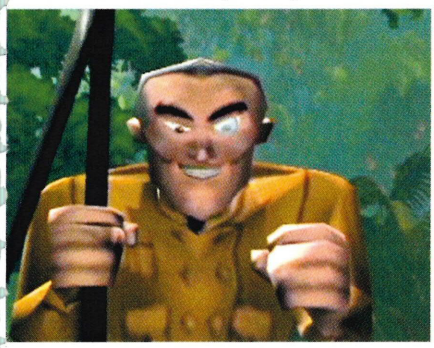
SLIP-SLIDIN'!

CUNNING STUNTS

By holding down the right combinations of buttons at certain times, you can pull off special Tarzan-style stunts. He's just so acrobatic...



Honestly, why do all the bad guys have to be posh English blokes?



"THIS ISN'T THE ONE TO GO FOR IF YOU'RE LOOKING FOR LONGEVITY IN A GAME"

a level once you've completed it – which is exactly what can be said about the whole game as well. It's almost an insult to the GameCube if Ubi Soft feels that this is the kind of game suitable for it... while we accept that quite a few younger gamers will be picking up the console, this is just plain wrong. The thing that we can't understand, though, is that rather than being a totally new game, *Tarzan Untamed* is nothing more than a straight conversion of the PlayStation2 game *Tarzan Freeride*; the only difference being the slight tweak in the title, as though Ubi Soft wants to hide the fact that it's the same game. Can't think why...

MARTIN

CUBE VERDICT: DISNEY'S TARZAN UNTAMED

THE QUESTION THAT LEAPS INSTANTLY TO MIND IS... WHY?

VISUALS
It's a conversion of a PlayStation2 game so it certainly isn't pushing the GameCube. Pretty, but disappointing.

AUDIO
Well, it's Disney, isn't it? Typical bongo music combined with some decent acting makes this just above average.

GAMEPLAY
Why is it that when developers turn a film into a game, it ends up being a roaming platform adventure? Yawn.

LIFESPAN
We had 60 percent of the game completed in the space of four hours. Mind you, it is aimed at the kids...

ORIGINALITY
Coming straight from the bottom of the film/game conversion barrel, this really is as generic as they come.

ALTERNATIVE

SONIC ADVENTURE 2 BATTLE



If you're going to do an action/adventure game, at least have the decency to try and make it as good as this one...

BATMAN VENGEANCE



Yes, this also manages to change a popular licence into a platform game – but this one's actually fun to play.

OPINION

SWINGING! "I think I might just close my eyes for a while until all these below-average ports go away."
CHANDRA

CHEETAH! "A lazy port and a dull game. Anyone desperate for some Tarzan action should seek counselling."
SIMON

FINAL SCORE

5.2

IT'S A GIANT PIECE OF BLACKPOOL ROCK WITH 'AVERAGE' WRITTEN ALL THE WAY THROUGH THE MIDDLE.



GOING SOLO

WORLD, MY ARSE!
Despite being called the World Series, no other country competes. Maybe they have better things to do, like mowing the lawn or playing proper sports like darts.

CUBE INFORMATION

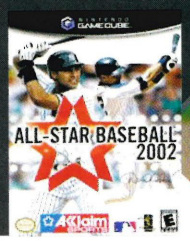
ALL-STAR BASEBALL 2002	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
PRICE:	£59.99 (IMPORT)
ORIGIN:	US
PLAYERS:	1-4

STATS

- ALL 30 MAJOR LEAGUE TEAMS
- 30 STADIUMS
- EXTRA STADIUMS OVER PS2
- 130 UNIQUE BATTING STANCES
- TRADE, SIGN AND DRAFT PLAYERS

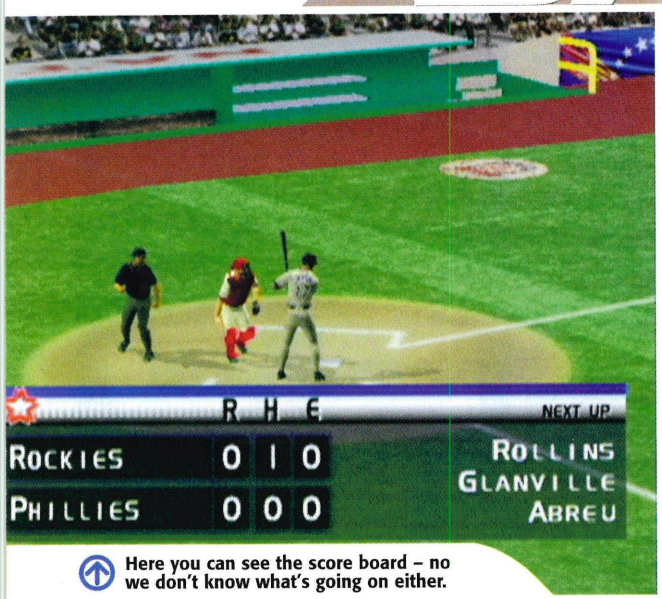
RELEASE DATES

TBA	TBA	OUT NOW



Strike three... you're outta here!

ALL-STAR BASEBALL



Here you can see the score board – no we don't know what's going on either.

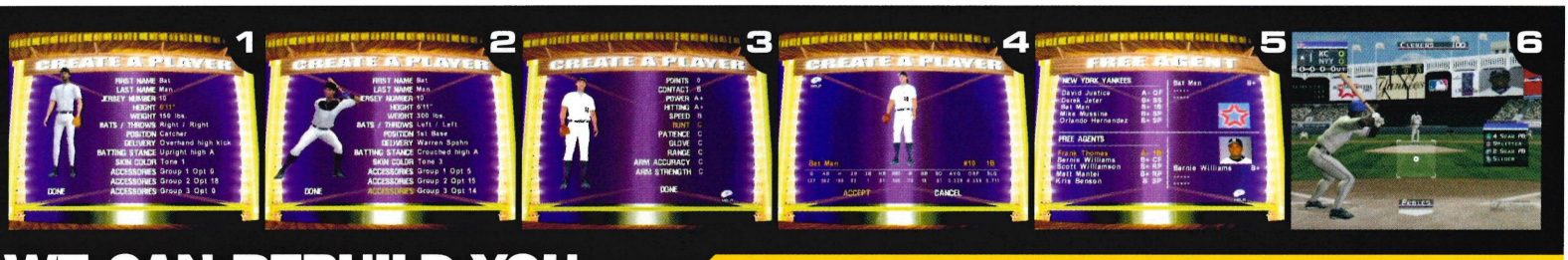
Another baseball game comes up to bat. Does this one manage to be playable or fun? Er, no...

THE ALL-STAR BASEBALL franchise is no stranger to Nintendo and various versions were released on the N64 during the console's lifetime. Not surprisingly, the games always did well with fans of the sport but never really managed to create any new believers.

You see, baseball games are often uninspired and boring – especially to us Brits who generally care less about it then we do American football. However, the thing about American football is that it can sometimes be a fast-moving and exciting game (which translates well to videogames) whereas baseball isn't. Can you see where this is going?

Rather than a brand-new title, this is a port of the PS2 version and boasts few changes aside from two extra stadiums (woo-hoo). Nothing much has been altered to the formula of the original game apart from improved graphics – over 1,500 motion-captured animations and life-like facial textures. However, the original did suffer from a lack of effort in the overall presentation, which seems to have been carried over to this GameCube conversion.

What *All-Star Baseball* does manage to offer up, though, is a wealth of features that many sports games would be jealous of. There are a host of different game modes including Quick Play, Exhibition, All-Star Game, Season, Series, Home Run Derby and Batting Practice. The games themselves have many different options, too, enabling the player to control the time of day, weather and difficulty. But are these enough to make it all worthwhile?



WE CAN REBUILD YOU

As with most sports games these days, *All-Star Baseball* includes the obligatory Create-A-Player option. We decided to create the ultimate batter to try and spice things up a bit... but unfortunately (as you can see) we failed miserably.

[1] First off we gave him a name and made him a 6'11" giant ready to take on the big boys.

[2] Next we put some meat on him and made him a 300lb monster so he could get some weight behind his shots. Then we equipped him with all the latest, most fashionable baseball accessories.

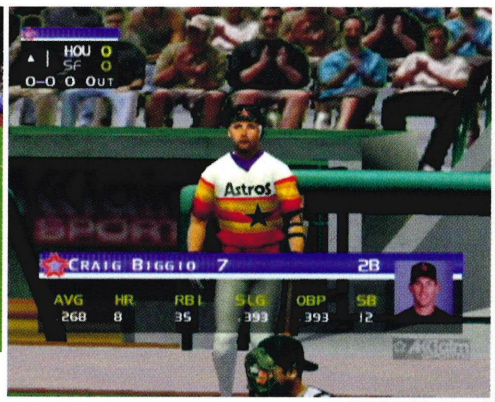
[3] Now we have to choose which areas our guy is skilful in. Obviously we want him to be an awesome batter so we used all our points on power and hitting.

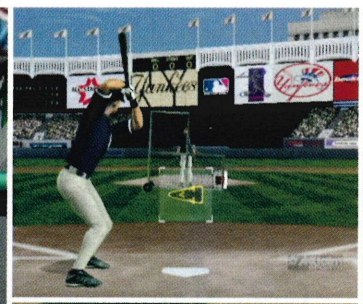
[4] Now we see his stats to make sure we're happy with the choices we have made. We're more than content with our monster creation so we eagerly continue.

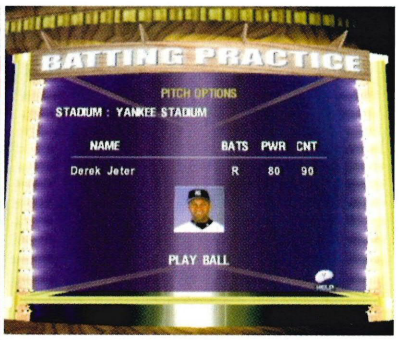
[5] Before we can use him we need to trade one of our existing players, so we just pick the one with the lowest rating and swap them over.

[6] Finally we get him out on the pitch and as we expected, he's a resounding failure, so we switch off the game and do something else instead.

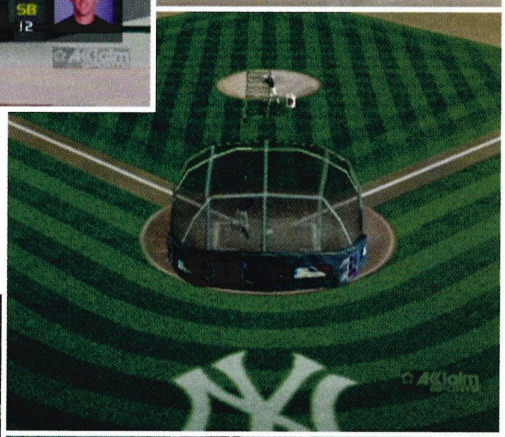








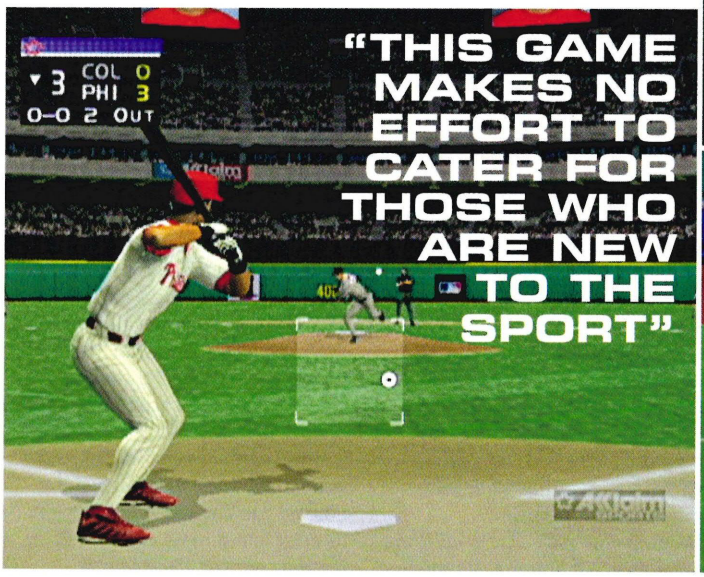
Stop admiring the lush grass and throw the ball already.

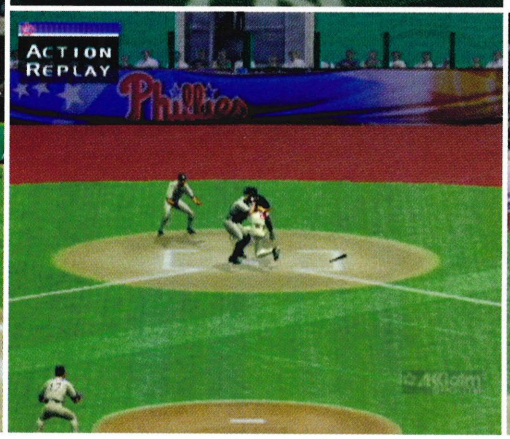


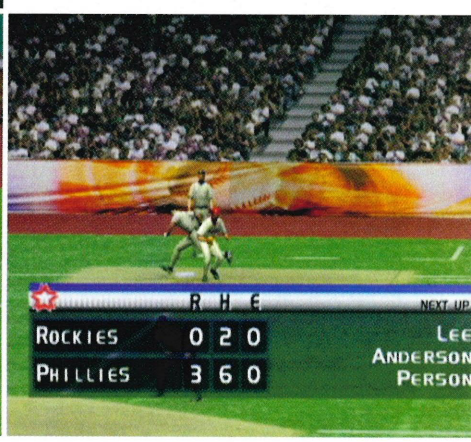
HIT A HOMER

The only part of the game that actually caters for the beginner is the Batting Practice option. Select this from the main menu and you get to hit endless balls thrown by a guy standing behind a protective fence (wimp). We tried our hardest to hit his head, which is poking out, but without success; if we had managed to hit him the game may have got a higher score for sheer comedy value. Alas, it wasn't to be.

2002

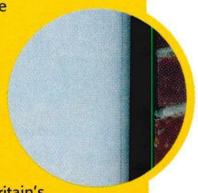






TOP OF THE... ZZZZZZ

Welcome, pop-pickers, to the top five rundown of activities more interesting than baseball.



1. At the top spot is the all-time favourite 'Watching Paint Dry'. Spend hours staring at the same spot until your eyes go hurty.



2. Just shy of the top is Britain's favourite pastime, 'Mowing The Lawn'. Listen to the sweet, sweet sound of metal blades cutting through nature – divine.

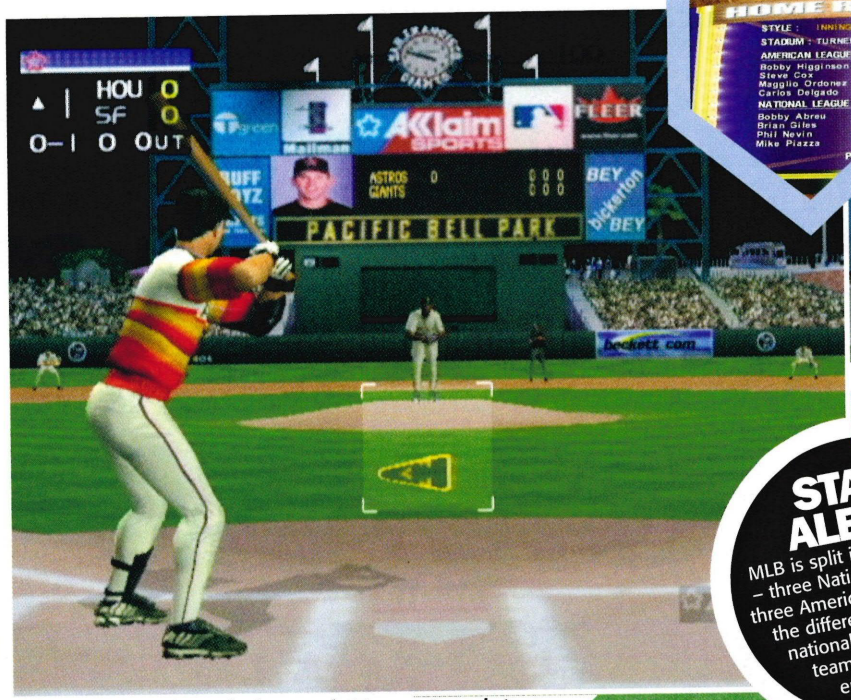


3. Sticking close to mowing the lawn is another popular choice – 'Washing The Car'. This may be great for people who own Ferraris and the like but for the rest of us who own clapped-out rust-buckets, it's definitely a pain in the ass.



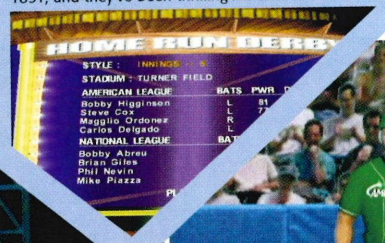
4. This favourite slips near to the bottom as it can be over reasonably quickly, therefore reducing the tedium factor – of course, it's 'Doing The Washing Up'. A popular choice for a long time but with these new Fancy-Dan washing up liquids that do half the work for you, it's no longer the chore it used to be.

5. In at the bottom is something that only just manages to be more interesting, 'Reading The Dictionary'. Well, apparently, anyway. Being lazy writer-types, we've never actually opened one, but we're told they have words in and stuff.



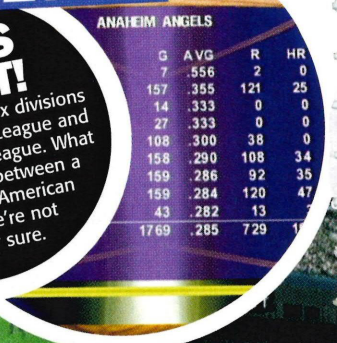
Some player from who knows what team gets ready to swing – oh, the excitement is too much for us.

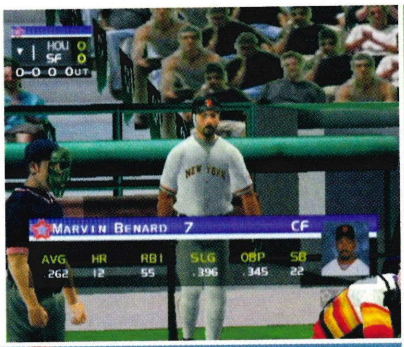
PAY ATTENTION, CLASS! The National Baseball League was founded in 1876, followed by the American League in 1891, and they've been thrilling Americans ever since.

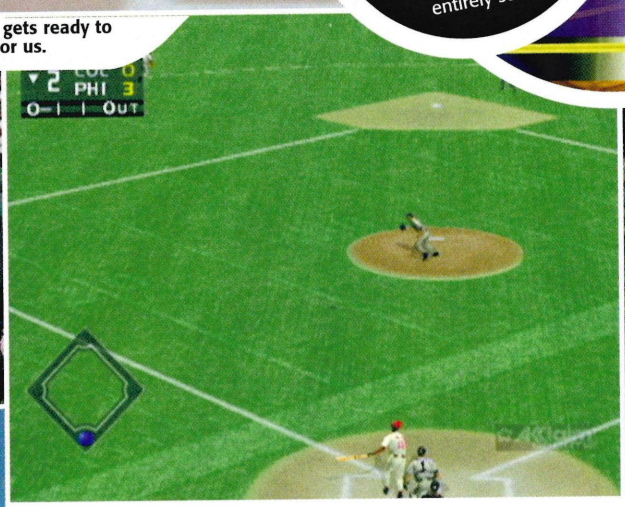


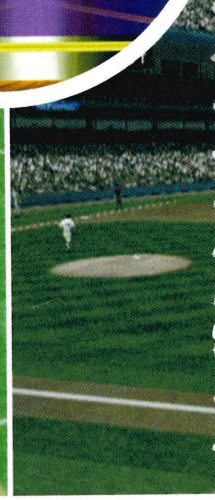
GET IT?

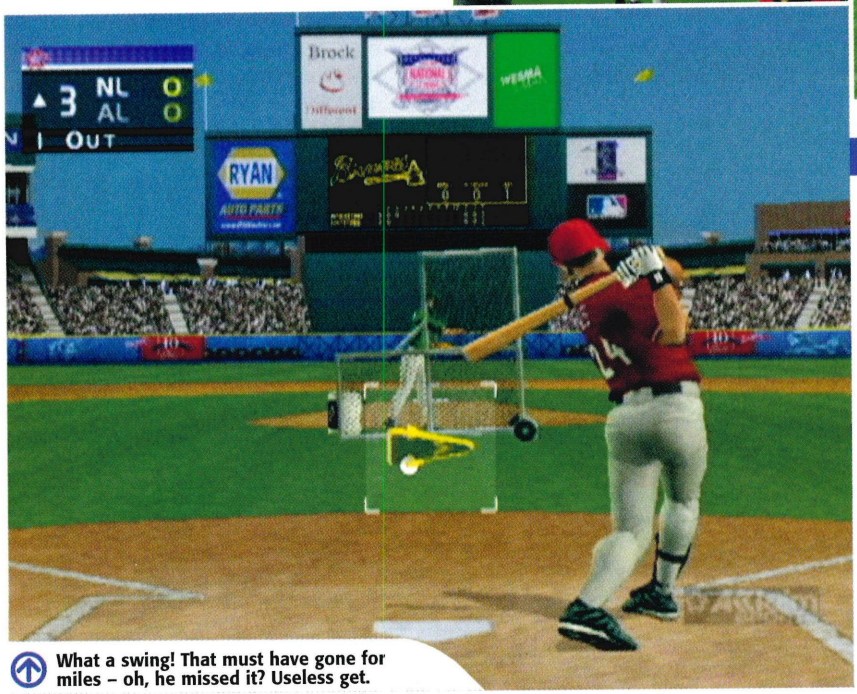
STATS ALERT! MLB is split into six divisions – three National League and three American League. What the difference between a national and American team is we're not entirely sure.











What a swing! That must have gone for miles – oh, he missed it? Useless get.

