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CUBE™

THE WORLD'S BIGGEST NINTENDO GAMECU[BE] MAGAZINE NO.5

FEATURING

CUBE ISSUE 05

MARIO SUNSHINE ■ TIMESPLITTERS2 ■ ISS2 ■ AGENT UNDER FIRE

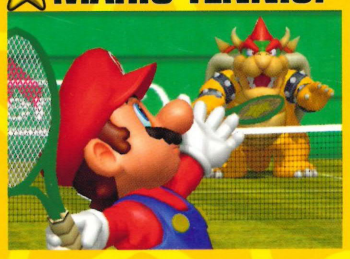
WORLD FIRST!

MARIO SUNSHINE

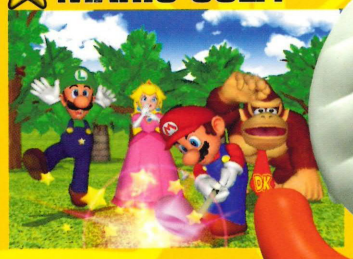
EXCLUSIVE

He's back for some summer fun in not one but three amazing new games!

MARIO TENNIS!



MARIO GOLF!

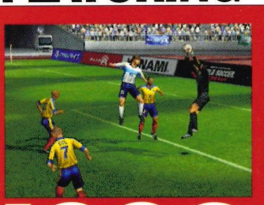


WORLD EXCLUSIVE

TIME SPLITTERS 2

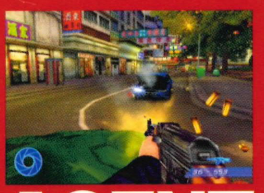
Free Radical's stunning new shoot-'em-up is blown apart – explosive info and shots inside!

MASSIVE WAVE RACE SOLUTION



ISS2

IMPORT REVIEW Konami Kicks off a Korker!



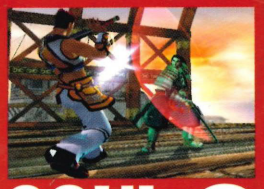
AGENT UNDER FIRE

EXCLUSIVE He's shaken and he's returned!



PAC-MAN WORLD 2

EXCLUSIVE Ole' pill muncher is back again!



SOUL CALIBUR 2

EXCLUSIVE Even more brand new shots!

ANIMAL LEADER

EXCLUSIVE Nintendo's oddest game ever?



SMASHING DRIVE

REVIEW! It's actually neither...



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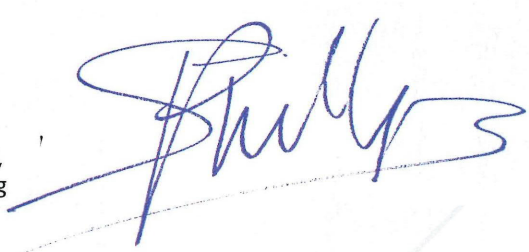




WELCOME

ISSUE 5 AND STILL no PAL GameCube. When we first started cobbling together the team and ideas for **CUBE** over a year ago we all decided that launching **CUBE** in November would be a good idea – and it was. Over the months we've been tweaking the mag, refining a few elements (and even coming up with a few more for later issues), created what must be the most popular GameCube Forum in the land (at last count there were over 14,000 posts, so go to www.totalgames.net/forum and click on the 'GameCube' icon) and without a doubt created the best GameCube magazine available. Think that I'm being bullish? Damn right I am. If you are reading this in the newsagent or games emporium then check out the competition for a moment... no, go on – trust me. Look first at the content and compare. Each month, **CUBE** has had the exclusives that others would have killed for. Then there are the interviews – no other mag has spoken to more of the people that matter, no other mag has covered as many games or brought you as much news – and that's a fact. Most mags out there have had to pad out their pages with coverage of other formats' games over the last few months (which, considering that we're the biggest GameCube mag out there, seems odd) but we've remained, and continue to remain, almost exclusively GameCube-orientated – and, at £3.20, **CUBE** is stonking good value too.

So, put down those other magazines now – a good many of you already have if the Forum is anything to go by – and join in the fun at **CUBE**, as this issue is as packed as ever. Want a world exclusive? Check out our In-depth on *TimeSplitters2*, then (p. 46). Desperate for some new shots and info of *Mario Sunshine*? Okay then, but do you mind if we also lump in there all-new shots of *Mario Tennis* and *Golf* as well? You'll find a splendid feature on all things *Mario* related on page 22. Perhaps footie's more your sort of thing? Well, check out the import review of *ISS2*. Then there's possibly the best news we've had all month... After much wailing and gnashing of teeth it has finally been announced that the *Final Fantasy* series will be making it to the GameCube (p. 14) which, given that we'd pretty much given up on Square's support, is great news indeed. There's a whole heap of great stuff in the mag, as you would expect from the UK's finest GameCube magazine. If this is the first time you've read it then welcome aboard, if you've been with us since the beginning (or thereabouts) then it's business as usual – only much, much better...



Simon Phillips
Group Editor

AT A GLANCE

Think that the GameCube doesn't have enough games coming out? Think again!

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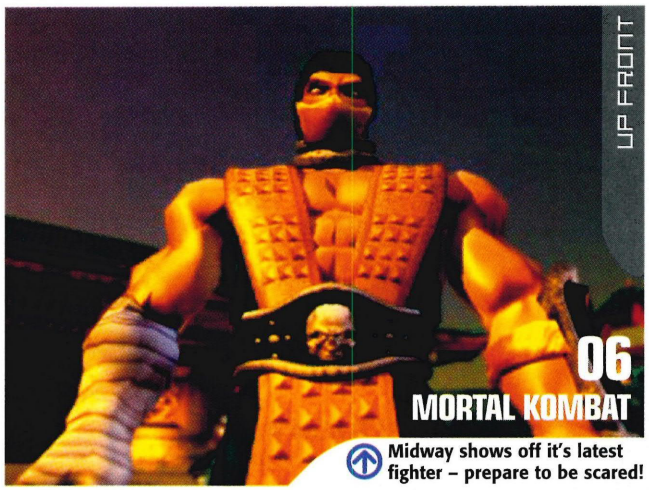
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The world's biggest Nintendo GameCube magazine!

Namco join in the fun with a somewhat lacklustre outing. Pray that *Tekken's* coming...

Rubber Duck, Rubber Duck! Keep on truckin' with SEGA's classic arcade game!

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THE ONLY MAGAZINE YOU CAN TRUST



Midway shows off it's latest fighter – prepare to be scared!



Whoever said that ladies were the fairer sex was wrong...



CUBE GAME TO WATCH



UP FRONT

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

Mortal Combat: Dark Alliance 06
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FLY ME TO THE CUBE

We reminisce about the games of yesteryear and hope that they rise, phoenix-like onto the GameCube...64

STUDIO EYE

This month, we cast our beady eye on those fine chaps at Criterion to uncover what secret GameCube games they have in store! 120



UP FRONT





IT'S BEEN A strange old run for the *Mortal Kombat* series. When it first came into being, it immediately garnered all the attention it needed, simply by being one of the most controversial games around. It's amazing what red blobs, grey blobs and a pixilated column of colour can do.

For many, the series reached its pinnacle with *Mortal Kombat II* – and despite the extra characters, stages and moves offered by successive games, something just wasn't right with them. Thankfully, the latest instalment is rumoured to be going back to its roots in terms of basic gameplay. It's certainly going to be a challenge to translate the 2D gameplay into a 3D arena, but a lot of work is going into this title and the early demos are looking extremely promising. The main story revolves around the fact that Raiden (the God of Thunder) is still

You weak, pathetic fool! Get over here! Toastie! Mwahahahahahah... you get the drift, right?

MORTAL KOM DEADLY ALLIA

CUBE INFORMATION

MORTAL KOMBAT: DEADLY ALLIANCE	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

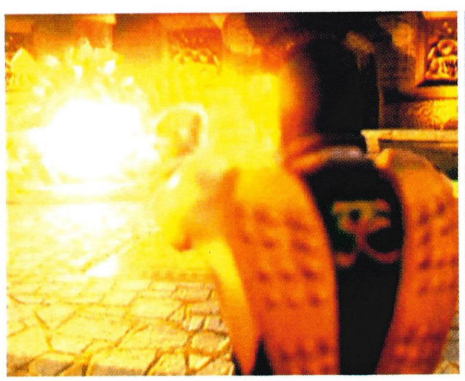
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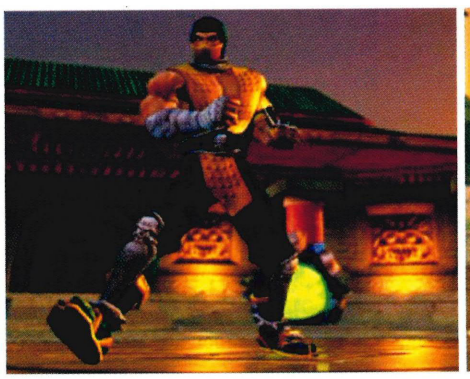
AT-A-GLANCE

- UPDATE OF THE 2D CLASSIC
- INTERACTIVE ENVIRONMENTS
- GRUESOME FINISHING MOVES
- OLD FAVOURITES RETURN
- IMPRESSIVE SPECIAL EFFECTS

RELEASE DATES

Q4 '02 | TBA | Q4 '02

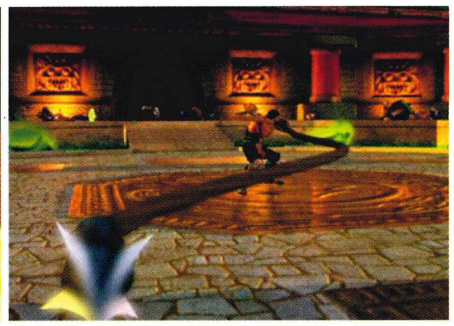






"THE DEVELOPER HAS BUMP-MAPPED SCORPION'S CLOTHES, RESULTING IN SOME FANTASTIC, SPIKY ARMOUR"








Get over here! Blokes with purple tights and metal arms scare us. Don't know why.

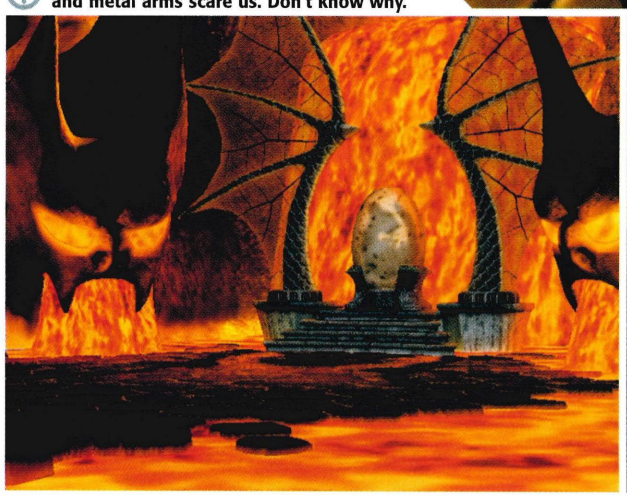
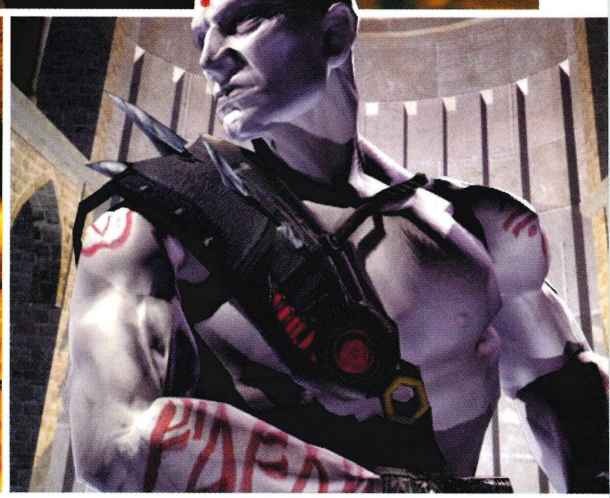
hanging around, as always, and two sorcerers (Quan Chi and Shang Tsung) have teamed up to try and stop him. Raiden's friends get involved, the sorcerers call in the other worldly beings and it all gets a little bloody.

Scorpion is the only fully rendered character to have been shown at this point, but other favourites have been confirmed as returning to the fray. These will include Sub-Zero, Raiden, Jax, Sonya, Reptile, Quan Chi and Shang Tsung. At the moment, the graphics look similar to *Soul Calibur 2*, as does the movement of Scorpion. The implemented features that really impress at the moment are the magic attacks and the bump-mapping. The developer has bump-mapped Scorpion's clothes, resulting in some fantastic, spiky armour. Everything in the scene reacts to changes in lighting and Scorpion's new fireball move casts flickering shadows as it grows. As far as the arenas go, the first stage boasts interactive environments in that you can

BAT: NCE

hit/destroy/explode large statues on the perimeter. There is also an acid moat, within which the arena lies. You can assume that a Pit Fatality on this stage will see your opponent being slowly dissolved.

Other features include the real-time ripping of clothes, real-time bruising and dripping sweat and blood. If Midway gets the finished game to look as good as it does in the current trailer with all of these features, we will be treated to something quite special. *Mortal Kombat: Deadly Alliance* will be shown at E3 in May.

CUBE

INFORMATION

SOUL CALIBUR 2	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	3D BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- THE BEAT-'EM-UP
- NEW GAMEPLAY ADDITIONS
- GORGEOUS TEXTURES
- INTERACTIVE SCENERY
- ALL-NEW CHARACTERS

RELEASE DATES

TBA	Q3 '02	Q3 '02





SOUL CA

Namco starts to talk about some of the new gameplay features in its highly anticipated sequel...



AFTER REVEALING IN Issue 4 of CUBE that Namco's new baby would include interactive scenery, the Japanese publisher has unveiled exactly what this will include. In a similar style to *Dead or Alive 3*, opponents can now be thrown/kicked into the scenery resulting in more damage. The walls can also be used to creative custom juggle combos – a powerful attack will see a character bouncing off the wall and back into your grasp. Naturally your opponent can get out of this, and by tapping in a button combination you can bounce off a wall and immediately recover.

Other new features include the ability to run while you're blocking, an obvious addition really – why is it that whenever you're blocking in other beat-'em-ups, you have to remain stationary? Namco is exploring the 3D aspect to its fullest, with characters now being able to run in eight different directions. A simple double tap in the said direction will do the job.

Confusion over some of the new characters has been cleared up, at last. It turns out that the Kilik look-a-like is actually Kilik himself. He has had a bit of a makeover, with a new outfit and a new haircut. Hwang's successor now has a name; Yunsung fights in a similar style, and with a similar weapon. It's looking like the actual character models are at a near-complete stage now. Whereas before they were struggling to look as good as the competition, the latest models look just as good as those in *Dead or Alive 3*, if not better. Backdrops keep getting more and more detailed as the months go on, with extra elements being added all the time. We still don't know if the fighting arena will extend into these distant areas. Namco may decide to limit the action to smaller arenas, which will be a good thing as far as we're concerned. One of the main hooks of the versus matches in the original was the fact that a battle could be turned around in a few seconds due to the 'ring-outs.' Huge arenas would severely limit this aspect. Ah well, Namco knows best.

CUBE





"A POWERFUL ATTACK WILL SEE A CHARACTER BOUNCING OFF THE WALL AND BACK INTO YOUR GRASP"

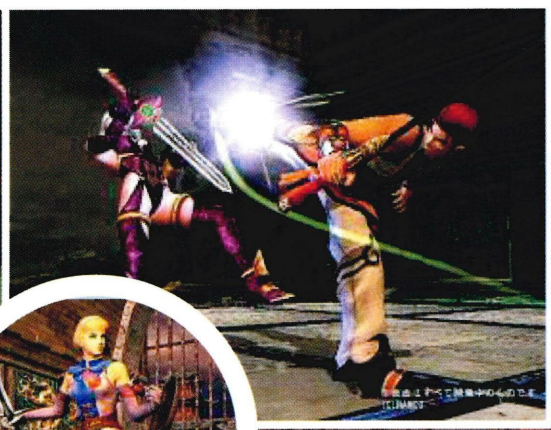


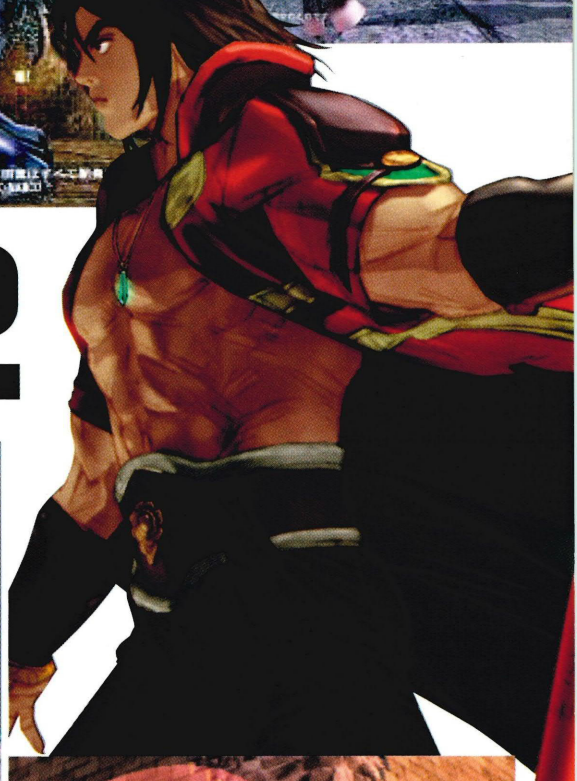




LIBUR 2









"Ha ha! You cannot escape from my glowing green knee!" Isn't that gangrene or something?

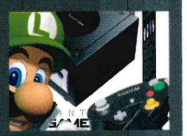




The lighting effects get better with every month that passes. Mmmm, blue lights...

GCN GAMECUBE NEWS

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PAL GameCube packaging and launch line-up revealed!

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The best of the rest of the news from around the world.
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UK LAUNCH UPDATE

PAL GameCube packaging and launch line-up revealed...

NINTENDO IS BUSY preparing for the European launch of the GameCube on Friday 3 May. As well as marketing announcements such as Cube Club dates and advertising campaigns (see p 12-13), Nintendo of Europe has released images of the packaging. For once, it seems we won't get stuck with shoddy versions. The hardware packaging looks very similar to the US versions, as do the Controller boxes. As we have reported before, the hardware will initially come in black and purple hues, with spice following later in the year. Controllers will come in black, purple and purple/clear. All the packaging will reflect this as you can see.

The Memory Card 59 box looks nothing like the unnecessarily ugly, plastic US version, instead taking its inspiration from the small, Japanese design. As the name suggests, it can hold 59 blocks of information, with a majority of the launch titles only requiring one block per save. SD Memory Cards, which allow for a far greater memory capacity will become available by the end of the year.







"THE AVAILABILITY OF RGB SCART AND RF LEADS CONFIRMS THE FACT THAT THE MACHINE WILL COME WITH A EURO AV SCART CABLE AS STANDARD"



RF Units will be available on Day One, but they won't be cheap. Due to the relatively complex nature of the cable (it has a switch box and intricate wiring as it has to decode RGB to RF) it will most likely retail for around £25. This cable will allow you to plug the GameCube into a television which isn't SCART compatible. You will need this lead if your TV only has a Co-axial (small, round TV aerial) connection. RGB SCART cables will also be available on Day One at a price of around £15. This lead will let you take advantage of the PAL GameCube's dedicated RGB output, giving the best picture possible from a PAL machine. The availability of these two leads confirms the fact that the machine will come with a Euro AV SCART cable as standard. This lead will give you a great picture, but it won't be as crisp or vibrant as RGB SCART.

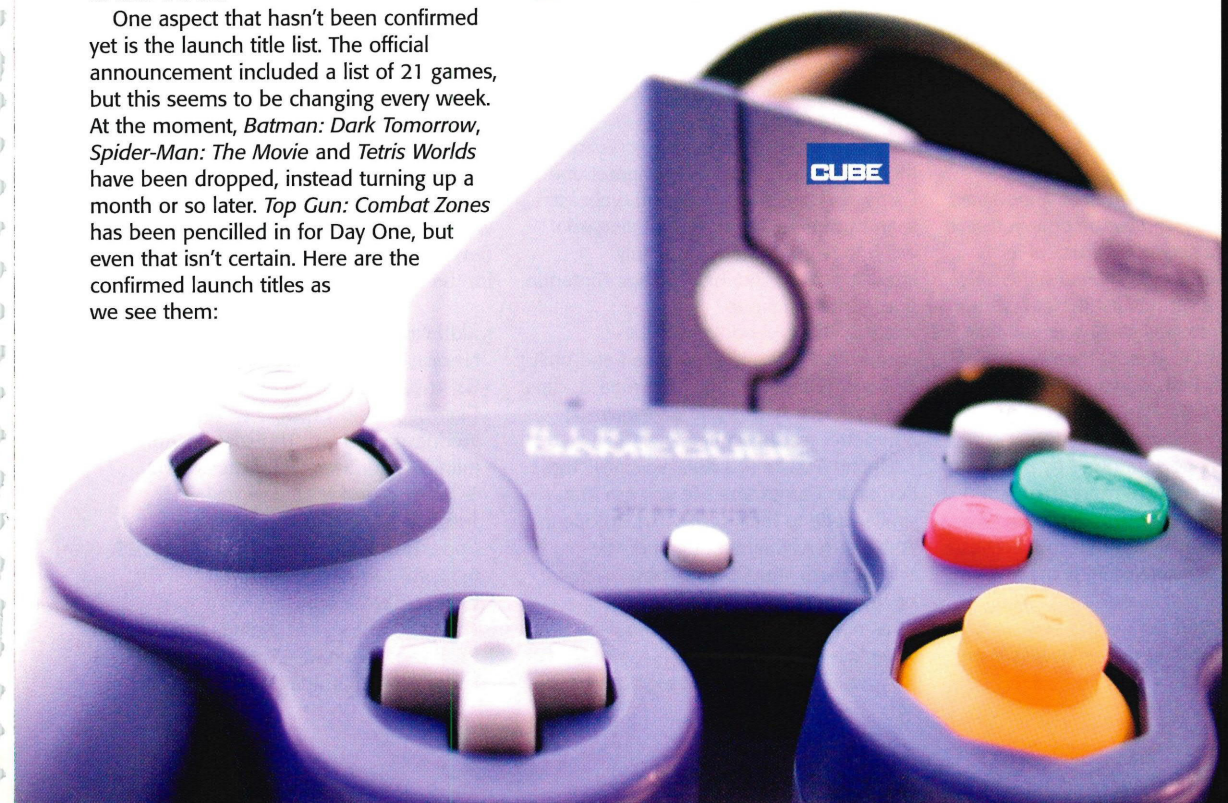
One aspect that hasn't been confirmed yet is the launch title list. The official announcement included a list of 21 games, but this seems to be changing every week. At the moment, *Batman: Dark Tomorrow*, *Spider-Man: The Movie* and *Tetris Worlds* have been dropped, instead turning up a month or so later. *Top Gun: Combat Zones* has been pencilled in for Day One, but even that isn't certain. Here are the confirmed launch titles as we see them:

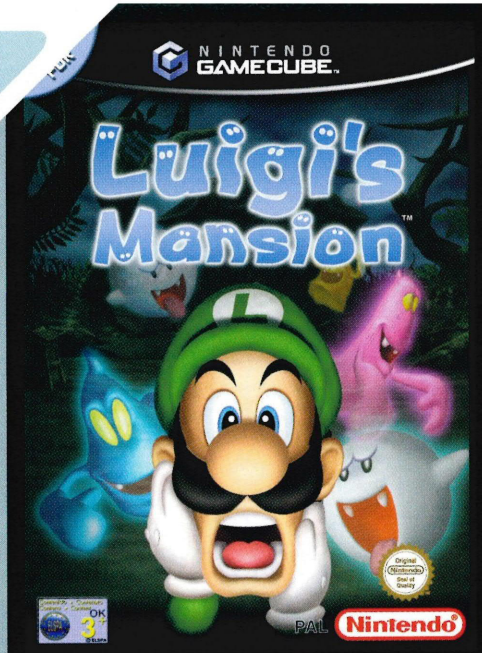
- WAVERACE: BLUE STORM
- LUIGI'S MANSION
- STAR WARS ROGUE LEADER: ROGUE SQUADRON II
- SONIC ADVENTURE 2 BATTLE
- SUPER MONKEY BALL
- ISS2
- ESPN WINTER SPORTS
- TONY HAWK'S PRO SKATER 3
- TARZAN UNTAMED
- BATMAN VENGEANCE
- DONALD DUCK QUACK ATTACK
- CRAZY TAXI
- BURNOUT
- DAVE MIRRA FREESTYLE BMX
- NHL HITZ
- GAUNTLET DARK LEGACY
- UNIVERSAL STUDIOS
- 2002 FIFA WORLD CUP

CUBE THINKS...

FIRST IMPRESSION

■ Despite the news that three of the launch title have slipped, all is going as planned. There are still a decent number and range of titles available on Day One. The only genre missing is a beat-'em-up, but *Smash Bros Melee* and *Bloody Roar* will be available within weeks of launch to fill the gap. It's great news to hear that the European version of *Luigi's Mansion* will be the best one in the world – perhaps other developers will consider doing this? Yeah, right...



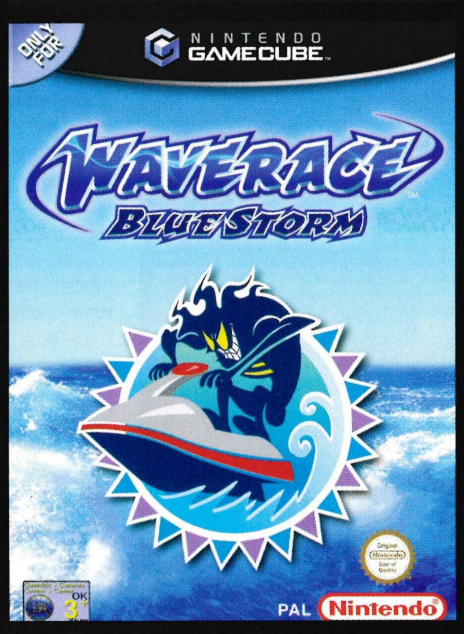


WHAT'S ON THE BOX

Europe gets hidden extras!

Nintendo has also released the actual box art, which closely resemble the US version. Along with these came the news that *Luigi's Mansion* will be slightly reworked for Europe. Miyamoto said in an interview that he didn't feel there was enough incentive for players to go back and play through *Luigi's Mansion*. Because of this, extra items have been added to the Hidden Mansion mode. This mode becomes available after you complete the standard section of the game (rescuing Mario) and will now include a whole host of extra items and bonuses to find.





CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO...



GO! GO! GO!

EA is set to bring a version of F1 2002 *to GameCube this spring. The PC and Xbox versions look and play extremely well, featuring changing weather and real-time puddles. Definitely one to look forward to.*



PRAISE BE TO PIKMIN

Pikmin *won an award for 'Innovation in Console Gaming' at the Firth Annual Interactive Achievement Awards in Las Vegas. It was the only GameCube title to win anything, with* Halo *and* GTA3 *picking up the majority of the awards.*



FOXED AGAIN

StarFox Adventures *may well see yet another delay in the US with rumours abound of a slip to September. This news has yet to be confirmed but, if it's true, someone will die at the hands of* **Cube**. *And that's a promise, not a threat.*



BLACK AND BLUE

Majesco will release a new boxing game entitled Black 'N' Bruised *on GameCube this autumn. The game resembles Midway's* Ready 2 Rumble *in many respects, albeit with the now-obligatory cel-shaded graphics.*



LIFE'S A

Cube Clubs, Television, Cinema and More...

IT HAS BEEN a painful few months since Nintendo officially announced the European launch details for its latest home console. Despite Nintendo's assurances that the promotional backing would come, it's not easy to stand up for the GameCube to the people around you when Xbox is plastered everywhere you look.

Finally though, Nintendo has announced some of its plans, and by the time you read this you will be seeing the fruits of its labour. All advertising will feature the new tagline 'Life is a game'. First things first then – in-store promotions. We'll give you the official line from Nintendo, then explain what it actually boils down to. Sound fair?

In-Store Promotions (Official Line): 'Breaking in mid March, Nintendo GameCube will be supported by a strong in-store campaign, with more than 3,500 interactive units being distributed to retailers across Europe. These interactives will feature a playable multi-game demonstration disk as well as showing video footage that demonstrates the range, breadth and depth of games available on Nintendo GameCube.'

In-Store Promotions (CUBE Version): Selected chain stores and a few independents will have in-store demo pods giving you access to a handful of games (probably *Wave Race*, *Star Wars* and *Luigi's Mansion*).

Online Activity (Official Line): 'Following the success of the Nintendo GameCube European date announcement webcast, seen by over 45,000 viewers, Nintendo will bring a dedicated and highly interactive Web site for all things Nintendo GameCube online at http://www.nintendogamecube-europe.com/. The site, designed and built by Blast Radius, will offer downloads, clips, game reviews, news and a weekly newsletter for subscribers.'

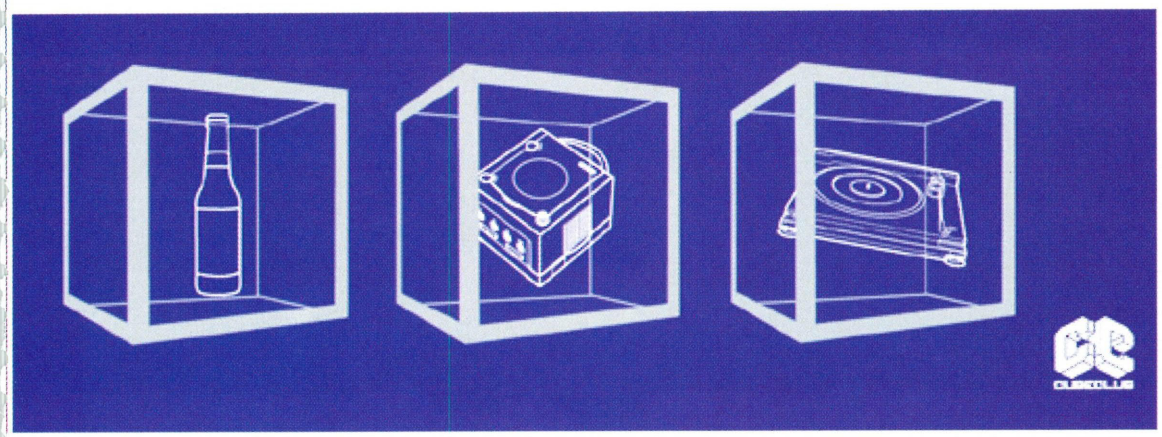
Online Activity (CUBE Version): The European GameCube site will run in a similar style to the US site. The European Web site (www.nintendogamecube-europe.com) should have these improvements by now, if not, visit www.nintendogamecube.com to see roughly what to expect.

As well as this, you can expect television and cinema advertising (see the section just over to the right) along with a pan-European Cube Club tour.

The Cube Clubs are for over 18s only and are basically based around the theme of great music, great games and great booze! Sounds like a good combination to us. Each event will boast 50 GameCube units with 15 playable titles. Entry to the events is by invite only – invites can be won on the Cube Club Web site (www.cubeclub.co.uk). Here are the dates for the UK:

- Klub Ikon, New Bridge Street, Newcastle, NE1. 6-11pm, Tuesday 2 April
- Barrowland Ballroom, 244 Gallowgate, Glasgow, G4. 6-11pm, Wednesday 10 and Thursday 11 April
- Infinity, Peter Street, Manchester M2. 6-11pm, Monday 15 and Tuesday 16 April
- Code, Heath Mill Lane, Birmingham, B9. 6-11pm, Tuesday 23 and Wednesday 24 April
- The Boilerhouse, Old Truman Brewery, Brick Lane, London, E1. 6-11pm, Friday 6 and Saturday 27 April

"IT'S NOT EASY TO STAND UP FOR THE GAMECUBE TO THE PEOPLE AROUND YOU WHEN XBOX IS PLASTERED EVERYWHERE YOU LOOK"



GAME



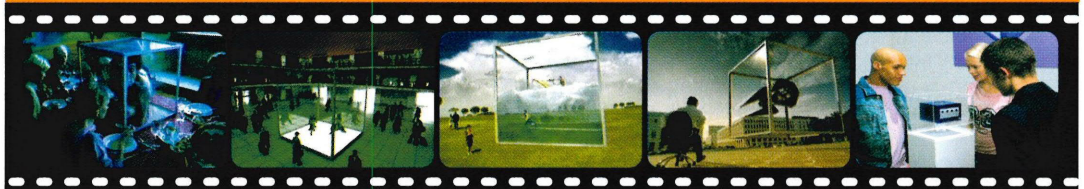
CUBE THINKS...

FIRST IMPRESSION

■ Admittedly, we've been a little on the cynical side, after all, at the time of printing we still hadn't seen any evidence of these promotions, but we're sure that Nintendo has it in hand. Once the advertising campaign kicks in, believe us you'll know about it. £60 million translates into a big bang. Keep your TVs tuned to MTV or Sky One to catch the adverts.

CUBE ON THE BIG SCREEN

The lowdown on the GameCube adverts



The US GameCube advert did well in the States and, despite being a bit surreal, it managed to grab people's attention. It seems fair enough then that the UK and the rest of Europe should get the same advert. If it ain't broke, don't fix it.

Nintendo has explained the idea behind it for us: "In an edgy, highly engaging and often surreal campaign, Nintendo's new TV and cinema advertising dramatises the immersive nature of gaming on Nintendo GameCube.

A glass cube dominates each of the seven executions, showing the blurred line between reality and the escapist fantasy of the gaming world experienced through the Nintendo GameCube."

Erm... yup, that's what we were going to say.



IN THE CUBE WITH...

SHELLY FRIEND

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

CUBE: There is a lot of confusion as far as UK GameCube pricing is concerned. What is Nintendo's advice to customers searching for the suggested £150 price point?

SHELLY FRIEND: Nintendo does not set the retail price for its products – this is at the discretion of individual retailers. The best advice that I can give you is to shop around the high street for the best deals or look for the press ads that many of the retailers will be running in the countdown to launch.

CUBE: Will the UK Cube Clubs be following the US example, ie inviting celebrities etc?

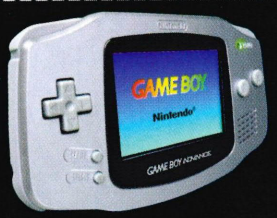
SF: You may see the odd celeb bobbing in there but the highlight of the tour has got to be the GameCube itself. The overall aim of the tour is to give hungry game players the opportunity to road-test the console and our numerous games before they launch in the UK. We will be stopping at Newcastle, Glasgow, Manchester, Birmingham and London, but to find out more or to win tickets log on to www.cubeclub.co.uk.

CUBE: Is there any more news as to specific unit allocations to the UK for Day One?