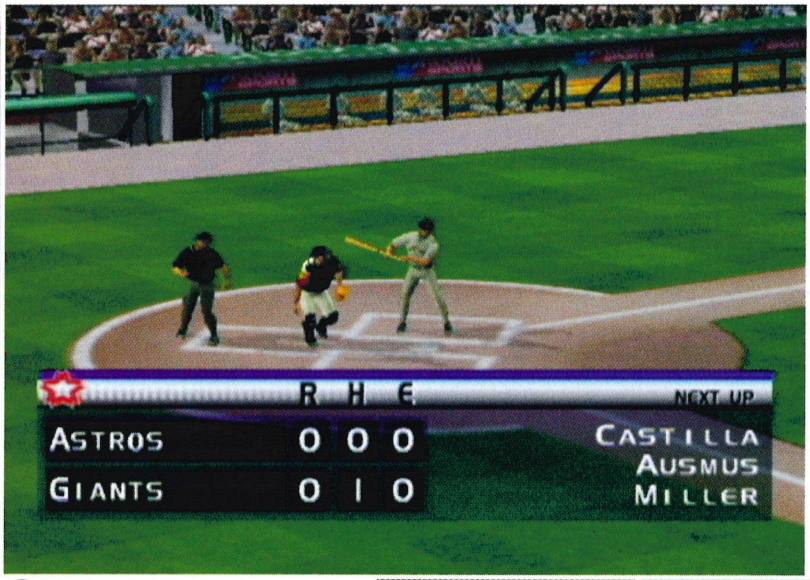
COMMENT Ahh, baseball – all-American as apple pie but less interesting and not nearly as tasty. You know the score: the pitcher pitches, the batter bats and they all run round in circles, whooping and hollering. However, baseball has never really taken off over here and playing this game, we can see why... and we thought cricket was boring!

Whether baseball is more interesting in real life we're not sure, but this game makes no effort to cater for those who are new to the sport. Yes, it has lots of different modes, but not one involves training that explains what the hell is going on.

When it comes to actually playing the game, you'll find that for the first few hours (if you can stand it that long) you probably won't hit a single ball. When you finally do, it either rolls along the ground pathetically or goes ridiculously high, making an easy catch for the opposing team.

When fielding, you get the impression that you are little more than an observer, what with the wide camera angles and the computer controlling half of the action. You can decrease the computer control but it doesn't really do much to improve things. Speaking of the camera, there are no options to change the angle even in the replay so when a replay is shown (after every hit) you see it from so far away that most of the time all you can make out is a guy running into a mass of green to catch an almost invisible ball.





The Astros have apparently failed to get an R, an H, or an E.

CAN YOU MANAGE?

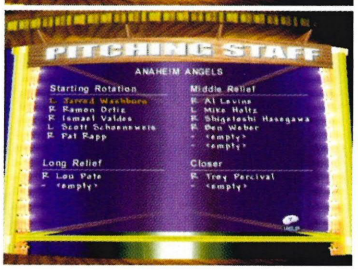
One of the most exhaustive sections of the game for the die-hard fans is the Team Management option. This allows you to change nearly every aspect of the team, including trading and drafting players, managing line-ups and rosters and creating your own players. Suffice to say we fiddled around with it for a few minutes and soon realised we didn't know what we were doing. We have to say, though, for fans of the sport this is probably a dream come true.

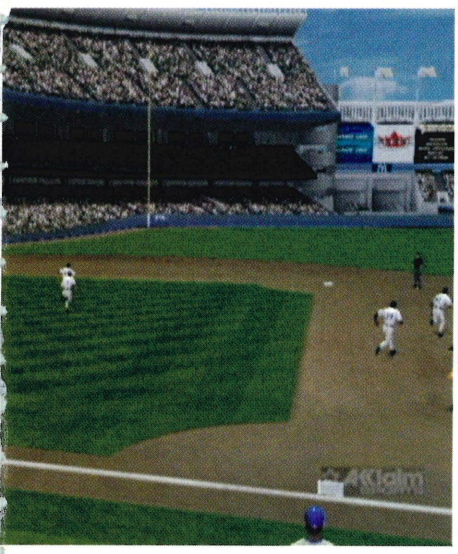
"WE THOUGHT CRICKET WAS BORING"

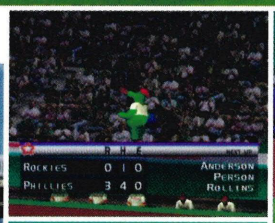




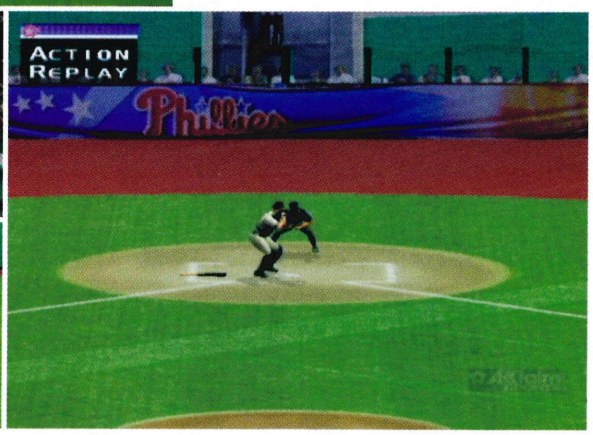












The catcher lives up to his name and catches the ball, but can he throw? We're not telling.

Graphically, you can see this game is a port as it in no way makes any effort to take advantage of the GameCube's advanced hardware. The character models look reasonably good... and that's it. The pitch is poorly detailed, the stadiums are adequate and the crowd... well, the crowd is just horrible. They move like they've just eaten a dodgy hotdog and are blurry and pixillated, as if they've been taken straight from the N64 version.

If you love baseball then this game has plenty of features and stats that will interest you, but even for a baseball game it's boring. Everyone else should avoid it if they know what's good for them.

SIMON G

CUBE VERDICT — ALL-STAR BASEBALL 2002

NO BASE, ALL BALLS... PLEASE, TAKE IT AWAY

VISUALS
The character models are good but that's about it. The rest is just sloppy and uninspiring.

AUDIO
Annoying music, boring commentary, functional sound effects... an aural assault on the senses this ain't.

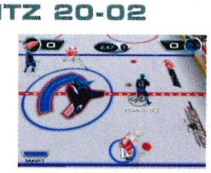
GAMEPLAY
If you like baseball then this may be heaven but for the rest of us normal folk it's boooring.

LIFESPAN
The Season mode will keep you going for a while if you can actually be bothered.

ORIGINALITY
Well, it's a baseball game (and a conversion of one at that), so it rates a big fat zero on the originality scale.

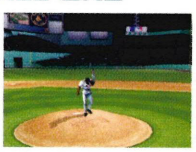
ALTERNATIVE

NHL HITZ 20-02



Ice hockey with knobs on, Midway's latest is so enjoyable we even recommend it to people who don't like sports games.

WORLD SERIES BASEBALL 2K2



Even this effort on the Dreamcast was better than *All-Stars*. Here's hoping it gets a GameCube conversion... actually, here's not.

OPINION

STEEERIKE! "A cheap and nasty conversion of a substandard game. Wait for one of the SEGA Baseball games."
CHANDRA

THE PAIN... "Why on earth did Acclaim even bother? If this is the best it can do, we shudder at the thought..."
MARTIN

FINAL SCORE

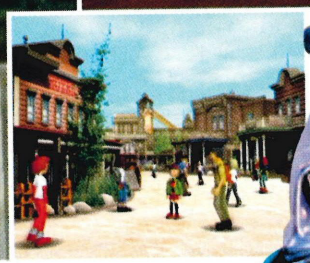
4.5

BASEBALL FANS MAY FIND SOME REDEEMING FEATURES IN THIS GAME, ANYONE ELSE SHOULD STEER CLEAR.

Give us Alton Towers any day...







CUBE

INFORMATION

UNIVERSAL STUDIOS TPA	
PUBLISHER:	KEMCO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1

STATS

- SIX 'GREAT' RIDES TO GO ON
- COLLECT STAMPS FROM RIDES
- FIND THE HIDDEN LETTER TILES
- EARN POINTS TO BUY ITEMS
- TRY NOT TO GO MENTAL

RELEASE DATES

TBA	OUT NOW	OUT NOW



Pain is an emotion that is difficult to express in a physical form – but Kemco has got it spot on!

UNIVERSAL



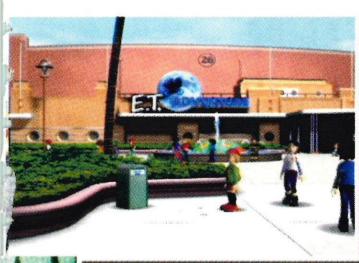




RUBBISH!

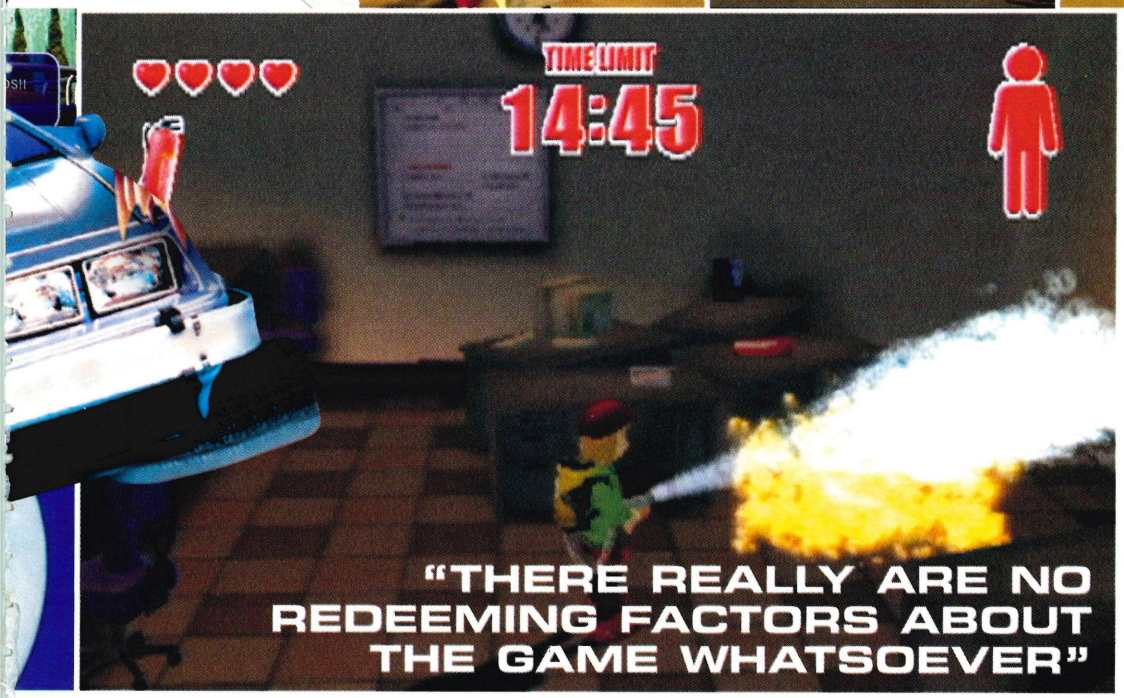
TRASH TALKING

At some point in the game you'll meet a man who wants everyone to clear up the rubbish – that'll allow you to collect litter and place it in a nearby bin for extra points. Gosh.







"THERE REALLY ARE NO REDEEMING FACTORS ABOUT THE GAME WHATSOEVER"

STUDIOS
THEME PARKS ADVENTURE

THEME PARKS are great places, especially when you're young – the magic of the atmosphere and the thrill of the rides make it a once-in-a-lifetime experience… unless you go there again the year after. However, suggest the idea of bringing a theme park into a videogame and alarm bells start ringing. Taking the management route (as with the excellent Theme Park series) is all very well, but making it a theme park simulator where you have to spend time in the park just like real life? Err, right…

Not surprisingly though, this is exactly the premise that *Universal Studios Theme Parks Adventure* offers on a platter – a platter filled with stinky fish, useless dinosaurs and a *Back To The Future* experience that'll have you wishing they'd never invented time travel. Strictly 'one for the kids' (and even then, they'd be hard-pressed to endure it long enough to finish it), the collection of mini-games and other 'exciting' tasks tries to recreate the Universal Studios theme park in all its glory… although to say it falls flat on its arse would be a severe understatement. Need convincing? Well, come with us for a stroll through the park – just don't say we didn't warn you.





CAN'T GET ENOUGH (OF THAT MINI-GAME STUFF)

The meat of *Universal Studios* (if you can call it that, maybe it should be gristle?) is focused on playing a selection of mini-games inside the rides of the park. Each ride has a different style of game, so there's plenty to do… but it's mostly complete arse. In order of enjoyment, here they all are…

BACKDRAFT

The best of all the mini-games – run around a burning building putting out fires with your hose and saving the stranded civilians. Quite cool.

THE WILD, WILD, WILD WEST

Just like those arcade shooting ranges (hit the targets as they appear) only not as good, because you haven't got a lightgun. Annoying, really.

ET: THE EXTRA TERRESTRIAL

Think *Paperboy*, but without the papers or fun; yep, you ride a bike over obstacles to reach the spaceship before the time runs out.

JAWS

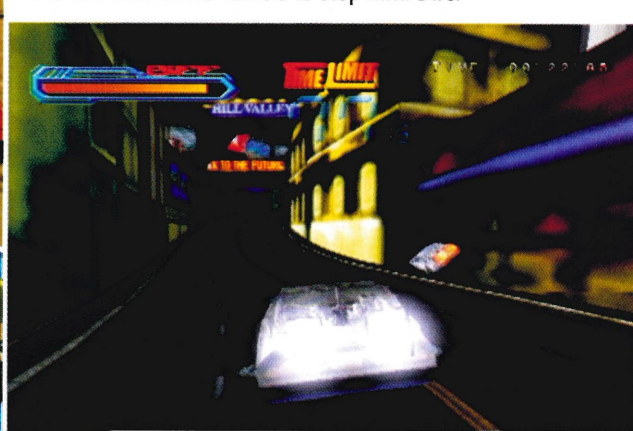
Oh lordy… using the various objects littering the deck of your boat, stop Jaws sinking you by bashing him on the nose. Oh, it gets worse…

JURASSIC PARK

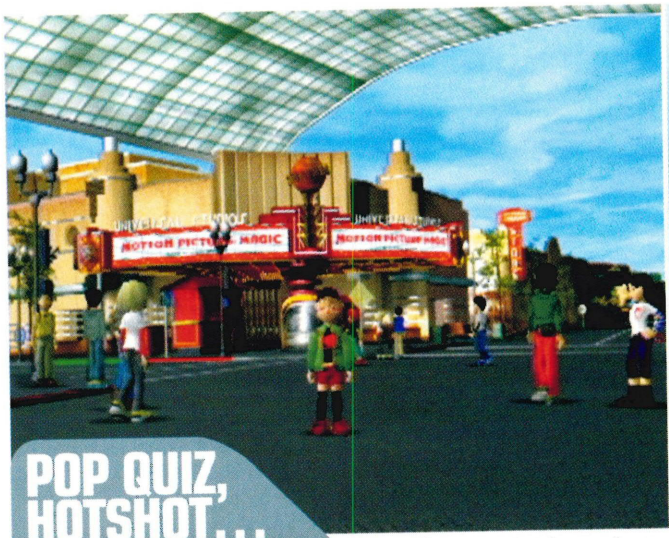
An on-rails shoot-'em-up where pummelling the A Button to blow up hordes of badly animated dinosaurs is the order of the day. Not as bad as…

BACK TO THE FUTURE: THE RIDE

An insult to everything that *BTTF* stands for – chase Biff through time in your DeLorean, while ramming into the back of his vehicle to stop him. Dire.



Cor, just look at the textures on those walls – it's almost like the real thing… ARGH! NO IT ISN'T!







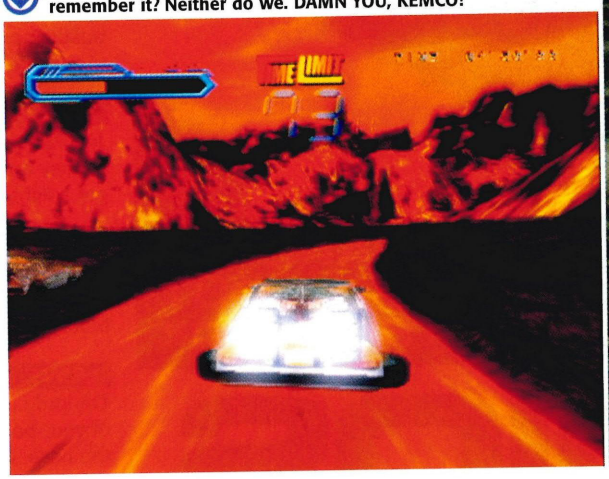
POP QUIZ, HOTSHOT...

ANSWER ME, DAMMIT!

Well, actually it's more like a film quiz... but that's beside the point. The final stamp for you to earn around the park comes in the form of a quick-fire quiz – once you find Winnie Woodpecker hanging around in the street, you can get her to ask you questions in return for a stamp. You need to answer ten questions correctly to win, while you've got three lifelines if you get one wrong. The only problem? The fact that most of the questions are stupidly tough; they're all about Universal movies such as *Patch Adams*, *U-571* and *Out Of Africa* (no, seriously), so if you haven't seen the relevant film then you're screwed. Consider the target audience – how many children do you know that have seen *The Sting*? Talk about bad judgement...



Here's that famous lava scene from BTTF... what? You don't remember it? Neither do we. DAMN YOU, KEMCO!



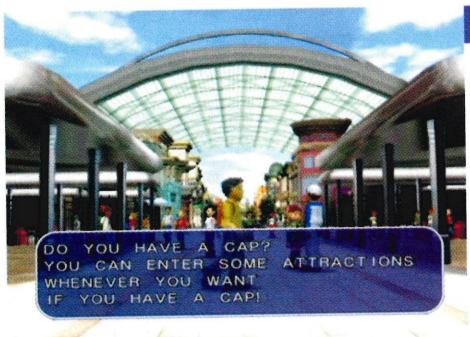
PICK A LETTER

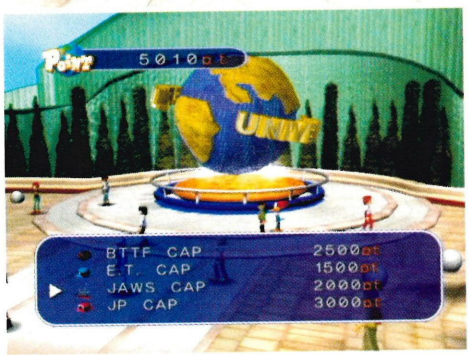
Fancy a different challenge to playing those pitiful mini-games? Well, those of you with keen eyes might like to try hunting down the 16 magical letter tiles hidden around the park – spelling out 'Universal Studios' as you'd expect. They're dotted around in the most obvious of places. The problem is, they're all about the size of a pinhead and unless you've got your face pressed up against the screen, you might miss them. What's more, some of them don't appear until night-time, so you have to play through most of the park before you can grab them... damn you, Kemco!



THE CAT IN THE HAT

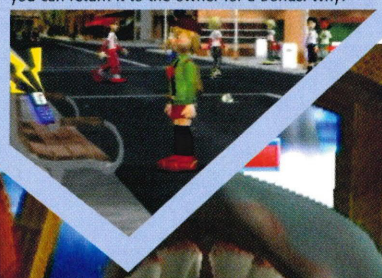
Going on holiday to a theme park is a real nightmare. Unless you get up especially early (which defeats the object of having a holiday) you have to spend hours standing in line for the rides. The park in *Universal Studios* has the same problem, but now there's a way round waiting for hours... the Queue Pushing Cap! Using the points you earn from completing rides successfully and various other tasks, you can buy different caps from Woody; each one represents a different ride and allows you unlimited access to the rides you own the caps for. If only that worked in real life...





COMMENT Having prepared ourselves for the worst, when we sat down to play *Universal Studios* even we were shocked at how bad this game really is. Everything about it is wrong, from the shoddy graphics and uninspired gameplay right down to the fact that it can be completed in less than three hours. Even the argument that it's aimed at younger gamers doesn't wash here – while that's plainly obvious for all to see, what makes the game awful isn't just how basic the gameplay is but also that it's so badly executed, it could be running on an N64 rather than a GameCube.

Put it this way – *Universal Studios* is little more than six rather poor (or in the case of some of them, very poor) mini-games, a bizarrely tough film quiz and a few other menial tasks, all tied together with some average renders of a theme park for you to explore. Does that sound compelling to you? No, of course it



IT'S FOR YOO-HOO!: Talk about pointless tasks... if you manage to find a cell phone around the park, you can return it to the owner for a bonus. Why?

"EVEN WE WERE SHOCKED AT HOW BAD THIS GAME REALLY IS"

WATER PILE OF ARSE

If all the ridiculously short and uninteresting mini-games aren't enough for you, there's something even worse hiding on the far side of the park... really, there is. Head for the *Waterworld* exhibit and you'll be treated to one of the most pointless inclusions in a videogame ever – the chance to watch the same five-second FMV clip over and over again from different angles. You enter the exhibit, pick your seat, watch the clip... and that's it. No stamp, no reward, nothing for watching all five clips; it's even more pointless than building a snowman in the Sahara desert. What were the people at Kemco smoking when they thought that one up?





HELLO SIR!

SHAKE MY HAND!
As in the real park, Universal characters will appear at random around the place. If you're looking to snag some extra points, just go and shake their hand for a nice bonus.

doesn't. The thing is, it's even worse than it sounds because there really are no redeeming factors about the game; we tried our hardest to find one but ended up drawing a blank. Just watching this game makes you wonder if Kemco actually developed it on the GameCube, or simply used some kind of Fisher Price play set to programme the game before burning it onto several hundred CDs... honestly, it really is that basic. Oh, and the biggest gripe? The graphics within each mini-game look like it's running on a SNES, for goodness sake! What on earth were they thinking?

Ultimately, a game needs to justify the asking price in order for people to buy it – to think this dire piece of programming is worth 40p, let alone £40, is an insult to everything we believe in as dedicated gamers. Buy it... go on, we dare you. You'll be the only fool that does...

MARTIN

CUBE VERDICT: UNIVERSAL STUDIOS

IT TAKES REAL EFFORT TO MAKE A GAME THIS BAD...

VISUALS
A hard blend of 'nice but rendered' backgrounds and absolutely awful single-texture slabs. Urgh.

AUDIO
The single redeeming factor of the game – all the proper movie tunes, blasted out in solid stereo.

GAMEPLAY
We would make a comment about the gameplay but we couldn't find any, even after scraping the barrel dry.

LIFESPAN
We finished it in three hours; the average gamer that this will appeal to will be tired of it in half the time.

ORIGINALITY
Kemco worked hard and still came up with one of the worst GC games so far... that's pretty original.

ALTERNATIVE

BISHI BASHI



If it's decent mini-games that you're after (and a top two-player mode to boot) then you'll need to get a PSone – yep, it's that old – and manage to find a copy of this somewhere.

MARIO PARTY 3



Ahh, the classic (and the final) game on the N64 – plenty of mini-games to get your teeth into and an enjoyable board section to boot. Nice. Would you be happy if we said there's a GameCube sequel coming?

OPINION

UNIVERSALLY NAFF! "Got an N64? What do you want a GameCube for then? The graphics are THAT BAD!"
CHANDRA

MINTY! "Help! The turgid games have arrived on our beloved GameCube. Go to Altom Towers intead."
SIMON

FINAL SCORE

3.7

NEED YOUR INTELLIGENCE INSULTING? THEN WHIP OUT £40 AND GET THIS ONE RIGHT AWAY.

PROJECTK.COM

SALES: 020 8508 1328 **WEB:** www.projectk.com **EMAIL:** info@projectk.com

THE SEEDBED CENTRE, LANGSTON ROAD, LOUGHTON, ESSEX, IG10 3TQ

FIRST CLASS RECORDED (£25 insured value) £2 per item

NEXT DAY DELIVERY (fully insured) £5 one item, £8 two item etc

INSURED COURIER (fully insured) £15 Hardware and Large Orders

MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES

For a free price list of imported games, accessories & merchandise send a Stamped Self Addressed Envelope

PSONE imports

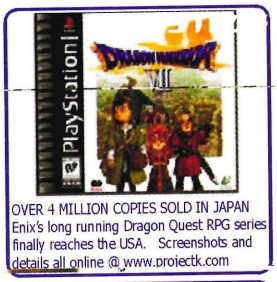
Guitar Freaks Guitar	£39.99
Convertor Disc	£29.99
NTSC to PAL Booster	£19.99
JAP Dragon Ball Z Legends	£54.99
JAP Dragon Ball Z Final Bout	£54.99



USA Arc the Lad Collection	£89.99
USA Dragon Warrior VII	£64.99
USA RPG Maker (RPG)	£49.99
USA Vanguard Bandits (RPG)	£49.99
USA Final Fantasy Tactics (RPG)	£49.99
USA Parasite Eve (RPG)	£49.99
USA Hoshigami (RPG	£49.99
USA Granstream Saga RPG	£29.99
USA Tales of Destiny 2	£54.99



IT'S FINALLY BACK IN STOCK
Final Fantasy Tactics one of USA PSOneRarest games in finally in stock only at Project K. A clash among royal "families". A kidnapped princess. And a unresolved who may be a country's only chance for lasting peace.
IN STOCK NOW ONLY £49.99



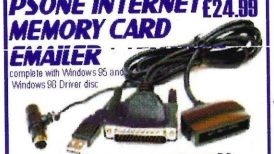
OVER 4 MILLION COPIES SOLD IN JAPAN
Enix's long running Dragon Quest RPG series finally reaches the USA. Screenshots and details all online @ www.projectk.com

£89.99



USA Playstation RPG fans have long been denied one of the best Role-Playing experiences available, until now. Arc the Lad Collection will feature all three chapters in the Arc the Lad Saga, which were released as complete stand-alone games in Japan. The deluxe boxed set will feature 4 game CDs, 1 remixed soundtrack CD that can be listened to on any CD player, and a "Making of Arc Collection" movie feature that will give users a behind-the-scenes glimpse of the production of the largest console anthology ever attempted for release in the US. A hardbound game manual with a mini-strategy guide will also be included in the box.

PSONE INTERNET MEMORY CARD EMAILER £24.99



complete with Windows 95 and Windows 98 Driver disc

You can save all your game saves to your PC. Using the simple software you can share your files with friends around the world. You can share and send individual game files through the internet. Or you can download save game files from the internet, and then use them on your own Playstation One console Cool!!!

PLAYSTATION 2 imports



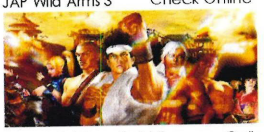
1 x PS2 Dual Shock 2
1 x AV Cable
£349

*optional Stepdown Transformer

Japanese Ps2	£349

Japanese PS2 currently only runs Japanese PS2 and Japanese PSX Software

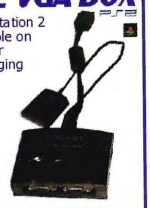
USA Ps2 Console (USA Ps2 only runs USA Ps2 games & Region 1 movies)	£349
Ps2 Stepdown Transformer	£39.99
JAP Virtua Fighter 4	£69.99
JAP Xenosaga	£69.99
JAP Gundam Fed vs Zeon DX	£69.99
JAP Moto GP 2	£69.99
JAP Kingdom Hearts	£69.99
JAP Gran Turismo Concept	£59.99
JAP Space Channel 5 pt 2	£69.99
JAP Project Zero	£69.99
JAP Samurai	£69.99
JAP Sidewinder F	£69.99
JAP Metal Gear Solid 2	Check Online
JAP Wild Arms 3	Check Online



USA Metal Gear Solid 2	Call
USA Devils May Cry	£54.99
USA Capcom vs SNK 2	£54.99
USA Ico	£54.99
USA Shadow Hearts	Check online
USA Silent Hill 2	£59.99
USA Half Life	£54.99
USA Grandia 2	£54.99
USA Hot Shot Golf 3	£54.99
USA NCAA Football	£54.99
USA Forever Kingdom	Check Online
USA Legends of Wrestling	£54.99
USA NFL Quarterback Club	£54.99
USA Gundam Zeonic Front	£54.99
USA Rez	£54.99
USA NFL Blitz 2K2	£54.99
USA NBA 2K2	£54.99
USA Run Like Hell	Check online
USA Deux EX	Check online
USA Salt Lake 2002	£54.99
USA Jade Cacoon 2	£54.99
USA Final Fantasy X	Check online



PS/PS2 VGA BOX



Use your Playstation 2 or PSone Console on your PC Monitor without unplugging your PC.

Built in switch between PC & your console

£49.99

£3 first class
£5 next day

Built in Manual Switch between PC & your console. Simply switch the button to change systems without having to unplug your PC or Playstation console. Share your monitor freely with your Playstation 2 Console



20" x 14" Dragon Ball Z Poster £6.99

more DBZ can be found on WWW.PROJECTK.COM

X BOX imports



USA XBOX CONSOLE CHECK ONLINE FOR AVAILABILITY

X Box USA Console	Check Online
Joypad	Check Online
Memory Card	Check Online
Advance AV Pack	Check Online
DVD Region 1 Remote	Check Online



WWF Raw is War	Check Online
Transworld Surf	£54.99
Malice	Check Online
Halo	Check Online
Dead or Alive 3	Check Online
Jet Set Radio Future	Check Online
Dark Summit	Check Online
Max Payne	Check Online
Blood Wake	Check Online
Munches Odyssey	£54.99
Nightcaster	Check Online
Transworld Surf	£54.99
Genma Onimusha	£54.99
Elder Scrolls 3 (RPG)	Check Online
Gun Valkyrie	Check Online
Silent Hill 2	£54.99



GAMEBOY ADVANCE imports

JAP Street Fighter Zero 3	£49.99
USA Mario Kart Circuit	£29.99
USA Breath of Fire	£39.99
USA Golden Sun	£CALL
USA Moto GP	£39.99
USA Super Bust A Move	Check Online
USA Megaman Battle	Check Online
USA Gradius Galaxy	Check Online
USA Sonic Advance	£39.99
JAP Puyo Puyo	out now £49.99
JAP King of Fighters	Check Online
JAP Tekken	£49.99
JAP Zone of Enders	£49.99
JAP Super Mario Land 2	£49.99

NTSC TO PAL SIGNAL CONVERTOR £69.99

£3 first class
£5 next day



MULTI USE VGA BOX £64.99

£5 next day

Plug any AV equipment into this versertile VGA Box. A total of 43 AV equipment can be plugged into this Multi Use VGA Box at the same time. Press a button to Select the item you want to use on the Monitor.



Example Setup Ps2,GC, X Box & VCR

GAMECUBE imports



JAPANESE GameCube Converted to Play USA and Jap Games **Check online**

AMERICAN GameCube Console and Game Package **Check online**

GAMECUBE S VHS LEAD



S9 BLOCK MEMORY CARD



Gamecube Joypad
59 Block Memory Card
S Video Cable
AV Cable
Luigi's Mansion
Wave Race Blue Storm
Super Monkey Ball
Super Smash Bros Melee
Universal Studio's
Simpsons Road Rage
Rogue Squadron
SSX Tricky
Galleon
Fifa 2002
Pikmin











Latest news and release dates for import GameCube Games can be found on our website WWW.PROJECTK.COM

JAPANESE COLLECTIBLES imports



EACH £6.99

(Due to stock restrictions we are only able to supply Sephiroth with one of model from this selection)

for MORE go online



FFX SOUNDTRACK



£65.99 add £3 p+p

Contains the complete collection of the music from the FFX PlayStation 2 game. 4 Picture presentation music cd's, with 4CD spread out cd case and colour inlay booklet

FINAL FANTASY X BLITZ BALL



£29.99

20" x 14" Final Fantasy 7 Poster	£6.99
20" x 14" Dragon Ball Z Poster	£6.99
20" x 14" Ranma ½ Poster	£6.99
SD Gundamn Model Kit	£12.99
Gundamn Wing Model Kit	£12.99
Talgeese 2 Figurine	£19.99
Gundam Deathscythe Hell Figurine	£19.99

FINAL FANTASY IX DESKTOP CLOCK



£34.99

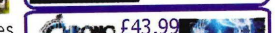
FINAL FANTASY X TIDA NECKLACE & RING



PRICE ONLINE

TIDA NECKLACE AND RING

CHRONO CROSS Soundtrack



£43.99

FF7 SOUNDTRACK



£59.99 add £3 P+P

Final Fantasy 7 Four CD Soundtrack complete withfull colour inlay artwork illustration booklet and awesome Four CDs of music from Final Fantasy 7. Total number of tracks in this Four CD Set :- 85

FF8 SOUNDTRACK



£65.99 add £3 p+p

One of the finest video game music soundtracks around for Squaresofts fans. INCLUDES
1 x FF8 Outer Cover Box 4 x Music CD's
1 x Inlay Artwork Illustration Booklet
TOTAL number of Tracks in this Four CD Set:- 74

FF 9 COLLECTORS SOUNDTRACK



INCLUDES
4 x Picture Presentation Music Cd's £65.99
1 x Inlay Booklet
5 x Character Illustration pages add £3 p+p
1 x Melodies of Life music sheet

FINAL FANTASY OCTAGON COLLECTION



5 Picture Presentation Music CD's containing music from Final Fantasy 1 to 9

£65.99 (£3p+p)

157 Tracks from Final Fantasy 1 to 9

5 x Limited Edition Picture Presentation Music CD's
1 x Octagon Silver Carry Case
1 x FFIX Character Booklet 1 x Outer Casing hold all

KONAMI GAME MUSIC NOW



46 Tracks takenfrom Thirteen of Konami Japan's Console Game's

£29.99

Dance Dance Revolution, Metal Gear Solid, Suikoden 2, Beatmania, Pop N Music, Guitar Freaks, Gradius IV, Mitsumete Knight R, Rakugakids and more

Customer Name .....

Address .....

POSTCODE .....

TELEPHONE .....

ITEM ..... QTY ..... ITEM TOTAL .....

P+P .....

TOTAL .....

Details and pictures of our imported games are available online. Release dates for all major consoes also available on our website WWW.PROJECTK.COM

PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE.
ALL VIDEO GAMES ARE IMPORT AND DO NOT work ON STANDARD UK CONSOLES

GOODS ARE NOT SUPPLIED ON TRIAL BASIS.

NETWORK CUBE

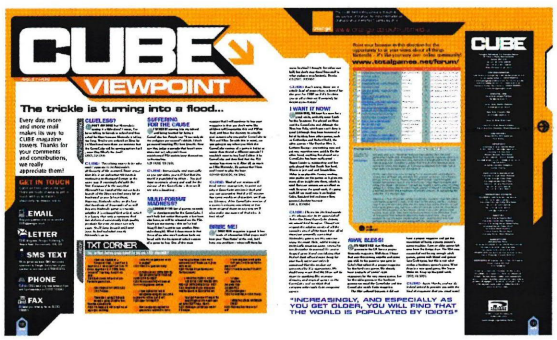
ISSUE THREE

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're looking for here. This month the letters, texts and emails have engulfed the little space we like to call home. Come 'em coming 'cos we love to hear your opinions!

VIEWPOINT

100 You've gushed praise on the mag, made the odd criticism too, but this month the tension of Nintendo not making that announcement has been getting to you. Patience dear friends, patience...



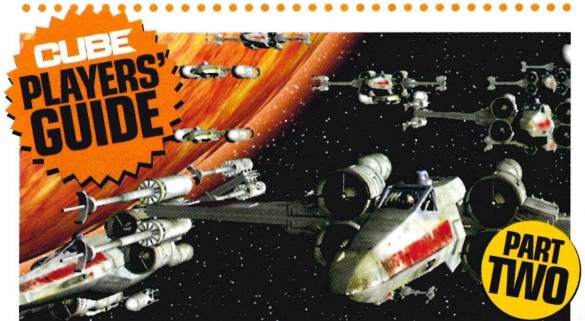
CHEATING MONKEYS

102 They're back by popular demand, the monkeys borrowed from the originally titled 'Monkey World' return to show you how to get the most from your GameCube games... or just cheat.





CUBE PLAYERS' GUIDE

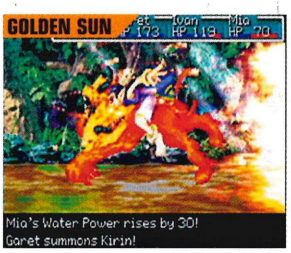


ROGUE LEADER ROGUE SQUADRON II

104 Got through the first part yet? If you have, or just want to see exactly what *Rogue Leader* has in store for you, then check out part two of our guide, which takes you through the Battle Of Endor and into those hard-to-get-to bonus levels. It's indispensable!

ADVANCE

114 More Game Boy Advance goodness to tempt you. This month's gaming delights include an amazing and unexpected fighting game, a classic puzzler and a lovely RPG for you to get your teeth into!



STUDIO EYE

118 This month we sent our trusty snoop to check out the folk at Bits. Don't know who they are? Well, let's just say that these are the fine chaps who are bringing *Die Hard* to the GameCube. Interested? You should be!

HORIZON

page 124

The games are still coming thick and fast but next month we'll wade into the exciting world of the PAL launch! Thank heavens! That and much, much more next month!

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 Turok. Don't mess with him. He might be dead but he's still hard!

CUBE VIEWPOINT

ISSUE THREE

The trickle is turning into a flood...

Every day, more and more mail makes its way to **CUBE** magazine towers. Thanks for your comments and contributions, we really appreciate them!

GET IN TOUCH

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

EMAIL

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

LETTER

CUBE Magazine, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS

SMS TEXT

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

PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209342

FAX

Or send your letter by fax on 01202 299955.

LAUNCH CONTROL

CLUELESS?

DON'T YOU THINK that Nintendo is cutting it a little close? I mean, I've been talking to friends in school and they asked for Xbox because Nintendo is taking too long. They've pre-ordered an Xbox for 14 March and now there are rumours that the GameCube will be coming out in April or even May. What's the deal?

JAMEZ, VIA EMAIL

CUBE: ***'Everything comes to he who waits' appears to be Nintendo's philosophy at the moment. Some argue that this is an indication Nintendo is continuing to disregard Europe in the same way it seemingly did with the N64. Compared to the way that Microsoft has handled the run up to its launch of the Xbox we feel every bit as frustrated as you lot out there. However, Nintendo relies on the fact that hundreds of thousands of us will buy any Nintendo game or console, whether it is released first or last, which is a luxury that only a company that has delivered consistently high-quality products for over 20 years can rely upon. You'll have to wait until next issue to find out what exactly Nintendo's up to.***

SUFFERING FOR THE CAUSE

I'M SICK OF coming into my school and being taunted for being a GameCube fan. People say: "It can only do 4m polygons per second". Rubbish! I don't go around insulting PS2 fans (much). How can they judge a console that hasn't even come out yet; why can't these misinformed PS2 zealots keep themselves to themselves?

ALEX YOUNG, VIA EMAIL

CUBE: ***Increasingly, and especially as you get older, you will find that the world is populated by idiots... You just have to remain strong and wait for the release of the GameCube – then we'll see who's laughing...***

MULTI-FORMAT MADNESS?

LOOKING AT THE list of games currently in development for the GameCube, I can't help but notice that quite a few have also been, or will be released on the PS2. Don't get me wrong – this isn't a bad thing (I don't want to see another N64-style drought). What it does mean is that those of us who aren't zealous fools are faced with the decision of which version of a game to buy. One of the main reasons that I will continue to buy your magazine is that you don't write like children (all Greystation this and PSPoo that) and have the decency to actually give reasons why you prefer GameCube to PS2 and XBox. So with this in mind, are you going to say when you think the GameCube version of a game is better or worse than that of a different console? I wouldn't want to buy *Soul Calibur 2* for GameCube and then find that the PS2 version has more to it. After all, as much as I like Nintendo, it's games that I love and I want to play the best.

ANDREW SKIDMORE, VIA EMAIL

CUBE: ***Most of our reviews will tend, where appropriate, to point out why a GameCube version is best and you can guarantee that if a GC version has extra modes or characters, we'll say so. Likewise, if the GameCube version of a game is missing something, or has been stripped down in any way, we'll make you aware of that also. Is that okay?***

BRIBE ME!

I THINK YOUR magazine is great. It has loads of information-filled pages and I love your 'Pass Notes' at the end, but I have one problem – when will there be

LETS TALK ABOUT TXT

TXT LIFE

So, what have you sent in to us this month?

What has happened 2 Advanced Wars, i cant find it anywhere. I also cant find Ecks VS Sever anywhere, is it 100% been released? Top mag. keep up good work guys.
CUBE: Both should be found at your favourite games store...

HOW MUCH IS THE GAMECUBE
CUBE: Priceless.

Gamecube is going 2 kick ps2s ass and is going 2 b better then the xbox nintendo rules
CUBE: We hope so, it will be and we all agree (or something).

When will the gamecube be out in england?
CUBE: When it is good and ready!

IS THERE A WWF GAME COMING OUT ON GAMECUBE?IF THERE IS WHEN IS IT RELEASED?
CUBE: Acclaim and THQ will have all the wrestling corners covered.

I have noticed the lack of anticipation rating of some sort in ur previews section. sort it out!
CUBE: Hello... Game To Watch?!?!

How can any one say that the gamecube is rubbish! It's better than the greystation. When will it arrive over here? Thanks Jas H, (from east sussex)
CUBE: We love it too! No-one, save Nintendo, knows!

I HAVE THE MUNEY 4 A CUBE WOT IS THE EXACT RALESE DATE AND WOT GAME SHOULD I BUY FIRST.
CUBE: Keep hold of your money and wait for issue 4 of CUBE to find out.

Hey i just wanna ask if any of the king of fighters title would come out to the NGC? Thenx. AlecW.
CUBE: Nothing as yet but you can bet it'll happen.

Is their any chance that grand theft auto 3 will be out for the game cube?
CUBE: It would be an absolute crime if it didn't.

1st place GameCube
2nd place Xbox
3rd place PS2
...PS2 the third place
CUBE: We liked that, we liked it a lot.

THANK THE LORD 4 HANAFUDA CARDS!
CUBE: Nintendo likes them more than you do!

The **CUBE** SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...

orange™

www.orange.co.uk/multimedia

more freebies? I thought the video was brill, but don't stop there! Free stuff is what makes a mag fantastic. Thanks.
LIZ LOVATT **VIA EMAIL**

CUBE: ***Don't worry, there are a whole load of promotions planned for the year for* CUBE *so if it's freebies you're after then we'll certainly be keeping you happy!***

I WANT IT NOW!