SF: Unfortunately, I am only to provide you with an allocation figure for Europe at the moment and this is a shipment of 500,000 GameCubes for Day One and a total of one million in the launch period. But people need not worry, this is the biggest amount of hardware that anyone has entered the market with before and we believe that there will be plenty to go round.

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



GBA GOES PLATINUM

To celebrate the GBA's first birthday in the US, Nintendo of America is set to release a limited edition Platinum GBA. The little handheld has sold through over five million units is North America in just one year.

KLOBBERED

Nintendo's Ken Lobb has reportedly left the company to work for Microsoft. Ken was responsible for overseeing games such as Killer Instinct and was also the man whom the GoldenEye Klobb gun was named after.



GO WEST

The Japanese don't seem to be taking to Rogue Leader too well. Japanese gaming bible Famitsu recently gave it 28/40 (7,7,7,7) saying the games lacked thrills and speed. Never mind, Star Wars fans will still lap it up.

ROSES ARE RED

Capcom is to release a mystery game on the GameCube and PS2 this Xmas entitled GlassRose. Absolutely nothing is known about it at the moment, but we hope to see the game in action at E3 in May.



EURO RUNE SOON

FROM Software's RPG Rune has been picked up by Activision, who will release the game in the US and Europe. The game will see its name changed to Lost Kingdoms. The US will see the game in June/July, with the European release following soon after.

It's doubtful whether we'll see *Final Fantasy X* on the GameCube, but a mystery *FF* title is definitely coming our way this Xmas.



NINTENDO G

And the GameCube lived happily ever after...

FOLLOWING MONTHS OF heightened speculation to the contrary, Nintendo and Squaresoft have announced that they will be working together once more, after a development boycott of some six years. The Japanese publisher and developer, best known for its *Final Fantasy* series, last developed for Nintendo in the days of the Super Nintendo. Games such as *Final Fantasy VI* (*III* in the US), *Chrono Trigger* and the *Seiken Densetsu* (*Secret Of Mana*) series sold the machine in Japan and provided the building blocks for the *Final Fantasy* series' future popularity the world over. Squaresoft even worked jointly with Nintendo on the kids' title *Super Mario*. With the advent of CD-based consoles such as the PSOne, Squaresoft jumped ship, choosing instead to bring the next generation of RPGs exclusively to Sony's consoles.

Over the years, rumours have persisted about personal grudges between the presidents of the two companies and many gamers were dismayed that the situation appeared to worsen as the months went on. With the news that GameCube would be ditching the traditional Nintendo cartridge format in favour of proprietary DVD, there no longer seemed to be a reason for Squaresoft's absence. However, the wounds were opened once more when NCL (Nintendo of Japan) President Hiroshi Yamauchi declared, only last year, that the two companies were still not working together and that they would not be in the foreseeable future. Just recently, Squaresoft lost vast amounts of money when its movie attempt at *Final Fantasy* flopped. Sony jumped in and bought out a significant percentage of the



"SQUARESOFT NEEDS TO MAKE MONEY FAST AND THE OBVIOUS WAY OF DOING THIS IS TO STICK FINAL FANTASY ON THE GAME BOY ADVANCE"







OES SOFT

company. At this point it seemed certain that no machine other than the PS2 would get Squaresoft titles, so why the sudden about turn?

Even Sony's investment wasn't enough to get Squaresoft out the hole it has dug for itself. The publisher needs to make money fast and the obvious way of doing this is to stick *Final Fantasy* on the Game Boy Advance. The development costs would be minimal, the development time would be extremely short and the game would sell millions. This is where Nintendo retains power though and, in order to be granted a GBA licence, Squaresoft has had to agree to develop for GameCube. To get around the Sony situation, an offshoot company, 'Game Designers Studio (temporary name) has been formed.

Subsidised by Yamauchi-san's Fund Q, the new company is part owned by Squaresoft and will be responsible for bringing a *Final Fantasy* GameCube/GBA link-up title to the market. This game will be launched in Japan this Christmas. In turn, Squaresoft itself will bring *Final Fantasy Tactics* as well as one other game to the GBA during 2002.

Expect further details regarding the GameCube title to be shown at Nintendo Spaceworld 2003 in Japan this August. CUBE



CUBE THINKS...

FIRST IMPRESSION

■ Millions of people around the world will be rejoicing. We have been waiting a long time for this day to come and, at long last, Squaresoft and *Final Fantasy* are coming home to Nintendo. Even if you detest Squaresoft games you should be happy, as this news will set GameCube's success in stone. CUBE

AND FINALLY

Final Fantasy GameCube details.

GAMES DESIGNERS STUDIO (Squaresoft's new company) is being headed up by one Akitoshi Kawazu-san. Responsible for games such as *Final Fantasy I* and *II* (NES) and *Saga Frontier* (PSone), Kawazu-san will be in charge of bringing a *Final Fantasy* game to the GameCube, which will be fully compatible with the GBA. He is a Squaresoft board member and owns 51% of the new company. The other 49% is owned by Square, meaning that Kawazu-san has overall say. Kawazu-san's share has been financed by Yamauchi-san's Fund Q, which was set up specifically for situations like this. Apparently, they got together late last year to discuss the possibilities and Yamauchi-san agreed to the proposal because Kawazu-san shares the same vision about what the next new type of game should be.





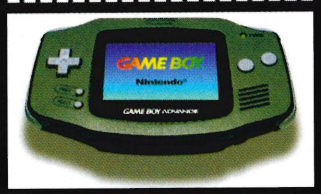
CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



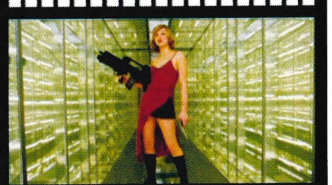
FURRY FROLICS

THQ has picked up the licence to develop a game based on Disney/Pixar's Monsters, Inc. *The game will be released in the US this autumn with a PAL release following shortly after. Expect the usual platform affair.*



LOST IN THE SHADOWS

Europe will be seeing a Jet Black GBA to go with the Jet Black GameCube, to be released with Super Mario Advance 2 *on 12 April. Tut, now you're going to have to buy both. If only they did a Jet Black Link Cable…*



ZOMBIES RETURN

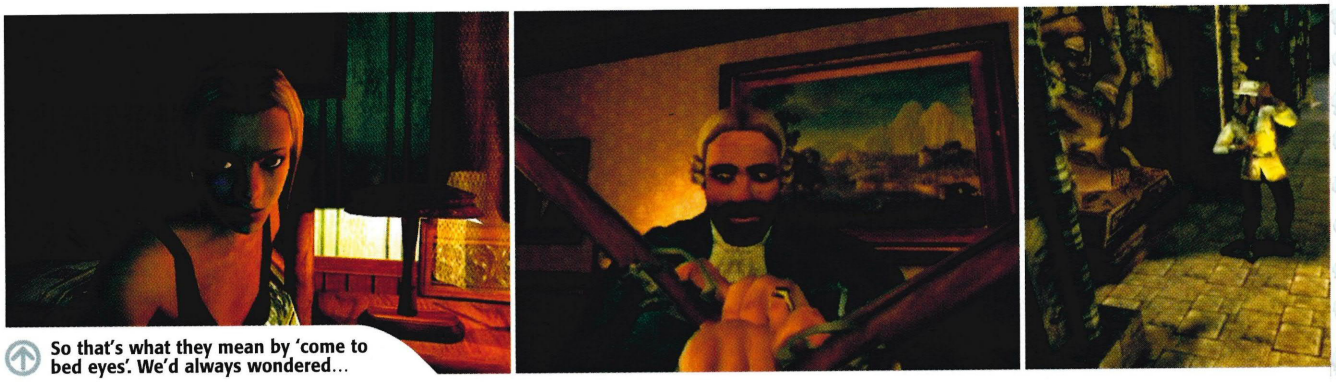
The Resident Evil *movie has only just been released in the US and already they're talking of a sequel! The second movie is being code named 'Resident Evil: Nemesis'. Hmmm… shouldn't you see how the first film goes before talking about a sequel?*

DAMN IT

Skies Of Arcadia *is being ported across by developer Point of View Software. It has already been responsible for below par conversions of* Smashing Drive *and* SpyHunter *on the GameCube. Fantastic, that's just what we wanted to hear…*

MEN IN TIGHTS

Crave Entertainment will bring Ultimate Fighting Championship: Throwdown *to GameCube towards the end of the year. The sequel to the Dreamcast wrestler will boast over 10,000 polygons per character, which is way more than* Wrestlemania X8.



So that's what they mean by 'come to bed eyes'. We'd always wondered…

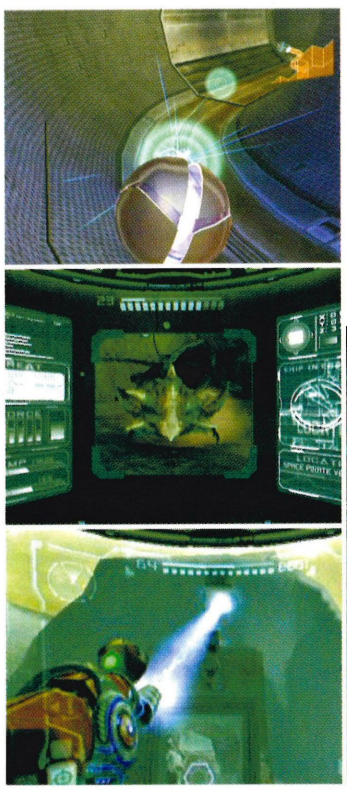
READY FO

Nintendo gets the big guns out!

OBVIOUSLY SENSING OUR disapproval at its cagey approach to its games, Nintendo of America has released new footage and screenshots of six of its most-promising games, including two previously unannounced titles.

As part of a barrage of news (what with the whole Square situation), Nintendo revealed that the long-rumoured *Mario Golf* and *Mario Tennis* (see p. 30) were well underway by Camelot. The luscious screenshots confirmed this. As well as this, extremely promising new footage of *Metroid Prime* was shown along with *StarFox Adventures*, *Eternal Darkness* and *Mario Sunshine*. Regular readers of Cube will remember that we weren't entirely convinced about *Metroid* after seeing some footage last month. However, our concerns have been lifted and the new levels and weapons have got our pulses racing. The action now runs at a decent frame rate and certain areas show that the fog from previous versions was just there for atmosphere. The drab, almost bland environments that we described last issue were from one particular level only. This is good news – it would have been a complete injustice for this licence to be misused, but Retro Studios seems to have got its act together after all the problems that it was having. We have also learned that Miyamoto himself is keeping a beady eye on the project.

Another title to shoot back into the limelight is *Eternal Darkness: Sanity's Requiem*. Despite it coming last in Nintendo of America's survey of most-anticipated games (out of the big Nintendo titles), *ED*





Month by month, *Metroid* is beginning to look better than ever. We can't wait!

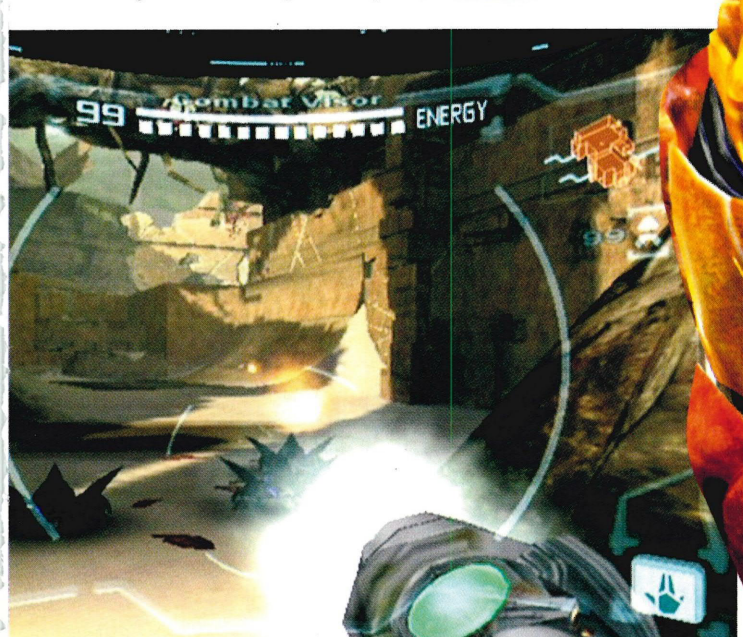


"OUR CONCERNS REGARDING METROID PRIME HAVE BEEN LIFTED AND THE NEW LEVELS AND WEAPONS HAVE GOT OUR PULSES RACING"

R ACTION

just gets better and better as far as we're concerned. Recent footage showcased one of the new levels, which is reminiscent of an *Indiana Jones* movie, along with a new enemy in the form of a green-laser-eyed zombie.

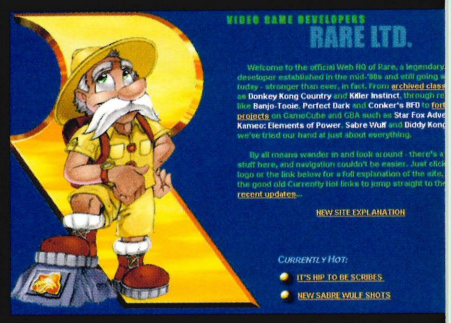
There really isn't anything more to say about *StarFox Adventures* other than the fact that the name has officially been shortened, dropping the 'Dinosaur Planet' moniker. It's still looking great, and Rare still hasn't said whether or not the fur effect will turn up outside of cut-scenes. The final game to be shown was *Mario Sunshine*, and we've filled two pages with our opinions on that particular game, so you'd best get over there right now (p. 28). CUBE



CUBE THINKS...

FIRST IMPRESSION

■ The most significant news to be taken away from this has to be the fact that *Metroid Prime* is going to be very good. It's a strange situation to be in when you doubt a Nintendo second party, but some of the early footage along with problems within the company made it difficult to say anything good about the game. All is well though and, come E3, we'll be able to give you a massive hands-on preview. CUBE



DEVELOPER BREAKDOWN

But where are the actual Nintendo games?

YOU MAY HAVE noticed that most of the titles covered in this news story are not actually developed by Nintendo, so what exactly is it doing? Erm... we're not too sure. We do know that it has multiple secret titles in development, but none of these will be shown until E3 at the earliest (end of May). Here's a rundown of which developer is doing what on the Nintendo front:

MARIO SUNSHINE

Developer: Nintendo EAD
Status: First-Party
Web site: www.nintendo.co.jp

MARIO GOLF MARIO TENNIS

Developer: Camelot Software Planning
Status: Third-Party
Web site: www.camelot.co.jp

METROID PRIME

Developer: Retro Studios
Status: Second-Party
Web site: www.retrostudios.com

ETERNAL DARKNESS: SANITY'S REQUIEM

Developer: Silicon Knights
Status: Second-Party
Web site: www.siliconknights.com

STARFOX ADVENTURES

Developer: Rare
Status: Second-Party
Web site: www.rareware.com



www.totalgames.net

TOTAL GAMES .net

What's new on the online version of CUBE?

IF WE SAID to you that the hit count on the Forum has doubled in the last month (from 6,000 to over 14,000) you would get some idea of how many GameCube fans are amassing. Cube.totalgames.net is the only forum worth visiting.



News
Features
Release List
Reviews
Previews
Gallery
Tips
Competitions
Charts
Forum

WE'RE GETTING CLOSE to a re-enactment of *Lord Of The Flies* at the moment. People are forming pacts, breaking pacts and general hell is breaking loose… well, okay, maybe it's not that bad, but let's just say that you certainly won't be getting lonely on the Forum. This month has seen us asking readers to help us with **CUBE** magazine features – after all, your opinion matters and, in no uncertain terms, it makes **CUBE** the only magazine that is for the readers and (quite literally) by the readers.

As we've been getting closer and closer to the launch of Triple-A titles such as *Resident Evil*, Capcom has been revealing the gruesome features of some of the new enemies. **CUBE** is the only magazine that can not only update your gaming needs on a monthly basis, but Cube.Totalgames.net has been putting up all the latest screenshots just as soon as we can get them out of the developers' godly mitts. Now that the build up to *Resident Evil* is over other games will take its place. How about *Mario Sunshine*, *Die Hard Vendetta*, *StarFox Adventures* and *Final Fantasy* GC? Speaking of *Final Fantasy*, what do you think about the fact that the two companies are back together? Were you a fan of games like *Secret Of Mana* and *Chrono Trigger*? How about *Final Fantasy I/II* or *Saga Frontier*? Are we going back to the good old days and, if so, is it a good thing? There is so much to say about the GameCube and the Forum is the only place in which you can talk to thousands of other people who are just as into their games as you are.



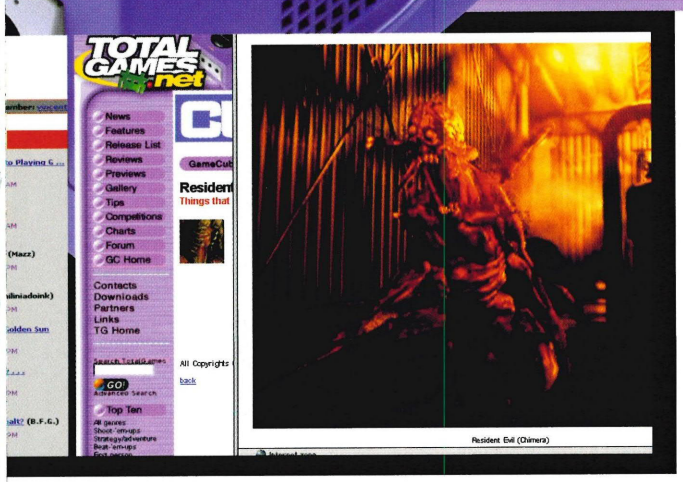


RELEASE LIST

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

2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
UK	Luigi's Mansion	Nintendo	Adventure	3 May
UK	WaveRace: Blue Storm	Nintendo	Racing	3 May
UK	Super Smash Bros	Nintendo	Beat-'Em-Up	3 May
UK	Rogue Leader	Nintendo	Shoot-'Em-Up	3 May
UK	Burnout	Acclaim	Racing	3 May
UK	Dave Mirra	Acclaim	Sports	3 May
UK	Crazy Taxi	Acclaim	Racing	3 May
UK	Super Monkey Ball	SEGA	Puzzle	3 May
UK	Sonic Adventure 2	SEGA	Adventure	3 May
UK	ISS2	Konami	Sports	3 May
UK	ESPN Winter Sports	Konami	Sports	3 May
UK	Tarzan Untamed	Ubi Soft	Adventure	3 May
UK	Batman Vengeance	Ubi Soft	Adventure	3 May
UK	Donald Duck	Ubi Soft	Adventure	3 May
UK	Tony Hawk's 3	Activision	Sports	3 May
UK	NHL Hitz 20-02	Midway	Sports	3 May
UK	Gauntlet Dark Legacy	Midway	Adventure	3 May
UK	Universal Studios	Kemco	Adventure	3 May
UK	Tetris Worlds	THQ	Puzzle	3 May
UK	FIFA World Cup	EA	Sports	3 May
US	Spider-Man	Activision	Platform	3 May
UK	Cel Damage	EA	Racing	10 May
US	Legends Of Wrestling	Acclaim	Sports	15 May
UK	Pikmin	Nintendo	Strategy	17 May
UK	Super Smash Bros	Nintendo	Fighting	24 May
UK	NBA Courtside 2002	Nintendo	Sports	24 May
Jap	Batman: Dark Tomorrow	Kemco	Adventure	May
Jap	Rune	From Software	Adventure	May
US	Batman: Dark Tomorrow	Kemco	Platform	May
Jap	Flippin' Kirby	Nintendo	Platform	May
US	Virtua Striker 3 Ver.2002	SEGA	Sports	May
Jap	Bomberman Generations	Hudson	Adventure	May
US	StarFox Adventures: Dinosaur Planet	Nintendo	Adventure	10 June
UK	Pikmin	Nintendo	Fighting	14 June
UK	SSX Tricky	EA	Racing	14 June
US	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	24 June
US	WaveBird Controller	Nintendo	Accessory	24 June
UK	Spider-Man	Activision	Adventure	June
US	WWF Wrestlemania X8	THQ	Sports	17 July
US	Mario Sunshine	Nintendo	Platform	July
US	Lost Kingdoms (Rune)	Activision	RPG	July
US	Vexx	Acclaim	Adventure	September
UK	Race of Champions	Activision	Racing	September
UK	Galleon: Islands Of Mystery	Interplay	Adventure	September
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
US	Harry Potter: Chamber Of Secrets	EA	Platform	15 November
Jap	The Legend Of Zelda	Nintendo	Adventure	December
US	Metroid Prime	Nintendo	Shoot-'Em-Up	Xmas '02





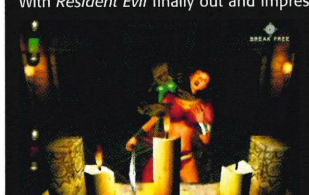


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CUBE MOST WANTED

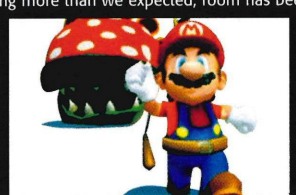
THE THREE GAMES WHICH HAVE GOT THE CUBE TEAM'S BLOOD BOILING WITH ANTICIPATION.

With *Resident Evil* finally out and impressing more than we expected, room has been made for some other little gems.



ETERNAL DARKNESS

Nintendo of America's survey showed this game was the least anticipated Nintendo games, but we've played it and its fuelled our desire. We will kill for this... honestly.



MARIO SUNSHINE

Aahhh Mario. He just looks so good. Mario himself looks great and if the playability is anywhere near that of the N64 version, we'll be more than happy.



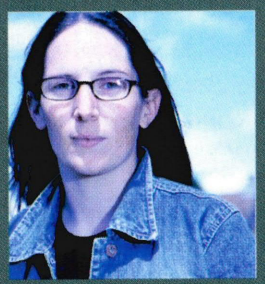
METROID PRIME

Okay, so maybe we were a bit harsh on Samus last issue, but some of the video footage was looking ropey. Now we've seen some new movies, and after studying it intensely, we're quite excited.

THE CUBE EFFECT

ISSUE 4 – THE IDEAL MOTIVATION FOR RUNNING OFF AND JOINING A HARD-AS-NAILS GUERRILLA OUTFIT

GETTING AN EXAMPLE of the **Cube** effect this month took tons of effort on our part... after all, it's not every day you have to trek into the South American rainforests to find your prey. But trek we did and hidden deep in a jungle clearing, we caught up with Cat Channon – once a lovely PR person, now a crack commando in the troops of a renegade guerrilla group. Whatever it was that set her off (the exclusive Yuji Naka interview, the top-notch SEGA coverage... who knows?), we can rest safe in the knowledge that she's watching our every move... is that a good thing?



BEFORE totally harmless...



AFTER ...Ready to kick arse!

WHAT'S HOT WHAT'S NOT

The world of Nintendo is a fickle beast – one minute brimming with new goodies, the next grinding us into the dirt. Here's the highs and lows of the past month...

WHAT'S HOT

Oh. My. God. Having seen the opinions in the Japanese mags, we were already anticipating *Resident Evil* to be great. But this... well, cue a roomful of jaws hitting the floor simultaneously. Amazing.

E3 is just around the corner and with it comes a whole bunch of games that Nintendo is finally going to let us play. *Mario Sunshine*, *Zelda*, *Metroid*, *StarFox Adventures*... we can hardly cope with the excitement!

Agent Under Fire came in and it's actually good! EA shocked us again by announcing that another of its good games, *F1 2002* is hitting the Cube this spring. It's all too much.

The dribble collector had a great harvest this month. The news of an entirely new *Final Fantasy* adventure for GameCube and *Final Fantasy Tactics* for GBA is just too good to be true.

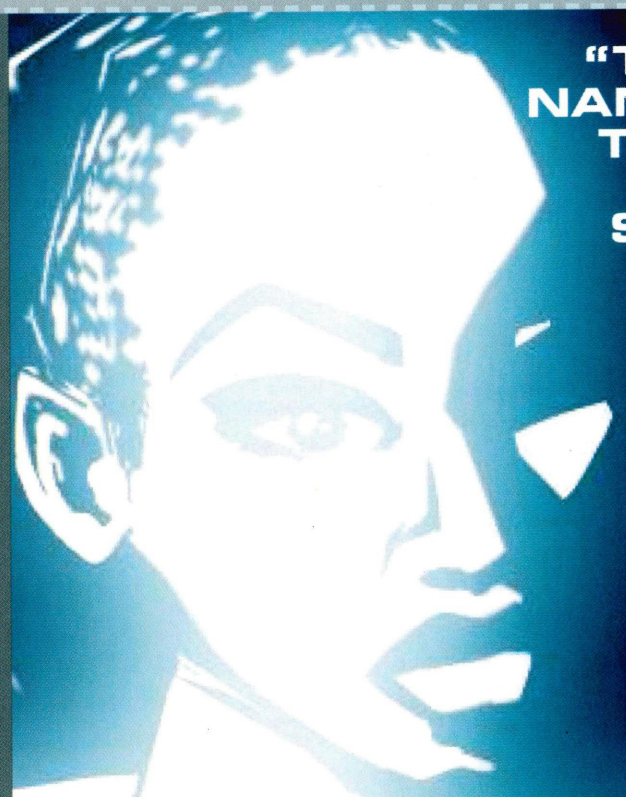
WHAT'S NOT

SEGA bringing three of its GameCube titles forwards in the States is cause for celebration... except they fell just outside our deadline and missed getting into this issue. Damn.

At the time of writing, two things have happened – the Xbox has launched and we're still waiting for anything resembling a Nintendo poster, TV or newspaper ad to appear anywhere. Talk about cutting it fine.

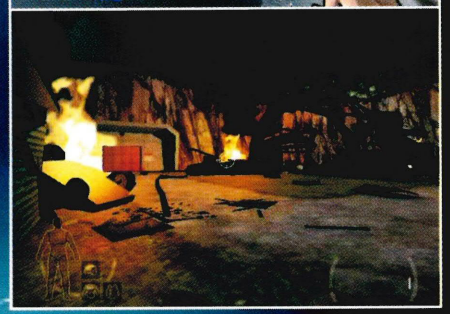
Another problem we've noticed is that there are more and more rumours of console shortages on Day One springing up – they'd better be untrue or, believe us, Nintendo won't come out of it well at all.

Three members on the main **Cube** team and only one ticket to the E3 available... who's going to get it? From the looks of things, it's going to come down to a game of Russian Roulette to decide the winner...



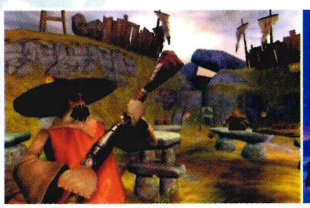
"THE BIZARRELY NAMED XIII TAKES THE FORM OF A CEL-SHADED SHOOT-'EM-UP"



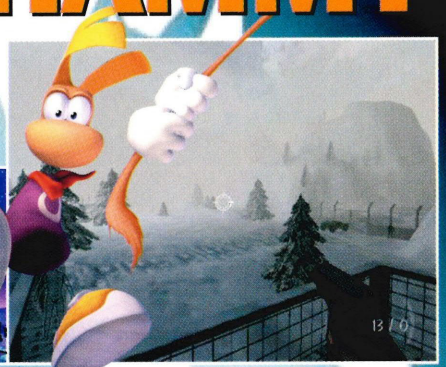


UBI SOFT TRIPLE WHAMMY

Three new titles headed up by the limbless hero!



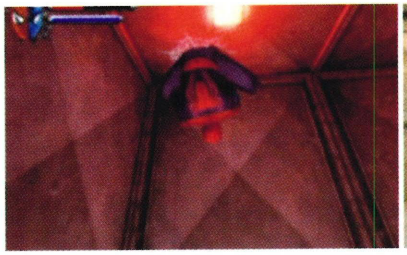




GIANT PUBLISHER UBI Soft has released details on three new games, two of which have been confirmed for GameCube. *Rayman* is due to jump, swing and lum his way (not in a dodgy *Tarzan* style) back onto the scene in *Rayman 3 Hoodlum's Havoc*. Boasting an new active battle system, the game will build on the ideas introduced in *Rayman 2*, a game that had some of the best graphics available on the N64. Early screenshots are promising – let's just hope this means that the rather dull *Rayman M* won't be coming to GameCube anymore.

The second game is still a bit of a mystery. The bizarrely named *XIII* takes the form of a cel-shaded shoot-'em-up. Taken from the comic book series of the same name, *XIII* will utilise *Unreal II* technology and will include a four-player split-screen mode.

The final game has yet to be officially announced for GameCube – only PC and Xbox are confirmed at the moment, but we're sure this will change soon. *Rainbow Six: Raven's Shield* is a tactical shoot-'em-up, whereby you control a team of soldiers in an attempt to infiltrate enemy lines. GameCube is fully capable of running this game, and a version of *Rainbow Six* turned up on the N64, so we think it's safe to say that the announcement will be made soon enough.





SPIDER-MAN: THE MOVIE SHOTS

GC Straps On The Lycra Suit

WELL, WE WANTED to give this more coverage but, as you can see from the rest of the magazine, we're pretty pushed for space right now. After all, what would you prefer? Six world-exclusive pages on *TimeSplitters 2* or some screenshots of Spidy? Exactly.

Spider-Man: The Movie has been pushed back a few weeks in the UK, but the US version will still be released at the start of May. The game plays in a similar style to the Dreamcast version of *Spider-Man*, albeit with vastly improved graphics, which take advantage of every graphical effect you can think of.





It's going to hurt when he hits that building, isn't it?

CUBE ON THE SMALL SCREEN



JOYTECH Announces TFT Mobile Screen...

THIRD-PARTY PERIPHERALS developer and manufacturer JOYTECH is to release a mobile screen for the GameCube, which will be available shortly after the European launch. Featuring a 5.6-inch TFT display, the unit will give unrivalled picture quality for a relatively low price. No price has been confirmed but it's believed that the unit will come in for under £100, which is far lower than some other versions (£130-£150).

The screen will come in black and purple and will also boast SRS Surround Sound – a must, seeing as most GameCube titles utilise Dolby Surround Sound. Expect a full review of this and all the other third-party peripherals in our Launch Special next issue.

FINAL THOUGHT...

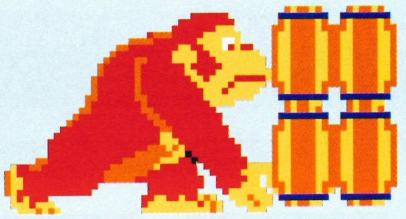
A ROSY FUTURE AWAITS...

It's amazing how developers and publishers can keep secrets so well isn't it? Rare did it with *Diddy Kong Racing* on the N64, choosing only to announce the game mere weeks before it shipped. Square has kind of done it this month with its Nintendo announcement, but that was more due to the fact that nobody had ever dreamed that these events would come to pass. With all the negative comments from Yamauchi-san over the past few years and the recent investment from Sony, Square and GameCube development was low on the weekly rumour list.

It just shows you how quickly things can change though. One minute we're all depressed about the state of the PAL GameCube, the next we have the best machine out of the lot with the best launch line-up. One day we're hitting the roof because Yamauchi-san says he doesn't need Square, the next we're crying tears of joy because the latest *FF* is going to be on GameCube for Xmas. You have to remember that this can happen with any aspect of the GameCube, but now we're in a situation where GameCube has every style of game imaginable in development. The only thing we're still waiting for is our very own *Gran Turismo 3*, however, this could change next week or even tomorrow. E3 is just around the corner and with it will come many new games and many announcements. With all the big publishers already supporting GameCube, do we really need Nintendo to tell us what its doing? Well, of course we do, but it's nice to have that comfort zone isn't it?







Welcome to Mario's world. It's amazing what you can do with blue, green and yellow, isn't it?

IT'S A HARD life for some. All he wants to do is sit back in his chair, maybe getting up every now and then to clean some old women's washers, but no, those pesky giant apes and spiky, fire-breathing turtles just won't take no for an answer. Mind you, he does get access to a bit of right royal skirt for his troubles. Every dark cloud, and all that... Ladies and gentlemen, we present Mario.

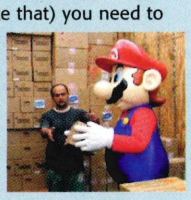
MARIO'S

MARIO: THE 90s MAN

THE FAMOUS PIPE CLEANER IS WELL ROUNDED IN MORE WAYS THAN ONE.

WORKING-CLASS MARIO

Mario isn't the greedy type and takes no money for his services to the world. This may be fine in the Mushroom Kingdom, but in the real world (Chicago, or somewhere like that) you need to make ends meet. Fixing pensioners' sinks for 25 cents a time doesn't even fund a ball of pizza dough, so Mario has to work part time in a warehouse. Tut, who'd save the world, eh?



CHARITABLE MARIO

Instead of accepting personal rewards from his beloved princess, Mario prefers to donate her majesty's secret stash to worthy charities. Following an unfortunate incident with a puppy and a pipe in his youth, Mario has sworn to do all he can for those who dedicate their lives to animals, therefore animal homes and the like are always at the top of his list.



SENSITIVE MARIO

Having spent a fair bit of time in the Mushroom Kingdom, Mario has become used to talking animals and walking plants. He is now convinced that Earth animals can understand what we're saying – they just don't choose to talk to us. In a similar style, plants are fully capable of walking but years of general convenience have made them lazy.

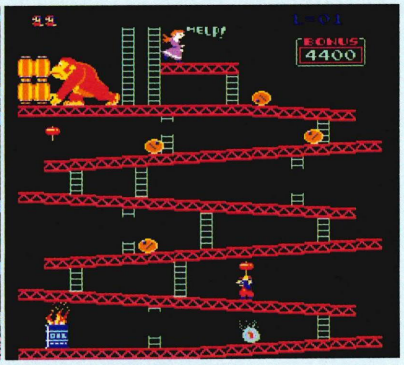
Mario believes that if he tries hard enough he might get through to them. This does have positive side effects in that the ladies mistake his obsession for 'his sensitive side.'

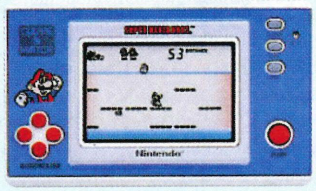














WHICH CAME FIRST...

... THE MONKEY OR THE PLUMBER?

DONKEY KONG (Arcade, 1981)
MARIO BROS (Arcade, 1983)
MARIO BROS (Game And Watch, Various)

Despite being the all-powerful plumbing mascot that we know him as today, Mario's origins were suitably humble. In fact, he didn't even start out as Mario at all – back in the days before he became a plumber (not that he does much plumbing today, of course), he spent much of his time jumping over barrels and rescuing Penelope Pitstop lookalikes from the tops of scaffolding under the moniker 'Jumpman'. Still, every Italian has his day and it was only two years later that Mario soon reappeared with his brother Luigi as the Mario Bros: a pair of platform-hopping, dungaree-wearing, moustache-sporting blokes who liked nothing more than persecuting poor innocent turtles. They also popped up on the ever-popular (and rather collectable, given today's prices) Game And Watch handhelds... oh, how we remember passing the time on school coach trips by helping Mario and Luigi pack crates of bottles into the back of a truck. It wasn't as bad as it sounds, believe us...