GREAT MAG, THE best I've seen for a good while, probably since *Crash* for the Spectrum. I've played an Xbox and the GameCube and although the Xbox has *Halo*, which you can't deny is good (although they have borrowed a lot of its ideas from other games, such as *GoldenEye* and *Perfect Dark*), the other games – like *Dead or Alive 3*, *Gotham Racing* – are nothing new and get very repetitive very quickly. On the other hand, anything I've played on the GameCube has been really good – *Rogue Leader* is outstanding and I've only played the first Death Star level, *Pikmin* is just cool and *Smash Bros Melee* is so playable. I enjoy reading your guides on the games as it gives me more of an insight into them, which is cool. But your reviews are excellent as well. Keep up the good work, it's going well. All we need now is an English Cube, *Resident Evil* and some Rare games (absolute heaven).
DAVE A, VIA EMAIL

CUBE: ***Cheers for the kind words – it's always nice to be appreciated! As for the Xbox/GameCube debate, we would tend to agree. Though we respect the relative merits of all the consoles (most of the team have all of them) we generally agree that Nintendo's games are the ones we enjoy the most.* Halo, *whilst being a technically amazing game, seems far too derivative to warrant the praise heaped upon it and considering that* Perfect Dark *offered more bang for your buck, we're not entirely convinced that the excitement generated by it is appropriate. We doubt very much that the Xbox will be home to anything like as many stunning and original games as the GameCube, and we think that everyone who reads* CUBE *magazine wholeheartedly agrees.***

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

www.totalgames.net/forum

Topic	Topic Starter	Replies	Last Post
I Can't Get Over Rogue Leader!	DannyBoyWilson	0	22 January 2002 11:53 AM
GTA3 on cube?	Karl	1	22 January 2002 11:31 AM
I'm bi-console	nintygc	4	22 January 2002 09:28 AM
Suggestions for CUBE Magazine	Abbid007	0	22 January 2002 09:27 AM
The New Zelda	Keza	20	21 January 2002 11:51 PM
Find the Hidden Image in CUBE magazine!	Caiman	2	21 January 2002 10:12 PM
Why i wont be getting a Gamecube	kinchy	7	21 January 2002 08:09 PM
Gamecube, the most advanced console ever made...	MindZEye	12	21 January 2002 07:46 PM
Just what is Nintendos target audience with the Gamecube?	PlayingKarrde	6	21 January 2002 07:45 PM
From 64 Magazine to CUBE	cumby	2	21 January 2002 07:33 PM
Aaaah! What's happening???	Keza	3	21 January 2002 07:28 PM
Shall I buy a GameCube?	Gaminglord2000	11	21 January 2002 07:04 PM
PS3 OH MY GOD	GameCube fan	2	21 January 2002 07:02 PM
Simple GC question	Imagical	5	21 January 2002 07:00 PM
Import Taxes	dan@cube	2	21 January 2002 06:52 PM
Final Fantasy on GameCube?	Abbid007	1	21 January 2002 06:50 PM
ps2 controllers compatable with Gamecube?	cumby	0	20 January 2002 10:33 PM

PlayingKarrde posted 30 December 2001 06:49 PM

Junior Member
Member # 621

Rate Member

Nintendo and every Nintendo resource has claimed that the next generation cosole that is coming from our favourite Japanese giant is to be aimed at both adults and kids, but with the emphasis on the more mature audience. Certainly it seems that this is what Nintendo were aiming for when they signed on 5 exclusive Resident Evil titles, but is that really the outcome we will achieve?

Of the top titles everyone is hoping for or are already raving about it seems that all these are aimed at the younger audience. Let's take a look at some of these: Pikmin, Super Monkey Ball, Luigi's Mansion, Starfox Adventure's and of course let's not forget Mario Sunshine and Celda (Cel Zelda - go figure). I myself am indeed wanting most of these games, but where does Nintendo really stand? All these have (will have) simplified controls and a main use of primary colours, all suggesting the audience of a younger age.

Whenever I look at games coming out for this machine I see N64 games with better graphics. I really don't want to be seeing this but I cannot help it. No one can deny that the N64 was a flop and a mistake. It had some good games yes, but they were all made by Nintendo themselves and could be counted on two hands. All the thrid party games were terrible, even when they were conversions from other platforms. Then all the games from Nintendo all pretty much looked alike. They all seemed to use the same engine rather than creating their own and perhaps this is what we are seeing with the Gamecube?

Not exactly a point we agree on, but everyone's entitled to their opinion... can you do better?

AWW, BLESS!

IT'S ABOUT TIME that Nintendo gamers in the UK had a proper Nintendo magazine. Well done. I hope that over the coming months and years you stick to the promise you gave in **CUBE**'s first editorial: a proper magazine for the hardcore gamer. We already have a couple of comic-type magazines for the very young gamer, but for the older gamers or the hardcore gamers we need the GameCube and the GameCube needs **CUBE** magazine. The N64 suffered because it did not have a proper magazine and got the reputation of being a young person's game machine. I am an older gamer left over from the Amiga days. The N64 was accused of not having enough adult games, games with blood and guts or Lara Croft types, but this is not what makes a hardcore gamer's game. What does is a very good game, like *Super Mario 64*. Keep up the good work.
CHRIS, VIA EMAIL

CUBE: ***Again thanks, and we do indeed intend to provide you with the kind of magazine that you most want.***

"INCREASINGLY, AND ESPECIALLY AS YOU GET OLDER, YOU WILL FIND THAT THE WORLD IS POPULATED BY IDIOTS"

CUBE

Paragon Publishing Ltd, Paragon House
St Peter's Road, Bournemouth
Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription please contact the subscription hotline on ***01454 642442*** or email ***paragon@cisubs.co.uk***. For all other queries including missing covermounts, please contact our Customer Services Department on ***01202 200200*** or email ***subs@paragon.co.uk***.

MAGAZINE TEAM
Group Editor ***Simon Phillips***
lips@paragon.co.uk

Games Editor ***Martin Mathers***
martinm@paragon.co.uk

News Editor ***Chandra Nair***
chandra@paragon.co.uk

Group Art Editor ***Nick Trent***

Senior Sub Editor ***Karen Hollocks***

CONTRIBUTORS
Simon Griffin, Will Johnston, Mike Richardson Paul Ridley, Daniel Wilson, Alison Frith, Richard Casellas, Stephanie Peat

ADVERTISING
Advertising Manager ***Felicity Mead***
01202 200224 • felicity@paragon.co.uk
Advertising Sales Executives
Marcus Reeves, Nick Welch
01202 209366 • 01202 209308
marcus@paragon.co.uk • nickw@paragon.co.uk
Classified Sales Executive
Tim Sellers
01202 200222 • tims@paragon.co.uk
Copy Controllers
Jo Spick, Lorraine Troughton Louise Chorley

PRODUCTION & DISTRIBUTION
Production Manager ***Dave Osborne***
Bureau Manager ***Chris Rees***
Scanning/Prepress ***Penny Johns***
Circulation Manager ***Tim Harris***
Tel: +44 (0) 1202 200200
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact...
International Manager ***Cathy Blackman***
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Editorial Director ***Damian Butt***
Production Director ***Jane Hawkins***
Circulation & Marketing Director ***Kevin Petley***
Advertising Director ***Peter Cleall***
Art Director ***Mark Kendrick***
Finance Director ***Steven Boyd***
Managing Director ***Mark Simpson***

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

GameCube is a trademark of Nintendo and other countries. **CUBE** is an independent publication not affiliated with Nintendo. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

PARAGON PUBLISHING

©2002 Paragon Publishing Ltd
ISSN 1475-1399

Cover image supplied by Acclaim

CUBE
ISSUE THREE

CHEATING MONKEYS

Taking a break from their PG Tips duties, the Cheating Monkeys are back to bring you the very latest in tips and cheats for the GameCube. If you've found a cheat that the monkeys have missed, send it along to the usual address and if it works, we'll squeeze it into these pages!

DAVE MIRRA FREESTYLE BMX 2

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

ACTIVATE CHEAT MODE

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

XG3 EXTREME G RACING

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

CHEAT CODES

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

EFFECT	CODE
Race Winnings x2	L, R , Z, L, R, Z, L+R
Infinite Ammo	L, R, L, R, L+R, Z
Infinite Shields	L+R, Z, L+R, Z
Win Race Regardless	L+R+Z, L+R, Z, L+R+Z
Unlock All Teams and Tracks	L, L, R, R, Z, Z, L+R+Z
Extreme Lap Challenge	L, R, L, R L, R, Z, L+R

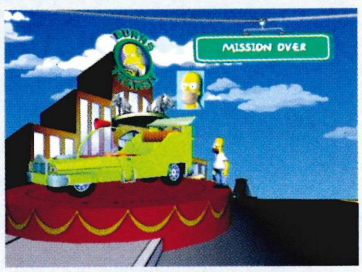
BONUS CHARACTERS

SIMPSONS ROAD RAGE

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

THE CAR BUILT FOR HOMER

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



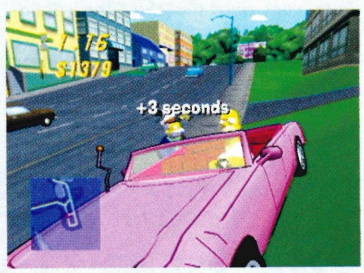


TIME-RELEASE CHARACTERS

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

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





CRAZY TAXI

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



NO DIRECTIONAL ARROW

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

NO DESTINATION MARK

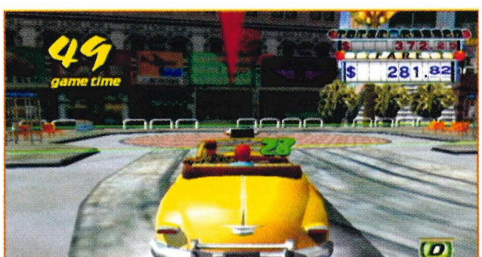
To remove the destination marks around each building that you have to drop the passengers off at, hold down the L Trigger Button and press Start immediately after selecting Arcade or Original mode from the main menu. If you get it right, you'll see the words 'No Destination' appear on the Character Select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

GET ON YOUR BIKE

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

EXPERT MODE

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



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. Jot down the problem and send it along to Chimp'll Fix It, **CUBE** magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or send an email to cube@paragon.co.uk. This month, we've been trawling through the TotalGames.Net forum to see what sort of gaming problems you've got in your lives...





SUPER, SMASHING, GREAT

Dear Cheating Monkeys

I've got *Super Smash Brothers Melee* and have been playing it for quite a while now, but I can't work out for the life of me how to find all the trophies. The chances of getting a new trophy through the Lottery are nearly zero, but there are still loads missing – how do I get them?

Nigel Musson, Derbyshire

The monkeys say...

"We wish we had the time to tell you how to get all the trophies, Nigel – but it'd take a whole chunk of the magazine! Basically, there are three trophies for each character (earned by completing Classic, Adventure and All Star modes respectively), as well as some that require you to finish the game on the harder difficulties without using continues or with all the characters. There are also trophies available for completing certain tasks in the Stadium and playing certain amounts of VS battles. Only 168 of the trophies can be won on the Lottery, but there are 290 in total (or 291 if you've got the Japanese version of the game). Believe us, you've got your work cut out..."

SOAKING WET

Dear Cheating Monkeys

I love racing games, so *WaveRace: Blue Storm* is my favourite game on the GameCube at the moment. However, I'm having real trouble winning races on the Southern Island track – especially at the higher difficulty levels. Any tips on what I can do to be a better jet ski racer?

Thanks very much,

Steven Culverwell, Edgware

The monkeys say...

"Considering the Southern Island course is pinched straight from the original N64 version of *WaveRace*, you should have had enough time to practice the short cuts! Still, we're here to help...

There are four main short cuts you can take: on the first lap, you can turn early just before the big U-turn near the start to fly through a barrier and over some stairs. Further down the course past the sunken ship, use the massive ramp to fly up before slamming forward on the Analogue Stick and diving under the pier. The tide goes out on the second lap, revealing two more short cuts – you can fly over the sunken ship now blocking the track via the ramp nearby, plus you can race through the sewer outlet by smashing through the grating with a well-timed boost. That should be enough to help you win, Steve!"

SECOND COUSINS, TWICE REMOVED

Dear Cheating Monkeys

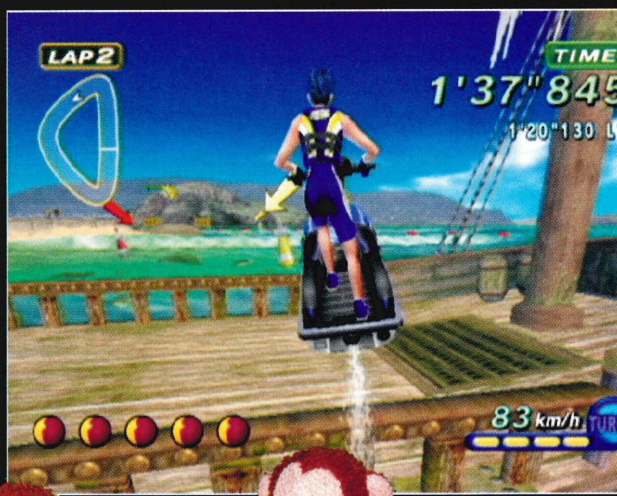
Super Monkey Ball rocks, but I just can't get to the final hidden Master levels beyond the Expert mode. I know that you're supposed to complete Expert mode and the EX levels beyond them without continuing, but I just can't do it. Any chance of some help?

Merci beaucoup,

Lee Heywood, Wakefield

The monkeys say...

"Err... how about practice, practice and more practice? We hate to say it Lee, but completing all 50 levels of the Expert mode (plus the ten EX Expert stages that you get afterwards) is a tough enough task. Finishing them all without continuing though? That's just mad. The only advice we can give is to sit down and learn EVERY single level inside out, then take plenty of Diazepam to calm your nerves – or several bottles of Stella if you can't get down to your local chemists – and go for broke. That's about all we can do, short of us coming round to do it for you... but we don't get out of our cages much these days."



STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

PART TWO

CUBE PLAYERS' GUIDE

Still having problems dealing with the dark side of the Force? Well, don't panic – here's the conclusion of our massive guide!

CUBE INFORMATION

STAR WARS ROGUE LEADER	
PUBLISHER:	NINTENDO
DEVELOPER:	LUCASARTS
GENRE:	SHOOT-'EM-UP
PLAYERS:	1
CUBE SCORE:	9.1 (ISSUE 2)
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 Torpedoes 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.

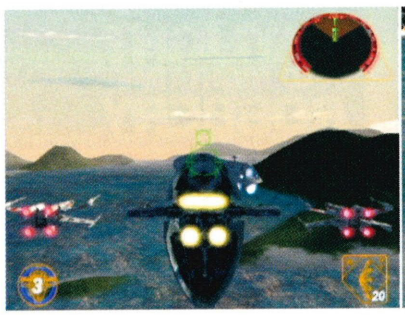
Y BUTTON
Can't see the enemies? Then hold down the Y Button to bring up your Targeting Computer and highlight them in luminous colours.

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.

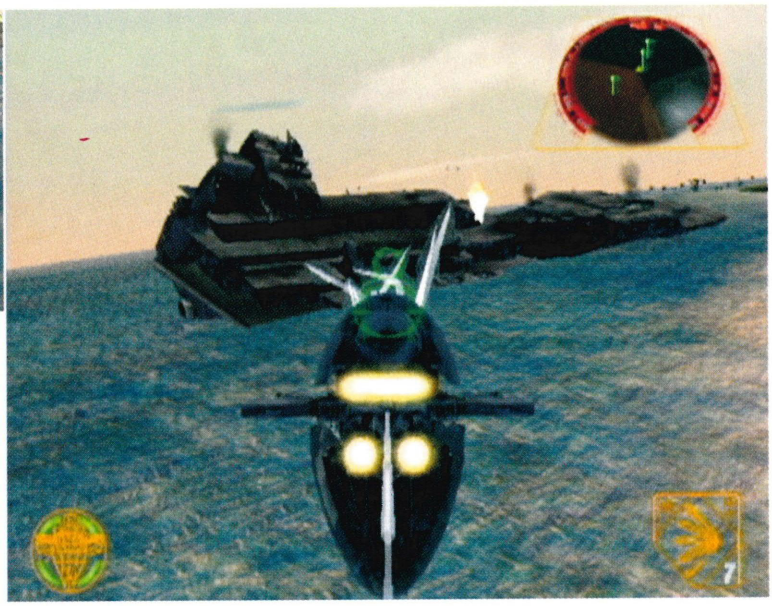
Z BUTTON
Hold down the Z Button and move the Analogue Stick left or right to roll your ship around the central axis without turning.









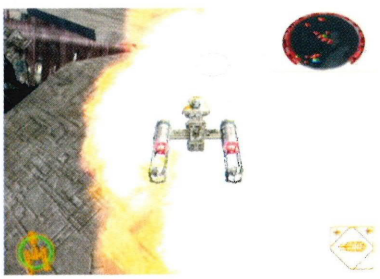


VENGEANCE ON KOTHLIS (L7)

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

AS SOON AS you begin, you'll be facing a swarm of TIE Fighters; send your wingmen off to attack them before starting after as many of them as you can yourself. You'll have to get rid of them as quickly as possible to stop the Rebel transport being destroyed – this applies both here and once you turn the corner near the Star Destroyer. Be sure to take care of the huge cannons on the side of the downed ship as well or the transport will be toast before you know it. When it lands, fly into the Rebel symbol that appears to jump into a Speeder; you'll need the Tow Cable it offers to get rid of the AT-ATs that come stomping out of the Star Destroyer. When all three are gone, switch ships again to get a Y-Wing and use the bombs it offers to destroy the AT-PTs heading through the water to the shore, the Stormtrooper gunners on the beach and the cracked hull of the Destroyer itself. Clear them all and you'll complete the mission!

The Gold Medal here requires a ship with some serious firepower –if you can get your hands on the Slave 1 with Homing Cluster Missiles, you'll be laughing. Use the Cluster Missiles to take out the squadrons of TIE Fighters that attack the Rebel transport, making sure you keep your distance to save your shields. Once you reach the Star Destroyer, take out the next batch of TIEs and use your remaining missiles to destroy the larger guns on the downed ship. As soon as the transport lands, switch to the Speeder and take out the AT-ATs as quickly as possible to remove the threat they pose. Now you can change again into the Y-Wing – head straight for the Star Destroyer and bomb the hull to breach it, getting an objective out of the way before you even have to do it. Now you spend your time blasting gunners and AT-PTs away with your bombs, as well as taking out the remaining guns on the Destroyer to notch up your kills.





MEDAL REQUIREMENTS

GOING FOR... GOLD!

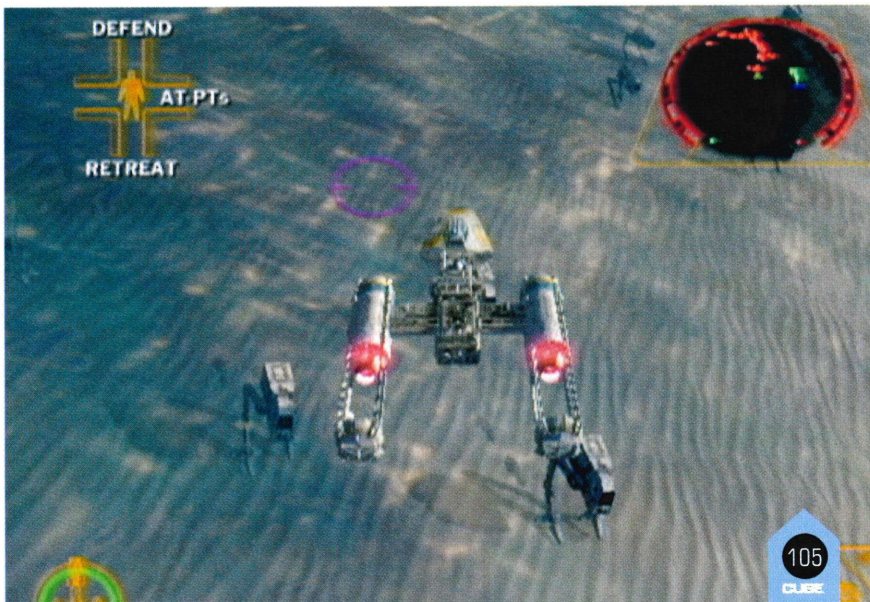
ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	13:00	11:30	9:55
Enemies	45	75	100
Accuracy	7%	14%	27%
Friendlies Lost	4	3	2
Lives Lost	2	1	0
Targeting Computer	12%	42%	85%

TECH UPGRADE: HOMING PROTON TORPEDOES

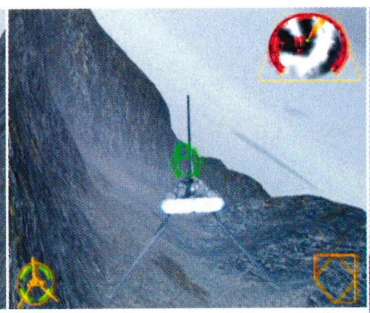
LOCK ONTO TARGETS WITH THESE...

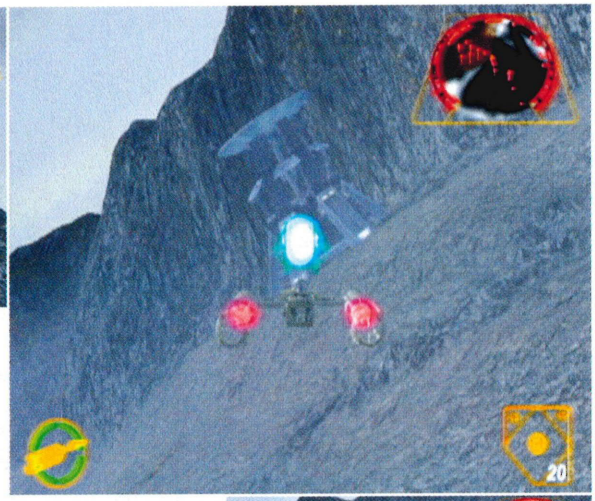
As the Rebel transport is coming in to land on the beach, head over to the bridge of the Star Destroyer – look closely and you'll see that there's a hole in the right-hand side that you can fly through to collect the Homing Proton Torpedoes Tech Upgrade before the battle continues. Fly slowly to avoid slamming into the sides...











IMPERIAL ACADEMY HEIST (L8)

The assault on the Imperial Academy changes depending on when you play it. You need to master both to succeed!