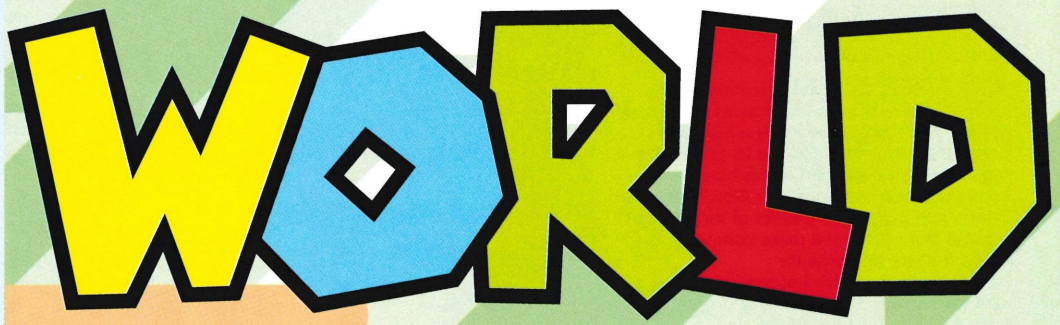


NOW BOARDING AT PLATFORM ONE

It's always best to find something you're good at and then stick to it...

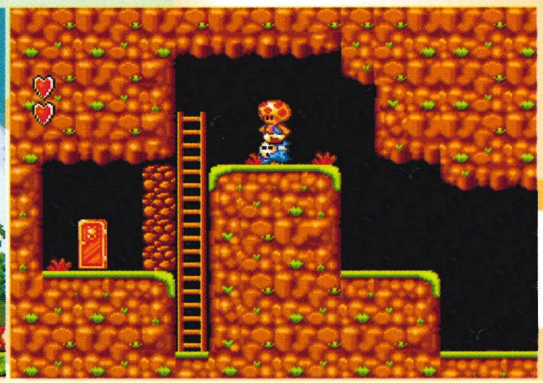
SUPER MARIO BROTHERS (1985, NES)
SMB: LOST LEVELS (1986, NES)
SUPER MARIO BROTHERS 2 (1988, NES)
SUPER MARIO LAND (1989, GB)
SUPER MARIO BROTHERS 3 (1990, NES)
SUPER MARIO WORLD (1991, SNES)
SUPER MARIO LAND 2: 6 GOLDEN COINS (1992, GB)
SUPER MARIO 64 (1996, N64)
SUPER MARIO DX (1999, GBC)
SUPER MARIO ADVANCE (2001, GBA)
SUPER MARIO ADVANCE 2 (2002, GBA)
MARIO SUNSHINE GC (2002, GC)

Mention Mario to anyone that's not totally clued up on games and the image of a platform-jumping plumber will probably be the first thing that flies into their heads. Of course, that's not surprising considering that it's what Mario does best – after all, *Mario Sunshine* marks the little fellow's twelfth outing into the realm of platform games. Despite his adventures getting bigger and better though (from the early days of *Super Mario Brothers* to the epic scale of *Super Mario 64*), one thing has remained constant: the fact that Peach always gets kidnapped, Bowser's always responsible and only Mario can save the day. Only twice has Bowser been able to stand up and claim – in his best Shaggy voice – that it wasn't him: the vegetable-hating Wart in *Super Mario Brothers 2* and Mario's evil alter-ego Wario in *Super Mario Land 2: 6 Golden Coins* took the blame that time. Honestly, so many archenemies and so little time...









ANYTHING LINK CAN DO...

FROM PLATFORM JUMPER TO ALL-OUT ADVENTURE HERO

SUPER MARIO RPG: LEGEND OF THE SEVEN STARS (1996, SNES)

PAPER MARIO N64 (2001, N64)

IT WAS ONLY a small step from crossing platform-filled levels to full-on adventuring, but a logical one – after all, most of Mario's games in the past had all the aspects of an adventure game but without any of the strategy or battle elements shown by other RPGs. Recruiting Square to come up with a Mario game in a *Final Fantasy/Secret Of Mana* style was a stroke of pure genius (especially because it was shortly before Square defected to the Sony camp). It allowed people who might not normally be into Mario games to experience the magic firsthand. Unfortunately – and for reasons that even to this day we haven't uncovered – *Legend Of The Seven Stars* never made it to the shores of Europe... but, thankfully, we did get the wonderful semi-sequel that was *Paper Mario*. It wasn't the same old Mario that we were used to, but that didn't make it any less playable and the whole thing was exactly what we'd come to expect from Nintendo. Marvellous.







Square and Nintendo are back together so we may yet see *Mario RPG 3*...



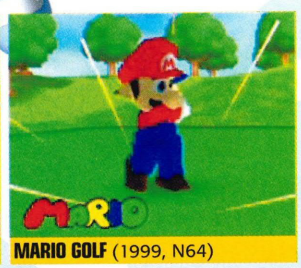
A QUESTION OF SPORT

As if leaping over all those platforms wasn't energetic enough...





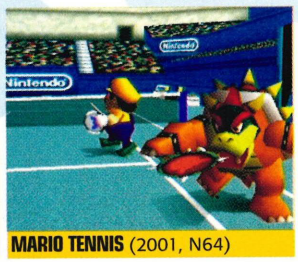
MARIO GOLF (1999, GBC)



MARIO GOLF (1999, N64)



MARIO TENNIS (2001, GBC)



MARIO TENNIS (2001, N64)

MUCH IN THE same vein as Mario leapt into a go-kart and raced off with all his friends into the distance, so Nintendo (and more specifically, Camelot) brought the whole gang over for a spot of sporting action. The joyous thing was that while some thought Nintendo wouldn't pull it off, both titles were actually some of the best examples of sports games we'd seen in a long time – they combined the action and excitement of each sport with the fun and enjoyment of the Mario world. Those of you that think that the GC/GBA Link-Up Cable is the first of its kind might want to think again though... Nintendo was doing things like that three years ago with the birth of the N64 Transfer Pak. Owners of both the GBC and N64 versions of the game could transfer data between the two games – if you'd beefed up your superstar in one game, you could take them into the other to give yourself a sporting chance (pun intended). Now that both games are coming to the GameCube (and no doubt, the GBA as well) we're as happy as happy can be... yay!

THE ITALIAN STALLION

Okay, so it's not quite a Ferrari... but it's a start, we suppose

SUPER MARIO KART (1992, SNES)

SUPER MARIO 64 (1996, N64)

SUPER MARIO KART: SUPER CIRCUIT (2001, GBA)

WITH MARIO SWIFTLY becoming more recognisable to the gaming masses than most real-life celebrities, it was only a matter of time before Nintendo decided to expand his repertoire and make him try his hand at something new. And lo, *Super Mario Kart* was born – one of the true classics of its time and a game that people still make comparisons to today. Indeed, such was the game's success that it's become a series in its own right, spawning both the slightly disappointing N64 version (it was good, but had too much changed about it to make it a decent successor to the original) and the recent GBA game, which featured the original SNES tracks hidden away inside it. It's tough to pinpoint exactly what made *Super Mario Kart* so great, because everything about it was sheer class – the great (for the time) graphics, the thrills of a decent racing game and the qualities that always make Mario games so great. Still, we can't begin to imagine what Nintendo will do with the GameCube version...







COME ON THEN... LET'S-A GO!

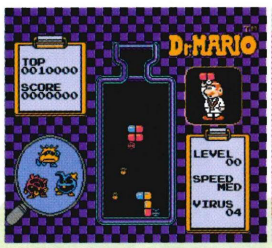




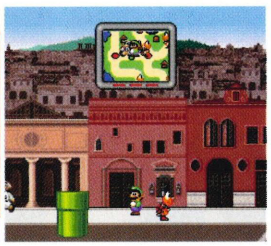
All that pent-up anger and frustration was bound to come out at some time, wasn't it?

SUPER SMASH BROTHERS (1999, N64)
SUPER SMASH BROTHERS MELEE (2001, GC)

IF THERE'S ONE thing we could never have predicted, it was the *Smash Brothers* games. Who would have ever thought that Nintendo (who, at the time, was fiercely regarded as a family-orientated developer) would allow a game to be created where all of its key character licences could beat the hell out of each other? Not that we're complaining, of course... after all, *Super Smash Brothers* was a breath of fresh air on the N64 and the sequel is looking to be one of the best titles out for the GameCube in the first month or so. Sure, so maybe it wasn't exactly the most long-life game out there (although unlocking all the secrets and trophies in *SSBM* will take you a long time indeed) but the focus was meant to be on multiplayer gaming – four players all picking out their favourite Nintendo characters and doing battle. The arguments of who would win in a fight out of Mario, Samus and Link had gone on in playgrounds up and down the country... but now, we could all find out for ourselves and have a say on the outcome to boot. Smart!







GOING OUT ON A LIMB

Diversification is all very well, but maybe Mario should have thought some of these through...

DR MARIO (1990, NES)
MARIO PAINT (1992, SNES)
MARIO IS MISSING (1993, SNES)
MARIO AND WARIO (1993, SNES)
MARIO'S TIME MACHINE (1993, SNES)
MARIO'S EARLY YEARS – PRE-SCHOOL FUN (1993, SNES)
MARIO'S PICROSS (1995, SNES)
MARIO EXCITEBIKE (1997, SNES)
MARIO PARTY (1999, N64)
MARIO PARTY 2 (2000, N64)
MARIO PARTY 3 (2001, N64)

IT'S A WELL-KNOWN fact that if you let someone else get hold of a popular character licence, you're just asking for trouble – just look at what happened to Link in the CD-i version of *Zelda*. That's why we have to wonder why Nintendo allowed games like *Mario Is Missing* and *Mario's Time Machine* (both remarkably similar to the hideous *Carmen Sandiego* titles) to be made... because they're bad attempts at 'edutainment' rather than actual games. Mind you, that doesn't mean that Nintendo is entirely blameless when it comes to bizarre games that really don't fit the whole Mario concept – even if they do end up being quite good in the process. There's a *Tetris*-style clone in the form of Dr Mario, a *Sleepwalker* clone known as Mario And Wario (help the magical fairy guide the blinded Mario through each level), a weird puzzle game called *Mario Picross* and even a remake of the popular *Excitebike* game with Mario at the handlebars.







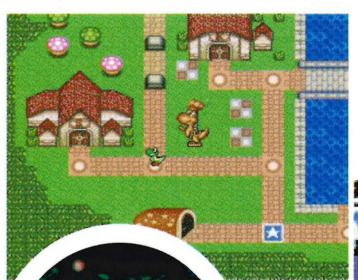


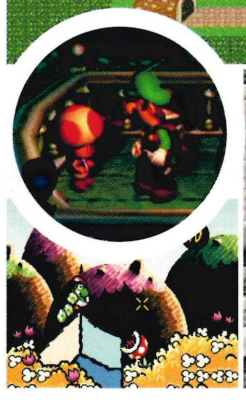
YOU'LL KNOW ME FROM SUCH GAMES AS...

HONESTLY, YOU BRING ALONG A FEW MATES AND THEY GET DELUSIONS OF GRANDEUR!

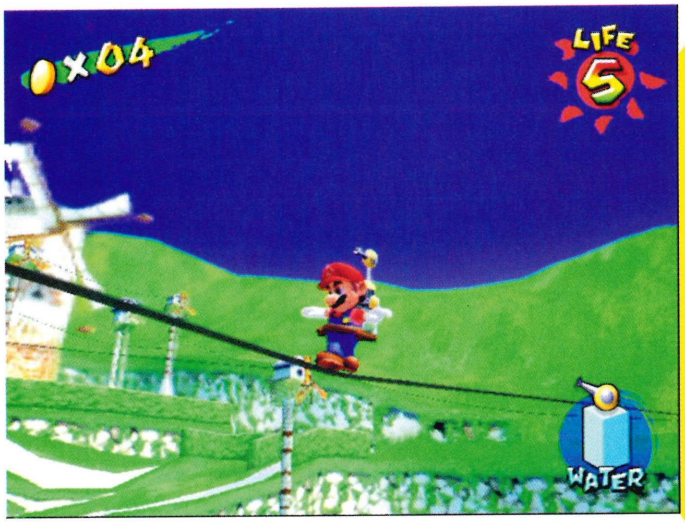
SUPER MARIO LAND 3: WARIOLAND (1993, GB)
YOSHI'S COOKIE (1992, SNES)
YOSHI'S SAFARI (1993, SNES)
YOSHI'S OVEN (1994, SNES)
WARIO'S WOODS (1994, SNES)
SUPER MARIO WORLD 2: YOSHI'S ISLAND (1995, SNES)
YOSHI'S STORY (1997, N64)
WARIOLAND 2 (1998, GBC)
WARIOLAND 3 (2000, GBC)
WARIOLAND 4 (2001, GBA)
LUIGI'S MANSION (2001, GC)

TRUST NINTENDO to take a tiny idea and nurture it into a whole new franchise... despite having bit parts in *Super Mario World* and *Super Mario Land 2: 6 Golden Coins* respectively, both Yoshi and Wario have become stars in their own rights. Heck, they don't even need to have Mario in their games anymore for them to be a success... in Japan, at least. While Wario has began to reach the same dizzying heights that Mario did in his early days (which isn't surprising, considering that his games are pretty similar to Mario's first few adventures), Yoshi's had a bit of a rough ride. Yes, *Yoshi's Story* was a fair attempt at the platform genre, but aside from that he's been pretty lacklustre – *Yoshi's Safari* was a dodgy SuperScope game, *Yoshi's Cookie* was another attempt at a puzzle game (à la *Dr Mario*) and as for *Yoshi's Over*... well, it wasn't even released over here. Thankfully, it doesn't look as though he'll be making another solo appearance anytime soon...













CUBE GAME TO WATCH

MARIO SUNSHINE

The plumbing hero is out to bring the sunshine back into our lives!

CUBE

INFORMATION

MARIO SUNSHINE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- MARIO IN 128-BIT GLORY
- BEAUTIFUL FACIAL ANIMATIONS
- HUGE GAMING ARENAS
- BRAND-NEW ENEMIES
- IT'S JUST SO COLOURFUL!

RELEASE DATES

Q4 2002 | Q2 2002 | Q4 2002



NINTENDO HAS FINALLY revealed some decent screenshots and solid information about the 128-bit sequel to the N64 hit. Currently going under the project name *Mario Sunshine* the game sees Mario quite literally returning to his plumbing roots. Armed with a water-gun backpack, Mario must clear up the Mushroom Kingdom from giant blobs of paint, which (for some reason) are falling from the sky. Mario's water supply is measured by way of a meter on the bottom right of the screen. The source of this water has yet to be revealed. Alright, so it sounds childish, but the gameplay is pure magic.

Graphically the game resembles *Mario 64*. Wide open expanses, primary colours and simple textures – it all smacks of the N64, which is both a good thing and a bad thing. While *Mario 64* revolutionised gaming, *Mario Sunshine* isn't really doing anything out of the ordinary. Mario himself is beautifully modelled, resembling the CG-rendered artwork that you see on these very pages. One thing we noticed is that the Mario model is different to any other Mario that has gone before. In keeping with the summery feel, Mario is wearing a T-shirt – it's the first time ever that the adventurer has shown off some skin. Oooohh, controversial! Impressive too is the animation. Mario wipes his brow every now and then, sending droplets of sweat into the air. Aside from this though, the game just looks nice, not breath-taking. This is very much in line with Miyamoto-san's current gameplay-over-graphics philosophy.

Don't let the simple graphics deceive you though – this will play every bit as good as the N64 classic, if not better. Ideas have even been













brought in from Super Mario World (SNES) in the form of rotating fence panels. Mario can climb up fences and punch enemies on the opposite side, while using the doorways to reach other areas. Coins still play a major part in the game – collecting 100 gold coins will earn you an extra life, and this task seems to have been made a little harder for the update. Collecting coins while being chased by a giant Piranha Plant is just one way in which Nintendo is upping the pace. One aspect, which is still a mystery is the Sunshine Icon. Nobody knows for sure what it does yet, but it seems to be influenced by how much paint is lying around. It would seem logical that if you completely clear an area, you'll get a Sunshine Icon. What happens if the paint covers the land? Game over perhaps? The people of Mushroom Kingdom slowly drown in an oily residue? Hmmm, maybe not...

Last, but not least, on the list of new additions are the enemies. Certain enemies have returned – the Piranha Plants are back in a big way, and come in various sizes and states of aggression. New characters include giant oranges on legs (sorry, that's what they look like) and Wizbit-like creatures with grass skirts on. The giant oranges look to be quite aggressive. The Wizbits, on the other hand, could well turn out to be the local inhabitants – maybe even refugees from another land, which is covered in paint. Either way, they don't attack Mario at any point. One of the bosses has also made an appearance. A giant squid sits atop the highest platform – no doubt it will squirt jets of ink at our trusty plumber.

We still don't know that much about the game, but we know enough to say that if you were a fan of the other Mario games, you're going to love this. It has the same atmosphere and simply oozes that Miyamoto-san magic. *Mario Sunshine* will be playable at E3 in May, so we'll give you a more in-depth impression then.

CUBE

You can see the water cannon in all its glory. Quite an intricate piece of kit, we think you'll agree?

"MARIO IS WEARING A T-SHIRT – IT'S THE FIRST TIME EVER THAT THE ADVENTURER HAS SHOWN OFF SOME SKIN – OOOOHH, CONTROVERSIAL"



CUBE INFORMATION

MARIO GOLF

PUBLISHER: NINTENDO
DEVELOPER: CAMELOT
ORIGIN: JAPAN
GENRE: SPORTS
PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | XMAS 2002 | TBA

CUBE GAME TO WATCH

MARIO GOLF

Camelot proves once more that it has gameplay down to a tee...





CAMELOT AND NINTENDO have a strange relationship. Camelot is a Japanese third-party developer, but they get all the perks of a second party. Nintendo publishes: Mario and everyone from the Mushroom Kingdom. This relationship came about after Nintendo saw what a great job Camelot did with *Everybody's Golf* on the PSone. It was a great formula, and one that Nintendo thought would suit their machine. So it came to pass that Camelot was handed the reigns for the N64 version of *Mario Golf*.

It looked great on the N64 but these first-ever shots of the GameCube version are unbelievably good. The in-game models look even better than the *Smash Bros* characters – in fact they look better than any characters that we've ever seen. The scenery is just as detailed, with grass and leaf textures being overly detailed. As always with Mario games, the colour scheme is consistently colourful. We wouldn't expect anything less from the Mushroom Kingdom.

Camelot is also well versed in GBA development. *Golden Sun* pushed the boundaries of what everyone thought was possible with the GBA, and just as N64 *Mario Golf* was Game Boy compatible, the GameCube version will link up with the yet-to-be-announced GBA version. CUBE

"THE IN-GAME MODELS LOOK BETTER THAN ANY CHARACTERS THAT WE'VE EVER SEEN"

CUBE INFORMATION

MARIO KART

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
ORIGIN: JAPAN
GENRE: RACING
PLAYERS: 1-4

PERCENTAGE COMPLETE

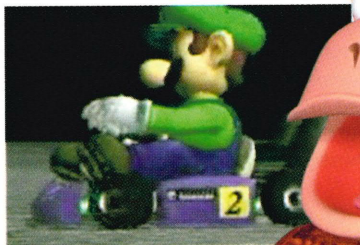
00 25 50 75 100

RELEASE DATES

TBA | TBA | TBA

MARIO KART

Nintendo goes back to basics with its latest kart duel!





OKAY WE'LL ADMIT it. We know very little about this game. A brief video clip of Mario and Luigi racing against a lack background keeps popping up on promotional videos, but it's only there to assure people that this game will turn up eventually. In a recent interview, Miyamoto-san told us that *Mario Kart* is giving him a lot of grief – he really can't get his head round what to do with it at the moment, although he did say that there will be changes to the basic gameplay elements. Hmmm, we would worry, but this is the king of games design that we're talking about.

The *Mario Kart* team seems to want to go fully online with this version, but Miyamoto-san has told them to concentrate on the single-player experience first and foremost. Can't imagine him ever getting angry, can you? CUBE

Nintendo gets the advantage with a sports game to die for...

MARIO TENNIS

AFTER PROVING TO the world with *Mario Golf* that it knew what it was doing, Camelot was then given the responsibility of updating another Nintendo classic; *Mario Tennis*. The Game Boy version has been branded the best tennis game of all time by many gamers, so Camelot definitely had its work cut out. It managed to live up to expectations though, with Japanese pro-tennis player Kamio Yone publicly claiming that the N64 version was just like the real thing!

The GameCube version takes the same basic formula and adds to it new gameplay features, gorgeous graphics and every spot effect in the book. The recent fur effect, which is being used in *StarFox Adventures*, is being used on the tennis balls as you can see from one of the screenshots. Power shots will be accompanied by blurring, shadowing and flashes of light, while the game action in general will boast real-time shadowing and light sourcing. In short, it's going to look amazing. Add to the graphics the awesome Doubles mode, then consider that the WaveBird will be available by the time this is out and... oh, it's all too good to be true. We're just a little excited about this one... CUBE

CUBE INFORMATION

MARIO TENNIS	
PUBLISHER:	NINTENDO
DEVELOPER:	CAMELOT
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA	XMAS 2002	TBA



NICE BALL!

FUR BALL! These sorts of graphical effects are going to be old hat by this time next year, but right now they're making us feel like the GameCube is king. Nothing can touch these sorts of graphics.



CUBE THINKS...

FIRST IMPRESSION

■ Mario can do no wrong. Over the years people have dismissed the Nintendo mascot as childish, but those who have seen past the primary-coloured front end have been treated to what can only be described as perfect gameplay. Whatever developer is responsible, no Mario game will be released until it's just right, and with four titles currently in development, you know which console is the one to stick with. CUBE

"IT'S ALL TOO GOOD TO BE TRUE – WE'RE JUST A LITTLE EXCITED ABOUT THIS ONE"

BLOODY ROAR: PRIMAL FURY

CUBE

INFORMATION

BLOODY ROAR: PRIMAL FURY	
PUBLISHER:	ACTIVISION
DEVELOPER:	EIGHTING
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- SEQUEL TO THE 1997 PSX GAME
- OVER-THE-TOP VISUALS
- FIRST SERIOUS 3D FIGHTER ON GC
- VAST IMPROVEMENTS OVER PS2
- TWO NEW CHARACTERS, FOR GC

RELEASE DATES

03 MAY	NOW	NOW





Prepare for some mighty morphin' fighting danger!

The first traditional fighter for Nintendo's super console comes crashing and stomping to the UK...

ORIGINALLY RELEASED ON the PlayStation back in 1997, *Bloody Roar* was a minor hit due to its over-the-top flash and bang, and a cool transforming action that allowed you to become an ultra-violent screaming beast, hellbent on death and destruction.

But it never reached the status of more established fighters on the system. This was down to the simplistic controls and lack of blocking moves. They say that an offence is the best defence, but in this case it caused the game to become a button-bashing skirmish that usually ended up with one character pummelling the other only because their fingers were faster, rather than from thinking through calm counter moves more resident in games like *Virtua Fighter* and *Dead or Alive*. The developer attempted to amend this with later releases, the most recent being the PS2 version. But the same critics made the same complaints again.

However, when all you want to do is invite a few people round for the night, pull out your GameCube and whack in a quick multiplayer game, you don't want to sit there for hours perfecting that pre-emptive shoulder counter. You want action, flashy effects and meaty sounds, and this is where *Bloody Roar* delivers. By the bucketload.

Considering the severe lack of beat-'em-ups on the N64, it's exciting to see a fighter of this calibre on the GC release list so early.

Furthermore, it will be interesting to see how the GameCube controller fares with a more traditional type of game, seeing as most that have been released so far seem to have been designed with the pad operation as the focus. Some may find the analogue stick too loose, others the D-Pad too small. Either way, keep an eye on this one; it has the potential to be a complete blast. CUBE

BLOODY ROARS: INFLUENCE OF THE CLONES

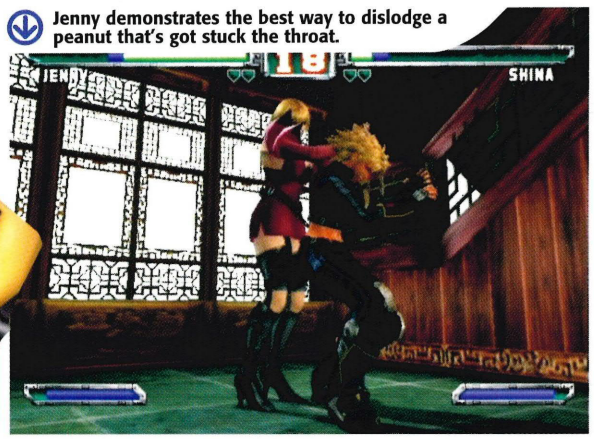
Previous versions of *Bloody Roar*'s control method seems to have been heavily influenced by Capcom's past outings. Lots of rolls backwards and forwards on the pad, followed by a one-two combination of buttons. If the GameCube sequel is to follow this trend, then you may want to practice your finger-pad to game-pad integration. However, low, medium and high kicks/punches are not assigned to separate buttons, so a *Tekken*-style combination of rapid button pressing usually follows the rolling dexterity. Even more interestingly, a few select characters have a totally different fighting style. Some take a more *Virtua Fighter*-style approach. The rolling movements are replaced by quick taps in directions, such as F, F, F, A+B.







Jenny demonstrates the best way to dislodge a peanut that's got stuck the throat.



CUBE THINKS...

FIRST IMPRESSION

■ If all goes well, every genre you can think of should be catered for admirably for the GameCube's launch. If *Super Smash Brothers* really isn't your thing, and you have a hankering for some hard-core violent scrapping, then really, *Bloody War: Primal Fury* should be a game to keep an eye out for. Super speedy and super flashy, but perhaps nothing more, this nether the less looks promising.

CUBE



FACT

HEROES IN A HALF SHELL!

Look at Shina's energy bar. It could be damage management similar to *Darkstalkers'* anti-turtling system.

"CONSIDERING THE SEVERE LACK OF BEAT-'EM-UPS ON THE N64, IT'S EXCITING TO SEE A FIGHTER OF THIS CALIBRE ON THE GAMECUBE"

PREVIOUS

FROM THE MAKERS OF...

SOUKYUGURENTAI

■ If there was one thing the ancient SEGA Saturn was good at it was 2D shooters. Basic graphics, and masterful control.



TOTALGAMES.NET RATING: 8.0

MONSTER OF THE MONTH

TAKE CONTROL WITH THE MONSTER CHARGE!

■ Notice how at the bottom of every screenshot there is a 'monster charge' bar? Every time you hit another character, this charges up just a little more. Once it's full, you are ready to unleash a bloodthirsty beast to really create havoc! Each one is different for every character, so you should have plenty of fun seeing the differences between characters, how their beasts' moves differ from their own, and how they react to certain actions. This alone could keep you busy for a while – but after this there's even more! You see, once you have turned into a beast, the beast bar changes into the 'Hyper Bar'. Now you have a couple more moves at your command and, better yet, they are impossible to block!





He ain't crispy...



...and he certainly isn't aromatic, but the duck with no pants is back to top the bill, or something...

DONALD DUCK QUACK ATTACK



CUBE INFORMATION

DONALD DUCK: QUACK ATTACK	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

3 MAY	TBA	APRIL

THE GAMECUBE'S FIRST Disney title (prepare yourself as there are going a whole wave of them this year) sees our tongue-tied, pantless hero braving Merlock's minions in an attempt to rescue his girlfriend Daisy. To be honest, she's probably better off with Merlock – having a fat, ugly but rich and powerful boyfriend would normally be preferable to a useless, pathetic, skint duck that can't even talk properly... but for some reason Daisy doesn't see it that way.

Donald Duck: Quack Attack is the same game that appeared on PC, PSone, PS2, Dreamcast and N64 last year – albeit with improved textures, frame rate and all-new dynamic shadowing. There are bound to be some people who didn't play the game the first time around, and for the Disney platform title fans, *DDQA* will provide a fun (if a little predictable) time filler once *Luigi's Mansion* is completed.

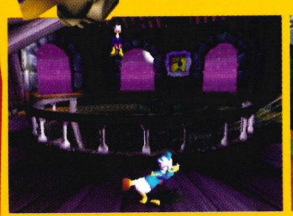
CUBE

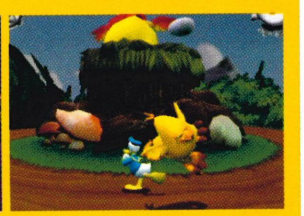


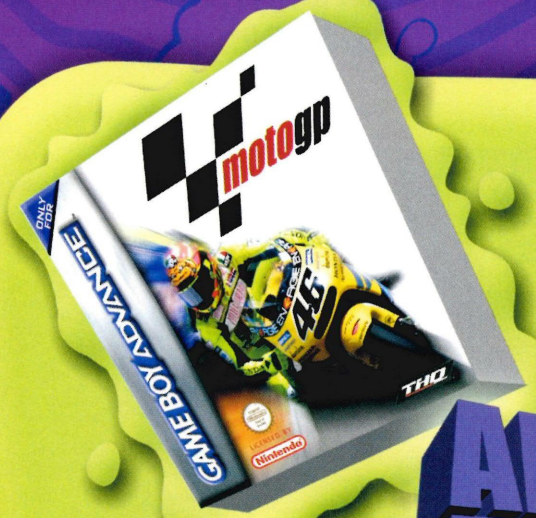
Pylons to the left, pylons to the right... what are you going to do Donald!?

I'M, SPINNING AROUND...

The evil magician Merlock has garnered the support of numerous beasts, all of which will bar your way at some point. At the end of each of the four worlds a boss appears, be it an evil duck foe or a fat yellow pigeon (hey, we don't make the rules!). The boss fights all work in a similar fashion with Donald facing them in a circular arena.









ADVANCED FUN!





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Kiss, Kiss, Bang, Bang!



CUBE GAME TO WATCH

If it's in your way, shoot it! If it's not in your way, shoot it anyway. There's plenty of action on offer!

SPYHUNTER

Midway's classic arcade ten-pence guzzler gets upgraded to the GameCube, but is it turbocharged?

CUBE INFORMATION

SPYHUNTER	
PUBLISHER:	MIDWAY
DEVELOPER:	PARADIGM
ORIGIN:	US
GENRE:	DRIVING/ACTION
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- 14 LEVELS OF DRIVING ACTION
- PETER GUNN THEME MUSIC
- LIKE THE ORIGINAL BUT PRETTIER
- 60 FPS SILKY LOVELINESS
- OLD-SCHOOL GAMING

RELEASE DATES

JUNE	TBA	OUT NOW





IT'S NOT ALL Vodka Dry Martinis and bedding beautiful, but ultimately deadly, ladies y'know. Being a spy means that you do actually have to do some work – which involves being shot at by nasty people and getting to drive around in flash vehicles. Thankfully, *SpyHunter* eschews all the tedious spying action (like waiting around for Boris to turn up and talk about eagles that have landed) and places you in control of the G-1655 Interceptor (a car, boat, motorcycle vehicle) packed to the hilt with rockets and machine guns to send your foe to an early grave. Imagine all the best car chase scenes from the Bond films spliced together with suitable picturesque backdrops ranging from Germany, Panama, England, France and the Middle East and you'll just about the get the idea.

The real beauty of the game is that it appeals to fans of the original who, no doubt, fondly remember the arcade classic (which, in spite of the perspective change and suped-up graphics, remains largely faithful to its ageing parent) and new gamers will lap up the kind of high-octane arcade action that few publishers other than Midway can create.

However, we do have some concerns that might blight an otherwise top game. Graphically, *SpyHunter* on the PS2 didn't really impress (arguably, Paradigm was focusing on ensuring that the gameplay was spot-on – and it was). On the GameCube though, things ought to be different and a straight port that fails to utilise the GameCube's technical superiority will be a great disappointment. Time will tell, but for now we'll just hope that *SpyHunter* delivers on all counts. Expect a review next issue. CUBE

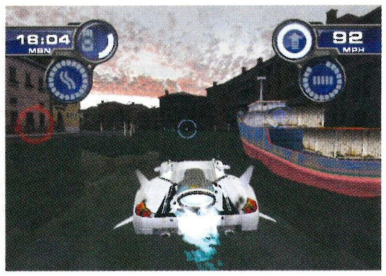
THEM WERE THE DAYS...

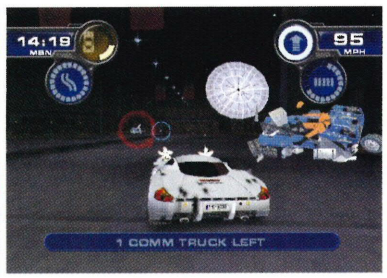
WHERE'S ME 10PP

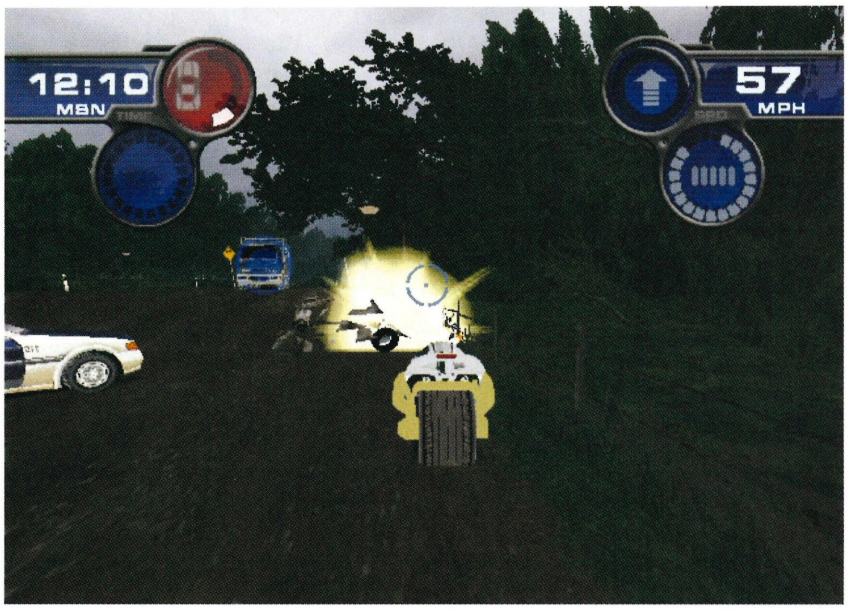
In many respects we have a great deal of fondness for old games – the ones that many of us on the team grew up with. Often, it is with much moistness of the eye that we return to games only to find that they aren't quite as wonderful as we remember. Thankfully, *SpyHunter* on the GameCube remedies this by simply updating the formula in a way that is respectful to the original. Certainly, this is restrictive at times as the levels are as linear as ever – but somehow the new version gets away with this *because* it's so faithful to its elder. Is this a case of allowing the gameplay to do its work *and* improving the graphics? We think so...











TOP GEAR!

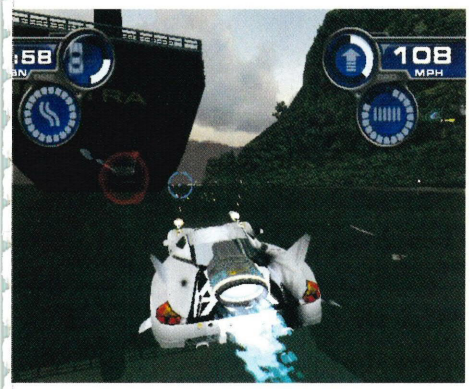
ASDF ASDFASDF

As a spy, it wouldn't seem right to be driving around in a Trebant (albeit one with rockets) – it's not like Q would shove the keys to a Reliant Robin in James Bond's hands and expect him to like it, now is it? So, bearing this in mind, Paradigm has come up with the sweetest-looking vehicles that befit the kind of super-suave agent you are.

FACT

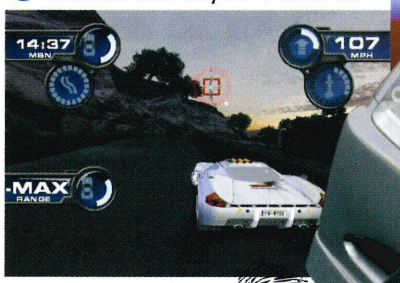
I'VE BEEN HIT!

Okay, the motorbike might look quite sexy – all the vehicles do. However, converting to the motorcycle means that your car has taken something of a pounding – even armoured vehicles can get wrecked!



Is it a Car? Is it a boat? Well, actually it's both and that's why it's so much fun!

"GAMERS WILL LAP UP THE HIGH-OCTANE ARCADE ACTION THAT FEW PUBLISHERS OTHER THAN MIDWAY CAN CREATE"





CUBE THINKS...

FIRST IMPRESSION

■ Misty-eyed enthusiasm for an old favourite is one thing but failing to take advantage of the GameCube is quite another. To be honest, graphically, this could be a letdown as there are signs that Paradigm has yet to get to grips with the hardware. When it was released on the PS2 it received mixed – though mainly positive – reviews, so we remain hopeful. We'll play this one to death to make sure that it lives up to expectations.

CUBE



PREVIOUS

FROM THE MAKERS OF...

NHL HITZ 2002

■ Midway has already jumped on the GameCube bus of fun. Try out *NHL Hitz 20-02* – it's a sure sign of things to come!



TOTALGAMES.NET RATING: 9:1



DID YOU KNOW... VISUAL CONCEPTS IS ALSO RESPONSIBLE FOR ALL OF SEGA'S

It's football, Jim... but not as we know it!



Forget about realism – when it comes to over-the-top arcade sport action, no-one does it better than SEGA...

CUBE

INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- CARTOON-STYLED FOOTBALL GAME
- CRAZY THREE-ON-THREE ACTION
- SIX TEAMS TO CHOOSE FROM
- SPECIAL MOVES AND SHOTS
- MASSES OF HIDDEN SECRETS

RELEASE DATES

TBA | TBA | OUT NOW

CUBE GAME TO WATCH

SEGA SOCCER



IF THERE'S ONE thing SEGA is famous for, it's having its fingers in many different pies at once. We can think of at least a dozen different genres that SEGA has tried its hand at over the last decade or so, with each resulting game being pretty darn special. Mind you, that's not the half of it – not only does SEGA do pretty well when restricted to one idea, but it can mix genres with the best of them too. Take *SEGA Soccer Slam*, for example... it's a sports game, with plenty of arcade action AND cartoon-styled visuals to boot and not only that – it's great fun either alone or with mates. If that's not what games should be all about, we'll eat our hats... if we had hats, obviously.

The premise is a simple one – take football, then strip away all but three players on each team and let them go at it with no rules or penalties to restrict them. The result? An all-out action bonanza where goals come in thick and fast, pyrotechnics litter the field and the difference between winning a tackle or not is how hard you can kick your opponent in the shins. *SEGA Soccer Slam* takes all that is good about football (which it already knows, thanks to *Virtua Striker 3*) and then adds the spice that previously only Midway sports games had to the mix. By the time you read this we'll be playing away on it like there's no tomorrow so, hopefully, you'll be getting a nice juicy In-Depth when we return next issue...

CUBE



PREVIOUS

FROM THE MAKERS OF...

NBA 2K2

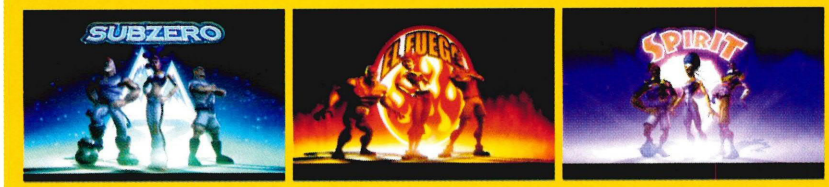


■ Realistic basketball has never looked so good... although you have to actually like basketball in the first place, of course.

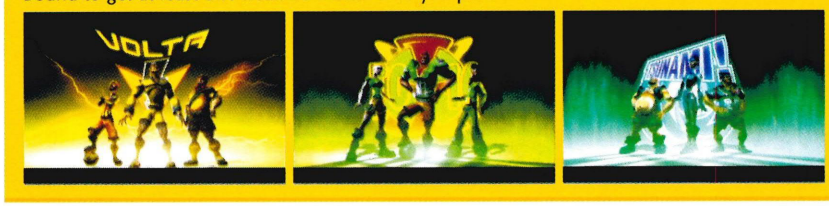
TOTALGAMES.NET RATING: N/A



EACH TO HIS OWN



There are six teams to choose from in the game, each with its own special skills and strengths (along with a few weaknesses as well). Every team is made of three distinct individuals who bring something unique to the squad, whether it be speed, brute strength or a mixture of the two. What's more, these players each have their own personalities and look – for example, those of you wishing there was a game where you could play as a fat lei-wearing Hawaiian, a kilt-wearing Scotsman or a champion Mexican wrestler will certainly be happy with the selection on offer. Which team you pick is entirely up to your personal tastes... though you're bound to get at least one freak no matter who you pick.



"SEGA HAS TAKEN ALL THAT IS GOOD ABOUT FOOTBALL, THEN ADDED ITS OWN TOUCH OF SPICE TO THE MIX..."

SLAM



YOU GO, GIRL!

Don't underestimate the ladies in the game – they play a vital part in balancing out each team's playing style...

You need to use all the special moves of your players if you want to make it downfield in one piece...

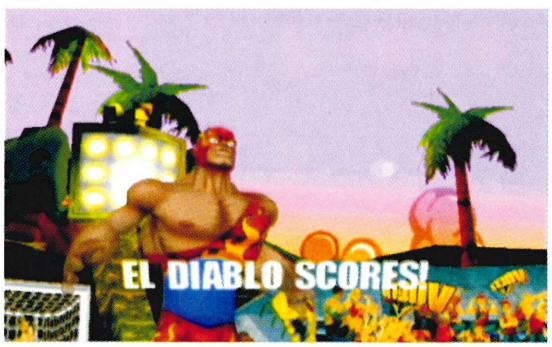




IN THE BACK OF THE NET

HE SHOOTS, HE SCORES!

While it's all very well weaving and dodging around the pitch, ultimately you'll need to score the odd goal or two. Not surprisingly, this isn't as easy as you might think – even though there are only three defenders and a goalie to get past, you'll no doubt fail more than you succeed. Luckily though, each player is armed with an array of special shots that can be used to power the ball past your opponents; when performed, these moves cause the action to switch into slow-mo... just like Bullet Time in *The Matrix*. Hey, there's nothing we like more than a good bit of slow-mo replay action...



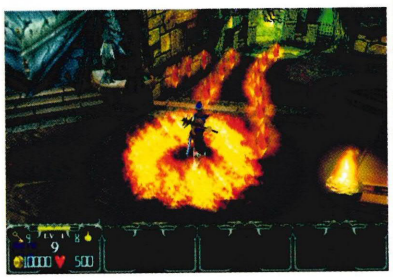
After each goal, why not rub your opponent's face in it with a taunt?

CUBE THINKS...

FIRST IMPRESSION

■ To be truthful, we're not huge fans of realistic sports games – it's the thrill and excitement of arcade-style action that we love so much. That's why *SEGA Soccer Slam* has got us all salivating because, from what we've seen of it so far, the game looks to have all the nuances of a cracking arcade sports title. We've got great faith in SEGA, so here's hoping that it can deliver the goods with this one... CUBE

Yellow wizard is about to die!











CUBE INFORMATION

GAUNTLET: DARK LEGACY	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1-4

PERCENTAGE COMPLETE

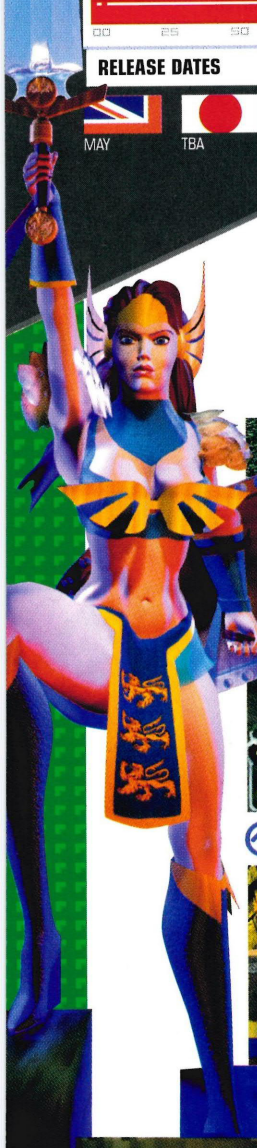
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RELEASE DATES

MAY TBA NOW

Midway once again resurrects an age-old classic and brings it screaming into the present with a GameCube release...

GAUNTLET DARK LEGACY





Take that fiend! And not in a Robbie Williams and Boy George way either... erm... Boy George? What are you talking about!?



UNLESS YOU'RE THE most naïve person in the world when it comes to games knowledge, you'll have heard of *Gauntlet*. With updates of 'classic' games being the big thing these days though, it's obvious that the cult hit would be updated for the next-gen consoles; so it's no shock that the PS2 version of *Gauntlet* is making its way to the GameCube.

While the premise remains the same as it ever was (run around, killing monsters and picking up treasure), many improvements have been made since the good old days. This time around, your characters can pick up weapons power-ups and the gold you collect can be used to buy more items. The levels are huge and with the visuals making the switch to 3D quite well, they all look great too. Of course, favourites such as the hordes of enemies to kill and the booming voice telling you you're about to die have all remained, so we're sure *Gauntlet: Dark Legacy* will appeal to many. Find out exactly what we think in our review next issue...

CUBE

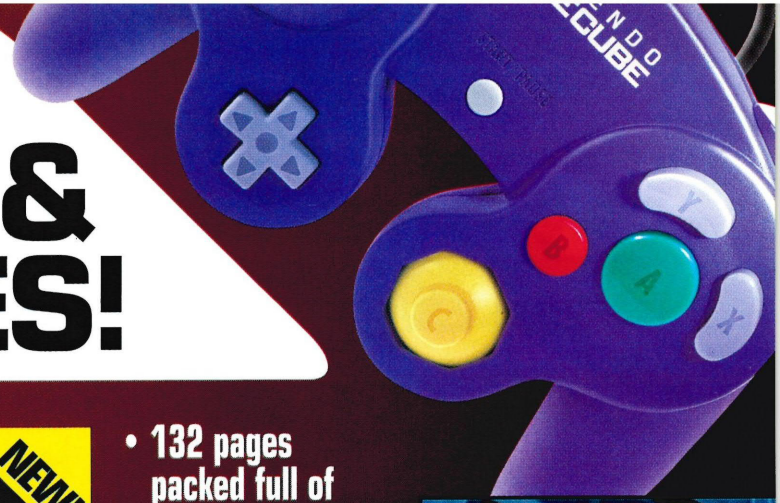
TINKER, TAILOR, WIZARD, CLOWN

As opposed to the original *Gauntlet* where there were only four characters to choose from – Warrior, Valkyrie, Wizard and Elf – *Gauntlet: Dark Legacy* offers a total of eight; the originals (minus the Elf) plus Knight, Dwarf, Archer, Jester and Sorceress. Each character has their own strengths and weaknesses: for example, the Knight is strong but slow, while the Jester is speedy but only has weak bombs as a weapon. As with the PS2 version, there's also a whole bundle of secret characters to pick from as well... but you'll have to find out what they are for yourself.



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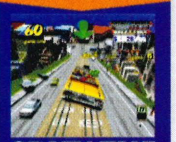
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CUBE SOLUTIONS

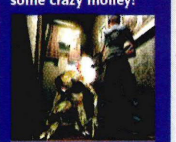
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Note: Cover and content in Cube Solutions are subject to change

THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE

DID YOU KNOW... DRIVEN STARRED SYLVESTER STALLONE, KIP PARDUE AND

The GameCube's first Indy car racer is shaping up rather well!

CUBE

INFORMATION

DRIVEN	
PUBLISHER:	BAM!
DEVELOPER:	IN-HOUSE
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

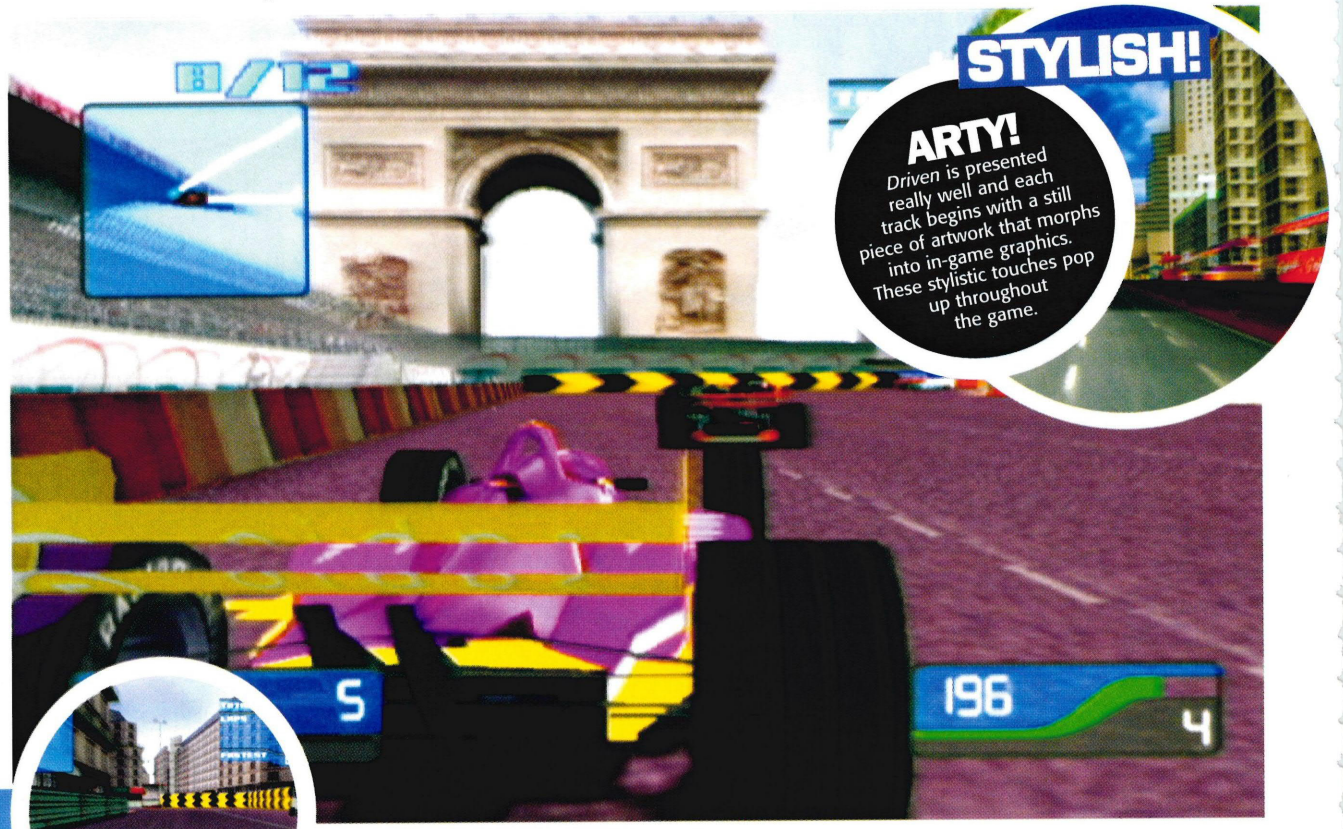
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AT-A-GLANCE

- 60 FPS SCREEN UPDATE
- BONUS RETRO CARS
- TRASH OTHER CARS
- COOL STORY MODE
- RACE INDY CARS!

RELEASE DATES

3 MAY '02	TBA	APRIL '02



STYLISH!

ARTY! *Driven* is presented really well and each track begins with a still piece of artwork that morphs into in-game graphics. These stylistic touches pop up throughout the game.





Taking the outside line may help you too if you need to overtake. However, the racing line is king...

DRIVEN

GameCube isn't even out in the UK yet and already there's a decent list of racers. Here's another one...

MAYBE IT'S BECAUSE it makes a change to play a pure arcade game, maybe it's because there isn't another game quite like it, or maybe it's because we secretly get turned on by Sly Stallone's voice. Whatever the reason, we like *Driven*. It's not in any way ground-breaking and the graphics aren't going to require two pairs of pants, but bam!'s take on the film of the same name is, well, nice.

Originally a PS2 port, the team has changed the game from an arcade/sim hybrid to an out-and-out arcade racer. This has done the game no end of good, and although being one of the most basic racers around, it manages to deliver a satisfying chunk of gameplay. There's no sliding involved, after all, Indy cars don't slide that much in real life. It's just a simple left and right racer, but racing Indy cars around fictional tracks has never been so much fun.

The Story mode delivers some much-needed depth, and the two-player mode is well balanced to the extent that every race will be a close call. The detail and frame rate are kept constantly high on both screens. The AI in the main game is suitably high, with the computer cars vying for positions all around you. The opposition will also make mistakes every now and then, so no one race is ever over until you cross the line.

Driven offers something a little different from the rest, and we'll outline exactly what that is in next month's review. CUBE



PREVIOUS

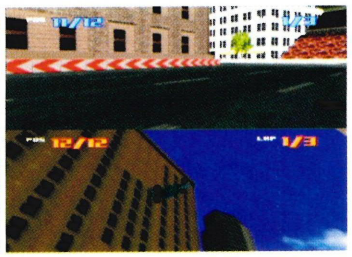
FROM THE MAKERS OF...

ECKS VS SEVER

■ If it's an ace, thinking man's shoot-'em-up you're after, this is it. Fast, original and it's not *Doom*...

TOTALGAMES.NET RATING: 9.4





MILE-HIGH CLUB

The split-screen multiplayer mode not only allows you to go up against a mate – it also allows for some truly ridiculous crashes. Despite the fact that there are other opponents in the race there are no time limits, so you can afford to mess about. By hitting your opponent at the right speed and the right time (ie when another car has just raised itself slightly), you can send the other car about 80 feet into the air! Completely unrealistic obviously, but we thought it was quite cool. Damn, it sounds like we have far too much spare time on our hands, doesn't it?



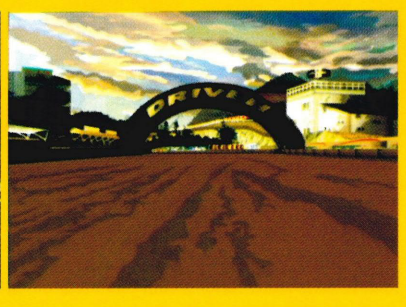


WHAT'S THE STORY?

Driven's Story mode is loosely based on the plot for the film. You must help your driver get back in the zone by building his confidence. This can only be achieved by completing various challenges such as driving perfectly, getting decent lap times etc. At one point Sly Stallone's team-mate tears off through the city (as happens in the film) and you have to catch him while negotiating a tonne of traffic before he kills himself.

The story is presented well, with animated stills and voice-overs from the film helping to progress the story line.



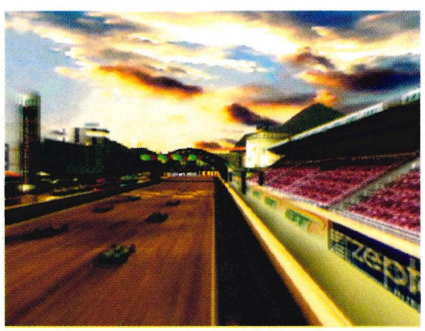




"NOT IN ANY WAY GROUND-BREAKING, BUT IT MANAGES TO DELIVER A SATISFYING CHUNK OF GAMEPLAY"



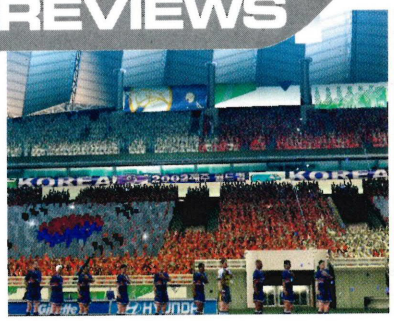


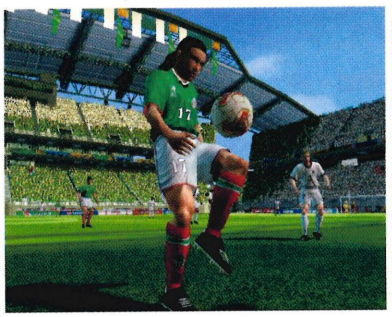


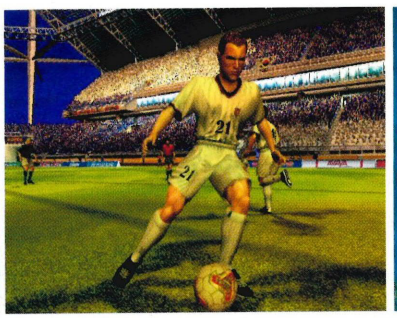
CUBE THINKS...

FIRST IMPRESSION

■ *Driven* isn't going to win any medals for innovative new ideas, but in a world full of unnecessarily complex games, it provides a breath of fresh air. It is good fun and that's as much as we need to say right now.









CUBE INFORMATION

2002 FIFA WORLD CUP	
PUBLISHER:	EA
DEVELOPER:	EA SPORTS
ORIGIN:	UK
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

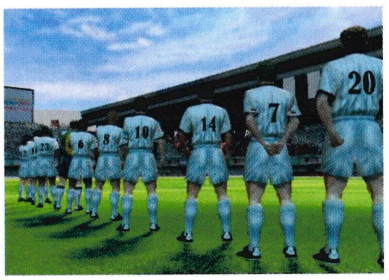


RELEASE DATES

03 MAY	TBA	TBA

2002 FIFA WORLD CUP

The perennial football series gets yet another update...



THERE ARE THREE certainties in life – death, taxes and a new *FIFA* game every year or so. Those of you waiting for the one due out on the same day as the GameCube though might be disappointed when we tell you that the game we reviewed in issue 3 isn't coming out. Of course, the good news is that there's an improved version on the way instead...

2002 FIFA World Cup is, not surprisingly, focused on this summer's World Cup tournament taking place in Japan and Korea. Much of it is exactly what you'd expect, with all the action of the 'already released in the US' *FIFA 2002* – however, EA has made numerous improvements to the already impressive game. As well as enhanced visuals and sound, all the official stadiums and players from the World Cup teams and a tightened control system, there's now a new World Cup Moment feature that highlights all the key moments of every match including missed goals, fouls and other action. No doubt footie fans everywhere will be salivating over this one, but you'll have to wait and see what it's like when we review it next issue... CUBE

CUBE INFORMATION

TAZ WANTED	
PUBLISHER:	INFOGRAMES
DEVELOPER:	BLITZ GAMES
ORIGIN:	UK
GENRE:	PLATFORM
PLAYERS:	1-2

PERCENTAGE COMPLETE



RELEASE DATES

03 MAY	TBA	TBA

Come To Tasmania... We Mean You!

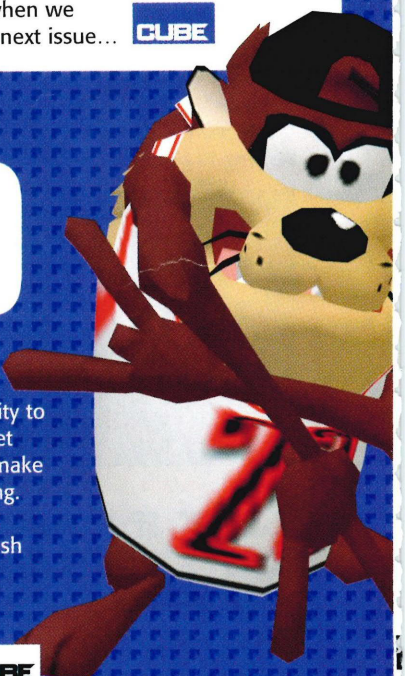
TAZ WANTED

Break out the ACME anvils – Taz is coming your way!

EVERYONE'S FAVOURITE TASMANIAN devil, Taz has been the subject of many videogames in the past... let's face it, he's got all the moves that a videogame character should. As well as all the usual spins, jumps and foul language though, he can do a lot more besides in *Taz Wanted*...

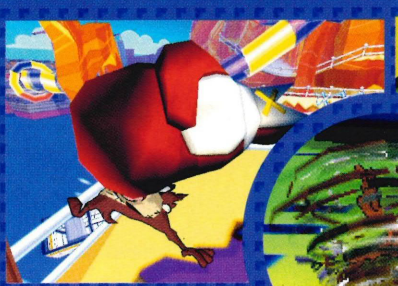
In this cartoony 3D platformer, Taz can now change costume (with the obligatory ACME phone booth) and take on new skills and personas, each one relating to the theme of the level he's currently on. On the snow level, he transforms into a snowboarder with the ability to fire snowballs at enemies and... well, you get the idea. This feature should be enough to make *Taz Wanted* just that little bit more interesting.

Naturally, it's all done in the best possible 'Warner Bros' taste, with gags aplenty and lush cartoon-style graphics. What we're looking forward to in this game is some cartoon platform action of an old-school nature. Which we don't think there is enough of these days. CUBE













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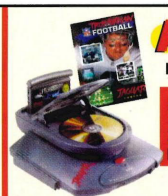
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COMPETITION!

WELL, THERE'S A surprise – there's less than a month to go until the launch of the GameCube and we're giving them away again. Those of you that have already pre-ordered your machines, be warned – you might have to go and get your deposit back if you win…

Thanks to the lovely people at GAME, we've got a complete GameCube goodie pack to give away to one lucky reader. What do you get? On top of the rather obvious GameCube and all the bits and bobs needed to get it going, you'll also receive three (yes, three) games to play on it… talk about generous!

What's more, the whole bundle will be delivered directly to your front door on 3 May – the very same day that the GameCube comes out. That means no standing outside your local game shop at midnight, no fighting over the last few machines in the shop… and no having to fork out a whole pile of cash for it! Yay!



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To stand a chance of winning, all you have to do is answer the following question:

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PHONE NUMBER 0905 053

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E ON THE LAUNCH DAY!

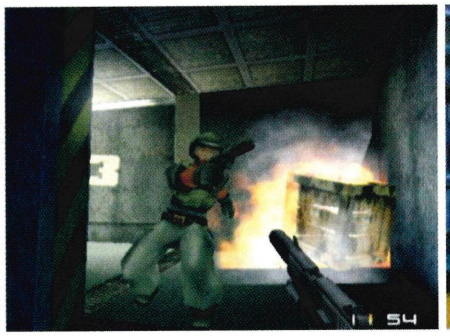


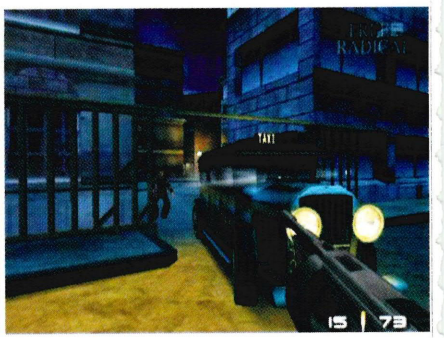
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CUBE GAME TO WATCH

CUBE INFORMATION

TIMESPLITTERS2	
PUBLISHER:	EIDOS INTERACTIVE
DEVELOPER:	FREE RADICAL DESIGN
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

Q3 2002 | TBA | Q3 2002



TIMESPLIT

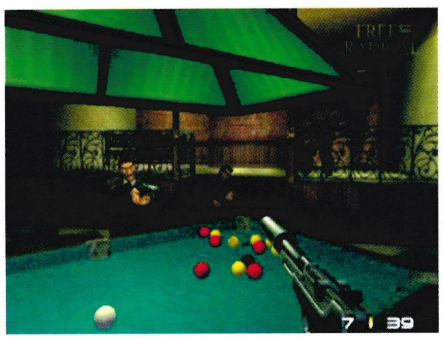
Another month, another shoot-'em-up, but this one is a little special. Coming from ex-GoldenEye team members... got your attention didn't we?

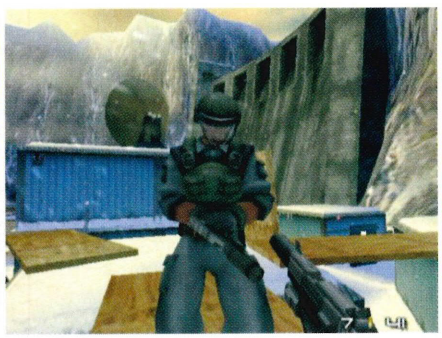
THE GUYS AND gals at Free Radical Design are probably sick to the teeth of reading about their past, but many of Cube's readers won't know the company lowdown, so we'll fill you in before we go any further. After finishing the platform-defining *GoldenEye* for the N64, a few members of the team decided to go it on their own. The resulting new company was named Free Radical Design. At the time this was huge news – Rare had lost the people who had made its flagship title and the announcement that FRD's first title would be a first-person shooter debuting on a Sony platform gave Sony zealots all the ammo they needed to cremate their Nintendo antagonists. As it happens, Rare managed perfectly well (no pun intended) but the tables have turned

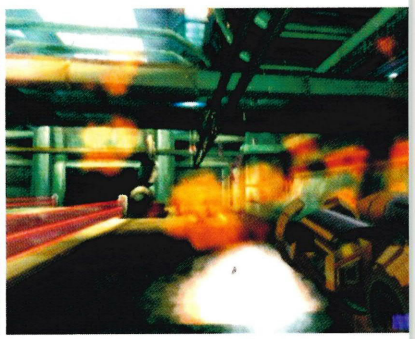
"AFTER FINISHING THE PLATFORM-DEFINING GOLDENEYE FOR THE N64, A FEW MEMBERS OF THE TEAM DECIDED TO GO IT ON THEIR OWN"











STRUT THAT STUFF

AN ARCHITECT'S DREAM!

■ Current hardware has allowed the inclusion of struts, pillars, pipes etc, all of which help to make the surroundings look architecturally correct. Pool tables, lampshades and bar stools all make an appearance in the game.

MIND'S EYE

BIG BROTHER IS WATCHING YOU...

■ There are many gizmos and gadgets available to keep the tech-heads happy. One of these is a Spy-Cam, which can be attached to any surface and remotely monitored. You can keep an eye on an area with screen-in-screen monitoring.

BIG BANG

GORGEOUS EXPLOSIONS!

■ *TS2* is full of huge, colourful explosions boasting smooth animation and realistic particle effects. You can really feel the force of each explosion as well, with nearby enemies and bits of scenery flying into the screen.

3 energy nodes remaining

FACT

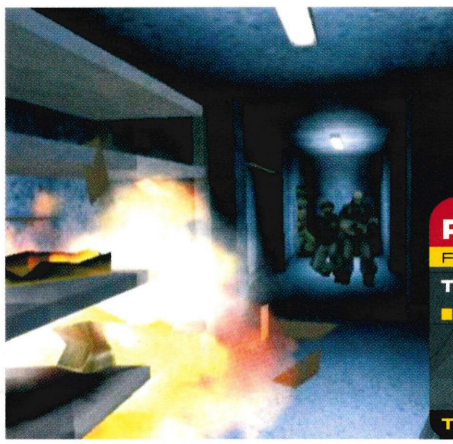
MINI FALLOUT

Some of these weapons look like they could pack enough of a punch to be responsible for a nuclear fallout. It's amazing what you can pick up in the future these days.

TERS2

once more and the sequel to FRD's first game is coming to GameCube.

TS2 is being released in the same year as *Agent Under Fire*, *Turok Evolution* and *Die Hard Vendetta* – all are turning out to be great games and all will be must-buy titles, but *TS2* has the advantage. That advantage is familiarity. These were the people behind *GoldenEye*. They admit themselves that their main influences are *GoldenEye* and *Perfect Dark*, and you can tell just by looking at the screenshots. One of the levels even goes so far as to include a Siberian military base with, you guessed it, a dam. Playing the game increases the familiarity further with the screen filling with a red hue whenever you get hit and the ammo icons only just hitting your peripheral vision.



PREVIOUS

FROM THE MAKERS OF...

TIMESPLITTERS



■ Small gripes aside, this can be an immense amount of fun, especially with a multi-tap.

TOTALGAMES.NET RATING: 8.6

BUNCH OF FREAKIN' PSYCHOS

PUMP THEM ALL FULL OF LEAD... JUST TO BE SAFE!

Because of the variation in the time settings, the enemies range from ugly thugs to trained marines to super-intelligent robots. As you progress through the game you'll learn to switch instantly from tactic to tactic. The early 20th Century thugs will hide behind crates or in the shadows and will always come in groups. Little do they know that you can simply blow the crates away – and them with too.