IN THE NOON-DAY SUN

STAY LOW TO the ground as you speed down the valley, using your Ion Cannon to blast each sensor tower as you approach it; don't get too close or you'll be picked up on radar. Slow down slightly to take on the final four sensors, then head right at the last tower to reach a clearing with three launching platforms in it. Try to take out the TIEs as you approach before they get the chance to take off, otherwise you'll have them chasing you all the way down to the academy. Now follow your radar to find the path through the mountains until you reach the academy installation itself – head for the back of the base to find the shuttle you need to steal. There are four sentry turrets surrounding the shuttle; use your Bombs to destroy all of these before you attempt to steal it or you'll be shot down. Now use your radar again to head for the rendezvous point – head down the valley on the right after take-off and dodge the incoming laser fire until you reach the clearing at the end.

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





Take out the TIE Fighters before they can lift off from the platform

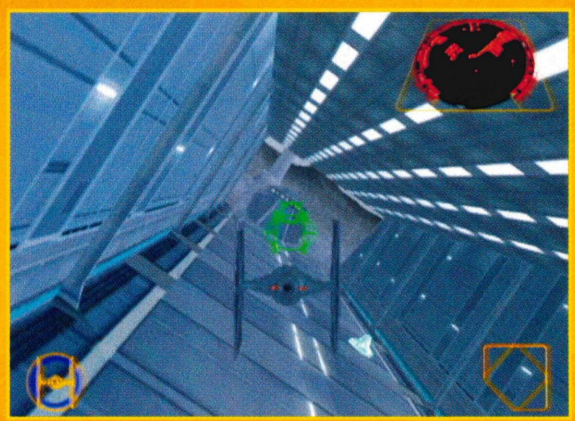


Killing these early TIEs is the only way you'll be able to get the Gold.

TECH UPGRADE: ADVANCED CONCUSSION MISSILES

THE A-WING AND MILLENNIUM FALCON USE THESE

Once you make it to the main Imperial Academy, ignore the shuttle and instead make a beeline for the right-hand arm of the base. Now you have to fly low to access the small hanger at the furthest tip of the base. Dodge the enemy fire that will be all around as you approach – inside, you'll find the Tech Upgrade sitting against the wall on the left. Fly slowly to avoid crashing.



DAYLIGHT (AND NIGHT-TIME) ROBBERY

IT'S A STEAL!

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

DAY

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

1



2



NIGHT

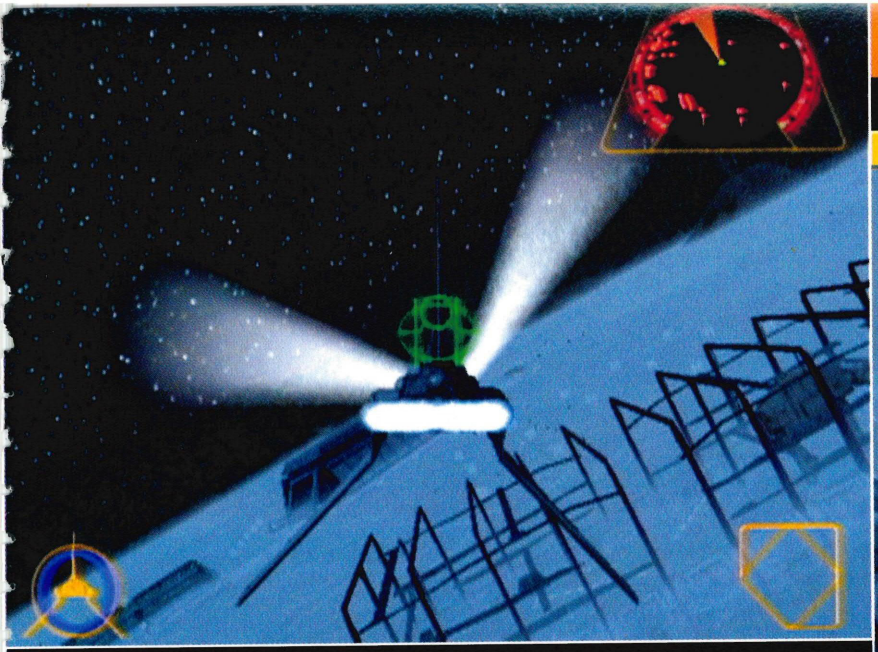
Dodge the sensors and head down the left valley after the last one to reach an outpost. Quickly fly over and blast the lone Stormtrooper marching around before he can trigger the alarm or climb aboard the TIE Fighter – a Rebel symbol will now appear above it and you can switch the Speeder for the TIE.

1



2





UNDER COVER OF DARKNESS

IF YOU PLAY the Imperial Academy Heist mission after 10pm (or set the clock on your GameCube so that the console thinks it's late in the day), you'll find that you'll no longer be able to pilot the Y-Wing – instead, you'll be behind the controls of a Speeder and the whole valley will be blanketed with fog. While this gives you an advantage of stealth, it also means you'll have to take care when flying through the mountains as the Speeder cannot fly high off the ground, leaving you vulnerable to attacks from TIE Fighters. Start by weaving down the sensor-filled valley, using the fog to hide your from the Empire; you'll have to give each sensor a wide berth to avoid detection, so stick to the valley walls when you can. Be careful not to fly too high or crash into any outcrops that spring out of the fog at the last minute. At the last sensor, stick to the left-hand side of the valley to allow you a clear run into the academy itself – take out the sentry at the outpost so that he doesn't alert anyone to your presence, then rush down the valley as quickly as you can. Once there, you'll find yourself on the left-hand side of the base (the opposite side to where you entered during the daytime). Because of the thick fog on the ground below, you'll have trouble taking out the grounded TIES – instead, simply head for the back of the academy where the shuttle waits. Remember to take out the four sentry guns surrounding your target before you try to steal it or you'll be blasted out of the sky upon take-off! Now head for the rendezvous point as before, this time flying straight through the empty clearing at the end of the mountain path and into the valley opposite to meet the oncoming Rebel fighters.



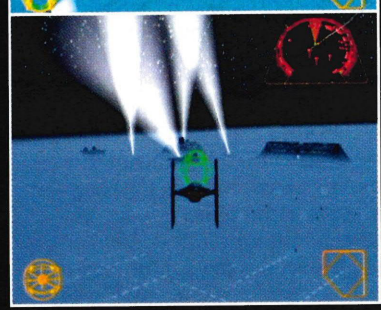


To get the Gold Medal at night, you'll have to shoot enemies through the thick fog. Argh!



Remember to wipe out the gunners before trying to hijack the shuttle... or you'll regret it!





MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:20	6:05	4:12
Enemies	15	29	51
Accuracy	7%	25%	49%
Friendlies Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer	15%	45%	100%

TECH UPGRADE: ADVANCED SPREAD PROTON BOMBS

SPREAD BOMBS HIT TARGETS TWICE

Exactly the same as when you got the Advanced Concussion Missiles Tech Upgrade, only this time you'll have to head over to the left-hand arm of the base and fly low to access the small hanger at the furthest tip. Dodge the enemy fire that will be all around as you approach – inside, you'll find the Tech Upgrade sitting against the wall on the left. Fly slowly to avoid crashing.



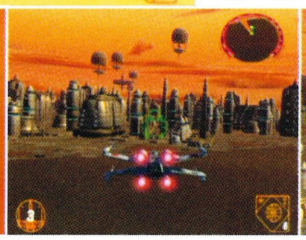


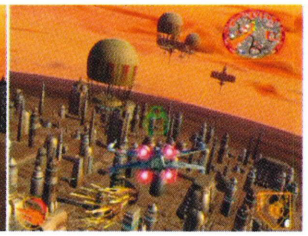




Don't bother going for the gunners – take aim at the engines instead!







RAID ON BESPIN (L9)

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

BEGIN BY SENDING your wingmen off to take out the TIEs, then concentrate on destroying the gunners – rather than hitting each one separately though, simply aim your lasers at the engines of the balloon above and take out the whole platform in one go! Repeat this process for the remaining six platforms (two at the next gas platform and four at the last), before heading for the city area. There are three power generators here to blow up, but they're hidden in the narrow trenches between the buildings; to get them, you can either attack from above or switch to the Cloud Car by flying into the Rebel symbols on the landing platforms. Finally, you'll need to protect the two remaining gas platforms – destroy the balloons and take out the TIE Bombers to end the mission.

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

MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	11:00	8:55	6:40
Enemies	45	75	110
Accuracy	12%	30%	65%
Friendlies Lost	41	32	29
Lives Lost	2	1	0
Targeting Computer	10%	32%	72%

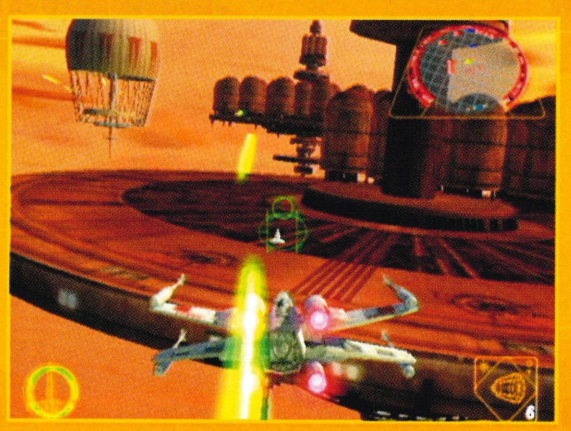


These power generators can be tricky to spot, so use your Targeting Computer sparingly to find them.

TECH UPGRADE: ADVANCED HOMING MISSILES

CONCUSSION MISSILES CAN NOW LOCK ON

Once you have managed to destroy the first solitary turbolaser balloon, look up to where the next set of balloons are to see an Imperial vessel docking near the gas canisters (it's long and thin... you can't miss it). Quickly fly over and aim for the engines to blow it up, destroying a bunch of canisters in the process – doing so will reveal the Tech Upgrade beneath for you to collect. Be careful not to fly into the other canisters!







With so many enemies around you, crashing into another ship becomes a real hazard!





BATTLE OF ENDOR (L10)

The Rebels are moving in to finish off the incomplete Death Star, but something doesn't seem right. Oh no... it's a trap!

THERE'S ONLY ONE way to survive here... fight! There are tons of TIE Fighters and TIE Interceptors to duel against here, but it's the Interceptors you have to watch out for – they'll concentrate on hitting the Rebel Medical Frigate, so get rid of them to make sure it's safe. Keep fending off TIEs until one of your wingmen notices the incoming TIE Bombers; immediately head for the Imperial Fleet and try to head them off at the pass. You have to get rid of them all, so use your Targeting Computer to distinguish the Bombers (in green) from the regular TIES (in purple).

Once they're all gone, you'll have to take on two Star Destroyers at once; go for the right-hand one first as it's more of a threat. Take out the shield generators as before and then go for the bridge to destroy each one until both are down.

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

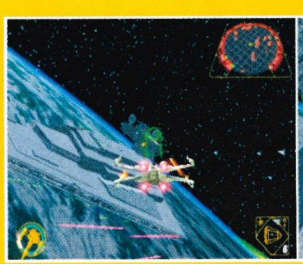


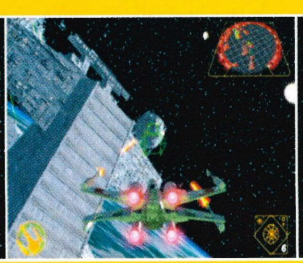


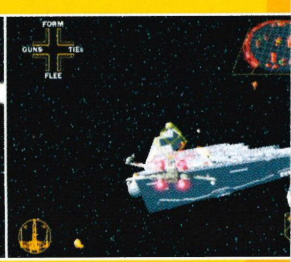
MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	13:00	11:20	10:00
Enemies	31	46	60
Accuracy	8%	20%	31%
Friendlies Lost	10	9	6
Lives Lost	2	2	1
Targeting Computer	10%	40%	80%





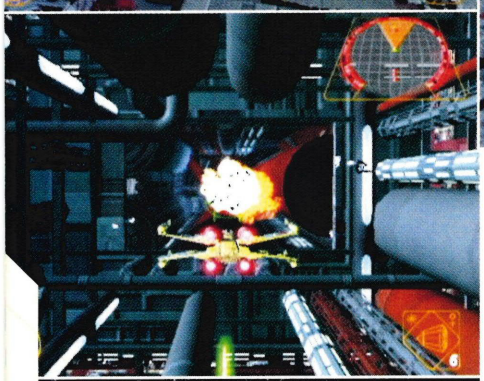


TECH UPGRADE: HOMING CLUSTER MISSILES

THE TIE ADVANCED AND SLAVE 1 USE THESE...

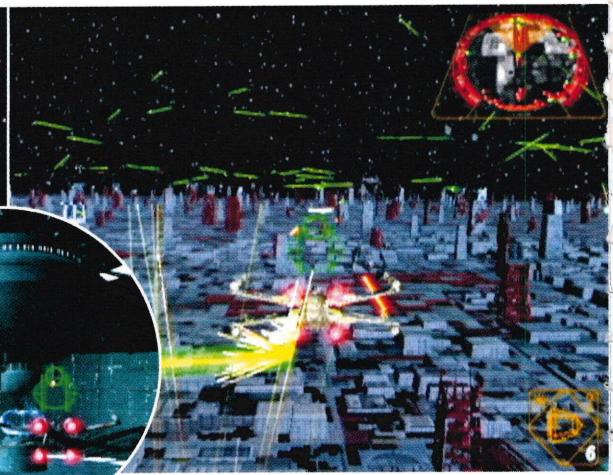
The best Tech Upgrade is the toughest to get – you need to knock out the left-hand Star Destroyer and watch it plummet towards Endor before flying along its underside to grab the upgrade. Then you've still got to complete the level...









Try to stay high when following the Falcon, or you'll be hit by laser fire.

STRIKE AT THE CORE (L11)

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

THIS IS YOUR only chance to take down the entire Empire... don't let the Alliance down here! The mission is split into two sections – one on the surface and one actually inside the Death Star – but in both of them, your job is to protect the Millennium Falcon from attack. Squads of three TIE Fighters come in from behind you at all times, so stay out of the way until they zoom past and then get behind them for an easy kill. You'll have to stay quite high on the surface of the Death Star to avoid all the turbolaser fire, before diving down to save the Falcon. Inside the Death Star, try to keep up with the Falcon so that you can pick off the TIEs as they appear; keep doing this all the way down the passage until you reach the reactor. Now blast the small tower on the right of it before racing as fast as you can back outside – just storm ahead of the Falcon and try not to crash!

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

MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:00	6:15	5:05
Enemies	29	36	41
Accuracy	10%	21%	32%
Friendlies Lost	0	0	0
Lives Lost	2	2	1
Targeting Computer	20%	45%	95%



TECH UPGRADE: ADVANCED TARGETING COMPUTER

TARGET ENEMIES FOR YOUR WINGMEN

As you race through the inside of the Death Star, keep your eyes open near the main reactor for this Tech Upgrade – it's hidden under a section of pipes on the right, just before you reach the entrance leading into the reactor chamber. Be sure to have blasted the TIEs behind you, as you'll have to slow down in order to nip under and grab it without crashing.

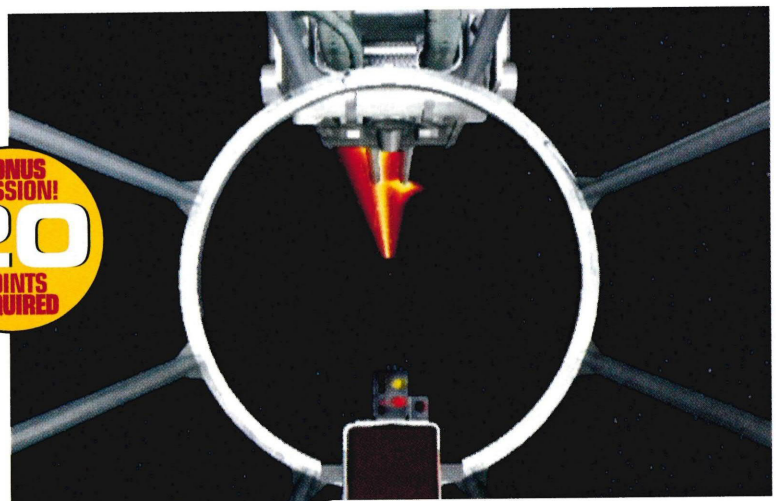


DEATH STAR ESCAPE (L12)

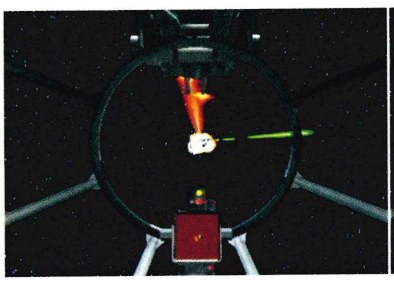
A squadron of TIEs is coming. Lasers at the ready!

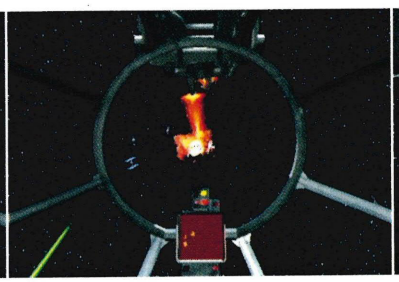
IF YOU'VE SEEN the original *Star Wars* movie, you'll recognise this one straight away – there's a whole swarm of TIE Fighters attacking the Millennium Falcon and as Luke Skywalker, it's your job to destroy them all! The controls change here; the Analogue and C-Stick move the gun, while the L and R buttons fire your laser. There are five squads of TIEs in total, with each one getting progressively harder and therefore more difficult to pick off. Try to take them out as they pass in front of the main window rather than following individual ships around the screen; this is especially important if you're going for a Gold Medal. Don't spend too long destroying each squad – if you don't get them all in time, the Falcon will be destroyed. Most importantly, don't forget that there are two lone fighters that jet in after you wipe out the last squad!

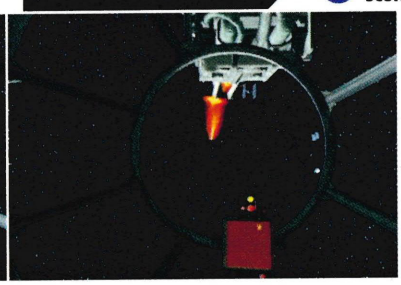
BONUS MISSION! 20 POINTS REQUIRED



Don't fire unless you've got a good chance of scoring a hit – accuracy is very tight on this one!



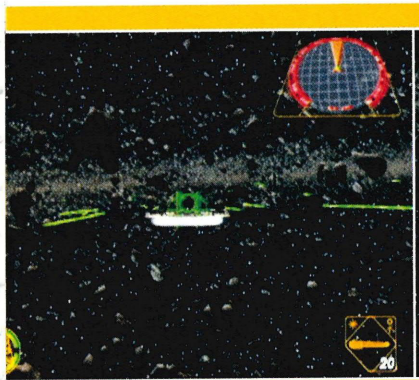




MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	2:45	2:07	1:20
Enemies	34	34	35
Accuracy	4%	9%	16%
Friendlies Lost	0	0	0
Lives Lost	0	0	0
Targeting Computer	100%	100%	100%



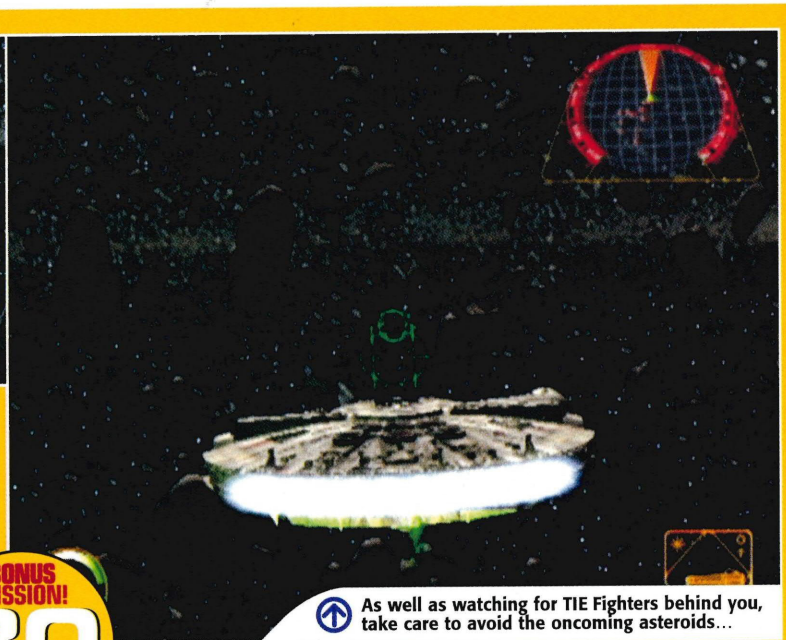


THE ASTEROID FIELD (L13)

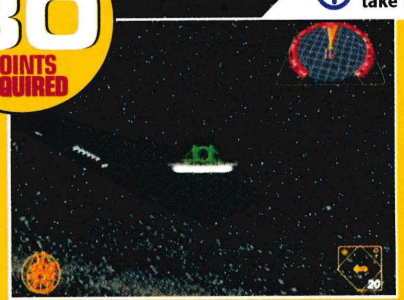
A bunch of rocks won't stop the Empire in their pursuit of the Falcon!

STRAIGHT OUT OF The Empire Strikes Back, this mission sees you take control of the Millennium Falcon as it escapes from the Empire fleet. You'll have to fly through the asteroid field ahead, so watch out for any large rocks that might get in your way. There's also the problem of the TIE Fighters that follow you – pull down on the C-Stick to zoom the camera out, only pressing the A Button to fire your rear-mounted laser when there's a TIE directly behind you (it locks on automatically, so don't worry too much). Keep on a straight path by following your Radar, repeating the process after the first cut-scene. Eventually, you'll reach the Imperial Star Destroyer on the other side of the field – fly past it to reach the back of the bridge, then speed straight into the Rebel symbol to latch onto it and complete the mission.

BONUS MISSION! 30 POINTS REQUIRED



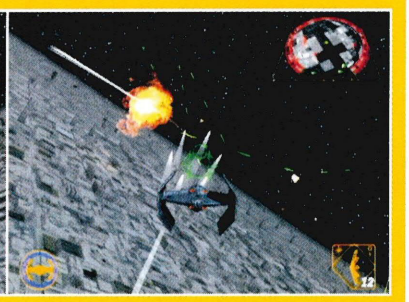
As well as watching for TIE Fighters behind you, take care to avoid the oncoming asteroids...



MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	6:00	5:25	4:35
Enemies	25	37	50
Accuracy	2%	5%	10%
Friendlies Lost	0	0	0
Lives Lost	2	2	1
Targeting Computer	100%	100%	100%

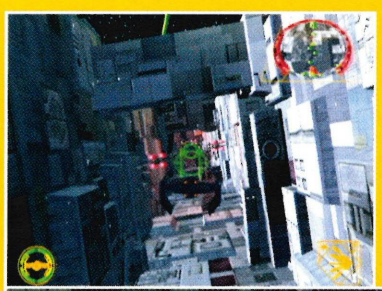



TRIUMPH OF THE EMPIRE (L14)

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

BONUS MISSION! 30 POINTS REQUIRED

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



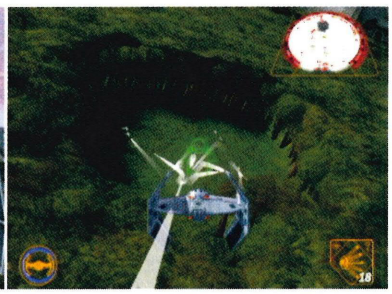
MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	8:00	6:00	4:00
Enemies	18	23	32
Accuracy	12%	20%	35%
Friendlies Lost	5	4	3
Lives Lost	2	1	0
Targeting Computer	100%	100%	100%



Remember that you'll have to dodge the supports of the trench as you give chase...

REVENGE ON YAVIN (L15)

Revenge is a dish best served cold... especially if you're Darth Vader!

BONUS MISSION! 40 POINTS REQUIRED




MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:45	6:30	4:33
Enemies	15	22	36
Accuracy	24%	45%	65%
Friendlies Lost	23	19	15
Lives Lost	2	1	0
Targeting Computer	100%	100%	100%

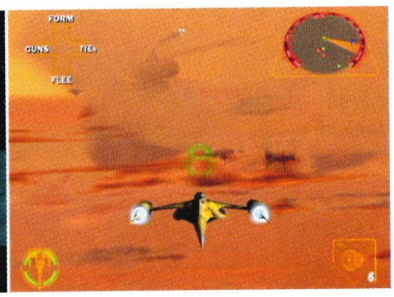
IT'S TIME TO dish out some punishment, Imperial style! Down on Yavin, there's a whole bunch of Rebel transports that need to be destroyed – send your wingmen off immediately to deal with the smaller ships, then fly straight ahead from your starting point and take out the two transports in the small clearing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



DARTHUR DALEY'S USED SHIP LOT

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





N-1 NABOO STARFIGHTER

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

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





TIE FIGHTER

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

Requirements: To access the TIE Fighter, you must play the Imperial Academy Heist mission in both time settings and steal a TIE Fighter in each before completing the mission.

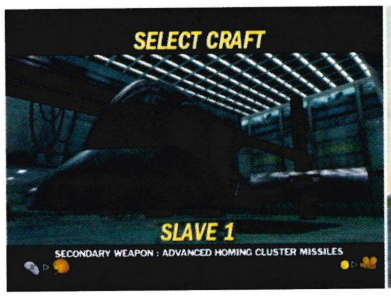


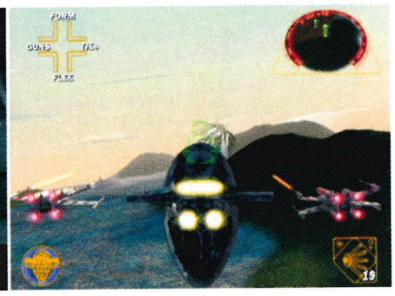


MILLENNIUM FALCON

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

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



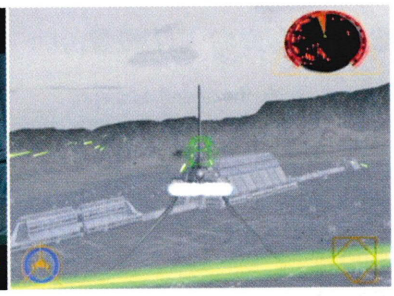


SLAVE 1

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

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





IMPERIAL SHUTTLE

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

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





TIE ADVANCED

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

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

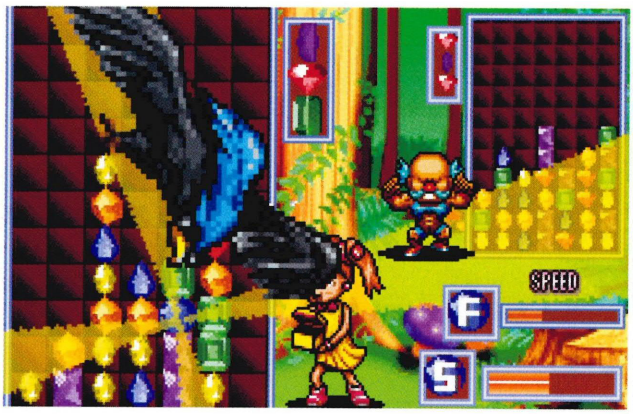
WELCOME TO ADVANCE...

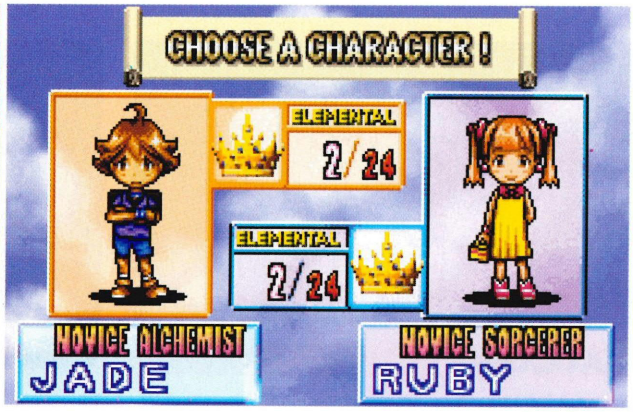
Once again, this is the part of the magazine where we focus on the best handheld console money can buy – the Game Boy Advance. Now that the GBA/GC Link Cable is out to buy (as well as two games out that'll link – *Sonic Adventure 2 Battle* and *Animal Forest Plus*... reviews next month!), you can't deny 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 into ADVANCE – if it isn't here, it isn't worth buying...









COLUMNS CROWN

'Old-skool game does good', as the saying goes...





CUBE INFORMATION

PUBLISHER:	INFOGRAMES
DEVELOPER:	WOW ENTERTAINMENT
GENRE:	PUZZLE
PLAYERS:	1-2
RELEASE:	OUT NOW

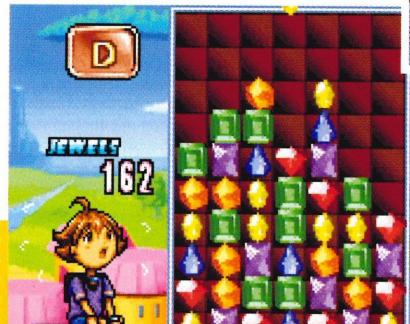
STATS

- NEW RELEASE OF OLD CLASSIC
- MATCH THE COLOURED TILES
- SCORE COMBOS FOR POINTS
- LINK UP WITH YOUR FRIENDS
- COLLECT THE MAGIC GEMS!

HARDCORE GAMERS (or those older than 20, if you're being cynical) will no doubt remember SEGA trying to emulate the success of the *Tetris* phenomenon by coming up with *Columns* – pretty much the same game, but with matching colours rather than shapes. Although it did well, it was never as popular... but that hasn't stopped SEGA from resurrecting the game for its next release on the GBA.

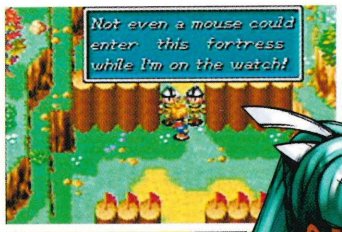
This time around, there's actually a point to all the tile-matching – Princess Dazzle's crown is missing most of its magical jewels and it's your job to get them back! To be truthful, while the game itself hasn't changed much, the added concepts contained within the Flash Columns and Versus modes make for a refreshing blast of déjà vu rather than a stale one... it's the perfect game for the GBA until a snazzy new version of *Tetris* comes out!

CUBE RATING 82

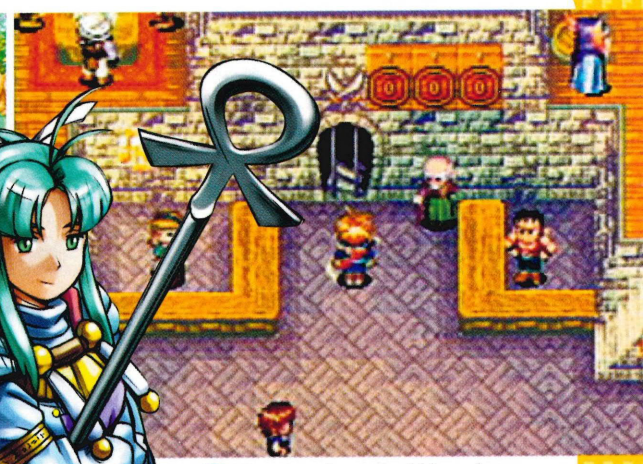


Now, that's what we call motivation to finish a game. Just imagine the things you could have, and all you need do is match up a few coloured blobs...



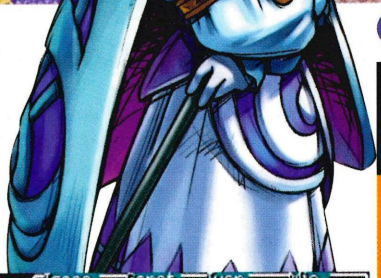






GOLDEN SUN

Collective jaws, prepare to hit the floor!



SINCE THE DAYS of the original Game Boy, games like *The Legend Of Zelda* and the Final Fantasy series have proven that handhelds are great for playing RPGs on. Sure, they never really looked as good as they did on the SNES but for long-term playing value, you can't beat a Game Boy RPG. Of course, now that the GBA is here we can finally have the best of both worlds... playability AND visual prowess!

Taking a visual leaf out of the books of SNES RPGs like *Secret Of Mana* and *Zelda*, *Golden Sun* is a true masterpiece of a game. To talk about the plot would be to spoil the most important part of the game (because it's so deep, you'll be drawn in until you realise you've been playing for hours) so we won't do it. However, you need to know that both graphically and from a playability standpoint, *Golden Sun* is remarkable. The methodical puzzles, action-filled battles and all-round ambience just ooze Nintendo quality... even though it was all done by someone else! Trust us, this is the kind of game that gives you a reason to enjoy RPGs – get it, play it, love it.

CUBE RATING 96





Be warned: you could lose days once this game is in your GBA...

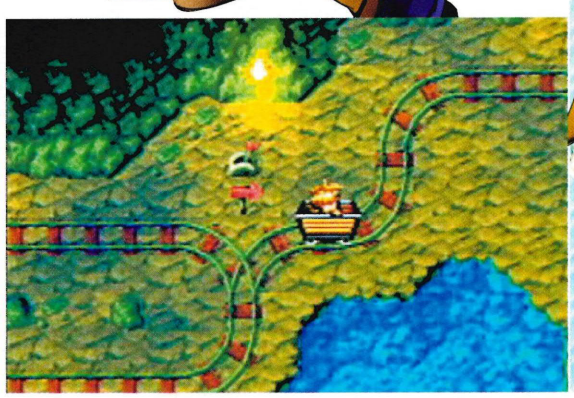
BY THE POWER OF DJINN!

Throughout the adventure, you'll encounter Djinn – tiny elemental creatures that you can catch and bond with each member of your party. By doing so, you can not only upgrade each member but also endow them with the ability to summon massive demons that will help you out in battle. It might only be on a tiny GBA, but these demons have to be seen to be believed!









CUBE

INFORMATION

PUBLISHER:	NINTENDO
DEVELOPER:	CAMELOT
GENRE:	RPG
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- A MASSIVE GBA ADVENTURE
- FROM THE SHINING FORCE TEAM
- TOTALLY AMAZING GRAPHICS
- WILL TAKE HOURS TO COMPLETE
- TWO-PLAYER LINK-UP MODE

CUBE
INFORMATION

PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2
RELEASE:	MAR

STATS

- THE PS SMASH COMES TO GBA
- AMAZING FIGHTER INFORMATION
- TEN CHARACTERS TO CHOOSE FROM
- SURVIVAL AND TEAM BATTLES
- FIGHT AGAINST YOUR MATES















TEKKEN ADVANCE

Why buy a Playstation2 when you can play this game on the GBA, huh?





CUBE STAR GAME

WHEN IT COMES to beat-'em-ups, most people fall into one of two camps – either *StreetFighter* or *Tekken*. Of course, there are some of us who are lucky enough to like both, and that can only be a good thing... especially when the incredible *Super StreetFighter 2 Turbo Revival* on the GBA has now been joined by the equally amazing *Tekken Advance*!

Although *Tekken Advance* is a cut-down version of *Tekken 3* on the PSone, you'd be surprised just how little is actually missing. Most of the omissions are things you won't really miss – the character roster is smaller and the lack of extra buttons means there's only one for each move (Punch and Kick) plus an added Throw button, but it doesn't matter as much as you'd think. The thing is, you'll be too busy marvelling at the massive amount of moves and modes they've managed to squeeze in, the incredible animation and the fact that it's so easy to get to grips with. As handheld fighting games go, this is a doozy... if you only buy one GBA title in the next six months, you might want to make it this one!

CUBE RATING 96



DON'T TOUCH THE HAIR!



As you'd expect, one of the tougher characters from the *Tekken* series makes a reappearance as the final boss... yep, Heihachi's back and this time, he's angry! The man with pointy hair can deal out some major punishment, so be on your guard against him – he's also playable as a secret character, but unlocking him takes a whole ton of work...

THE X-BOX IS HERE...
CAN YOU HANDLE IT?

XBM XBOX

XBM IS THE ONLY MAGAZINE YOU NEED. ISSUE 3 HITS THE SHELVES ON 07 FEBRUARY 2002 AND GUARANTEES...

- In-depth Xbox news, previews and reviews every single month
- Definitive features on all the biggest games complete with interviews, exclusive screenshots and behind the scenes secrets
- 100% unbiased and unofficial – which means informative views and opinions from well-respected writers you can trust
- Microsoft's stylish new console deserves a quality magazine – accept no substitute!



ON SALE
07-02-02

AVAILABLE FROM ALL GOOD NEWSAGENTS

CUBE DONS ITS TRENCH COAT AND SHADES, IN AN ATTEMPT TO INFILTRATE THE WORLD'S MOST HEAVILY GUARDED DEVELOPMENT STUDIOS...

STUDIO EYE

THIS MONTH... BITS STUDIOS

Old habits die hard, and as always, London-based Bits Studios is pushing forward the boundaries on all platforms...



Girlies, girlies, on the wall, who is the fairest of them all. Queen Amidala, methinks!

BITS STUDIO

INFORMATION

COMPANY NAME:	BITS STUDIO
START-UP DATE:	1990
FOUNDER:	FOO KATAN
WEB SITE:	WWW.BITSSTUDIOS.COM
ADDRESS:	112 CRICKLEWOOD LANE CRICKLEWOOD LONDON NW2 2DP

PLATFORMS

- MASTER SYSTEM, GAME GEAR, NES, SNES, MEGADRIVE, 32X, GAME BOY COLOR, GAME BOY ADVANCE, N64, PC, PS2, GAMECUBE, XBOX

VACANCIES

- CURRENTLY LOOKING FOR PROGRAMMERS, ARTISTS AND A STUDIO TRAINEE. SEE WEB SITE FOR FURTHER DETAILS.





UNTIL RECENTLY, YOU could be forgiven for not knowing of Bits Studios' existence. Like most British development houses, it's extremely reserved, preferring to keep quite and let its games do the talking. This is reflected in the front end of the studio – the lack of any sort of sign would lead you to believe that the building was just an old warehouse. Situated on the main road through Cricklewood, you could walk past the old, redbrick building and never know that a potentially huge GameCube title was being developed inside.

Having worked on film licences for most major platforms since the days of the Master System, the teams are extremely experienced. Titles such as *Terminator II* and *Wolverine* (SNES), and *Spider-Man, Robin Hood, Chase HQ* and *Alien3* (Game Boy Color) are displayed in the main meeting room. Two N64 titles, *Riqa* and *Die Hard* were started on, but sadly never completed. Still, it means that GameCube *Die Hard* will contain ideas from both these games.

The company's previous successes have enabled it to upgrade the studio for the next generation, with a dedicated motion-capturing studio and a Dolby Digital recording studio. Current projects include *Die Hard* (GC), *Wizards* (GBA), *Jet Riders* (GBA), a PS2 title and an Xbox title. Having had GameCube development kits since May of last year, the *Die Hard* team has had time to get to grips with the hardware – a fact that is clearly demonstrated by the latest build of the game.

Other company products include the Games Magnet Web site (www.gamesmagnet.com), where you can download games such as *Lab Rat* and *Virtual Athlete*, and compete against up to 30,000 other fans. Then there's the extremely ambitious Amber technology – a toolset, which allows you to navigate through the Internet in full 3D format. This technology is currently being integrated into current Bits game projects as well. Quite a busy little company then...

"THE TEAMS AT BITS ARE EXTREMELY EXPERIENCED"

TAKE A LOOK THROUGH THE EYE

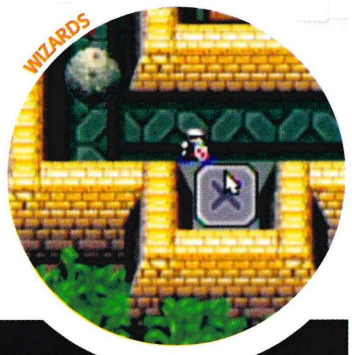




JETRIDERS



WIZARDS





IN THE CUBE WITH...



FOO KATAN
FOUNDER/CEO

CUBE: How did you get into the games industry to start with?
FK: I started writing games on my TRS-80. I used to play a lot of games, so I thought I might try and write them on my own. The first game I wrote was a rip-off of *Robotron*.

CUBE: What are your top three videogames of all time?
FK: *Zelda: Ocarina of Time* (N64)
Super Mario 64 (N64)
Scud Racer (Arcade)

CUBE: What did you want to be when you were a kid?
FK: My mum wanted me to be an accountant, but I always wanted to go into games.

CUBE: If you could be any famous person, who would it be?
FK: James Bond

CUBE: What advice would you give anyone trying to get into the industry?
FK: Do it because you love it, and focus on the details. Focus on making every little piece a great piece, and the rest will come together.

CUBE: Can you tell us a bit about the company?
FK: The team has been running for over 14 years. I've been making games since I was 16, so that's a couple of years ago (laughs). We now have two offices – one in France and the main office in London, where we have 63 people. We've worked with multiple platforms and licences over the years, which involved work with Nintendo, Sony and Midway. We're a multi-platform developer – we develop for Xbox, GameCube, PS2, GBA and GBC.

Over the past two years we've put a lot of effort into our new technology, some of which you will see in *Die Hard*.

CUBE: Can you tell us a bit more about the general story behind *Die Hard*?
FK: I'd just like to emphasis, this is a console version of *Die Hard*. It's nothing to do with *Die Hard Trilogy* or *Nakatomi Plaza* – it's a whole new idea and concept. A whole new game and a whole different story. It has been designed from the word go as a console shooter. A lot of people play first-person shooters, and a lot of people realise the difference between a PC first-person shooter and a console first-person shooter. We have tried to really push the genre in terms of control and in terms of content.

The story itself follows on from *Die Hard 3*. If you remember, he was in Europe causing a lot of trouble and mayhem. At this point in time (in the game) he comes back, and his daughter Lucy has joined the Police Academy. He's back in trouble, always in the wrong place at the wrong time, and very much the reluctant hero. We've brought back some aspects of the first film too. Do you remember Hans, the bad guy who gets it at the end? Well, his son has come back to avenge his father's death.

As far as the technology is concerned, we're using facial animation systems with lip-syncing. The lip-syncing also works with five different languages.

CUBE: Why did you decide to bring *Die Hard* to the GameCube first?
FK: The reason we've decided to start this game on GameCube is because we're big Nintendo fans. We're very much influenced by *GoldenEye* and *Half Life*. We aim to use the features of the GameCube, the graphical effects, the multiplayer capabilities, and the cool features of the controller, and are aiming for this to be a leading product on the GameCube.



You can use opponents to your advantage on corners by drifting into them.



JET RIDERS

The perfect companion to WaveRace: Blue Storm





THE FIRST THING that springs to mind when you see *Jet Riders* is *WaveRace*. From the colours, to the character design, to the feel of the game, *Jet Riders* smacks of the Nintendo hit, which is most definitely a good thing. The game is played from a top-down perspective, and to start off with this is more than a little strange, but you soon get used to it. The main game takes a 'Challenge' format. You must complete certain challenges, be they going round buoys, completing a race in a certain time etc. This will earn you stars, which you will need to open up new challenges, tracks, vehicles and riders.

The game isn't due out for a while yet, but already it's shaping up nicely. The vehicles handle well, and pleasingly you can perform donuts, spray water and pull off a plethora of stunts. These aren't just for show, though – some of the challenges require you to use the water spray move to knock down obstacles such as sandcastles and snowmen.

The icing on the cake is the multiplayer mode. The well-balanced handicaps mean that the leading racer will never be too far ahead, making for exciting races every time.

Tut... you have to wonder why Nintendo didn't ask Bits Studios to make this an official GBA version of *Wave Race*...



EXPECTED RELEASE
QUARTER 2 '02
2002

IN THE CUBE WITH...