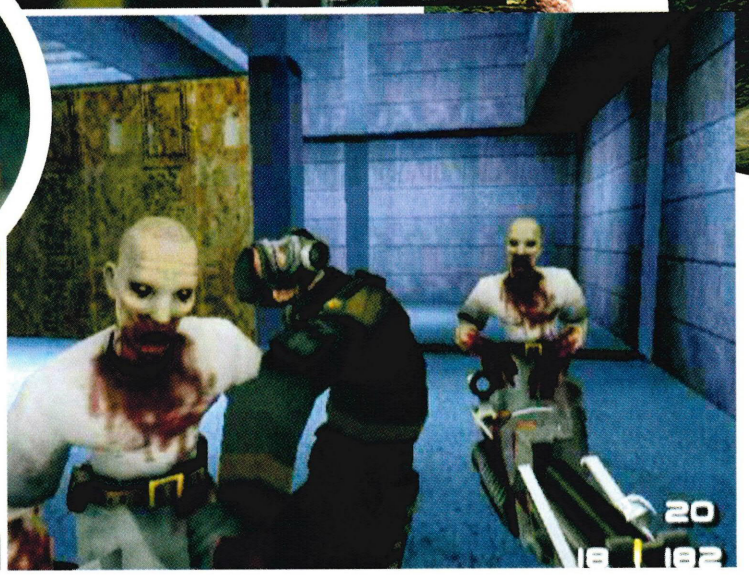
Marine troops are a little harder to dispose of – you'll have to be careful as they can alert the whole gang within seconds and, as *GoldenEye* fans will know, a room full of Marines equals Game Over. Moving forwards in time you'll come across the emotionless, yet super-intelligent robots. AI has advanced a long way, but none of that stops them from simply firing at anything that moves. With an array of cutting-edge weaponry strapped onto their frames, they have the right hardware for every situation. Still, it's nothing that a well-aimed grenade won't fix.

Last up are the mutants. As part of some scientific-experiment-gone-wrong, many of the scientists and soldiers have been hideously deformed, some sporting two heads, three eyes or even giant claws. The accident has left them decidedly bitter towards other humans and the easiest way to put them out of their misery is with fire.



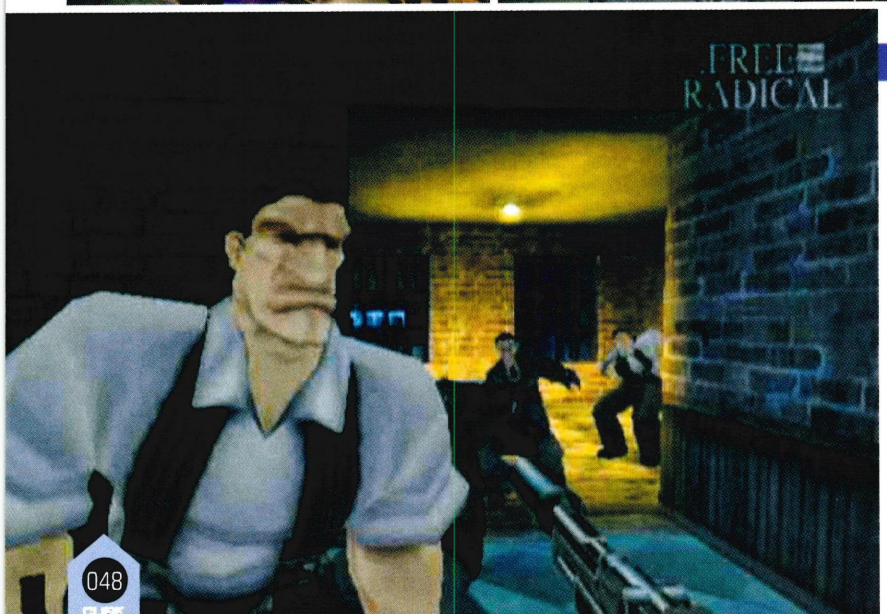












CONTINUED *TimeSplitters2* takes place in several different time zones. The crux of the story revolves around the 'TimeSplitters', a decidedly evil group who are trying to wipe out humanity by altering history for the worst. You will get the opportunity to control a wide range of players, each of whom has a selection of weapons based on that time frame. For example, the Thirties settings sees you in a Bugsy Malone-esque setting complete with suited enemies, Matchbox cars and Tommy Guns.

FRD seems to have ripped a stereotype from all of the significant periods in time, hence the *GoldenEye* level. *GoldenEye*, or rather James Bond, is the stereotype from the Nineties, – so one of the levels takes place in a military base by a dam. Moving a little way into the future, there's the Half Life level crawling with armed marines and laboratory experiments. Further still into the future there's the *Perfect Dark* theme. With it comes all the weaponry you'd expect: Particle Accelerators, Laser Rifles... all you need to know is that you can get your hands on some big guns that do major damage. Naturally, there are stronger enemies in these levels and the future is inhabited by TimeSplitter-controlled robot guards.

"DESPITE BEING EARLY ON IN DEVELOPMENT, TIMESPLITTERS 2 IS LOOKING IMPRESSIVE, BUT MORE IMPORTANTLY IT'S FUN"

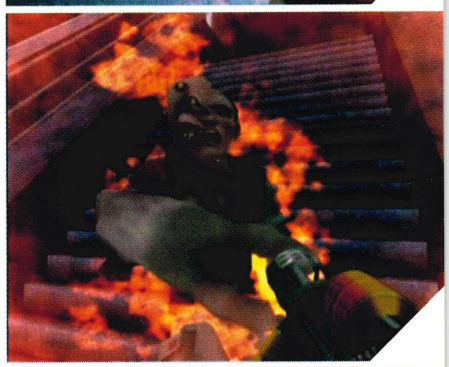




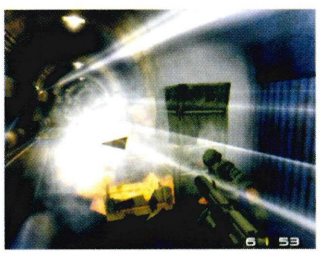


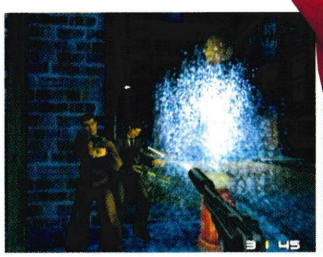
Typical! You charge up your gun for ten minutes, then miss completely. Pah!

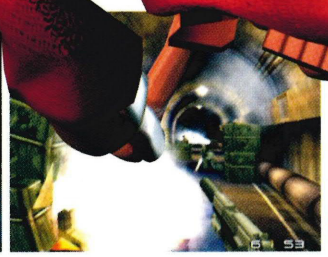












BONFIRE NIGHT

LIKE WE NEED AN EXCUSE TO DESTROY THINGS!

There are plenty of objects to take out in every area, and each has its own special spot effect. The more obvious ones are barrels and crates of ammunition, which (needless to say) go up a treat. Blasting a water pipe will see well-animated gushes of the wet stuff going everywhere. The glass is quite impressive, breaking at the exact point in which the bullet hits it and shattering from that point.

Later on in the game you'll get your hands on some of the lock-on weapons. Watching a trio of mini homing missiles cruising down a darkened tunnel, lighting up the poor guy's face just before they hit is great fun to watch. Each one of them leaves a translucent trail, and some of the larger weapons fill the area with smoke.

TS2 is being developed in parallel with the PS2 version and is not a port as such – rather a joint project. As revealed in the interview, the low-level graphics engine has been built from the ground up. Everything is much smoother and cleaner, and the improved lighting adds a whole new feel to the game. Entering a dark, dingy bar lit only by the hanging pool-table lamp isn't quite the same on the PS2 version. The improvements are especially apparent in the future levels. Some of the laser weapons create enormous explosions and the GameCube's particle effect abilities show the action as it should be. Yet more enhancements come in the form of extra, exclusive Deathmatch levels.

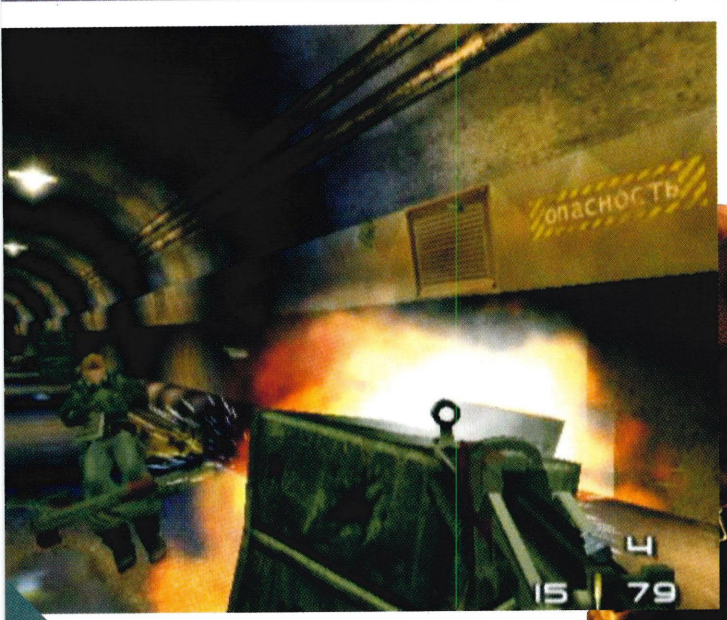
Some of the single-player environments have now been turned into multiplayer arenas due to the extra power available.

Despite being early on in development, *TS2* is already looking impressive but, more importantly, it's fun. Admittedly, it's not going to be pushing the hardware to its absolute limits, but you really can't expect that from something that isn't a dedicated title. Some of the screens are a little blurry at the moment but we're sure that this will be rectified by the time the game comes out. Check back with us in two issues' time for a hands-on preview.

FEEL MY WRATH

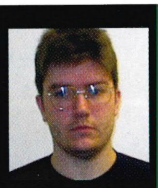
COME ON, IT'S JUST A GAME...

There is a large selection of weapons to pick up along your time-travelling expedition, but none of them match up to the Flame-thrower for pure comedy value. Substantial amounts of the scenery can be set alight, including your enemies. To start with it may seem a bit cruel, but you have to remember that it's a 'them or you' situation. And if you really can't stand to see them squirming around any longer, you can always put them out with your fire extinguisher... and then set them on fire again! Who needs mobile nuclear weapons when you've got the age-old toy that is fire?





IN THE CUBE WITH... STEVE ELLIS



DIRECTOR

Left Rare to establish Free Radical Design. Responsible for overseeing all programming at FRD.

CUBE: How did you get into the games industry?
SE: Spent every spare minute programming since I was eight, then went to uni and did a Computing degree. Graduated four years later and joined Rare's *GoldenEye* team.

CUBE: What did you want to be when you were younger?
SE: Always wanted to do programming of some form, but wasn't always sure what. My dull placement year working in commercial programming helped me decide that the games industry was the place to be!

CUBE: Top-three games of all time?
SE: *Super Mario 64*
Tetris
Doom

CUBE: Favourite food?
SE: Varies, but I think that I'll go with the stereotypical programmer's answer – pizza, of course.

CUBE: What's your favourite song/band of the moment?
SE: Will Young, *Evergreen*. No, not really!! Not totally recent, but I'm currently enjoying The Avalanches.

IN THE CUBE WITH... MIKE ARMSTRONG



PROGRAMMER

They won't tell us what he did before. Perhaps it's a grizzy tale of mass murder and dribbling?

CUBE: How did you get into the games industry?
MA: I graduated from Nottingham University and immediately applied for games development jobs. My final year project was a networked portal engine (erm, you're scaring us – **Cube**), so it was a good demo for potential employers.

CUBE: What did you want to be when you were younger?
MA: My parents bought the family an Amstrad CPC6128 (hey, I had one of those – Chandra) when I was eight, thinking it would be mostly used for playing games. Almost straight away I was programming my own version of them, since that point I've always wanted to be a games developer.

CUBE: Top-three games of all time?
MA: *GoldenEye*
Doom (the GBA version rocks)
Super Mario Kart (SNES)

CUBE: Favourite food?
MA: Got to be curry, a Free Radical Wednesday favourite!

CUBE: What's your favourite song/band of the moment?
MA: Gorillaz has got to be the one.

IN THE CUBE WITH... KARL HILTON



DIRECTOR

First artist to work on *GoldenEye007*, he continued in the role as Lead Artist on *Perfect Dark*.

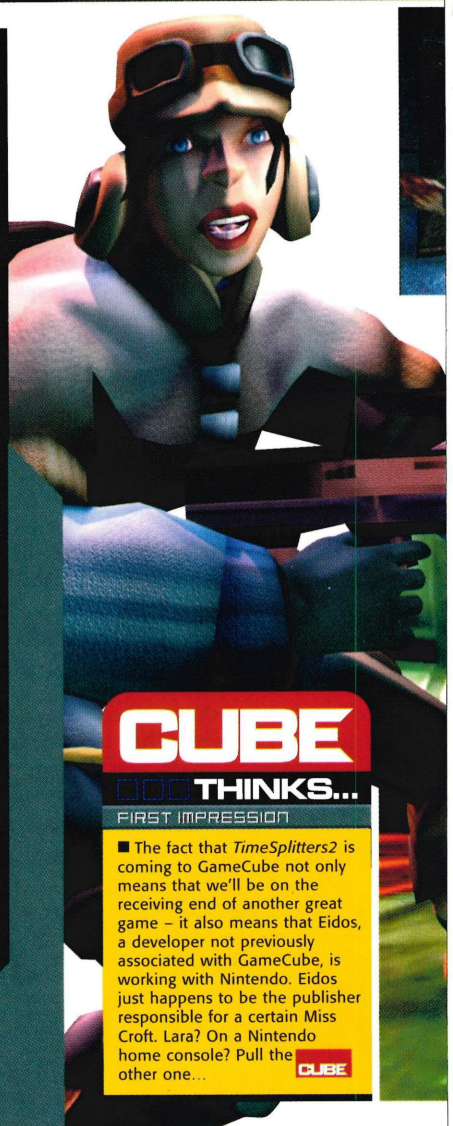
CUBE: How did you get into the games industry?
KH: Did an MA in computer Visualisation and Animation and then went to work for Rare on *GoldenEye* straight after university.

CUBE: What did you want to be when you were younger?
KH: I wanted to make video games (honestly!) or get someone to pay me for driving cars very fast.

CUBE: Top-three games of all time?
KH: *Gran Turismo* (Really beautiful and great fun)
Defender (Intense and not overly complicated)
Ridge Racer (The best of the first generation of true 3D games)

CUBE: Favourite food?
KH: Aromatic crispy duck and cherry pie.

CUBE: What's your favourite song/band of the moment?
KH: Anything Paul Oakenfold plays. I like Air a lot too.



CUBE THINKS...

FIRST IMPRESSION

■ The fact that *TimeSplitters2* is coming to GameCube not only means that we'll be on the receiving end of another great game – it also means that Eidos, a developer not previously associated with GameCube, is working with Nintendo. Eidos just happens to be the publisher responsible for a certain Miss Croft. Lara? On a Nintendo home console? Pull the other one...

"EIDOS JUST HAPPENS TO BE THE PUBLISHER RESPONSIBLE FOR A CERTAIN MISS CROFT..."







On Fridays Martin and Chandra always made that special effort to impress.





The low-power spotlights lend an eerie glow to the robot-infested, futuristic settings.

IN THE CUBE WITH...

THE FRD TEAM!

STEVE ELLIS
MIKE ARMSTRONG
KARL HILTON



CUBE: Can you tell us a bit about the basic story behind *TimeSplitters2*?
KH: The TimeSplitters are trying to destroy humanity by altering history. You have to take on the persona of heroes from different time periods and make sure they fail. This involves lots of action but plenty of strategy too.

CUBE: How does the GameCube version improve over the PS2 version?
MA: The dynamic lighting has been improved, making better use of the GameCube hardware. We also utilise the faster CPU allowing more intense multiplayer battles.

CUBE: As you are based in the UK, does this mean that the PAL release will be very close to the US release?
SE: We're hoping that they'll be within days of each other, if not on the same day. PAL versions always require more work, since there are multiple languages to support.

CUBE: What exactly do you think about the GameCube looking from a development perspective?
MA: Overall I have been very impressed. We managed to get a version of *TimeSplitters2* running extremely quickly, thus demonstrating the relative ease of development on the system. Like all development systems though, it has its own nuances.
SE: Its worth noting that development of the GameCube version of *TS2* didn't.

CUBE: What do you think about the GameCube from a commercial perspective?
MA: Despite the late arrival of the console, if it hits the proposed price who can complain? Especially with such a strong developer line-up that now includes the likes of SEGA and Square.
SE: I was a little bit disappointed to see the retail chains ruining Nintendo's plans of a £149 launch price for the console – it would have made a refreshing change to see the UK have the lowest price point in Europe.

CUBE: Will *TS2* be a straight port of the PS2 version (ie using RenderWare) or have you built it from the ground up?
MA: The game code is mostly shared between versions, but the low-level graphics engine has been built from the ground up in-house.
SE: Using a middleware engine such as RenderWare wasn't ever a consideration of ours – we like to have complete control over what we are doing, and middleware doesn't provide that option.

CUBE: Have you been able to do anything with the hardware that wasn't possible on PS2?
MA: We've been able to play some of the more complex single-player levels in split-screen multiplayer, showing the power of the GameCube. I'm sure we will find more as development continues.

CUBE: Will there be a four-player Deathmatch option?
ALL: Of course!! It's an essential feature!

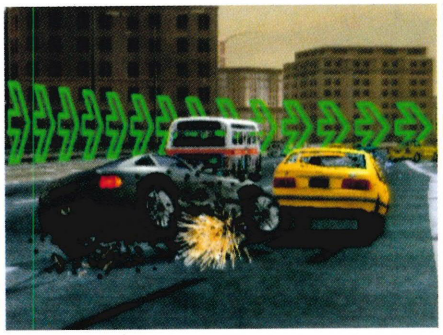
CUBE: Are you planning on developing other titles for GameCube?
KH: At Free Radical we are big fans of Nintendo (it is, after all, where we started), so we would definitely like to have future projects of ours on GameCube. It is a very capable and powerful machine, and Nintendo understands games.

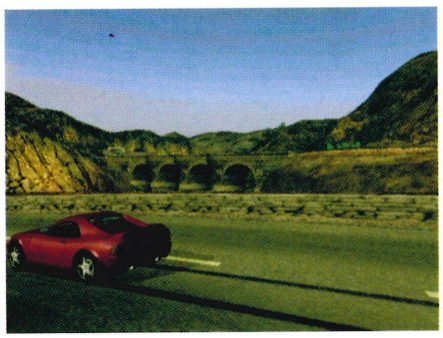
CUBE: What are the main differences between *TS* and *TS2*?
KH: *Timesplitters2* has a very strong story that unfolds as you play through the levels. The missions that you take on are far more in-depth and challenging than those in *Timesplitters*. Also, we have been able to go back and enhance all of our graphics and animations, so it looks much slicker too.
SE: From a technical perspective, the engine is now capable of handling more than double the amount of polygons than it previously could for *TS*, and the capacity for textures has also been massively increased.

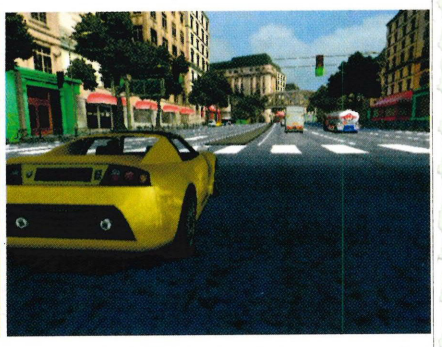
CUBE: What's your favourite weapon from the sequel and why?
KH: Flame-thrower. I don't want to sound like a pyromaniac, but it's fun to set fire to things and watch them burn (it's fun to put them out with the fire extinguisher as well).

CUBE: What would you say are your main gaming influences for *TS2*?
KH: Anything fast and furious. However, we still feel that the strategy elements from *GoldenEye* and its successors are very important. The first *TS* was great fun and we don't want to lose that!









CUBE
INFORMATION

BURNOUT	
PUBLISHER:	ACCLAIM
DEVELOPER:	CRITERION
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

RELEASE DATES

3 MAY	TBA	APRIL '02

BURNOUT

We didn't even know it was happening until two months ago, but it's already here. Strap yourselves in and prepare to completely burnout with Criterion's newest crash fest.

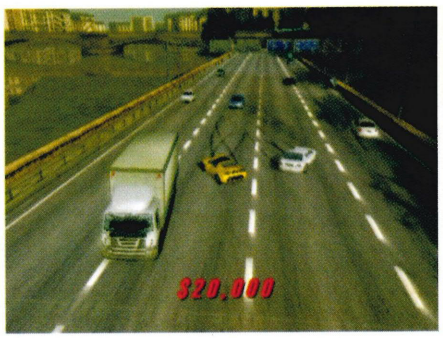
IF YOU'VE READ this month's Studio Eye, you'll know that *Burnout* is a PS2 port and that it was only started in December of last year. That's the reason why it came as quite a shock when the first confirmation of the title came in the form of an announcement that it would be part of Europe's launch line-up. A month later we're invited to go and play it. It wasn't a case of the best-kept secret in the world, more a case of 'well, we couldn't have told you earlier as we've only just started it.'

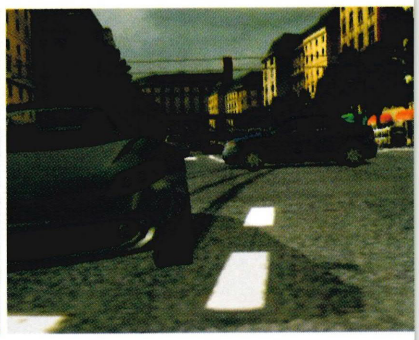
It may seem as though Criterion is a miracle worker (and there is no doubt that the team are all extremely talented), but you have to remember that the majority of the work had been under way for a long time. The Guildford-based studio had its

"THE CONVERSION WAS MADE USING RENDERWARE, WHICH BASICALLY TRANSLATES THE CODE AND OPTIMISES IT FOR THE TARGET PLATFORM"









HUMAN TRAFFIC

LEFT? RIGHT? WHICH WAY!?

■ *Burnout* has the most realistic traffic yet seen in a GC game. Cars stop at traffic lights, indicate, create their own traffic jams... in this perfect world they don't ever break down though, well, not unless you smash into them.

HIGH WIRE

IT'S ALL IN THE DETAIL

■ Lord only knows how they're doing it, but as well as detailed buildings stretching off into the distance, there are tonnes of other vehicles on the screen, fences, lampposts, cables, trees, bushes... all running at 60 fps.

MIRROR, MIRROR

TOO MUCH SHAMMY LEATHER

■ Updates over the PS2 version include improved reflection mapping on the cars. Trees, buildings and other scenery all cast their own reflections in real-time. Hey, there won't be time to check your hair in this game.

staff experimenting as soon as it got hold of development kits, and the PS2 version was already way into development by the time the decision was made to bring it to GameCube. Then you have to consider that the conversion was made using RenderWare, a middleware development tool, which basically translates the code and optimises it for the target platform. The result is what you see before you.

Burnout is, basically, a fast-paced racer based around an articulate crash engine. Your aim is to complete the course in first place, whilst vying with four other computer opponents. The races take place on regular, traffic-laden streets, so it's not a simple case of A to B. The traffic is really where the game's selling point lies. Every car/bus/truck/lorry acts as an individual intelligence, swerving, honking and flashing in an attempt to get your attention. Fail to get out of the way and you'll experience one of the crash sequences. Because of the dedicated collision engine, no two crashes will ever be the same.

PREVIOUS

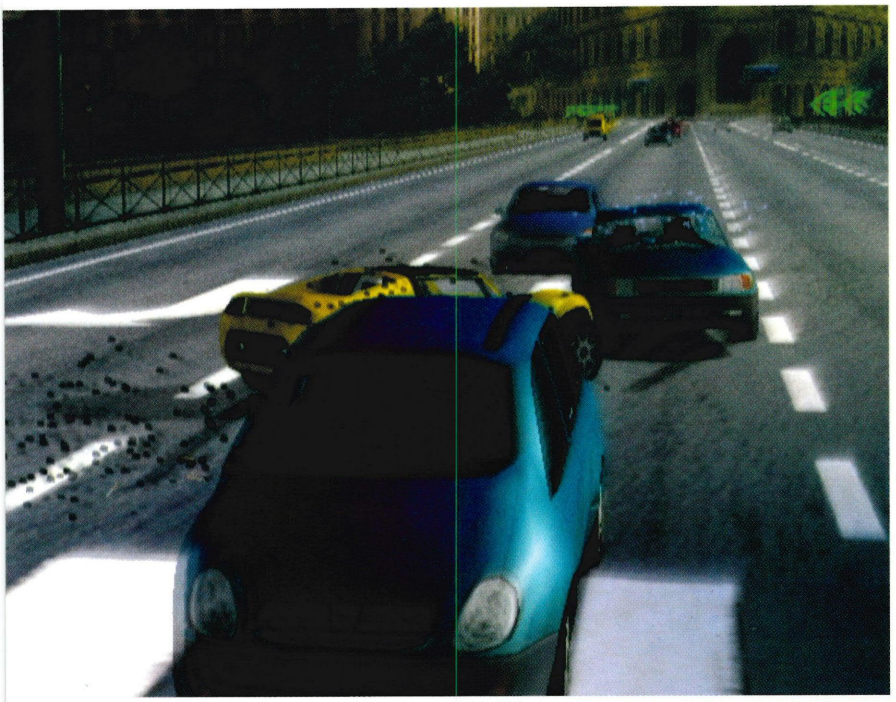
FROM THE MAKERS OF...

AIRBLADE

■ It looks fair, moves smoothly and you'll be smashing through billboards, knocking over police and destroying security cameras in no time.

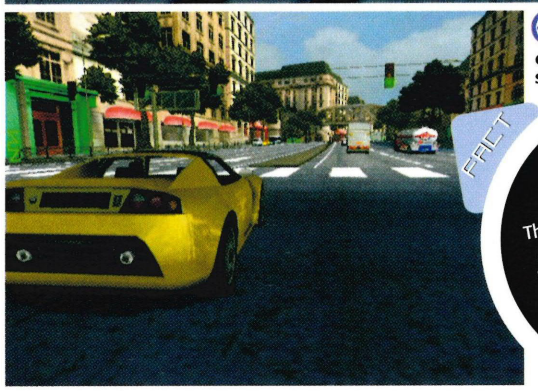


TOTALGAMES.NET RATING: 7.8

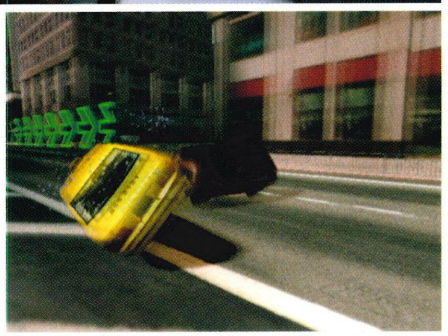


Failing to drive around the traffic can result in multi-car pile-ups.

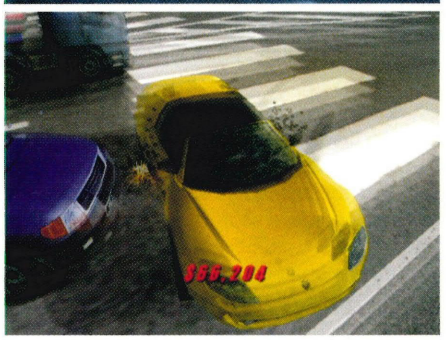




You get scores for pretty much everything – it all counts towards the high-score tables at the end.







CRASH-TEST FUNNIES

SMASHING DRIVE AS IT SHOULD BE...

A huge amount of time has been spent on the collision engine. The game allows you to scrape against barriers or other cars, but anything more will see you crashing as part of a cut-scene. While the main idea of the game is to avoid the traffic, the team has actually included an incentive to crash if that's what you feel like doing. Each crash is rewarded with a cash prize, the said prize appearing at the bottom of your screen. At the end of each race your total may be included on the high score table.

The interesting thing about it is that you can set up crashes and block the road for your opponents. One way to do it is simply to ram the side of your opponent into oncoming traffic. Another way is to make traffic swerve, crash and cause a pile-up. In some cases, you can make an 18-wheeler jackknife and block the entire road. You do take an immense risk doing this, as one wrong move will see your car a quarter of the size it once was.

FACT

GREEN FOR GO!

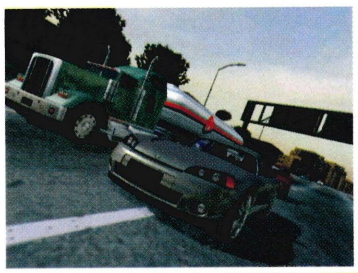
The traffic stops at all lights as it legally should, but a red light indicates danger as it means that other traffic will be crossing at that particular junction.

CONTINUED

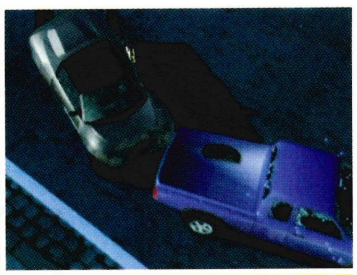
As we've already said, *Burnout* isn't quite as simple as going from A to B in the quickest time. Traffic acts as though it would in real life, with the general public obeying all the one-way systems, traffic lights, and even indicating before they turn. Approach a car head on and it won't simply carry on driving towards you. Some vehicles will flash their headlights in an attempt to get your attention, though at the speeds you'll be doing you won't realise until the last minute. It's kind of like a whites-of-their eyes situation. Other cars will hesitate before swerving one way or another. This tends to cause problems as the cars don't swerve until the last minute. You know when you're walking towards someone and they move one way just as you move the same way? It's kind of like that and 50% of the time you'll end up colliding. The collisions themselves are pretty spectacular, but we've dedicated an entire section to those on these very pages.

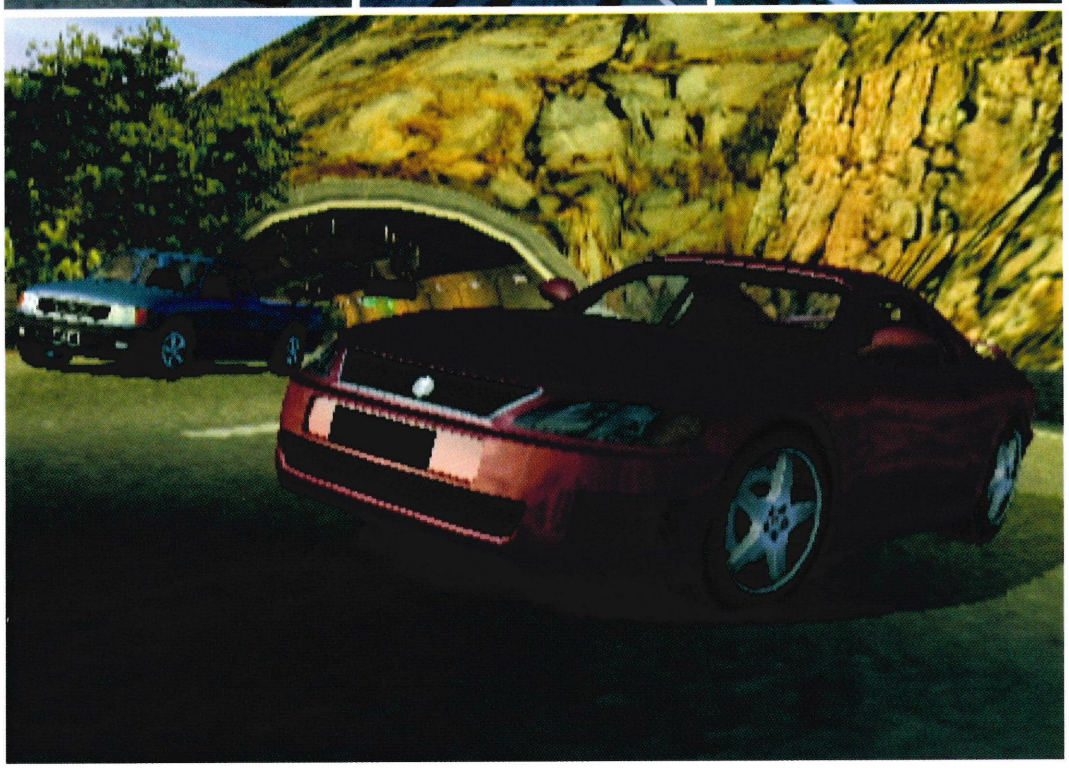
Okay, so that's the traffic sorted, but really you should be worrying about your own car first. There are various different vehicles available as you proceed through the game's different modes, starting with an easy-to-handle hatchback and moving up to a slow, cumbersome coach. The cars all handle slightly differently but all work on a drifting system. You can either tap the brakes to send the car drifting or it will happen automatically if you take a sharp corner at high speed. Different surfaces will also affect the handling of your car, though not to the extent of a simulation. Dusty roadsides and off-road short cuts will all see your car on the edge when it comes to handling. This is all

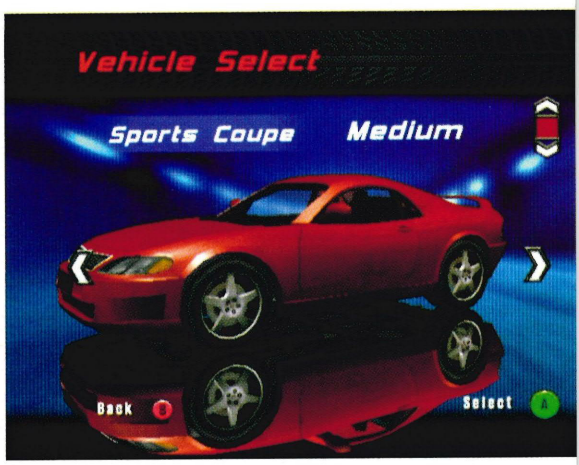
"BURNOUT ISN'T QUITE AS SIMPLE AS GOING FROM A TO B IN THE QUICKEST TIME - TRAFFIC ACTS AS THOUGH IT WOULD IN REAL LIFE"











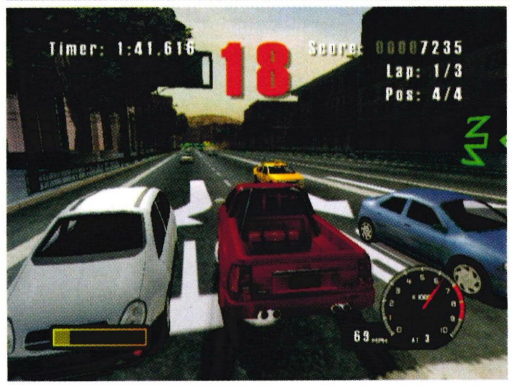
LOVELY MOTA

CAN YOU TELL WHAT IT IS YET?

There is a decent selection of cars at your disposal, though some of them won't become available until you progress through the game. Criterion doesn't have the licence to use the official car names, but the in-game models are very telling and you'll know exactly what it is you're supposed to be driving. While maybe not as detailed as the cars in *GT3*, *Burnout*'s cars are pretty close and you have to remember that there are loads of similarly detailed 'traffic cars' as well as your three opponents.

The body work of each vehicle boasts some impressive real-time reflection mapping, which you really appreciate when the cars are up close.





complemented beautifully by the GameCube's analogue stick – rarely have we felt more in control of what we're doing than in *Burnout*. It's nearly up there with *SEGA Rally*, and it comes as no surprise that *SEGA Rally* and *Ridge Racer* are at the top of the team's racing inspirations.