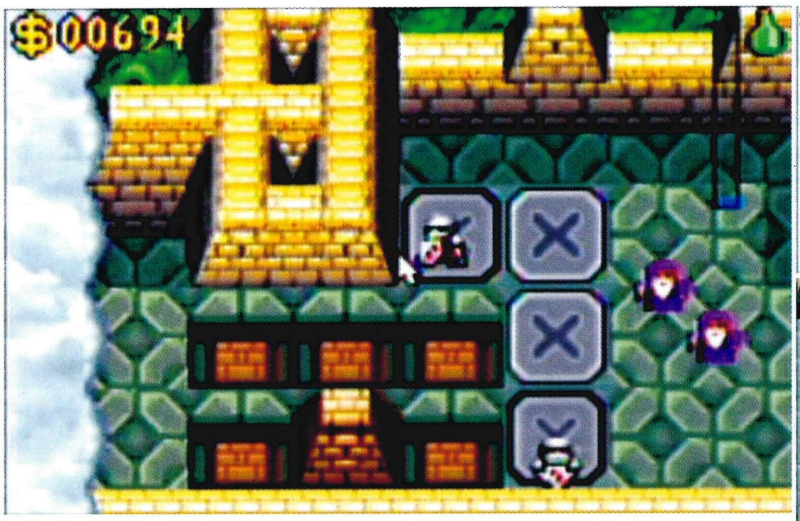
STEVE COX
LEVEL DESIGNER

CUBE: How did you get into the videogames industry?
SC: I used to work at the Computer Exchange on Tottenham Court Road. I was plucked from there by one of the Bits producers, who seemed to think that I was ideal for the job.

CUBE: What are your top three games of all time?
SC: *Lords Of Midnight* (Spectrum)
Tony Hawk's 3 (GC)
Grand Theft Auto 3 (PS2)

CUBE: *Jet Riders* looks very similar in style to *Wave Race*. Is there a reason for that?
SC: When we started the game, we were going to go for the official *Wave Race* licence, but as time went on we decided to go along our own path.

CUBE: What part of the game are you most proud of?
SC: I really like the variation in there. With the Challenges, the Time Attacks and the Stunts, there's a lot of varied gameplay.









IN THE CUBE WITH...

STEVE COX
LEVEL DESIGNER

CUBE: Tell us a bit about *Wizards*.
SC: Wizards is an Action RPG/RTS (real-time strategy). It has elements from both the *Command & Conquer*-style games and the *Zelda*-style games. It started out as an RTS but we've brought in a lot of action elements, and now it's a hybrid of the two.

CUBE: Do you think fans of traditional Japanese RPGs (*Final Fantasy, Breath of Fire*) will get into this game?
SC: I would hope so. We've tried to make it as accessible as we possibly could.

CUBE: You showed us one of the big magic attacks. What others can we expect to see?
SC: Rest assured there will be plenty of spells at your disposal, but we haven't revealed them just yet. Watch this space.

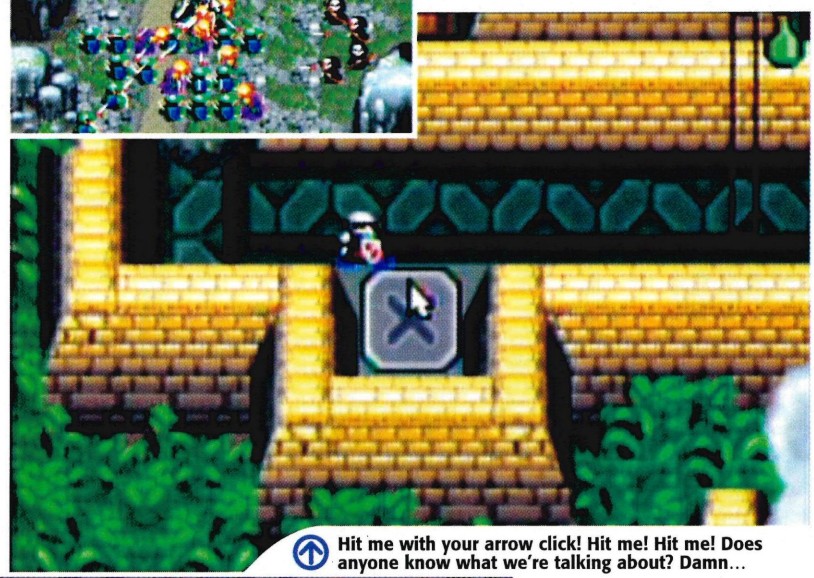
Feel my fiery wrath!

WIZARDS

BASED ON THE Game Boy Color game *Warlocked*, *Wizards* takes the form of an action RPG with added real-time strategy elements. You start the game as an Arch Wizard – your quest, to free the land of Talismania from the evil Sorceress, Kun-Mara. To start off with the game is a simple point-and-click affair. Use the D-pad to move the cursor about. Click on a place with the A Button and your character will make his way there. Tapping the B Button will see you shooting off fireballs in that direction. As you explore the dungeon you will find chests, traps, enemies and allies. Once freed, the allies will join your party, and you can end up commanding a small army of people. Every single one of these can be made to attack, and 20 wizards simultaneously attacking is tremendous fun. As you progress through the game, you will also learn new magic spells, which are performed by holding down L and tapping B. These spells are essential if you're to take out the protected enemy turrets.

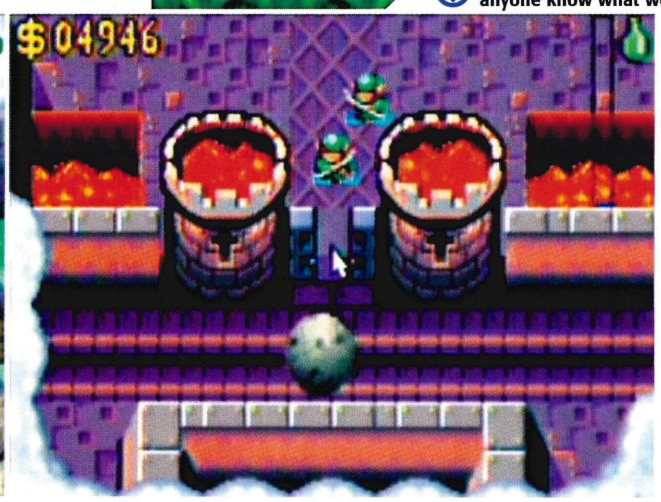
As with *Jet Riders*, *Wizards* has a fantastic four-player link-up mode, all running off the one cartridge. Capture the flag is probably the most fun, and the team have obviously spent a lot of time on this section of the game.

EXPECTED RELEASE
QUARTER 2 '02
2002



Hit me with your arrow click! Hit me! Hit me! Does anyone know what we're talking about? Damn...





CUBE THINKS...

FIRST IMPRESSION

■ Although we have only featured GBA titles in this article, Bits Studios is a GameCube developer worth watching. Its *Die Hard* title, for example, has the potential to be one of the best first-person shoot-'em-ups ever, and as you can see, the company is pretty nifty in the GBA department as well. This year will be Bits Studios' year, you wait and see. If you still don't believe us, wait until you see our special *Die Hard* coverage in Issue 4. You have been warned... CUBE


GET INTO
GAME
www.game.uk.com
FOR THE
ULTIMATE IN PC AND VIDEO
GAMES
GAMES
GAMES
GAMES
GAMES
FOR YOUR NEAREST STORE CALL
TALKING PAGES
0800 600 900
OVER 100 STORES NATIONWIDE

Amaze your friends with...

KEIPO

VIRTUAL PETS for your mobile

The craze that's sweeping Japan!

The coolest mobile accessory in the world



Own your own Keipo – call

09061 214 124

As easy as a Ringtone!

www.cyberpets4u.co.uk

Get a random Keipo by dialling #, or choose from:



Keipos live in a virtual world. Keipos need feeding, exercise, fun and love

- Take Keipo to cool places
- Interact with Keipo by text, WAP, internet.
- Chat to other Keipo owners

EXCLUSIVE! Give KEIPO as a gift

Calls last av. 2.5 mins at £1.50 per min. Calls from mobiles may be charged at higher rates - we recommend you call from an ordinary phone. Get bill payers permission. Helpline: 0870 7568611. PO Box 1196 Croydon CR9 2JB. Service only available on Vodafone (inc. Pay As You Talk) and BT Cellnet contract only.

THOUGHT THIS ISSUE WAS GOOD? WAIT UNTIL YOU SEE WHAT'S COMING NEXT MONTH!

Next Month...Next Month...Next Month...Next Month...

HORIZON



THE BIG GC LAUNCH GUIDE

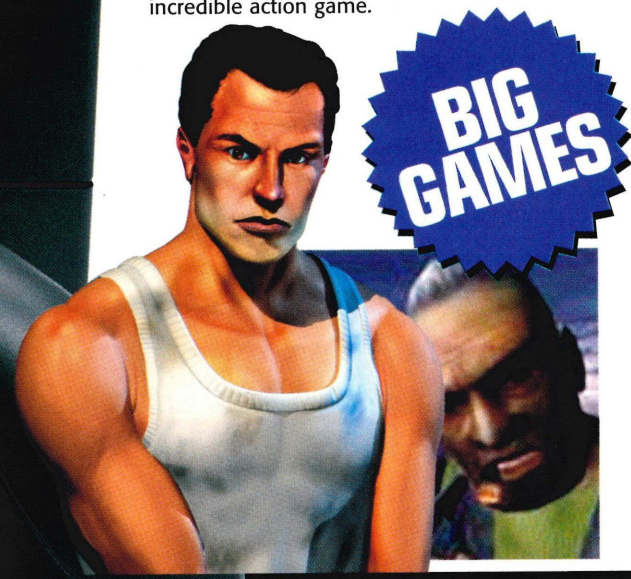
SAVE THOSE PENNIES!

We'll have the biggest feature on the GameCube launch around – which games you must own, what peripherals to buy and how much it'll all cost!

DIE HARD

HEEEEEEERE'S BRUCE...

Yipee-ki-ay, muddy funsters – it's time to don those dirty vests and grab the nearest weapon you can find as we finally head off to investigate the finer details of this incredible action game.



Definitive reviews of ALL the latest GameCube

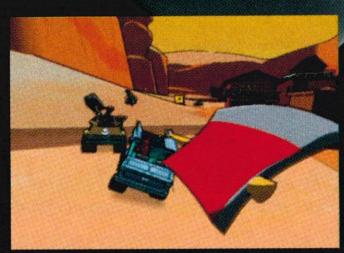
REVIEWS



ANIMAL FOREST PLUS
It's cute, cuddly and totally retro – let's go down to the woods today!



VIRTUA STRIKER 3
Goooooooal! SEGA scores a blinder with its first GC soccer title.



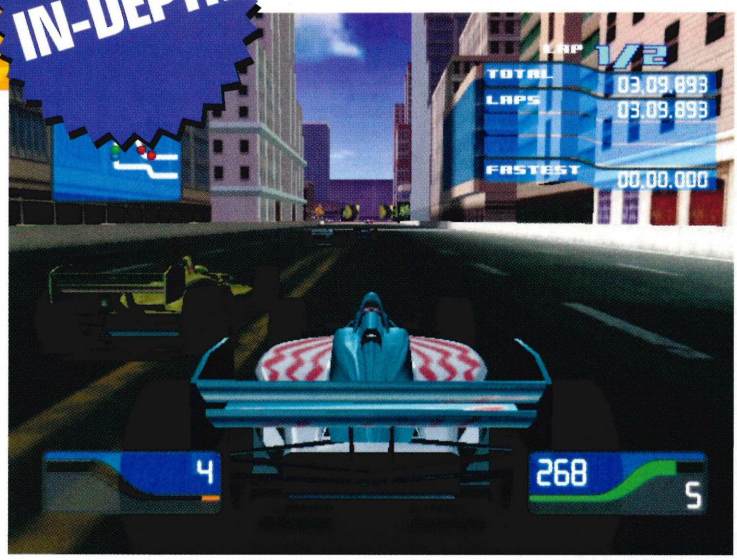
CEL DAMAGE
Just like driving around inside a cartoon... complete with violence!



NFL QUARTERBACK CLUB 2002
Acclaim goes for the tackle with its latest American football smash.

ISSUE 4 ON SALE 14 MARCH 2002

IN-DEPTH





PLUS

INTERVIEWS

IT'S GOOD TO TALK

THE BIG LAUNCH

We talk to all the major players involved in the upcoming launch of the Nintendo GameCube. Can you believe we got hold of them all?



DRIVEN

IN-DEPTH

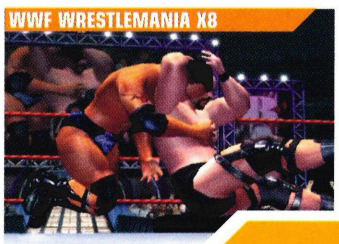
What do you get if you cross a racing game with Sylvester Stallone himself? Well, you'll have to come back here next month to find out...

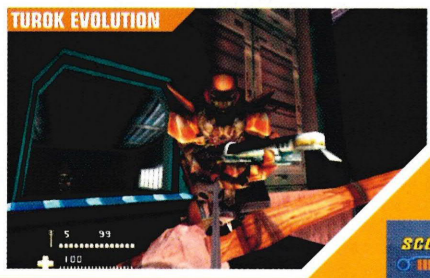
All the latest information and screenshots for all the greatest games!

- Eternal Darkness
- Resident Evil
- Soul Calibur 2
- Turok Evolution
- WWF Wrestlemania X8
- Spyhunter
- Agent Under Fire









SOLUTIONS

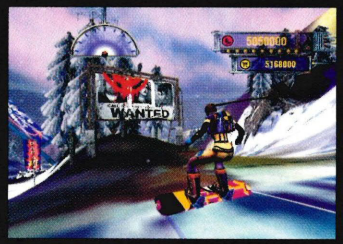
PROBLEM SOLVED

TONY HAWK'S PRO SKATER 3

Can't stay on your board long enough to complete those goals? Don't worry – our top skating chimps are on hand to help you out!



titles, including...



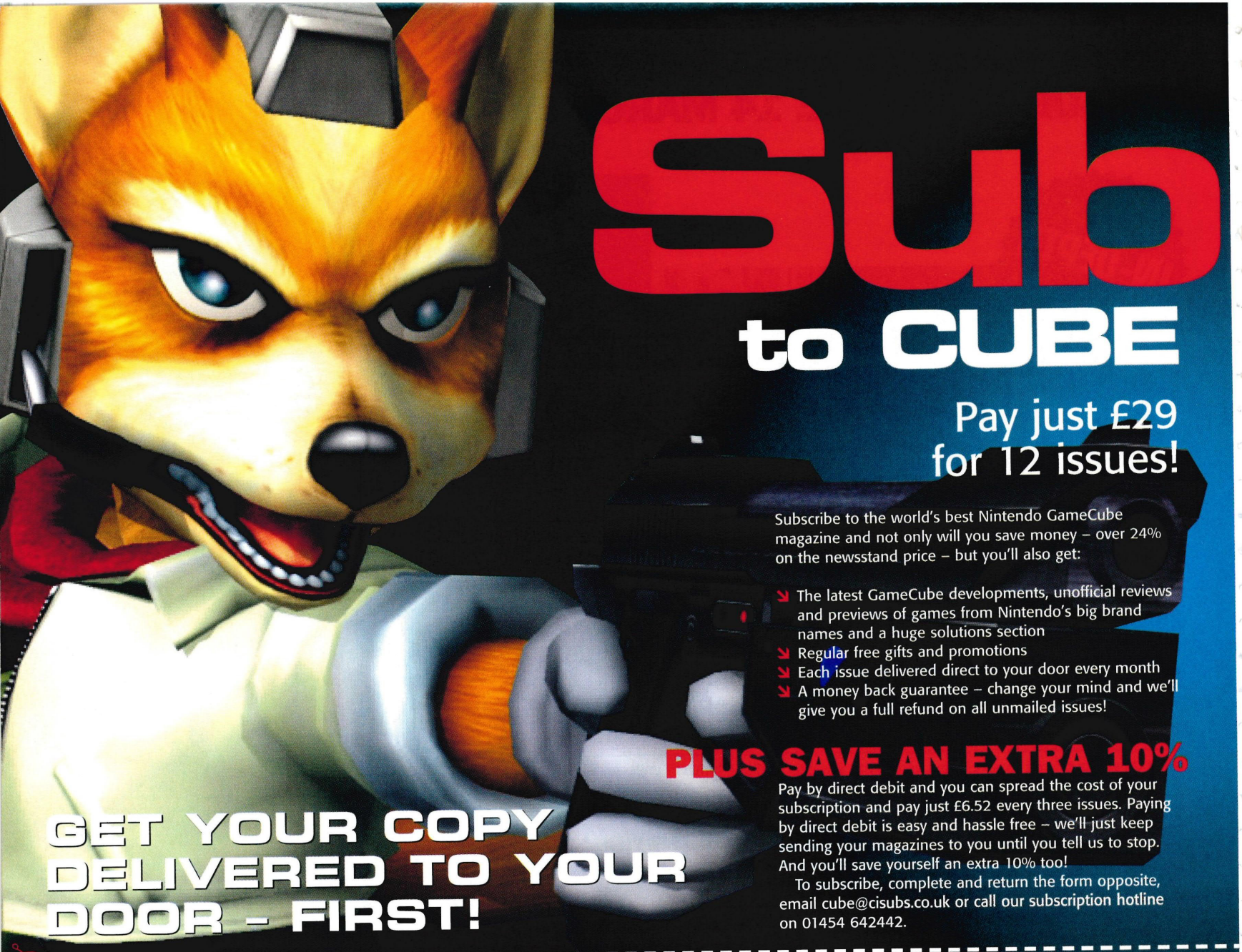
DARK SUMMIT

Snowboarding with attitude? That'll be THQ's new GC game then...

PLUS

- International Superstar Soccer
- Toxic Grind
- Bloody Roar: Primal Fury
- Legends Of Wrestling
- The Scorpion King
- BloodRayne
- Phantasy Star Online
- The Hobbit
- Smashing Drive
- PacMan World 2
- Auto Modellista

Plus all the latest cheats, tips and hints for the best GameCube titles



Sub to CUBE

Pay just £29 for 12 issues!

Subscribe to the world's best Nintendo GameCube magazine and not only will you save money – over 24% on the newsstand price – but you'll also get:

- The latest GameCube developments, unofficial reviews and previews of games from Nintendo's big brand names and a huge solutions section
- Regular free gifts and promotions
- Each issue delivered direct to your door every month
- A money back guarantee – change your mind and we'll give you a full refund on all unmailed issues!

PLUS SAVE AN EXTRA 10%

Pay by direct debit and you can spread the cost of your subscription and pay just £6.52 every three issues. Paying by direct debit is easy and hassle free – we'll just keep sending your magazines to you until you tell us to stop. And you'll save yourself an extra 10% too!

To subscribe, complete and return the form opposite, email cube@cisubs.co.uk or call our subscription hotline on 01454 642442.

GET YOUR COPY DELIVERED TO YOUR DOOR - FIRST!

CUBE

YOUR DETAILS

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Tel .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date .....

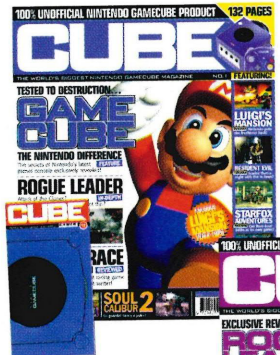
Card Number .....

If you don't want to receive related material tick this box. ☐

BACK ISSUES ORDER FORM

Please tick issues required
(£4.20 each inc. p+p) UK only. Overseas prices available upon request.

☐ ISSUE ONE (FREE VIDEO) ☐ ISSUE TWO



ISSUE ONE
Huge hardware review, plus *Rogue Leader, Wave Race, Luigi's Mansion, Resident Evil, Starfox Adventures, Super Monkey Ball, FIFA 2002, Tony Hawk's 3* and more!
INCLUDES FREE VIDEO!



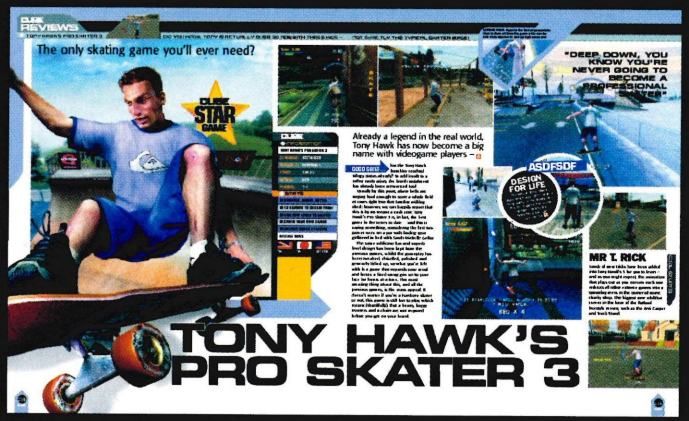
ISSUE TWO
30 reasons to buy a GameCube revealed, plus *Super Smash Bros Melee, Rogue Leader, NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage* and more!

scribe

AND SAVE OVER £9!



You'll get the very latest previews sent straight to your door!



See the best reviews first – and save money!

YES, I WOULD LIKE TO SUBSCRIBE TO CUBE

CUBE0203

PERSONAL DETAILS

Your name

Address

Post code Email

Phone number Date of Birth

SUBSCRIPTION AS A GIFT

Name

Address

Post code Email

Phone number Date of Birth

PARAGON PUBLISHING

Please return this order form or a photocopy of it together with your cheque/PO (if applicable) to the following address: **Paragon Publishing Ltd, FREEPOST (SWB1565), Patchway, BRISTOL, BS32 0ZZ.**

From time to time, Paragon sends out news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box. ☐

PAYMENT DETAILS

1. Direct Debit

☐ UK only £6.52 every three issues – **SAVE AN EXTRA 10%**

PARAGON PUBLISHING

Instruction to your Bank or Building society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: Paragon Publishing Ltd, Freepost (SWB1565), Patchway, Bristol, BS32 0ZZ

Name and full postal address of your Bank or Building Society

To: The manager Bank/Building Society

Address

Postcode

Name(s) of account holder(s)

Branch sort code

Bank/Building society account number

Originator's Identification Number

8 5 1 4 1 2

Reference Number

Instructions to your Bank or Building society.