This level of handling and the fact that the game runs at a constant 60 fps is vital to weaving in and out of traffic. Near misses, driving on the wrong side of the road and taking dangerous short cuts will fill up your *Burnout* meter. Once it is full you can go into 'Burnout mode.' This turbo can be used in small burst or all in one go. If you manage to use the whole lot in one go without crashing it will immediately fill back up, allowing you to continue burning down the street. You can get a total of three refills before you have to start building up the bar again.

PLAY IT AGAIN SAM

LET'S SEE THAT ONE AGAIN!



Once the race is over you are given the option to either watch the entire race or to watch the crashes in frame-by-frame vision. For some reason it's extremely satisfying to watch everyone else's race being stuffed up because of something that you did. You also get to see your car deforming in real-time. Nice.



IN THE CUBE WITH...

HAMISH YOUNG

LEAD PROGRAMMER



CUBE: How did you get into the videogames industry?
HAMISH YOUNG: Graduated from Cambridge having done a degree in Computer Science. Joined Criterion straight from university. Simple as that, really.

CUBE: What did you want to be when you were younger?
HY: Actually I wanted to write computer games from a very young age. I started programming when I was four, on a ZX-81 my dad had bought. I learned BASIC and later, when I was about 12, I taught myself C/C++. My first attempt at a game was when I was about six. It was a text adventure. I think I got as far as writing the first two rooms, so I didn't get very far in it. Maybe, one of these days, I will finish it off.

CUBE: Which famous person would you like to be and why?
HY: Michael Owen, because he has a job almost as good as mine.

CUBE: Favourite food?
YN: Chicken Rogan Josh and pilau rice. I eat enough of it, so it must be my favourite food.

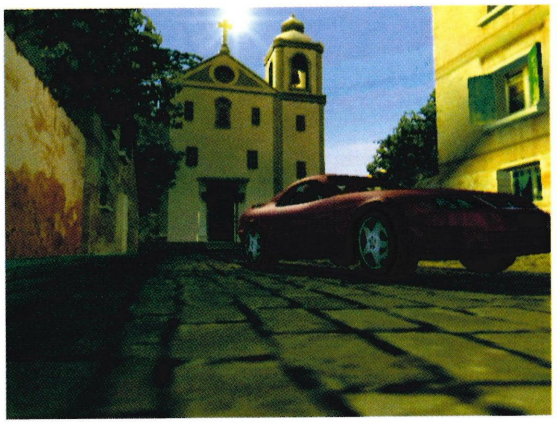
CUBE: Top-three videogames of all time?
HY: *KnightLore* – it was the first game that made me go 'wow.' After playing it at a friend's I had to upgrade the ZX81 to a Spectrum 48K+ so I could play it myself. It was amazing.
Out Run – This was the arcade game I think I have played the most. I also bought the Master System version that I played to death. Brilliant!
Zelda: Ocarina of Time: Another 'wow' game for me. It had so much depth and it has one of the best cameras in a third-person game ever.

CUBE: What was your main responsibility in GC *Burnout*?
HY: I was responsible for the programming side of bringing *Burnout* to GC. Amy Philips (another Cambridge Computer Science graduate) was the other programmer full time on the project. We also had support from the RenderWare Graphics and Audio teams. My main programming role was the graphics and world-streaming system amongst other things. Amy was mainly involved in the race car and traffic car deformation and the memory card handling.

CUBE: What has the GC hardware allowed you to do over the PS2 version?
HY: There are multiple benefits of the GC hardware. There are two immediate and obvious benefits. First, the texturing support means we could have bigger textures with minimal flicker (due to the anisotropic trilinear filtering texture support). Secondly we had full screen frame buffers (non-interlaced, de-flicker filtered) meaning the fairly nasty aliasing problems the PS2 version had are completely removed and the motion blur is considerably nicer. It also means we support the 480p Progressive Scan mode for the NTSC version and 60Hz RGB SCART modes for the PAL version.

CUBE: Have you encountered any problems using the hardware?
HY: At first we were fairly apprehensive that we would get memory problems due to the fact we had less main memory. However, after using the in-built texture compression and using compressed vertex formats, we actually are slightly better off than the PS2 version, with no loss in quality. Also, the speed of the 1T-SRAM memory is something to behold. The CPU is blindingly fast and the graphics chip is very, very nice. On the whole, the GameCube is the most well-balanced piece of kit I have ever worked with.

CUBE: Can you tell us a bit about how Renderware aids the porting of games?
HY: We got the main game up and running in five days. This is why the GameCube version took only three months to put together. Not because we didn't spend much of our time getting the best out of the GameCube, but the fact that we spent all our time doing that. That is the real advantage of RenderWare. It takes away the set-up cost of getting a rendering engine up and running. We could then focus on making the game as good as we possibly could. The same is true for the audio side as well.

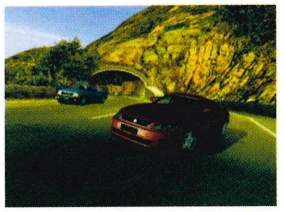


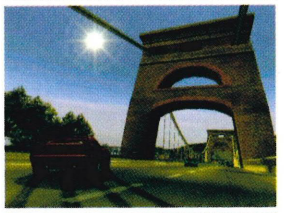
A DRIVE IN THE COUNTRY...

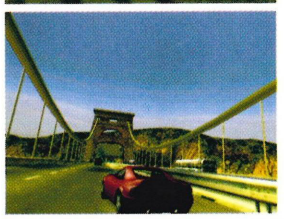
JUST TAKE IT ALL IN: THE SCENERY, THE TEXTURES, THE...AARRGGGHHH!

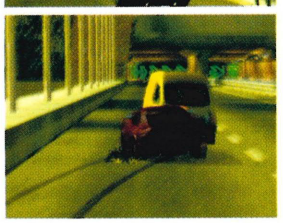
After you have completed all the championships, you will be rewarded with a Free Drive mode. This basically means that there are no time limits and no opposition, so you can take it easy and enjoy the incredible amount of detail in the game.

These screenshots show off just one of the levels. Starting off on the outskirts of a dusty, white-washed Mediterranean town, you can send plumes of dust flying by clipping the corners. Once out of town you'll enter a series of winding country roads, which will require a slow drift to get round them at top speed. You'll have to be extremely careful – a successful drift will mean cutting across the corner and this is dangerous on the blind corners. As you come out of a long tunnel you'll see a huge suspension bridge crossing the valley in the distance. It won't be long before you get there – the sharp right-hander will throw you into the far wall, but you should just miss the central reservation. Once over the bridge, you start descending through a series of tunnels, which eventually lead you to the town where you started. Cruise past the harbour (full of yachts) and tear up the narrow, cobbled back streets of town.



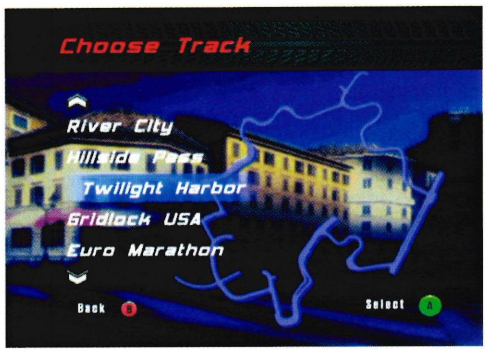






"ON THE WHOLE, THE GAMECUBE IS THE MOST WELL-BALANCED PIECE OF KIT I HAVE EVER WORKED WITH"





ROYAL TREATMENT

HIGH DEFINITION BURNOUT – A VISUAL TREAT!

Burnout is full of options that are bound to please the tech-heads out there. Not only does it have a 60Hz mode, but it also supports the NTSC GameCube's Progressive Scan mode. One hint – don't ever play *Burnout* in high definition, as you'll never want to go back to regular television.



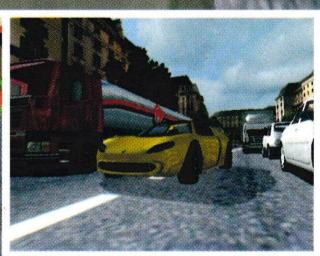


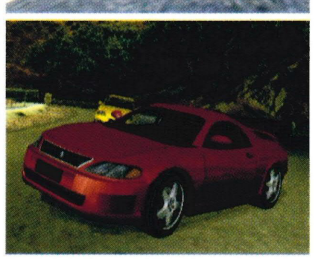
FACT

TRAFFIC DIVERSION

A lot of the roads can't be driven, after all, this isn't an adventure game. Closed-off roads are normally blocked by giant flashing arrows.







Aahhh, beautifully driven – even if we do say so ourselves... and we do, so there.

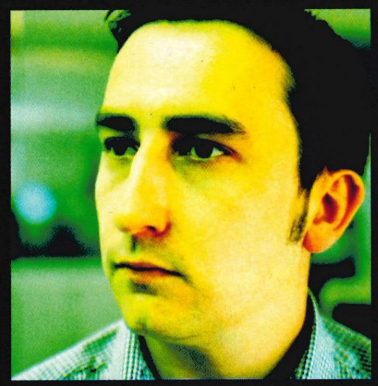
CUBE THINKS...

FIRST IMPRESSION

■ *Burnout* stands head and shoulders above the competition. The only worthy competitor would be *Ridge Racer* and that isn't out until 2003. As it stands, Criterion's game is out in a matter of weeks and will offer you all the racing thrills you need. *Burnout* isn't a port it is a proper conversion of a great game. Our worries about general miss-use of the RenderWare software have been overcome.

CUBE

IN THE CUBE WITH...



CHRIS ROBERTS

GAMES DESIGNER

CUBE: How did you get into the videogames industry?
CHRIS ROBERTS: I did a Media and Film-based degree and during the course I did a six-week placement as a game designer. I enjoyed it so much and realised it was what I wanted to do with my life. After I graduated, I did a little work in TV and then got a job as a junior game designer and worked my way up.

CUBE: What did you want to be when you were younger?
CR: I have always had a keen interest in all things media related but games have always been my passion.

CUBE: Which famous person would you like to be and why?
CR: I think it would have to be Miyamoto-san. He is an inspiration to all game designers.

CUBE: Favourite food?
CR: I do enjoy a nice Chicken Tikka Bhuna.

CUBE: Top-three videogames of all time?
CR: *Ridge Racer*, *Tekken 3* and *Time Pilot*

CUBE: What was your main responsibility in GC *Burnout*?
CR: To make sure the great gameplay and control translated perfectly to the GameCube.

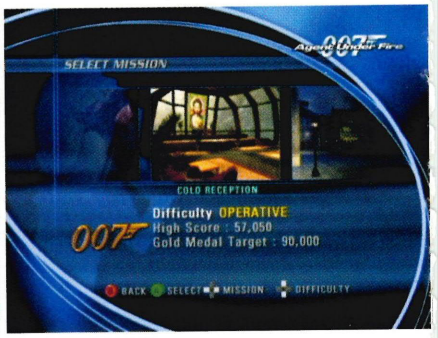
CUBE: What has the GC hardware allowed you to do over the PS2 version?
CR: From my point of view the GC has allowed the player to experience a beautiful visual experience and control it superbly via the fantastic GC pad.

CUBE: Have you encountered any problems using the hardware?
CR: Nope :)









The name's Cube... GameCube. Licensed to play host to the very latest James Bond adventure and give us a kick-ass action game to boot...

JAMES BOND 007 IN: AGENT UN

CUBE INFORMATION

AGENT UNDER FIRE	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

JUNE TBA NOW

IF YOU OWNED an N64, chances are that you had *GoldenEye* as well. As a first-person shoot-'em-up on the N64, there was no better and as a game based on the legend that is James Bond, it was one of the best. It featured all the things about Bond that we love – evil villains, beautiful ladies and lots and lots of weapons, plus all the required set pieces to classify it as a Bond game. As good as it was though, *GoldenEye* is now six years old and, as such, it's about time that someone came up with a game that took everything great about *GoldenEye* but made it bigger and better. Luckily, EA might just be the developer to pull off such a task...

And so, following in the footsteps of such greats as *GoldenEye* and *The World Is Not Enough* on the N64 (and such stinkers as *007 Racing* and *Tomorrow Never Dies* on the PlayStation) is *Agent Under Fire* – the latest Bond-licensed game set to take the console world by storm. Where as most of the previous games have been based on movies of the same name though, *Agent Under Fire* has no such restriction, which means that EA was free to come up with

"IT'S ABOUT TIME THAT SOMEONE CAME UP WITH A GAME THAT TOOK EVERYTHING GREAT ABOUT GOLDENEYE, BUT MADE IT BIGGER AND BETTER..."













FROM A DISTANCE

THE FURTHER, THE BETTER

■ Guards have a nasty habit of being able to get the drop on you, even if you're trying to sneak up on them. If you want to get away without injury, it's best to wipe them out with long-range weapons like the Sniper Rifle or Rocket Launcher.

ROLL OUT THE BARREL

IT'S NOT JUST SCENERY...

■ In most cases when you're taking on a whole troops of enemies, there's often an easier way to take them all out. Watch for these exploding barrels, for example – shoot one and you'll take out any guards standing nearby in one massive blast!

WEAPON OF CHOICE

THE RIGHT TOOLS FOR THE JOB

■ Although any gun can be considered useful when dealing with guards, you'll have to use the right one for each situation. Close-range fighting calls for meaty guns like the Defender or Shotgun, but they're not so good at a distance...

DER FIRE

a top-notch plot full of intrigue, deception and Bond-style action.

Of course, the story is suitably steeped in Bond tradition – there's a good range of world-conquering megalomaniacs, beautiful women and trustworthy allies to meet along the way. This time round, Bond is out to investigate the Identicon Corporation; one of the world's leading botanical research companies. Amid rumours of the company being a front for a mass smuggling operation and the discovery of several vials containing an unknown biological substance, a top CIA agent has gone missing – sounds exactly like the plot of any Bond film, doesn't it? Well, yes it does... which is just one of the reasons why *Agent Under Fire* does what it does so well!

PREVIOUS

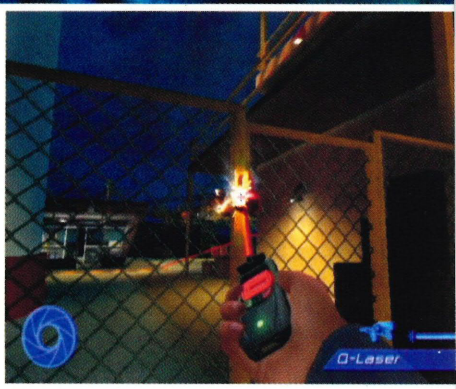
FROM THE MAKERS OF...

FIFA 2002

■ A decent return from the ageing franchise, although we'll be interested to see what improvements the PAL release gets...



TOTALGAMES.NET RATING: 7.6



Typical spy – can't be bothered to get his keys out of his jacket pocket...

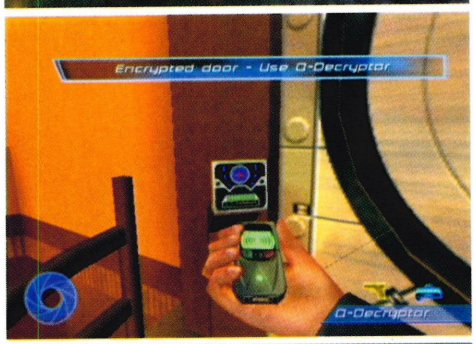
YOUR MOVE, MISTER BOND...

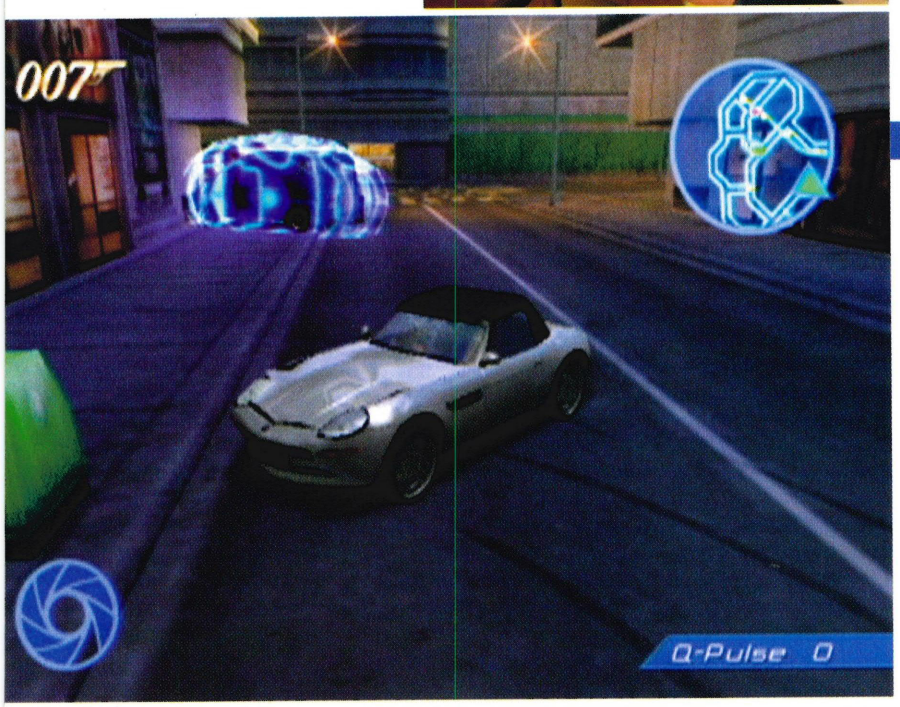
ACT LIKE A SPY AND YOU'LL SUCCEED!

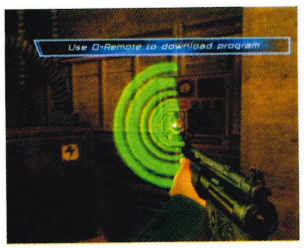
With many of the stages in *Agent Under Fire* taking the form of a first-person shoot-'em-up, you'd be right in thinking that you can spend much of your time blasting guards and racing through each of the levels as quickly as possible. However, this is a Bond game and, naturally, there's much reward to be had in playing like a real spy rather than just barging in with all guns blazing – by using your wits, skills and a multitude of gadgets, you can earn Bond moves and thus push up your score at the end of each level. These moves come in many forms and mimic the kind of action you'd see in a regular Bond movie, so you'll have to experiment to find them all. Whether it's shooting an explosive barrel to take out a whole cluster of enemies, using your trusty Q Laser or Q Claw to find new ways through each level or even driving your customised BMW over huge gaps and up on two wheels, it's worth experimenting with all the possibilities...



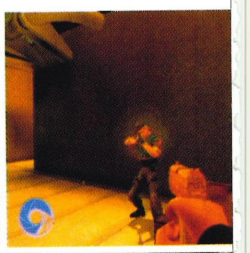












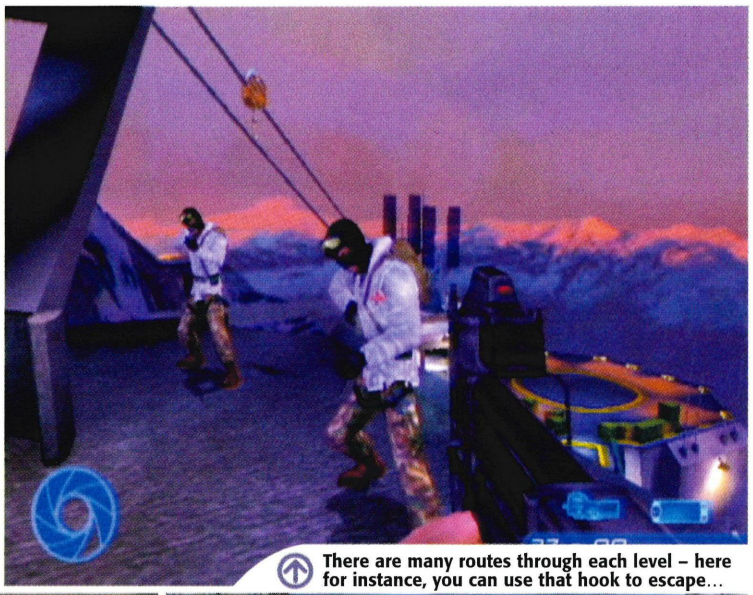


COMMENT Rather than taking one formula and sticking with it all the way through the game, *Agent Under Fire* cleverly blends a number of different genres together to create what turns out to be a very convincing Bond title. First and foremost are the first-person shoot-'em-up sections, which is what most of the levels take the form of. As James Bond, it's up to you to achieve several mission objectives by infiltrating enemy installations and doing all the other things that spies do. Naturally, stealth is the key issue here; while it's quite possible to go barging in and taking out as many guards as you can before succumbing to their firepower, you'll need to be as covert as possible if you want to succeed with the minimum amount of hassle.

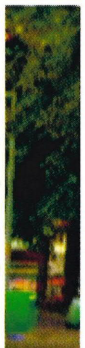
Luckily, you're equipped with the latest in Q gadgetry to assist in your missions, each of which has its own unique purpose (despite all being built into your single mobile phone). There are numerous gadgets to choose from – the Q Claw allows you to grapple up to previously unreachable ledges and the Q Laser proves useful when attempting to cut through locks and gratings. The Q Decoder is great for opening doors locked through electronic means and downloading important data, while the Q Remote can be used to download computer programs from various terminals and then replicate those programs when necessary; for example operating cranes, jet engines and other mechanical objects. Mind you, if want to see a top gadget then Bond's new car is the one for you...

"AGENT UNDER FIRE BLENDS A NUMBER OF GENRES TOGETHER TO CREATE WHAT TURNS OUT TO BE A VERY CONVINCING BOND TITLE"

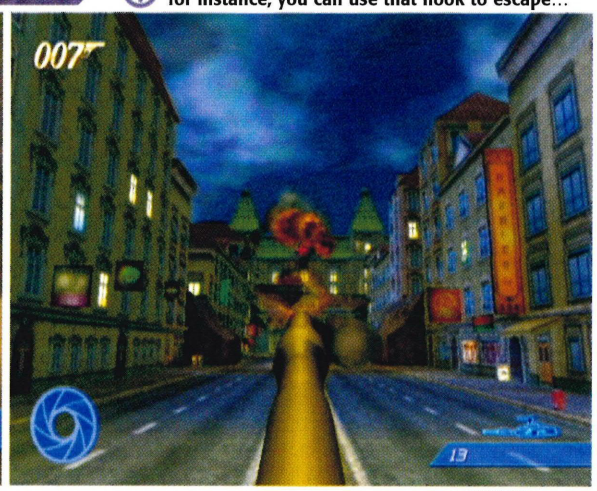




There are many routes through each level – here for instance, you can use that hook to escape...







THE GOOD, THE BAD AND THE NOT-SO-UGLY

A GOOD SPY NEEDS EQUALLY GOOD ADVERSARIES...

As you'd expect from any James Bond outing, *Agent Under Fire* manages to pack in as many diabolical enemies as it can to counterbalance the dashing Mr Bond. Not all of them come in the form of maniacal blokes with German accents, hellbent on taking over the world though... well, one of them does but that's beside the point. It's always good to know who you're up against, so here's a quick look at M's most-wanted list...



CARLA THE JACKAL

A top assassin, hired mercenary and gorgeous lady all wrapped up in one package – Carla's not a girl to be messed with. As well as ruining Bond's chances of getting to bump 'n' grind with Zoe Nightshade, she's also out to gut everyone's favourite super spy like a fish. We wouldn't like to meet her on a dark night...



NIGEL BLOCH

Yes, his name's Nigel... not exactly a terrifying thought. Still, this crazy, bald German is the owner of the Identicon Corporation and has the suitably gruff manner that most international terrorist types can only dream of. Watch out for him; he's more resilient than you might think.



ADRIAN MALPRAVE

Despite having a bloke's name, she's actually one foxy lady... but what with her being set on world domination and all that, there's little chance of Bond getting his way with her. She's working with Bloch on a scheme to clone the world's leaders – Bond better get out there and stop her, quick!

An obvious Bond move – shoot the petrol station rather than the cars and... boom!



You see, the remainder of the levels revolve around driving – in some cases you'll be in a regular vehicle, but sometimes you'll be lucky enough to be driving the new BMW Z8. Equipped with all the usual Bond refinements (including front-mounted machine guns, side rocket launchers, turbo boosters and a heated beverage cup holder), you can really burn some rubber and cause plenty of destruction in the process.

When we say that *Agent Under Fire* manages to encapsulate all that is good about James Bond, we really mean it... from what we've played so far, EA has done an incredible job of capturing the Bond look and feel. Does it give *GoldenEye* a run for its money though? Well, it's a bold boast but we'll more than admit that it's a really close call...

SPY VS SPY

BIG UP THE MULTIPLAYER MASSIVE!

One of the great improvements of *Agent Under Fire* on the GameCube over the PS2 version is the multiplayer mode. Rather than being limited to just two players, you can now have up to four people all blasting away at once (just like *GoldenEye* on the N64), as well as being able to bring in computer-controlled bots to fight against if you're on your own. There's a massive range of levels on offer, with even more available to those gamers who play through the Story mode and collect the Platinum medals from each stage. What's more, there's also a good selection of match styles to choose from...

COMBAT TRAINING

The basic deathmatch-style fight; up to four players can be involved in a battle for survival. The person with the most kills at the end of the time limit (or the first to reach the required amount of kills) is the winner... simple, but effective fun.



ESCORT

Part of the Combat Training, Escort gives the players one of two tasks – either protecting the VIP (by killing the attacking players) or eliminating him (by avoiding the other players and popping a cap in his ass). Being armed with a Sniper rifle has its advantages...



PROTECT THE FLAG

Once again, it's another stalwart of the first-person shoot-'em-up genre; there's a Union Jack hidden somewhere on the level and each player has to try and grab it. Then it's up to the other players to get it off whoever has it – the person with the flag the longest wins.



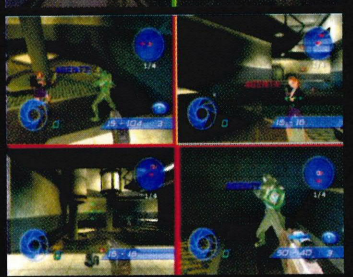
ANTI-TERRORIST TRAINING

As well as trying to stay alive here, players must also use their skills to defuse bombs located around the arena. The more bombs they defuse, the more points they get... but you have to move quick before each one explodes and takes you to hell with it!



TOP AGENT

An interesting twist – one player is picked out as the Top Agent, while the others have to team up and eliminate him. Only the Top Agent can be harmed, but he's more powerful so teamwork is the key. Of course, the player who kills the Top Agent becomes it...





007: LICENCE TO DRIVE

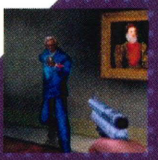
YOUR CAR... WITH ALL THE USUAL REFINEMENTS

If you've seen any Bond movie in the past then you'll know that being James Bond isn't just about sneaking around, killing evil henchmen and making witty comments – there's also the racing around in fast cars to consider. Cleverly, *Agent Under Fire* manages to include plenty of vehicle-based action on top of the first-person shooting sections; what's more interesting is that these vehicle sections are split into two categories. One half of the stages is strictly on-rails; you'll be riding in a vehicle (whether it's a car, tank or underwater transport... no, really) and while the direction you go in isn't under your control, you'll have too many enemies coming at you to worry about the driving. The other half is pure racing as you take the wheel of Bond's customised BMW Z8 and race through various streets and alleyways in a race to head your enemies off at the pass. Naturally, your car is armed with all manner of gadgets though – so if you think these levels are a nice break from the action, you're very much mistaken...





"DOES IT GIVE GOLDENEYE A RUN FOR ITS MONEY THOUGH? WELL, IT'S A BOLD BOAST BUT WE'LL MORE THAN ADMIT IT'S A REALLY CLOSE CALL..."



OOH... GUNS, GUNS, GUNS!

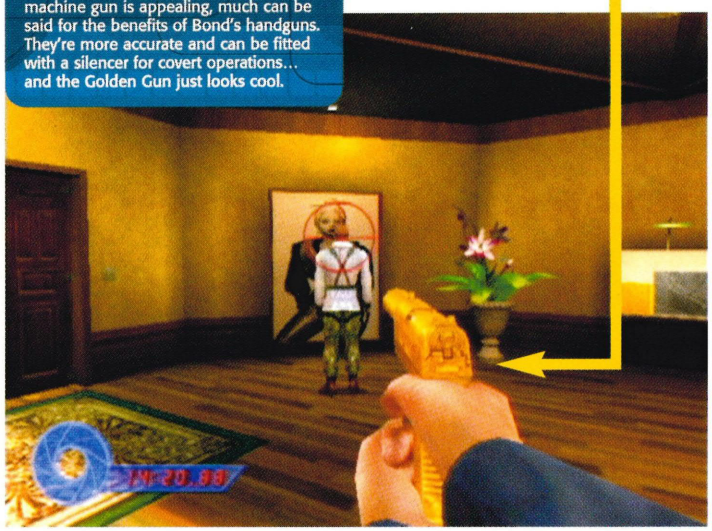
ARM YOURSELVES TO THE TEETH, GENTLEMEN!

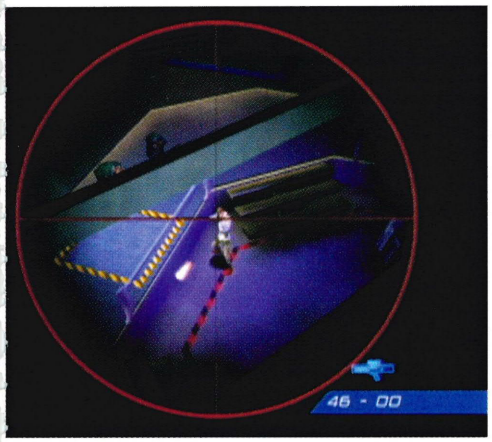
What would a Bond game be without a wide-range of weaponry on offer? Nothing, that's what... so it's quite lucky that *Agent Under Fire* features more guns than we know what to do with. There's everything from the much-underrated fist (give 'em a slap and down they go) and Bond's faithful P2K to more heavy artillery such as the Soviet KA-57 machine gun and Frinesi Special 12 shotgun – you'll need them all if you want to get past the endless stream of thugs and minions between you and saving the world...

HANDY HANDGUNS

SMALL BUT PERFECTLY FORMED

■ While spraying bullets liberally with a machine gun is appealing, much can be said for the benefits of Bond's handguns. They're more accurate and can be fitted with a silencer for covert operations... and the Golden Gun just looks cool.





Mmm, the Sniper Rifle – a great weapon for those truly satisfying head shots.



IN THE ARMY NOW

IT'S THE SIZE THAT MATTERS...

■ Of course, if you really feel the need for some mass destruction then there's only one option – the high-powered firepower offered by a Russian tank. A single blast from it can take out helicopters and blow up an entire roadblock... sorted.

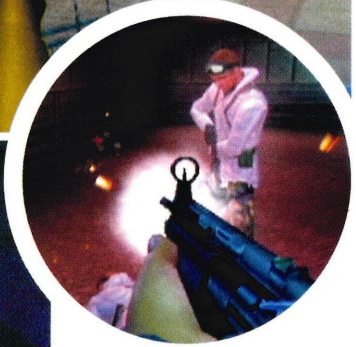


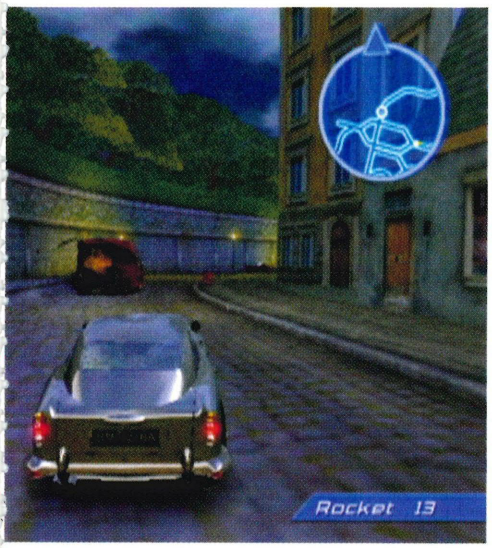


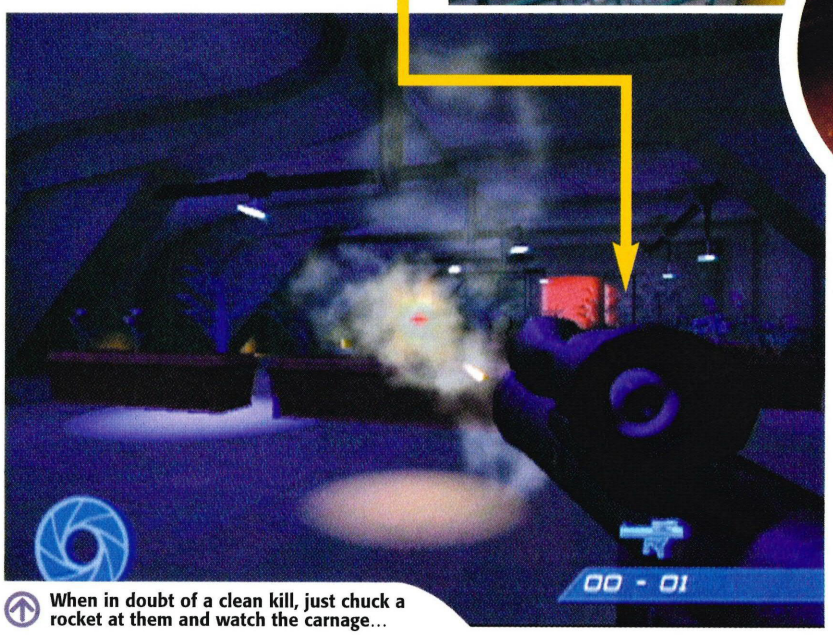
ROCKET POWER

BIG OR SMALL, THEY'RE GREAT

■ Rockets come in many forms. The MRL-22 and CH-6 are your run-of-the-mill rocket launchers while the RCH-1 offers remote-controlled missiles, so you can steer it to its final destination by means of the onboard camera unit. Nice!







When in doubt of a clean kill, just chuck a rocket at them and watch the carnage...

CUBE THINKS...

FIRST IMPRESSION

■ Given the reputation that *GoldenEye* has as king of the first-person shoot-'em-ups, *Agent Under Fire* will be hard-pressed to win the fans over. However, we can assure you that it's done a fine job – it's got the Bond atmosphere down perfectly and manages to offer some great action as well. Bond fan or not, you're going to really love this one...

CUBE





So many classic games, so few updates – with such a massive array of amazing titles in the annals of history, Nintendo could very well be spoilt for choice...

FLY ME TO THE

IT'S A SAD fact of life, but we can honestly say (with our hands on our hearts) that games just aren't as good as they used to be. As seasoned hard-core gamers of a different generation – well, compared to some of you anyway – we've seen technology advance in leaps and bounds over the last decade, which has in turn changed the way games are made. Developers no longer have to worry about making a game immensely playable to compensate for the lacklustre graphics, because the ability to make a game look comparable to real life is available. With gaming rapidly becoming a mass-market activity rather than a 'hobby for geeks', more and more people are experiencing games at a time when they appear to have reached their peak... or so it would seem to those who don't know any better.

Of course, these new converts to the gaming cause only know games as they've existed in recent times – pretty to look at and average to play (it's a wide generalisation, but a valid one). What most of them have never experienced are the classics that many of us older gamers grew up with; titles that, while they look dated compared to today's examples, had more gameplay and enjoyment in their little fingers than some more recent games can muster altogether. It's these games that are still enjoyed today on emulators up and down the nation (not that we can condone that... after all, emulation is theft as far as Nintendo is concerned) but if the masses are to enjoy them as we do, something needs to be done about it.

"MORE AND MORE PEOPLE ARE EXPERIENCING GAMES AT A TIME WHEN THEY APPEAR TO HAVE REACHED THEIR PEAK..."

And so we decided to consider some of the older games that we feel deserve an appearance on the GameCube, either in the form of a sequel or an update – not necessarily Nintendo titles, but games that were not only great to play in their day, but have stood the test of time and still remain fun today. It took us a whole lot of arguing to decide, but we finally got it down to ten games that we'd love to see. Some are obvious picks, while others might not have caught your eye the first time around. Trust us though – all are classics in their own right and if anyone in an influential position is reading this, maybe they'll try and make our dreams come true...

POINTS OF VIEW

EVERYONE'S ENTITLED TO AN OPINION ABOUT WHAT GAMES THEY'D LOVE TO SEE HAVING A REMAKE OR A SEQUEL APPEAR ON THE GAMECUBE – THAT'S WHY WE ASKED A COLLECTION OF RESPECTED INDUSTRY MEMBERS AND SOME OF OUR VERY OWN READERS WHAT THEY THOUGHT...

INDUSTRY



FAYE O'DONOHUE

PR EXECUTIVE
UBI SOFT

My choice has to be *Harvest Moon* – people laugh when you say it's a farming sim, but it's certainly not boring. If you've never known the pleasure of raising your own chickens, horses and cows, ploughing your fields and watching your crops grow while trying to woo your favourite village girl, then you really are missing out...

The plot sees you returning to your grandfather's farm after his death, vowing to continue his good work and run a farm that Gramps would have been proud of. While building the your farm up, you must ensure that your new neighbours see you as a responsible and upstanding member of the community... otherwise you may find they have closed their shops and locked up their daughters.

On top of the great gameplay, the cutesy graphics would look gorgeous on the GameCube. Besides, what other game can you think of where you get to compete in an annual tomato fight?



HARVEST MOON

READER



TONY HOMEWOOD

KENT
VIA CUBE FORUM

I'm a gamer of 'a certain age' shall we say, so my memories of classic games go quite a way back (I remember *Copter Snatch* on the Dragon 32 with fondness). This makes a choice for a classic game worthy of a GameCube sequel rather difficult, but I think I'd have to pick the classic oriental sneak-'em-up, *Tenchu*. Although *Perfect Dark Zero* is rumoured to be a sneak-'em-up, the *Tenchu* series will be hard to beat. The old analogy of the whole being greater than the sum of its parts applies well here; the intensity of the close quarters combat and stealth kills and the replay value you got when you tried to do that level that little bit quicker, even after achieving Grand Master status added up to a great game. For me, there has only ever been one true sneak-'em-up and I think the GameCube is capable of doing it justice with a quality sequel.



TENCHU

SECRET OF MANA

DEVELOPER: SQUARESOFT
FORMAT: SNES
YEAR: 1993



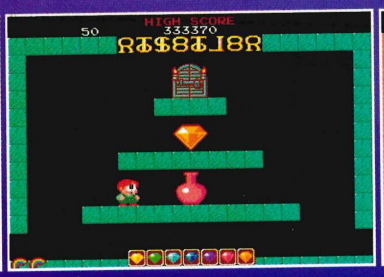
The aim of the game: Not surprisingly (considering it was an epic RPG from Square), the story of *Secret Of Mana* is rather complicated. In a nutshell though, you play the bearer of the Mana Sword – a mere child who has accidentally come into possession of this great power. Of course, with power comes responsibility and very soon, the fate of the world rests upon your shoulders... you know, typical RPG hero stuff.

Why we want it: Ask any hard-core gamer what their favourite adventure game is and we suspect that the response will be either *Zelda: Link To The Past* (a true classic) or *Secret Of Mana*. Appearing in the days when Squaresoft and Nintendo were still talking to one another – although those days are most certainly coming again... yay! – *Secret Of Mana* was revolutionary in terms of both graphics and gameplay. For one, it looked absolutely gorgeous with amazing scenery and great attention to detail. On the gameplay side, *Secret Of Mana* had a story line that sucked you in and kept you playing for hours, as well as being one of the first RPGs to let three people play at once... wow! The game had several sequels (*Secret Of Mana 2* on the SNES and *Legend Of Mana* on the PSone) but none of them have ever managed to capture the elegance and beauty that was the original. Maybe now that Square is coming back to the Nintendo fold, we might see something special in the near future...



One of the best games ever – we doubt anyone will disagree...









RAINBOW ISLANDS

DEVELOPER: TAITO
FORMAT: ARCADE
YEAR: 1987



The aim of the game: Having broken the evil spell that had turned them into dragons in *Bubble Bobble*, Bub and Bob then set their sights on killing all the enemies on the Rainbow Islands... don't ask us why, they just have. Armed with the power of rainbows (again, don't ask), you had to climb to the top of each island before it sunk into the waters below, collecting as many fruits and other goodies while you went. Simple, eh?

Why we want it: While *Bubble Bobble* was quite good and some of the sequels were bad (*Parasol Stars* being the obvious example), *Rainbow Islands* was the game that managed to get everything just perfect. From the outside, it seemed like an incredibly straightforward platform game – go from the bottom of each level to the top, without getting killed by anything that moved. Those gamers who bothered to look deeper though found that there was so much more to the game... especially if you were intent on collecting all seven of the magical rainbow gems and gain access to the secret chambers. You see, the screen was split vertically into seven invisible 'zones'; squashing an enemy with a rainbow and making it land in a zone yielded a coloured gem. Collecting all seven colours was tough enough, but getting



all of them IN ORDER (which was the real skill) was a tough feat to achieve. And as for reaching the secret islands... well, don't even get us started. We loved this game way back, so a remake would go down nicely with us.

SUPER PUNCH OUT

DEVELOPER: NINTENDO
FORMAT: SNES
YEAR: 1994



The aim of the game: It's boxing, the Nintendo way. Pulling on your gloves and oversized shorts, you had to fight your way through the ranks of the boxing leagues – Minor, Major and World – by beating some of the weirdest boxers around. Featuring characters like Gabby Jay (the oldest boxer alive), Bob Charlie (the Rastafarian lightweight) and Bald Bull (a big bloke who's... err, bald), this was truly a light-hearted sports game that was worthy of your attention.

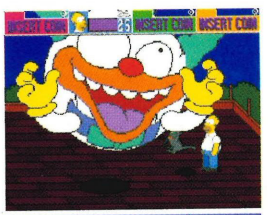
Why we want it: Although sports games seem to be the mainstay of the videogame market, it's a fact that some sports don't translate well to the medium when done in a certain way. One of those sports is boxing – with the advent of games moving from 2D to 3D and a focus on realistic simulation over exaggerated enjoyment, there have been many examples of boxing games that aren't much fun and seem to be nothing more than stabbing away at the buttons until one person falls down. *Super Punch Out* came from a different school of thought though; being a Nintendo game, the emphasis was firmly on fun rather than realism. Drawn up in an entirely cartoon style and featuring a whole band of crazy boxing characters, this was more than a button basher – each fight required certain tactics and moves in order to beat the increasingly tough opponents. Once again, Nintendo took an age-old formula and turned it on its head... will they ever do it again?

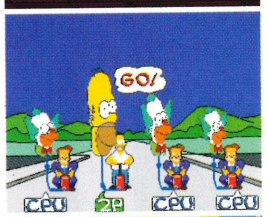


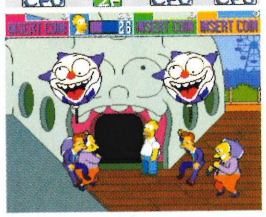
Honestly, a night down the pensioners' club just ain't what it used to be these days...

THE SIMPSONS

DEVELOPER: KONAMI
FORMAT: ARCADE
YEAR: 1991







The aim of the game: There's been a robbery at the Springfield Diamond Exchange and Maggie's been kidnapped by the evil Mr Smithers... the Simpsons have to save her! Being a side-scrolling beat-'em-up though, this involves wandering through various areas (including Krustyland, Springfield National Park and the Nuclear Power Plant) and beating the living daylights out of anyone that gets in the way.

Why we want it: Let's face it – every single *Simpsons* game available has sucked. You name it, we hated it; *Simpsons Wrestling*, *Bart's Nightmare*, ... they were all rubbish. Surprisingly though, the arcade version of *The Simpsons* is damn good fun to play because it manages to incorporate frantic beat-'em-up action with some our favourite cartoon characters. Up to four people could play the game at once, with each one taking control of a different Simpson – as well as the obvious items that could be collected (like Bart's catapult and Homer's bowling ball), players could team up with one another and pull off massively powerful attacks. It had bosses, it had tons of enemies and it featured all the places we've seen and loved in the cartoon series... Konami (who was also behind a similar game featuring those Teenage Mutant Ninja Turtles) once again did well with the licence they had. There aren't enough side-scrolling beat-'em-ups these days, so we wouldn't complain if this one made a comeback.





CASTLEVANIA IV

DEVELOPER: KONAMI
FORMAT: SNES
YEAR: 1991

The aim of the game: Once again, Dracula is rising from his grave (well, he does it every thousand years… why should this millennium be any different?) and once again, only the Belmont family can stop him. The fourth game in the *Castlevania* series sees Simon Belmont entering Dracula's castle and raining death on his minions thanks to his trusty whip and collection of handy sub-weapons in a top-notch platform romp.

Why we want it: Although the *Castlevania* series had been running for several years beforehand, the fourth instalment is the one everyone remembers. There's no doubting it looked outstanding for the time (employing all manner of SNES graphical effects, including the much-favoured Mode 7… check out those swinging chandeliers!) but it was also the music that captured everyone's attention, thanks to the haunting melodies and stunning symphonic tunes. It might have been just a side-scrolling platform game to some, but those in the know understood that it was so much more than that; it was one of those games where everything just clicked so perfectly. Bettered only by *Castlevania: Symphony Of The Night* on the PSone – although *Castlevania: Circle Of The Moon* on the GBA came mighty close – it's about time that there was a decent *Castlevania* game on a next-gen console. Of course, there are rumours a-plenty that Konami's already hard at work on one… here's hoping, eh?



Top atmosphere, amazing music, fantastic gameplay… Castlvania rocks, man!

FINAL FIGHT

DEVELOPER: CAPCOM
FORMAT: ARCADE
YEAR: 1989

The aim of the game: It's the kind of thing every mayor has to go through – you've just come into office and everything's going smoothly, when all of a sudden your daughter is kidnapped by an evil criminal gang called Mad Gear. Typical. Still, what can you do? Well, you could try getting a few of your mates together, ripping off your shirt and kicking some gangland arse… after all, isn't that what every other self-respecting mayor would do?

Why we want it: Even though the concept of the scrolling beat-'em-up had been around for donkey's years beforehand, Capcom was the one that really took the genre and ran with it. Enter *Final Fight* – the game that spawned literally tons of copycat games (with suitably tough-sounding names like *Cadillacs and Dinosaurs*, *Vendetta* and *Crude Buster*) but was easily the best out of all of them. Even though it was a basic concept, Capcom managed to take all the things that a scrolling beat-'em-up should contain and polish it up nicely until it shined. Good selection of characters? Check. Lots of different weapons to pick up and beat people to death with? Check. Wide range of enemies to face, mostly with names like Doug, Bill and Poison? Check again. There was even a decent number of levels to plough through, culminating in a battle in a skyscraper against a harpoon-wielding man in a wheelchair – ace. We'd love to see *Final Fight* again in some form or another… mmm, 3-D.



POINTS OF VIEW

MORE SPOUTINGS FROM THE FOLKS WE TRUST…

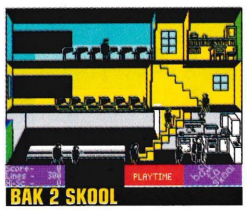
INDUSTRY



MATT WILKINSON

MANAGING DIRECTOR
BAM! STUDIOS

There's an old ZX Spectrum game called *Bak 2 Skool*, where you play a young boy at school, solving a series of puzzles in order to achieve the ultimate goal which is, I seem to remember, something to do with finding out who ate the school cat. You're armed with your trusty catapult and you can wander around the entire school and playground with your fellow pupils and the ever-vigilant patrolling teachers. Getting into trouble will result in you being given lines and exceeding 10,000 lines gets you expelled. To keep your nose clean, you have to attend your classes when the bell goes, and not get caught doing something you shouldn't. Some of the puzzles were great and involved antics like liberating a frog from the science lab and dropping it in the nearby girl's school to cause panic and allow you to sneak into one of their classrooms to retrieve something-or-other. Although viewed from side-on on the Spectrum, on the GameCube this would make a great third-person, non-violent, humorous, 'those-were-the-days' *Billy Bunter*-style romp.



BAK 2 SKOOL

READER



KELLY MACDONALD

SCOTLAND
VIA CUBE FORUM

Assuming all these disconcerting 'Rare going platform-hopping' rumours are unfounded, I would love to see some of Rare's better work updated for the GameCube. The title that immediately springs to mind is *Jet Force Gemini* – one of its (relatively) little-played games, released in the N64's more prosperous years. It was a brilliant fusion of the expertise in platforming Rare earned with the *Banjo* games and their mastery of strategic shooting demonstrated in *Goldeneye*. *JFG* was a space-set third-person adventure with plasma-guns, blue ants to shoot and a dog with rockets strapped to his underside – I think it was one of Rare's most fantastic games. Sadly, it never won Nintendo's approval (too much shooting I suppose, though the game was far more strategic than violent) and never exactly achieved stellar sales, but it remains one of my all-time favourite N64 games. The graphics were superb, the AI astonishing and the gameplay unrivalled… the thought of what GameCube could do for a sequel boggles the mind.



JET FORCE GEMINI

INDUSTRY

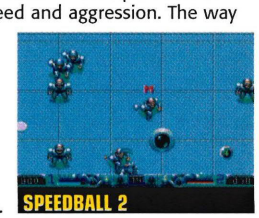


FRAZER NASH

PR MANAGER
VIVENDI UNIVERSAL

The answer to this question couldn't be simpler – *Speedball 2*. When the original came out in 1988, it was a welcome change to anything we'd seen before. Obviously, *Speedball* was no ordinary sports game; true, it had players, goals and even a ball, but that's where the similarities ended. As this was cyberpunk sport, hurting and beating your opponents to a pulp was part of the joy and the best method of winning. The way to climb the league ladder and become champion was to train your team adding strength, speed and aggression. The way the graphics were presented was absolutely brilliant; everything was made of slick, solid metal and the players looked 3D that made them feel more real in the arena.

Although this game deserved to be updated, it'd be better to keep the old retro style but improve the graphics – everything else is perfect.

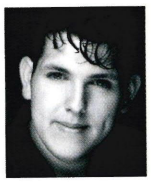


SPEEDBALL 2

POINTS OF VIEW

WHO SAID THE CAMERA NEVER LIES?

INDUSTRY



ALEX VERREY

PR EXECUTIVE
JOYTECH

Contra on the SNES gets my vote. It was a gaming experience that redefined the shoot 'em up – the thing still looks great today and the Two-Player mode (coupled with astonishing Mode 7 graphics) was absolutely revolutionary for the time. In my eyes, it's never been bettered and really set a new standard not only for the fledgling SNES format, but for 16-bit gaming in general. Wonderfully designed stages, great power-ups, awesome rotating, spinning, morphing bosses, and action varied enough to ensure you never got bored! Sadly however, Konami was never able to follow up the series with any success. I remember the excitement I felt when I heard the series was debuting on the PlayStation, only to be heartbroken to discover that the development had destroyed everything great about the series. The game was now in 3D, but it was nothing short of a travesty. The thought of a fully 3D, four-player shoot-'em-up with the power of the GameCube behind it sends shivers down my spine...



SUPER CONTRA

READER



HARKAMAL SINGH THANDI

BIRMINGHAM
VIA CUBE FORUM

It seems that Capcom has started to bring a lot of its classic games back to life recently, so I would like to see an updated version of the MegaDrive hit *MERCS* brought to the GameCube. This overhead shooter was addictive and very playable – it involved you taking control of one mercenary who had to basically blast his way through enemy territories in order to rescue your captured soldiers, who then became playable characters once retrieved. It would be nice to see Capcom turn this game into a third-person shoot-'em-up much like *Metal Gear Solid* or *Syphon Filter*. With the GameCube's ergonomic controller, the control style could be improved and a four-player deathmatch mode could be added. It would be even better if they could add a GBA link up game so you could download and upload the soldiers that have been rescued, so if anyone from Capcom is reading this... please consider it!



MERCS

INDUSTRY



CLIVE GORMAN

PR EXECUTIVE
BASTION

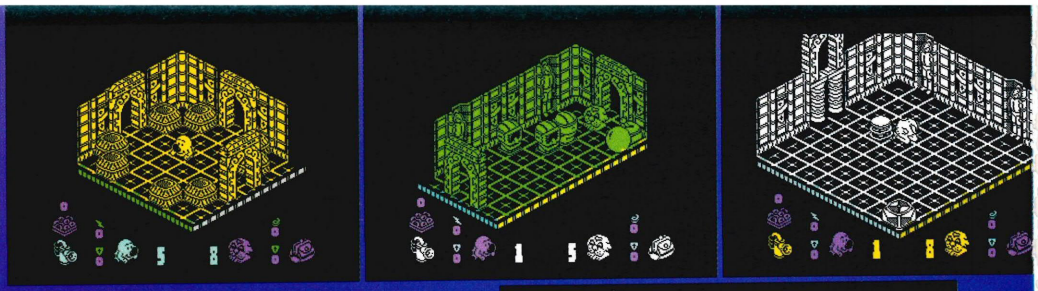
Advance Wars on Game Boy Advance has already proven that a turn-based game holds a lot of appeal for Nintendophiles everywhere. The game I'd like to see most recreated on Game Cube is *Vandal Hearts* (and its sequel).

The original game was one of few that actually made me want to play through, non-stop. The turn-based, tactical thinking made for compulsive gameplay and many, many hours were lost battling my way across the devious maps. Not only that, but as the story line unfolded, you'd become increasingly attached to the little chaps in your band of adventurers.

The GameCube has everything necessary to resurrect *Vandal Hearts* and capture a whole new group of gamers. *Vandal Hearts'* Manga-style graphics are perfectly suited to Nintendo's new powerhouse console. Better still, you could finally do away with the sprite animations and have fully 3D models.



VANDAL HEARTS

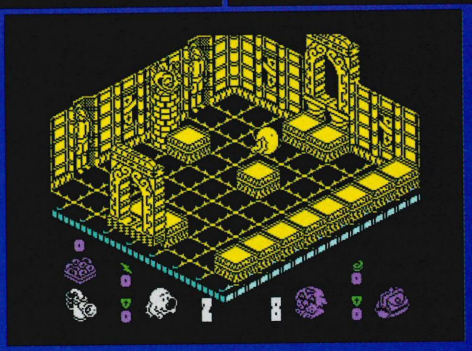


HEAD OVER HEELS

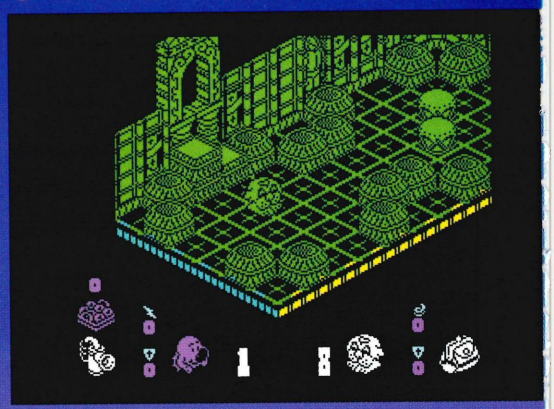
DEVELOPER: OCEAN
FORMAT: SPECTRUM
YEAR: 1984

The aim of the game: A platform adventure game with a difference – rather than controlling one character, you played as two. Head and Heels (a pair of odd-looking creatures) start the game in opposite prison cells; each had their own skills that could be used to bring them together. Of course, doing so was just the start of the adventure and there were hundreds of different rooms to explore... it's a classic in every sense of the word.

Why we want it: Riding on the wave of popular isometric adventure games that were sweeping across the industry, *Head Over Heels* really took the genre to another level. By being able to control and switch between two different characters, you had to constantly change your playing style to accommodate each character's skills – Head could glide a short distance and jump high, while Heels could carry items and run really fast. Bringing the two together created a superbeing, but you couldn't keep them linked up for long; the whole magic of the game was that you had to constantly split the pair up to overcome obstacles before bringing them back together further down the line. We still play the Spectrum original to this day, but we've never been able to complete it – a testament to how old-school games relied on tough gameplay rather than fancy graphics. If someone would simply bring the whole thing up to GameCube standard, we'd be the happiest people around.



Collect the fish, earn a power-up... yes, it really was that bizarre. Still, we loved it to pieces!



CYBERNATOR

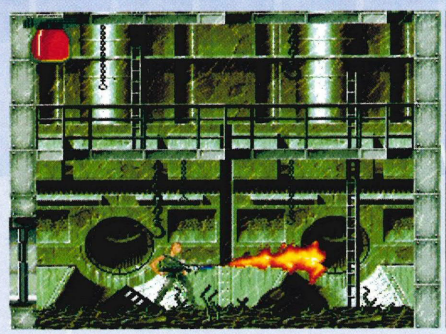
DEVELOPER: KONAMI
FORMAT: SNES
YEAR: 1993

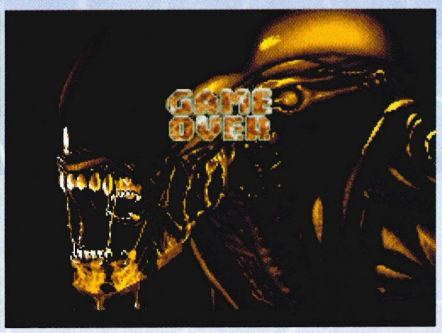
The aim of the game: It's the future and rather than using tanks and planes, wars are now fought throughout the galaxy in gigantic armoured Assault Suit robots carried by huge space cruisers. With war brewing over the remaining fossil fuel on Earth and territorial rights to the moon, the Marine Core sends in its finest troops... cue over ten levels of frantic blasting and mech-destroying action in one of the best shoot-'em-ups on the SNES.

Why we want it: Despite the fact that the Japanese go crazy for anything featuring robotic killing machines, games about giant walking hulks of metal never became a regular thing on the western side of the water. *Cybernator*, on the other hand, drew directly from many different Manga influences and as such was more than just a regular shoot-'em-up – it had a flowing story line that kept you interested and required more strategy than just pummelling the buttons and hoping for the best. For example, the whole concept of upgrading your weapons by collecting power chips required a modicum of thought on your part, meaning you had to explore each level rather than just steam through with all guns blazing... at least, you did if you wanted to get any further than the first few levels. It was the whole style of the game – as well as the sheer playability – that imprinted itself on our minds. Think what the GameCube could do with it...



As well as the platform sections, there were also these top side-scrolling flying levels too...





ALIEN 3

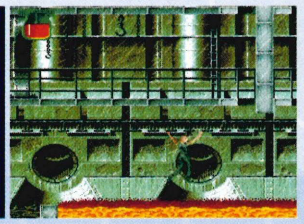
DEVELOPER: ACCLAIM
FORMAT: SNES
YEAR: 1993

The aim of the game: Based on the slightly lacklustre film of the same name, *Alien 3* saw you take control of Ripley as she fights to escape the Fiorina 161 prison facility. Armed with several different weapons, you needed to not only wipe out the alien threat that was taking over the facility but also complete many different missions in order to help everyone else escape as well. Of course, it was one insanely tough game…

Why we want it: *Alien 3* on the SNES was a platform adventure game that sat head and shoulders over the rest. Obviously, picking the *Aliens* theme was a good start but rather than making it just a simple platform game where you shot anything that moved, Acclaim took things one step further and created a game we still enjoy today. By throwing in the concept of having to complete missions before you could progress, *Alien 3* became a game of immense skill and strategy – with limited ammunition resources and a whole bunch of aliens between you and your goals, you had to spend as much time working out the quickest and safest route to your destination as you did actually getting there. It was also a tough game to crack and with the prison being absolutely massive, it took a long time to get through it all – we only finished it once, so to play it on the GameCube would be great.





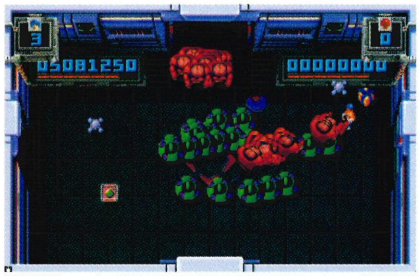


SMASH TV

DEVELOPER: MIDWAY
FORMAT: ARCADE
YEAR: 1990

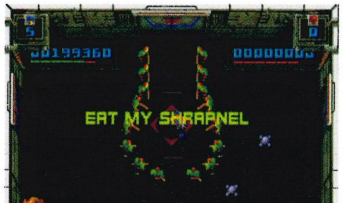
The aim of the game: Once again, we find ourselves in the future where the realm of the TV game show has degenerated along with the masses that watch it. Now, contestants have to fight for their lives against baseball bat-carrying thugs, electrified robotic drones and gun-toting tanks in order to win toasters, VCRs and new luggage. Big money, big prizes… we loved it!

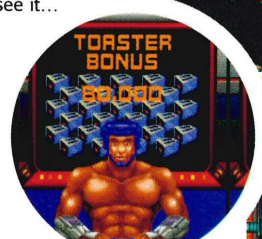
Why we want it: *Smash TV* brings back fond memories to us simply because it was a familiar idea with a twist – an all-out shoot-'em-up that didn't take itself seriously in the slightest. Adding the game show angle really made a difference; the opportunity to pick up cash and prizes while slaughtering hordes of oncoming enemies left, right and centre, along with the insane host rattling off his classic catchphrases lifted the game from being an average shoot-'em-up to becoming so much more. The original sequel (called *Total Carnage*) was good, but lost the game show angle and thus much of the original's personality and style. Thankfully though, Midway has already updated the genre in recent years with an arcade game called *The Grid* – a futuristic game show where blowing your opponent's head off is the only way to become the champion. If there's any chance of it coming to the GameCube, we'd love to see it…













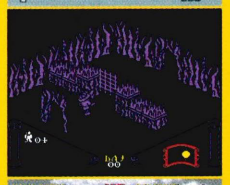
BEST OF THE REST

Coming up with this list of games took a whole lot of arguing amongst the team – not surprisingly, there were more than enough games that nearly made the cut. Here's just a few of them…

F-ZERO (SNES)
We would have included this one, if it wasn't for the fact that we reckon Nintendo will come up with at some point in the future.



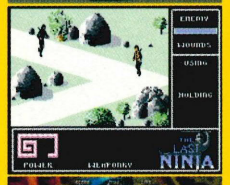
KNIGHT LORE (Spectrum)
A classic from back when Rare wasn't Rare – however, *Head Over Heels* only just beat it to the punch on the isometric adventure stakes.



CHASE HQ (Arcade)
Fast-paced action racer with a twist; chase after the criminals in their cars, then smash them into submission with your front bumper!



LAST NINJA (Spectrum)
More isometric adventure action, this time featuring a rock-hard ninja and lots of enemies to kill with your pointy throwing stars.



SIN AND PUNISHMENT (N64)
It came out on the N64 in Japan… but nowhere else. Come on, Nintendo – why do you always keep the very best games for the Japanese?



RICK DANGEROUS (Amiga)
The tough-as-nuts platform game that had all of us tearing our hairs out when we were nippers. You needed a good memory for this one…



ALUNDRA (PSOne)
Old-school adventuring done in a way that only *Zelda* knew how. The sequel sucked, but we'd love have to the original redone on the GameCube.



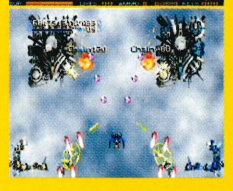
FLASHBACK (Amiga)
Finally, a sequel that improved on the original – exploring an unfamiliar world and uncovering an alien plot has never been so much fun.



ALIEN BREED (Amiga)
Take the *Aliens* idea, then turn it into a top-down blasting frenzy and you've got this little beauty. It was so tough, we never finished it…



RADIANT SILVERGUN (Saturn)
By far the best vertical shoot-'em-up EVER – a cult hit on the Saturn and one of the games we'd love to see appear on the GameCube.



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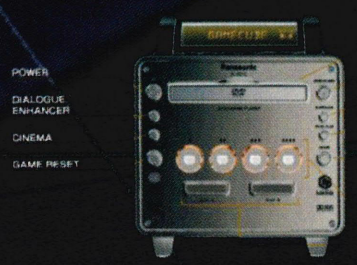
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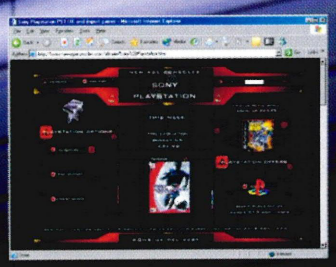
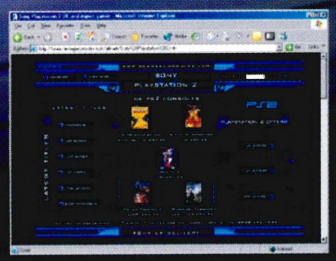
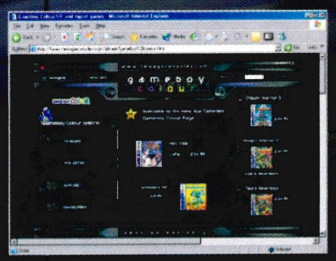
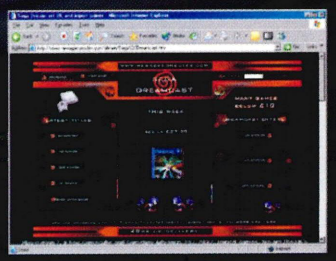
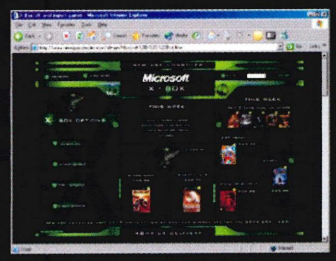


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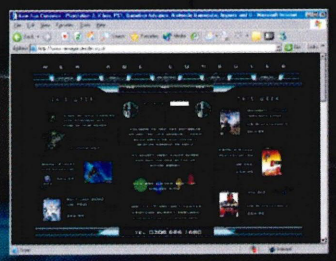
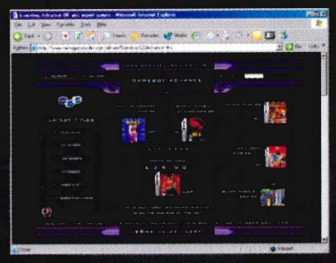
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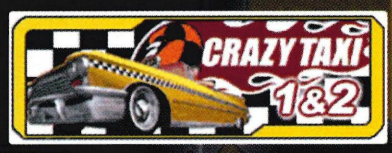
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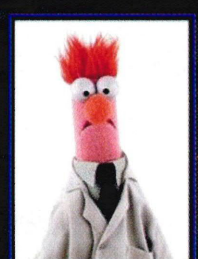
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CUBE REVIEWS

ISSUE FIVE



GO GET 'EM TIGER

EDITORIAL

SO, NINTENDO... gaming genius or royal pain in the arse? Yes, I'm annoyed – while the big N clearly knows what it's doing in terms of game development (hey, it wouldn't be where it is today if it didn't), the way it deals with the press is certainly a touch naïve in my eyes. What exactly do I mean? We, as games journalists working on a GameCube magazine, have a duty to bring you every scrap of Nintendo-related news – when the only thing stopping us doing that is Nintendo itself, that's where the problems begin. You want examples? Well, the whole NR Reader situation (as reported last issue) leaves us in a fine mess when it comes to previewing and reviewing PAL games – what makes things worse though is that Nintendo itself NEVER provides code until the game is out, leaving us totally stuffed on the key titles. Then there's the concept of 'artwork sharing', which basically means we can't have ALL the artwork relating to Nintendo's games; each mag gets a small selection, leaving it up to the fates as to whether any of it is cover-worthy or not. And as for detailed information, you can pretty much forget anything that isn't the company line (getting new info out of them is like getting blood out of a stone). Obviously, we're grateful for what we do get but, ultimately, we're supposed to be making Nintendo look good... how can we do that if it does its best to stop us, eh?

MARTIN MATHERS

JIKKYOU WORLD SOCCER 2002



74 Konami plays the ace up its sleeve in the form of its latest footie wonder – the Japanese version of *International Superstar Soccer 2*. Needless to say, with this being a launch title in the UK you really can't afford to miss this review...

CUBISTS

Cube cuts off the dead wood to make room for some fresh bud - we're like Charlie Dimmock, only without the breasts.

SIMON PHILLIPS



GROUP EDITOR, CUBE

WILL: Feign a case of chicken pox
WON'T: Turn that damn music down
THIS MONTH: Mr Lips finally got hold of his beloved decks, as well as a whole bunch of new records and even a rotating glitter ball. Now he just needs a massive scruffy beard and he'll be the next Dave Lee Travis.

MARTIN MATHERS



GAMES EDITOR, CUBE

WILL: Be in debt forever
WON'T: Give up his £800 fridge
THIS MONTH: He's got his new flat, new furniture and a fridge that costs more than he makes in a month – life is good for the boy Mart. Now he just has to work out how to survive without money and he's sorted...

CHANDRA NAIR



NEWS EDITOR, CUBE

WILL: Sing for his supper
WON'T: Busk for spare change
THIS MONTH: The continued success of Will Young finally got the better of our very own pop idol. 'That should've been me!' he cried over and over, before giving us his rendition of *Hit Me Baby One More Time*.

JONTI DAVIES



FREELANCER, CUBE

WILL: Work under cover of darkness
WON'T: Show his face in public
THIS MONTH: Despite the fact we don't know what he looks like, we happily welcome Jonti into the **Cube** flock. He used to write for decent mags before coming here, you know – oh, how the mighty have fallen...

SIMON GRIFFIN



STAFF WRITER, CUBE SOLUTIONS

WILL: Sit, roll over and play dead
WON'T: Chew your slippers
THIS MONTH: The beast migrated to the warmer climate of Cube Solutions, meaning we finally have someone to help the Cheating Monkeys. Of course, he'll have to be their bitch for a month or two... but he's probably used to that. Ruuffffff!