Please pay Paragon Publishing Ltd Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Paragon Publishing Ltd and, if so, details will be passed on electronically to my Bank/Building society

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

A6 instruction form

2. Cheque/credit/debit card

☐ **UK** £29 for 12 issues ☐ **Europe** £43 for 12 issues ☐ **World** £63 for 12 issues

☐ **Cheque** (£'s sterling made payable to Paragon Publishing Ltd)

☐ **Visa** ☐ **Mastercard** ☐ **Amex** ☐ **Switch** ☐ **Delta**

Card number:

Expiry date: – Issue No:

Signed: Date:

SKILL 2000

USA GAMECUBES AVAILABLE NOW



35 High Street
Ealing Broadway
London
W5 5DB

Tel 020 8567 9174
Tel 020 8840 4446

1-1 PRIVATE CHAT
08704 559360
£2.99/min

GROUP CHAT
The Horniest Line Around
08704 557845
£2.99/min

GAMES IMPORTER UK
www.gamesimporter.20fr.com

USA Gamecube Only £275

USA X-Box Only £350

We Also Stock PS2/DC/GBA • Machines Come With Relevant Cables

BUY GAMECUBE

JAP US Buy Today

UK Pre-Order Today

WWW.TQGAMES.CO.UK
08707 45 48 40 BT National Rates Apply

TQ GAMES TORBAY

See our website for all this too!!!

PlayStation 2
GameCube
GameBoy Advance
Buy UK + Import
News / Reviews
DVD Region X
Chart CDs
Region 1 DVDs
Free Online Games

New Age Consoles

Unit 117 whitgift center croydon surrey

Mail order hotline : 0208 686 1680

GAMECUBE US IMPORTS

NFL BLITZ 2002 £54.99
ESPN WINTER GAMES 2002 £54.99
DARK SUMMIT £54.99
SONIC ADVENTURE £54.99
18 WHEELER £54.99
SMASHING DRIVE £54.99
ALL STAR BASEBALL 2003 £54.99
JEREMY MGRATHS SUPERX WORLD £54.99
DRIVEN £54.99
RESIDENT EVIL £54.99
TETRIS WORLDS £54.99
DONALD DUCK GOING QUAKERS £54.99
BLOODY ROAR 3 £54.99
AGENT UNDER FIRE £54.99
NBA STREET £54.99
ESPN MLS EXTRA TIME 2002 £54.99
HOME RUN KING £54.99
VIRTUA STRIKER 3 £54.99
SPIDERMAN THE MOVIE £54.99
KELLY SLATERS PRO SURFER £54.99
JIMMY NEUTRON BOY GENIUS £54.99

24hr UK Delivery

Buy online@ www.newageconsoles.com

To Advertise In

CUBE

Contact Felicity Mead on 01202 200224 or felicity@paragon.co.uk

WIND UP CALLS!

Listen to samples on the Internet
@ www.windupcalls.com



Mrs Davenport
Long Lost Friend
Recruited For The Army
Date With A Hunky Star
Madam's Services - Unpaid!
Telephone Date Reply
You've Scratched My Car!
TV Escort







The computer will dial out to your victim and then you can listen in on the line as he or she gets wound up!

09067 555 122

WINDUPCALLS.COM, Box 94, M6 8DF. Calls cost 75p / min.



GET A MATE IRATE!!!

CALL THIS NUMBER
09067 369252

YOU CHOOSE THE WIND-UP!





- MR FURY
- MR STUTTER
- THE DETECTIVE
- INVITE TO NO. 10
- MY DAUGHTER'S PREGNANT
- IRATE DELIVERY DRIVER

KEY IN YOUR MATE'S NUMBER, LISTEN IN AND HEAR THEIR REACTION

Calls cost £1/min at all times. Jokelines PO Box 43, Warminster, Wiltshire, BA12 7PP. Please seek permission from the person paying the bill before calling.

www.kingcat.co.uk

secure online ordering

Order Line: 020 8767 1101 (24/7)
enquiries@kingcat.co.uk
Mon-Sat 11am - 7pm

Payments to: KING CAT
send to: PO BOX 24363
LONDON, SW17 9FF

You can order 24 hrs a day using telephone order line!
Gift wrapping option available.



Give us a call for all things Dragon Ball...



Tenchi Muyo, Gundam Wing, we've got it all!
All the best games available now!



Get Pokemon Crystal Now!

Speedy Delivery 1st Class or Next Day!

Call 0906 557 5551 for your colour brochure and chance to win Anime goodies!

Calls for brochure cost £1 per min. Average call 1 minute. Ask bill payers permission before calling.

Dial-a-Prize



Win! GameCube
0906 577 5551

0906 577 5551
PSone or DBZ Games



Win! Panasonic DVD GameCube
0906 577 5552



0906 557 5551
For a brochure and chance to win Anime Goodies!



Win! XBox
0906 577 5552



Game Boy Advance or £100 worth of Games
0906 577 5551



Dragon Ball Z Video Box Set and DBZ 16" Action Figures
0906 577 5552

Calls to Dial-a-Prize cost £1.50 per min. Average call 2 mins. Calls from Mobiles may vary. Ask bill payers permission before calling. For rules and winners write to: King Cat PO BOX 24363 LONDON SW17 9FF

www.kingcat.co.uk

secure online ordering

Order Line: 020 8767 1101
enquiries@kingcat.co.uk
Mon-Sat 11am - 7pm

Payments to: KING CAT
send to: PO BOX 24363
LONDON, SW17 9FF

XBox
Get it now

House of Dead 3
Nascar Heat
Much's Oddysee
Amped: Snowboarding
Dave Mirra Freestyle BMX2



XBox
Get it now

Halo
Blood Wake
Dead or Alive 3
Shrek
Tony Hawks Pro
and loads more...

Win XBox 0906 577 5552

IMPROVE YOUR NINTENDO KNOWLEDGE WITH OUR HANDY 'CHEAT SHEETS'

PASS NOTES

NAME: TUROK/JOSHUA FIRESEED

NICKNAME: Shirley (but only at the weekend)

IN A SENTENCE: Dead 'ard dino-hunter of Red Indian extraction, very possibly smelly on account of him being, er, dead...

AGE: Joshua was but a wee bairn when he was plucked to herodom. There he was, 20 years old and still working out what girls were for... three years later and he's dead. Better to be a live coward than a dead hero, eh?

APPEARANCES: There were four games on the N64, the first two made it to the PC, and there were also companion Game Boy and Game Boy Color games that we prefer not to dwell upon. Ewwwww... A PR bod described them as "a very different experience". Why use four words when one will do?

HIGH POINTS: *Turok: Dinosaur Hunter* – it might have cost £60 and have been the only game to utilise the memory pak (at the time) which meant further expenditure – however, it showed the world that the N64 wasn't just going to be home to cutesy platformers...
Turok 2 – It was the first game that actually made use of the expansion pak...

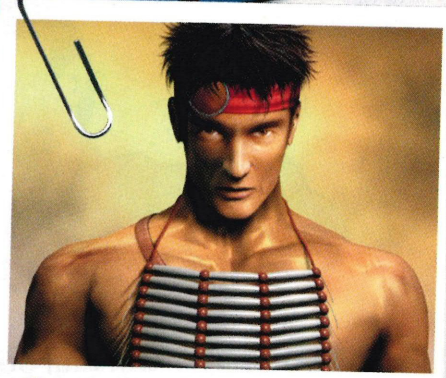
LOW POINTS: ...which, when the game was released, could not be found in any shops anywhere. Oh, how we wanted those improved medium/high-rez graphics...
Joshua Fireseed being killed off in *Turok 3: Shadows of Oblivion*. Thanks for that...

DON'T MENTION: *Walking With Dinosaurs*, *Jurassic Park* and *Puff the Magic Dragon*

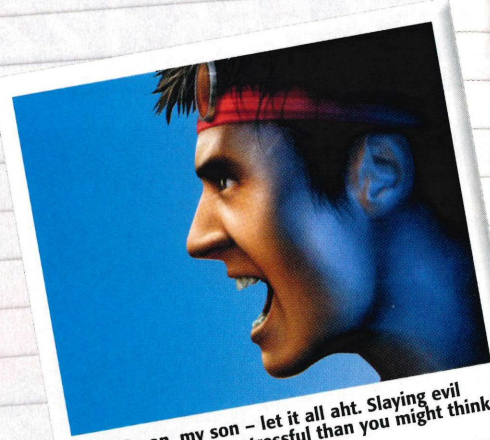
NOT TO BE CONFUSED WITH: The Rock, some rocks, Rocky Balboa

MOST LIKELY TO SAY: "Want a big, fat juicy dino-steak?"

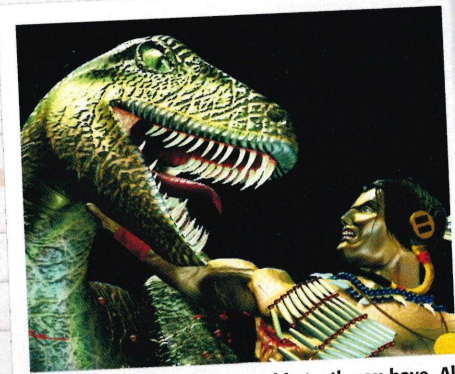
LEAST LIKELY TO SAY: "Can't little Fireseed do it, I'm busy!"



We've heard of a wash board chest before, but that's just going too far, isn't it?



Go on, my son – let it all aht. Slaying evil dinos is more stressful than you might think!



'Ooh, grandma... what big teeth you have. All the better to rip my throat out with, eh?'



The *Cheatmistress* Presents

CHEATS UNLIMITED

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TIPS, CHEATS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

OTHER TOP GAMES

A = 01
Abe's Oddysee
Abomination
Action Bass
Action Man Dest. X
Age of Empires 2
Agent Under Fire
Airblade
Alex F's Play Man 2001
Alex F's Player Manager
Alien Resurrection
Alien Trilogy
Alienator: Evolution Cont
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Aquanox
Armoured Core 2
Army Men 3D
Army Men Green Rogue
Army Men S's Heroes 2
Army Men: Land Sea Air
Army Men: Lock & Load
Atlantis

B = 02
Baldur's Gate
Banjo Tooie
Batman Vengeance
Battle Realms
Blade
Bloody Roar 3
Blue Stinger
Bond: Agent Under Fire
Bouncer
Breath of Fire
Breath of Fire 4
Brian Lara Cricket
Broken Sword 1
Broken Sword 2
Burnout

C = 03
C & C: Red Alert
C & C: Retaliation
C & C: Tiberian Sun
C-12 Final Resistance
Capcom vs SNK 2
Champ. Manager 2000
Champ. Manager 2001
Chase the Express
Chicken Run
Citizen Kabuto: Giants
City Crisis
Civilisation 2
Colin McRae Rally
Commandos 2
Commandos B. En. Lines
Conkers Bad Fur Day
Constructor
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Crazy Taxi
Crusaders of M&M

D = 04
D Mirra BMX: Max Remix
D. Mirra Freestyle BMX
D. Nukem: L. of Babes
D. Nukem: Time to Kill
Dark Cloud
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
Dead or Alive 2
Dead or Alive 3
Deus Ex
Devil May Cry
Die Hard Trilogy
Die Hard Trilogy 2
Digimon World
Digimon World 2
Dino Crisis
Dino Crisis 2
Discworld 2
Discworld Noir
Donald Duck Advance
Dope Wars
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z
Dragonball Z: Final Bout
Driver
Driver 2
Druuna
Duke Nukem 64
Dune
Dungeon Keeper
Dusk 'Til Dawn
Dynasty Warriors 2

E = 05
Ecks vs Sever
Eighteen Wheeler
Empire Earth
Enemy Infestation
Escape Monkey Island
Etherlords
Evil Dead: Hail to King
Evil Twin
Extermination
Extreme G3

F = 06
FA PL. F'ball Man. 2001
Fear Effect
Fear Effect: Retro Helix
FIFA 2001
FIFA 2002
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Formula 1 2001
Frank Herbert's Dune
From Dust 'Til Dawn
Front Mission 3
Fur Fighters

G = 07
Giants: Citizen Kabuto
Goldeneye
Golf Resort Tycoon
Gran Turismo
Gran Turismo 2
Gran Turismo 3
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Grinch
Gun Griffon Blaze

H = 08
Half Life
Halo
Harry Potter
Harvest Moon
Headhunter
Hidden & Dangerous
Hitman: Codename 47
Hogs of War

I = 09
In Cold Blood
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 10
J Bond: Agent Under Fire
Jak & Daxter
James Bond: 007 Racing
James Bond: T.W.I.N.E.
Jedi Power Battles

K = 11
Knockout Kings 2001

L = 12
Leg. of Kain: S. Reaver
Legend of Dragoon
Legend of Zelda: Seasons
LMA Manager 2001
LMA Manager 2002
Lotus Challenge

M = 13
Mario Advance
Mario Kart Super Circuit
Martian Gothic
Mat Hoffman's Pro BMX
Max Payne
Mech Warrior 3
Medal of Honor
Medal of Honor Underg.
MediEvil
MediEvil 2
Men In Black
Men In Black: Crashdown
Metal Gear Solid
Metropolis Street Racer
Midnight Club
Midtown Madness 2
Mission Impossible
Monkey Island (Escape)
Monster Rancher
Mortal Kombat Trilogy
Moto Racer 3
Ms Pacman
Mummy Returns
MX 2002
Myth 3

N = 14
No-One Lives Forever
Nox

O = 15
Oddworld: Munch's Odd.
Off Road Wide Open
Oni
Onimusha: Warlords
OO7 Racing
OO7 Agent Under Fire
Operation Winback

P = 16
Parasite Eve 2
Paris-Dakar Rally
Perfect Dark
Pizza Connection 2
Planet of the Apes
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Snap
Pokemon Yellow
Premier Manager 2000
Premier Manager '99
Pro Evolution Soccer
Project Eden

R = 18
Railroad Tycoon 2
Rainbow Six
Rally Trophy
Rampage Puzzle Attack
Rayman
Rayman 2
Red Alert 2 Yuri's Revenge
Red Faction
Redguard
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: C. Veronica
Resident Evil: Code V. X
Return to C Wolfenstein
Robot Wars
Rogue Spear
Roller Coaster Tycoon
Rune
Rune: Viking Warlord
Runescape

S = 19
S Palmer's Snowboarder
S. Wars: Jedi Power Bats
Secret Service
Shadow of Memories
Shadowman
Sheep, Dog & Wolf
Shenmue
Silent Bomber
Silent Hill
Silent Hill 2
Silent Hunter 2
Silent Scope
Sim City 3000
Sim City 2000
Simpson's Road Rage
Simpsons Wrestling
Sims
Sims: Livin' It Up
Sky Odyssey
Smackdown 2
Smackdown! J. Bring It
Smugglers Run
Smugglers Run 2
Soldier of Fortune
Sonic Adventure 2
Soul Calibur
Soul Reaver
Soul Reaver 2
Spec Ops: Covert Assault
Spec Ops: Rangers Elite
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
Spyro: Season of Ice
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Invasion
Star Wars Jedi Power Bats
Star Wars: Gal. B'ground
Star Wars: Phantom M.
Star Wars: Star Fighter
Sting!
Stronghold
Submarine Commander
Summoner

0-9 = 27
007 Agent Under Fire

Super Mario Advance
Super Runabout
Supercar St. Challenge
Syphon Filter
Syphon Filter 2
Syphon Filter 3

T = 20
Technomage
Tekken 3
Tekken Tag Tournament
Tenchu 2
The Weakest Link
The World Is Not Enough
Theme Hospital
Theme Park World
This is Football 2002
Thrasher Skate & Dest
Thunderhawk: Op.
Time Crisis
Time Crisis 2
Time Splitters
TOCA World Touring Cars
Tokyo Extreme Racer
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tomorrow Never Dies
Tony Hawk's
Tony Hawk's 2
Tony Hawk's 3
Top Gun: Combat Zones
Toy Story 2
Turok: Dinosaur Hunter
Twisted Metal Black

V = 22
Vagrant Story
Victorious Boxers
Voyager Elite Force

W = 23
War Hammer: D Omen
Wario Land 4
Warriors of M & M
Warzone 2100
Wild Thornberry C Chase
Wolfenstein, The Return
World C Snooker 2002
World Is Not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wu Tang:Taste the Pain
WWF No Mercy
WWF Rd to Wrestlemania
WWF Smackdown
WWF Smackdown 2
WWF Smackdown 3
WWF War Zone

X = 24
X-Files
X-Men Mut. Academy 2
X-Squad

Z = 26
Zelda
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zone of the Enders
Zoo Tycoon
Zorro

0-9 = 27
007 Agent Under Fire

THE ABOVE LISTS ARE JUST A SELECTION OF WHAT'S AVAILABLE

GAME CUBE

A = 01
Agent Under Fire
B = 02
Batman Vengeance
C = 03
Crazy Taxi
D = 04
Dave Mirra Freestyle BMX 2
E = 05
Extreme G3
F = 06
FIFA 2002
G = 07
Gauntlet Legends
L = 12
Luigi's Mansion
M = 13
Madden NFL 2002
N = 14
NHL Hitz 2002
NFL Quarterback Club 2002
P = 16
Pikmin
R = 18
Rogue Leader
S = 19
Simpsons: Road Rage
Sonic Adventure 2 Battle
Spy Hunter
SSX Tricky
Star Wars: Rogue Leader
Super Monkey Ball
T = 20
The Simpsons: Road Rage
Tony Hawk's Pro Skater 3
W = 23
Wave Race: Blue Storm
0-9 = 27
007 Agent Under Fire
18 Wheeler

PlayStation
PlayStation2
Dreamcast.
NINTENDO 64
PC
GAME BOY ADVANCE
GAME BOY COLOR
GAMECUBE
XBOX
SEGA SATURN

All logos are trademarks of their respective companies

WHAT MAKES CHEATS UNLIMITED NO 1?

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 094 689

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 094 162

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS:

(*) TO RESTART THE SERVICE AND GET MORE CHEATS

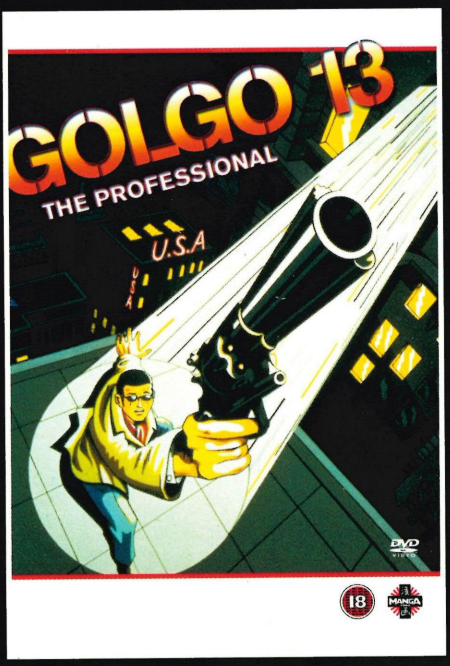
(#) TO MOVE BACK ONE MENU SELECTION



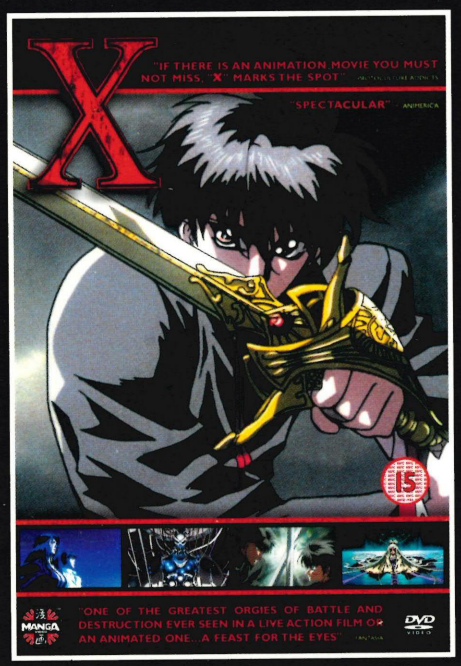
Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments and questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or email: custserv@cheatsunlimited.com, or call our

Customer Service: 08700 885 656 (BT National Rate applies)

NEW MANGA TITLES IN-STORE FEB 11TH 2002

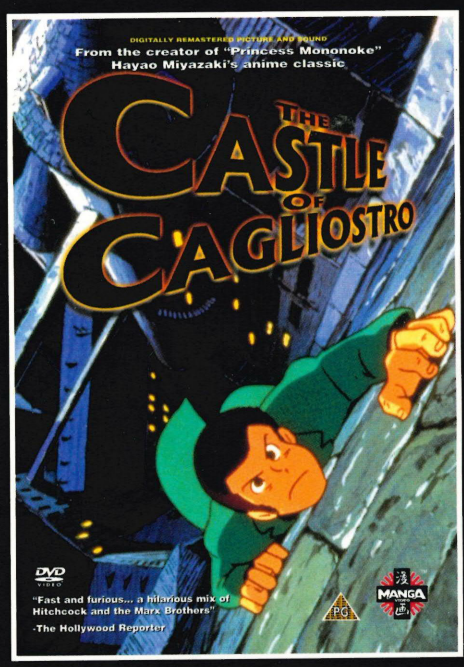


First time ever on DVD



"one of the greatest orgies of battle and destruction ever seen in a live action film or an animated one... a feast for the eyes"

- Fantasia



Digitally remastered. From the director of Princess Mononoke



MANGA VIDEO

DVD VIDEO

www.akira2002.com