CYRA COOMBER



SUB EDITOR, CUBE

WILL: Have the week off
WON'T: Be happy when she returns
THIS MONTH: The office was mysteriously quiet... was it because the whole team was hard at work? Had they all caught a dose of laryngitis? Or was it because Cyra was off on holiday? Hmm, it's a tough one.

DAWN ROBERTS



DESIGNER, CUBE

WILL: Never go clubbing again
WON'T: Stop her infernal singing
THIS MONTH: In an attempt to give Steph a bit of breathing space, we've drafted in yet another lady to keep you young adolescent males happy. Dawn might be new, but we're close to breaking her spirit already...

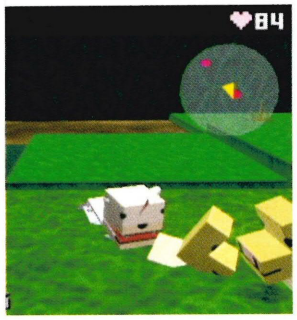
STEPHANIE PEAT



DESIGN BABE, CUBE

WILL: Look pretty for you
WON'T: Sign your underpants
THIS MONTH: The demand for signed photos of Steph was so high, she's thinking of charging for the service. On top of all the money she makes from the 0898 Steph Hotline, she must be raking in potloads of cash by now.

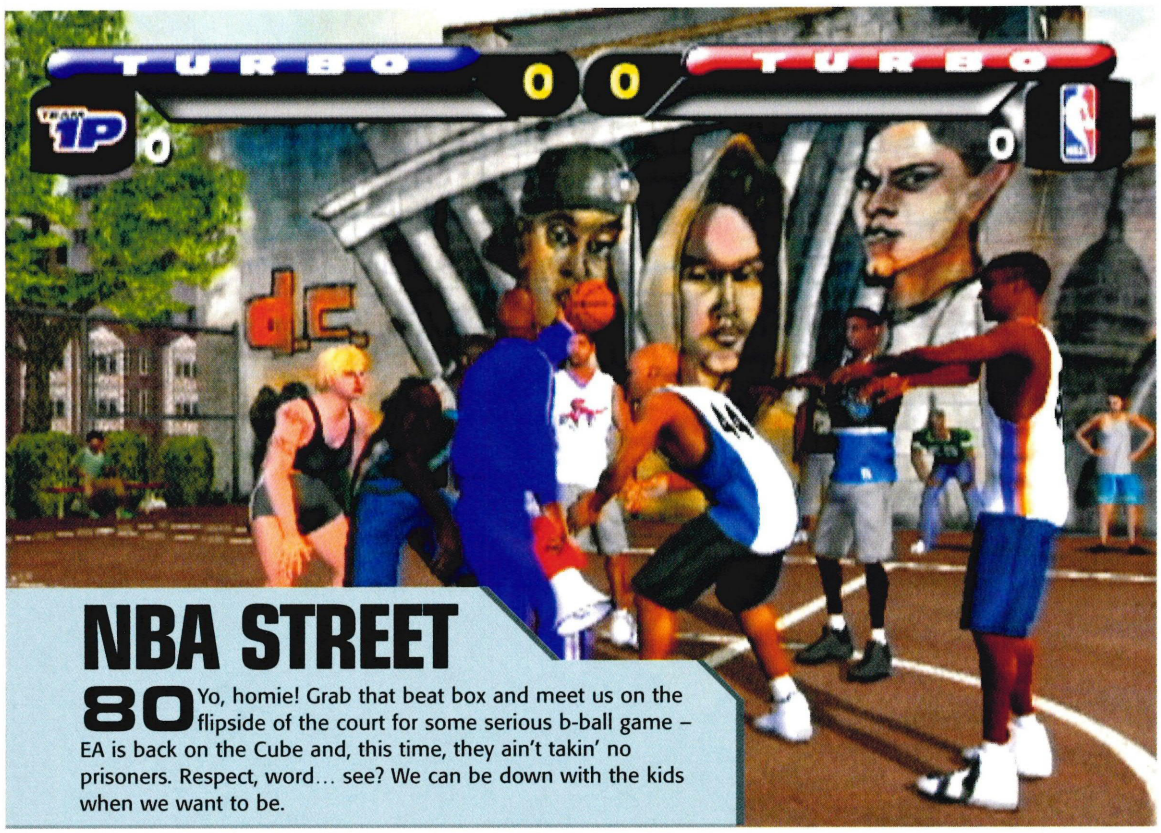
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NBA STREET

80 Yo, homie! Grab that beat box and meet us on the flipside of the court for some serious b-ball game – EA is back on the Cube and, this time, they ain't takin' no prisoners. Respect, word… see? We can be down with the kids when we want to be.

ANIMAL LEADER

84 If you already thought that the Japanese were one weird bunch of people, you haven't seen anything yet. You'd better be prepared before you think about reading this review – we don't mind saying that *Animal Leader* is one freaky game.

PAC-MAN WORLD 2

88 Like your old-school games? Well, don't get your hopes up just yet – just because it's *Pac-Man*, that doesn't make it retro. In fact, this is about as far from the original *Pac-Man* as you can get… but it's still pretty cool as far as we're concerned.

SMASHING DRIVE

92 Noooooooo! Take Namco (a well-respected games publisher) and one rather shoddy game – throw them together and what do you get? Why, a shambles of a GameCube title that should have been put down at birth, that's what. Why Namco, why?

18WHEELER AMERICAN PRO TRUCKER

96 What's this… Acclaim in 're-releasing old SEGA games' shocker? Well, we all knew it was coming and to be fair, *18Wheeler* ain't that bad. Of course, we've been here before with *Crazy Taxi* so the question still has to be asked… what's the point?

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…



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.

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

THE BREAKDOWN

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



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!



Konami's first GameCube footie game—worth the wait?

JIKKYOU SOCCER

CUBE INFORMATION

JIKKYOU WORLD SOCCER 2002

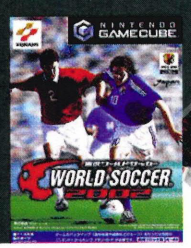
PUBLISHER:	KONAMI
DEVELOPER:	MAJOR A (KCEO)
PRICE:	£69.99
ORIGIN:	JAPAN
PLAYERS:	1-4

STATS

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- THREE TIMES OF DAY TO PLAY
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- UP TO 44 MEMORY CARD SPACES

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MAY	OUT NOW	APRIL '02



"FOOTIE GAMES ARE ALL ABOUT MULTIPLAYER, AND WORLD SOCCER 2002 IS ONE OF THE BEST FOUR-PLAYER GAMECUBE TITLES YET"

FEVERNOVA!: Fevernova is the name of Adidas' new ball. It'll debut in this year's World Cup and is featured in *World Soccer 2002*.

FEVERNOVA



Teddy pops over to the sideline to give Becks a few pointers on whipping those crosses in earlier.

PLAY THE GAME

HOLD AND GIVE, BUT AT THE RIGHT TIME...

Like its predecessors, *World Soccer 2002* is quite easy to pick up and play. Unlike the more complex and less accessible *Winning Eleven* games, however, *World Soccer* maps only several key functions to the GameCube controller. A passes, B shoots, X plays a long ball, and Y pulls off a through ball. Holding R will make your player sprint, while holding L will give you closer control. Tapping L changes the player that you're controlling. Its gameplay is no longer as basic as *Virtua Striker 3*'s, though, and Amusement Vision's game outplays *World Soccer* thanks to its focused nature.

World Soccer encourages more considered football over intricate, tricky play. By quickly tapping R it is possible to shimmy, and using L in conjunction with A outworks a one-two. But if you want to score sensational goals, there's a notable lack of options. In this respect, *World Soccer* is more Liverpool than Real Madrid. It depends on what sort of football you like to play and see played, but we prefer the non-stop attacking action found in *Virtua Striker 3*...









LUVERLY!

COCKNEY WANTED

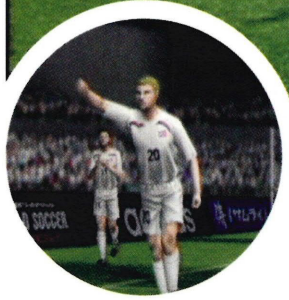
One Carl Chapman is responsible for the background announcements that ring like the voice of someone trying to sell bananas at the market.





WORLD 2002

Can Jikkyou World Soccer 2002 match smug PS2 owners' almighty Winning Eleven 5?

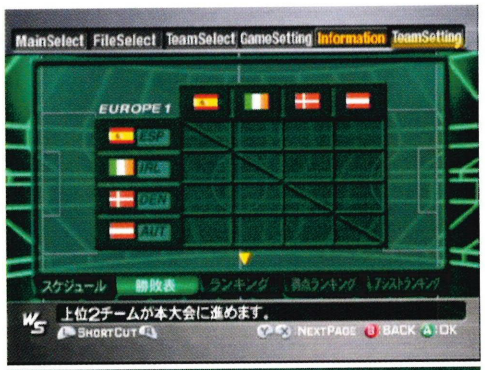


WHEN JIKKYOU J-LEAGUE *Perfect Striker* was released (a precursor of the *Jikkyou World Soccer 2002* game you see here), it made the N64 the system of choice for discerning football-mad gamers... but not for long. Why? Because the PlayStation-exclusive *Winning Eleven* games have since surpassed Major A's Nintendo-oriented *Jikkyou World Soccer* games. So what we all want to know is, can Major A get back to its winning ways? Or are GameCube owners destined to be on the losing side at the cross-platform World Cup finals? Of course, it's not as important a question, now that the stellar *Virtua Striker 3 ver.2002* has arrived, but it would certainly be nice to have two challengers to the throne that is occupied by PS2 *Winning Eleven 5* (aka *Pro Evolution Soccer*).

Major A's games have always straddled the line between sim-like realism and arcade-style accessibility, unlike Konami Computer Entertainment Tokyo's staunchly realistic *Winning Eleven* series. Naturally, there's a place for both types of game. *Jikkyou World Soccer 2002* is an indication that Major A is intent on moving more closely in line with its Tokyo-based rival, though. Let's see if the move has paid off...



There's some heartfelt emotion going into this rendition of the national anthem.



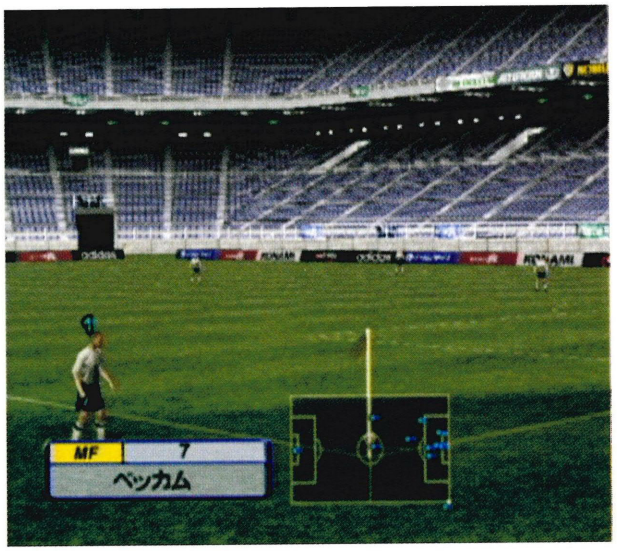


INTERNATIONAL CUP? YOU MEAN WORLD CUP!

LICENCE TO THRILL?

World Soccer games have often neglected to properly label their tournament options (with the exception of the fully licensed J-League versions, such as *Perfect Striker* and the *1998 World Cup* version). The 2002 edition is no different. International Cup is an exact copy of the World Cup in format, albeit not in name. There are two difficulty levels to choose from, Beginner and Real. As we're so very courageous, we went with Real from the start. Sadly though, we found it to be unrealistically easy. As France, we went all the way on our very first attempt, beating England 2-1 in the World Cup Final – sorry, the International Cup Final. What's more, we knocked Brazil and Spain out of the competition along the way, with victories of 4-2 and 6-2 respectively. Unless you play as some duff little team like America, International Cup is just too easy to hold any long-term appeal.

STILL GLEAMING?

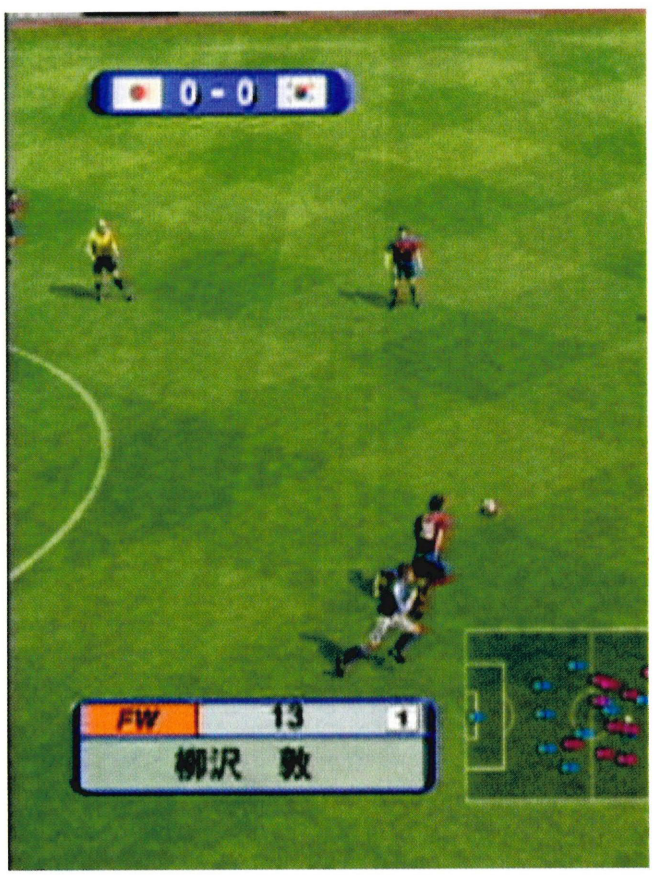


"WE KNOCKED SPAIN AND BRAZIL OUT OF THE INTERNATIONAL CUP EN route TO THE FINAL, WITH 4-2 AND 6-2 VICTORIES RESPECTIVELY"





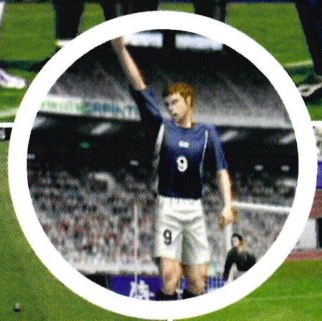




REFEREES: Know Your Limits: examples of *World Soccer 2002*'s slightly dodgy game engine often occurred when the referee blew for a foul.

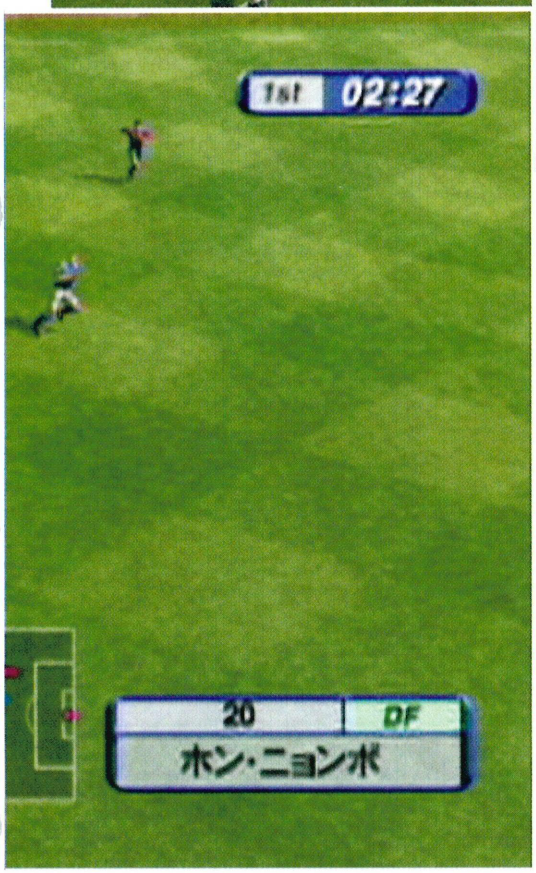












That old running down the clock in the dying seconds by taking the ball up to the corner flag trick, eh?

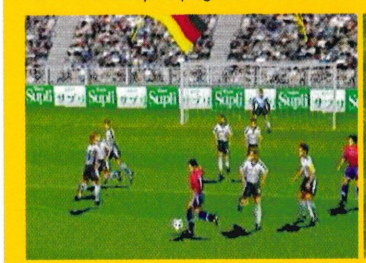
A BRIEF HISTORY OF KONAMI SOCCER

PUT YOUR THINKING HEAD ON...

Jikkyou World Soccer first appeared on the Super Famicom in the early Nineties. It was released in the UK as the original *ISS* game for the SNES. This was followed in Japan by *World Soccer 2*, also for the Super Famicom. *World Soccer 2* appeared here as *ISS DeLuxe*, which initially was released on the SNES and which was eventually ported to the PlayStation as a pseudo-retro re-release.

Jikkyou J-League Perfect Striker was the first in a new spin-off series from *World Soccer* development team Major A, and this was released for the N64 shortly after the console's Japanese launch. *Perfect Striker* was upgraded slightly and appeared in the UK as *ISS 64*. In turn, the version of *ISS 64* released here was repackaged as *World Soccer 3* in Japan. Next up was *Jikkyou World Cup France '98*, the one game for which Major A did secure the right to use World Cup instead of International Cup. *Jikkyou World Cup* was exported as *ISS '98*. Then came *Jikkyou J-League Perfect Striker 2*, which was released in Japan for the PlayStation as well as the N64. *Perfect Striker 2* came out in the UK (for the N64 only) as *ISS 2000*.

Got that? Good. Now bear in mind that all the games mentioned above are published by Konami Computer Entertainment Osaka and developed by Major A. Consider, too, that most PlayStation and PS2 Konami football games (the *Winning Eleven* brand) are from an entirely different series published and developed by Konami's Tokyo arm, and you'll see why even we have difficulty keeping track. Must. Lie. Down.





AUTHENTIC

NO FAKERS! With its FIFPro licence (?) in hand, Major A has gone about filling its latest creation with real players under their real names. There is no 'Alen Sherieur' here, thank goodness.







EDITORS, TAKE NOTE

WE CAN REBUILD HIM...

You can edit *World Soccer 2002*'s teams and players till your head hurts. When editing a team, you can change players' squad numbers and tinker with the team's default formation and tactics. The most fun is to be had when editing players themselves, though. Skin colour, hair colour and style, height and weight, face, type of boot... it can all be changed here. Unfortunately, there isn't the same level of attention to detail in *World Soccer*'s Edit mode as there is in *Virtua Striker 3*'s. The selection of boots, for example, is but a rack of blurry-looking footwear – not a patch on *Virtua Striker*'s incredibly detailed slippers. But if you want to see what Michael Owen would like were he stretched upwards by a factor of two, you can do so in Player Edit mode. Oh mercy, how we laughed.





MIXED DOUBLES, ANYONE?

TWO'S COMPANY, THREE'S GOOD TOO...

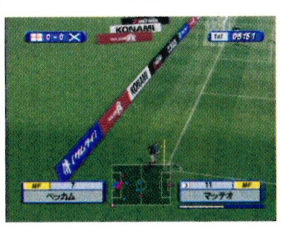
Thank goodness for GameCube's four controller ports. *World Soccer 2002* takes full advantage of Nintendo's generosity by offering finely tuned four-player gameplay options. Not only can a Custom League for up to four human players be rigged up, but also single matches can be played with four players involved simultaneously. Three-on-one, two-on-two, even one-on-three – it's your choice. Not surprisingly, playing doubles is the most effective and enjoyable option. This is a key feature because the camaraderie and rivalry that arise when playing as doubles just cannot be matched. *World Soccer* outdoes the competition in this regard, and the importance of its four-player features cannot be understated: *World Soccer* is twice the game it would have been if it didn't have four-player support.



You've got to say that the keeper seems to have gone down a bit early – stay on your feet man!







STADIUMS ROCK

THE BEST VIEW IN THE HOUSE

There are four grounds available initially, with more to unlock through *World Soccer*'s Cup and League modes, including ones based on the stadiums at Monaco and Amsterdam. While not up to the standard of those in *Virtua Striker*, the arenas here do look quite similar to the real things. Like SEGA's game, each person in the crowd is animated, though columns of identical beings can be spotted without looking too closely. Again, however, the crowd doesn't look as good as *Virtua Striker*'s spectacular audiences. Down at pitch level, *World Soccer 2002* is more impressive. The surfaces are lush shades of green and, at times, thick hues of brown. Other details, such as the officials and the goalposts, are just so. We have another quibble, though: the corner flags are as tall as the players are! Maybe it's a new FIFA directive and we'll see six-foot corner flags at the World Cup, but somehow we doubt it...





Ah... the auld enemies square up to each other yet again.





COMMENT

Jikkyou World Soccer 2002 is not a classic. In fact, it's quite dodgy in places and feels unfinished, a bit rushed. There are some frame rate problems that crop up occasionally, for example, and these infringe on the gameplay. Granted this doesn't happen very often, but it is nevertheless a problem. Worse still, some entire frames of animation are missing. This probably sounds worse than it looks, but when a player moves from being prostrate on the floor to being on his feet to take a free kick—without actually getting up—you know there's something not quite right. Computer AI is also suspect, and computer-controlled players are wont to run the ball out of play. But these issues could be forgiven to a certain extent if the gameplay was up to scratch, and thankfully that is the case...

As in previous Major A games, players have unrealistically close control. This works in the game's favour, making it sufficiently simple to dribble so as to make it easy to concentrate on what you're actually going to do with the ball. And when it comes to using the ball, *World Soccer*'s brand of pass-and-move gameplay excels. It's never difficult to find the player you want to pass to. It's possible to take defenders on by using the sprint button, too. And, at the end of a move, when you want to test the keeper, it's easy to shoot in exactly the right direction, to place the ball. *World Soccer* is instinctive and flows naturally. Crucially, you are in full control.

The omission of a Scenario mode is disappointing, as this mode usually brings a good solo challenge to *World Soccer* games.

JIKKYOU WHAT NOW? If any knowledgeable **CUBE** reader out there knows what 'jikkyou' means in English, please send your answer in on a postcard.



England vs Scotland, no contest really, is it?





PRACTICE MAKES PERFECT

TO BE THIS GOOD TAKES...

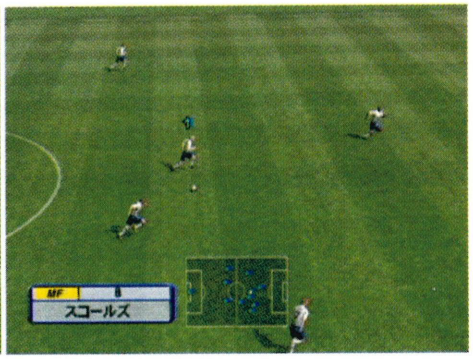
World Soccer 2002 boasts an impressive Training mode. There are offensive and defensive options, including a mesmerising game of keep-ball. Training is especially useful for practising free kicks and perfecting other dead ball routines. Free-kicks in *World Soccer* are taken from a viewpoint level with that of the taker's, and getting them right does demand a lot of hard work at the training ground. Or at least it would if there was a training ground. But there isn't. Instead, training takes place at one of the international stadiums in which games are also played. It's not quite the same somehow, but at least there's some music to hum along to as you train.

YOU WHAT?

TWEE JAPLISH

You'll be told to do all sorts of insane things, such as 'shoot for the passing victory line'. After slogging through an International Cup, you'll be told: 'You get the victory'.





"THERE ARE SOME FRAME RATE PROBLEMS THAT CROP UP OCCASIONALLY AND THESE INFRINGE ON THE GAMEPLAY"

The International Cup and World League modes are a letdown in a single-player game, proving too shallow to sustain any long-term play. Still, footie games are all about multiplayer, and *World Soccer 2002* is one of the best four-player GameCube titles yet. It has the looks (though not up to *Virtua Striker 3*'s lofty standard) and it plays very nicely. It's not perfect, and therefore it's not as good as *Winning Eleven 5*, but *Jikkyou World Soccer 2002* is a highly commendable effort and a worthwhile purchase for soccer-starved GameCube owners. For its four-player mode alone, *World Soccer 2002* is a good alternative to *Virtua Striker 3 ver.2002*. All being well, Major A's next GameCube kick about will refine the quality that's here.

JONTI

CUBE VERDICT — JIKKYOU WORLD SOCCER 2002

FEELS A BIT RUSHED, WHICH IS A SHAME BECAUSE IT'S ALMOST SUPERB.

VISUALS
Occasional frame rate issues and choppy animation mar *World Soccer*'s lush pitches and detailed stadiums.

AUDIO
Throwaway J-rock soundtrack, which is compensated for with lively commentary and cockney announcer.

GAMEPLAY
Generally very playable, with some nice little touches. Shooting is a breeze, as is passing and crossing.

LIFESPAN
It's a footie game. With some mates and spare pads, it'll last until you move on to next season's favourite.

ORIGINALITY
About as original as people dressed as animals pretending to beat each other up. That is, not very.

ALTERNATIVE

VIRTUA STRIKER 3 VER.2002



The best GC footie game and SEGA's finest since *Worldwide Soccer* on the Saturn. *Virtua Striker 3* looks, plays and smells better than *JWS 2002*.

FIFA 2002



Not very playable and painfully mediocre in all other departments – *FIFA 2002* validates the bad reputation that EA has garnered over the years. Who makes offensively poor footie sims? You should know by now.

OPINION

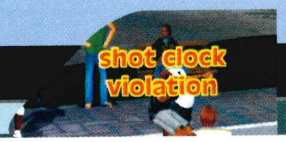
MINTY! "Certainly better than *FIFA* but in all honesty we would go for *Virtua Striker 3* - a lot more fun."
GARY

GOOAALL! "Six months ago we may have been impressed, but *Virtua Striker 3* runs rings around *JWS2000*.."
CHANDRA

FINAL SCORE

8·0

IT'S CERTAINLY BETTER THAN FIFA, BUT IT'S NOT AS CLASSY AS VIRTUA STRIKER 3 VER.2002.



Drive it to the hole, baby!

NBA STREET

EA is back with another sporting PS2 port, but this time around the GameCube finally gets the respect it deserves!







IT'S ALIVE!
Winning games in any mode gives you either development points or clothing for your own created character; use them to put together the very best player in the whole damn game!

CUBE

INFORMATION

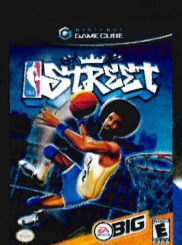
NBA STREET	
PUBLISHER:	EA SPORTS BIG
DEVELOPER:	NUFX
PRICE:	£49.99
ORIGIN:	US
PLAYERS:	1-2

STATS

- IMPROVED PORT OF THE PS2 GAME
- ALL THE OFFICIAL NBA TEAMS
- 13 DIFFERENT 'STREET' COURTS
- PERFORM TRICKS AND SUPER DUNKS
- CREATE YOUR OWN STREET PLAYER

RELEASE DATES

JUNE '02	TBA	JUNE '02





Damn it, the ball's stuck! How on earth are we going to get all the way up there?

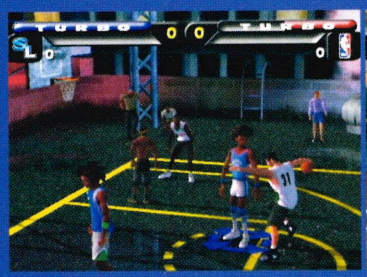
PICK A SPORT

that the Americans have embraced and there's probably a videogame out there that has bastardised the whole concept in the name of excitement, action and fun. Football (*Soccer Brawl*), ice hockey (*NHL Hitz*), baseball (*Super Baseball 2020*)... they've all been done. Of all of them though, basketball has to be the one that has favoured frantic arcade action over realism in the most instances simply because it's the easiest to mess with – making players jump twice as high and pull off gravity-defying moves is a pretty obvious concept. Still, that doesn't mean we don't love it all the same...

And so on that note comes *NBA Street* – the latest in EA's long line of PS2-to-GC ports and the next EA Sports BIG title after *SSX Tricky*. Not surprisingly considering it's part of the same brand, *NBA Street* is to basketball what *SSX Tricky* was to snowboarding; mad, bad and totally crazy, as well as being packed with moves and other characteristics that'd be scoffed at in a 'realistic' sports game. If you're looking for a comparison (and you're suitably old, like us), think *NBA Jam* – players doing somersaults in the air, performing totally impossible dunks and scoring points left, right and centre. Now throw in a good dose of streetwise attitude and you've got yourself *NBA Street*...

TUESDAY'S CHILD

DO IT WITH STYLE

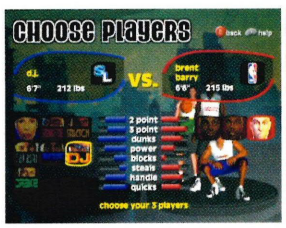






Sure, everyone knows that the idea of basketball is to score as many points as possible while stopping the other team from doing so… but in *NBA Street*, there's a bit more to it than that. Out on the street courts, it's all about style and grace – even if you can dunk the ball successfully, it doesn't mean anything unless you do it in a way that rubs it in the faces of your opponents. That's why *NBA Street* comes complete with its own range of over-the-top moves that allow you to psyche out your rivals and prove to everyone just who the daddy mack is when it comes to balling.

You'll need to learn how to use fakeouts (which can be used to weave past defenders and knock them on their arses) and advanced dunks if you want to come out on top. While performing individual moves is fine and dandy though, you'll need to pull off scoring combos to really show that you're 'da bomb' – for example, stealing the ball from your opponent before doing a special fakeout and then slamming the ball home counts as a 'super' combo. Try mixing it up with various button combinations to discover all the tricks available to you…

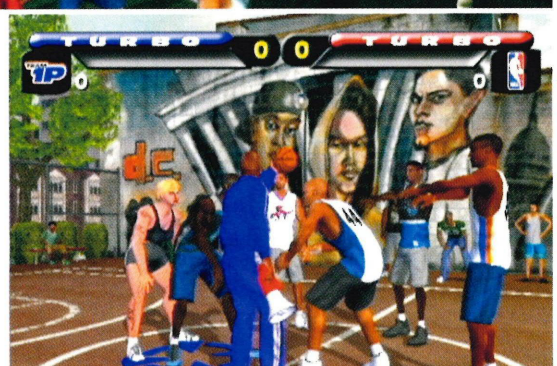












A LITTLE THREE-ON-THREE ACTION

As you've probably guessed from the screenshots scattered around these pages, *NBA Street* isn't your average basketball game. Whereas titles like *NBA Courtside 2002* go for the straight-down-the-line realistic approach (complete with genuine courts, rules, players and even ball physics), *NBA Street* takes all that and throws it away because what we've got here instead is an all-out arcade sports game. Of course, it still retains some semblance of comparison with the real world by offering up all 29 NBA teams along with five players from each one; other than that though (and the fact that there a ball and some hoops in it), this ain't basketball as you know it…

The premise is simple. Each team has three members on the court at once, with the idea to get the ball past the opposition and into the net at the end… pretty obvious, really. However, you can forget about travelling, back court violations or personal fouls – aside from the 24-second shot clock, there aren't any rules here. Shoving, psyche-outs, showing off and verbal abuse are all part and parcel with the basketball action… it's all to do with the 'street' attitude, so we're told. In any case, it's far more enjoyable than its more realistic counterparts…

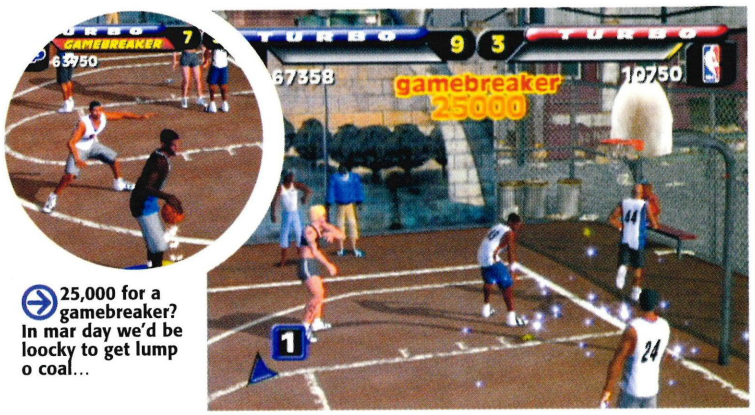
"NBA STREET IS TO BASKETBALL WHAT SSX TRICKY WAS TO SNOWBOARDING, PACKED WITH MOVES THAT'D BE SCOFFED AT IN A 'REALISTIC' SPORTS GAME"



POINT BREAK

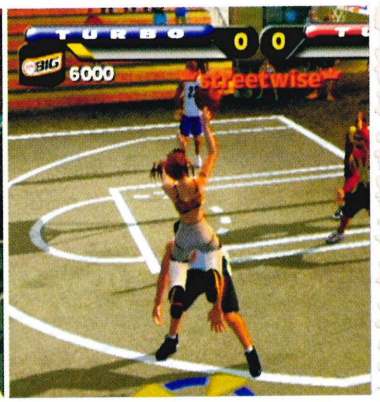
BREAK POINT

Just because you're losing, doesn't mean you can't come out on top – as with most arcade-style sports games, *NBA Street* offers players the chance to turn the tide when the odds are against them. The trick is to perform as many special fakeouts, dunks, pump fakes and other stylish moves as you possibly can; the more you do, the more the gauge at the top of the screen fills up. Eventually, the bar will fill completely and you'll have access to your GameBreaker... that's your chance to even things up if you're losing or storm ahead if you're winning. When the GameBreaker alarm goes off, you've got a limited amount of time to score a basket – the difference here though is that however many points you score is deducted from your opponent's total as well as being added to your own. Score a long shot and you'll make up the equivalent of four points... pretty handy if you're getting your arse whipped.

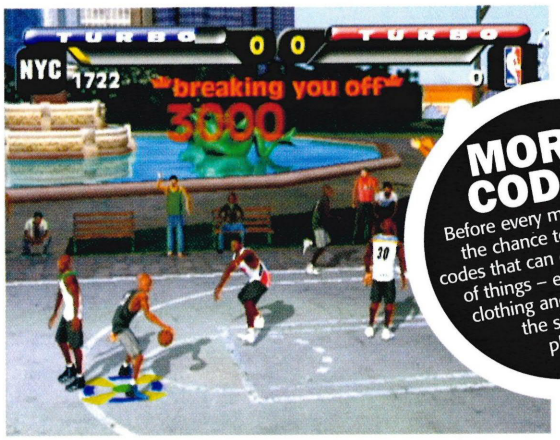


25,000 for a gamebreaker? In mar day we'd be loocky to get lump o coal...





"IN COMPARISON TO SOME OF ITS OTHER RECENT GC GAMES, EA APPEARS TO HAVE PUT A BIT MORE EFFORT INTO THIS ONE THAN ITS PREVIOUS PORTS"



MORSE CODES

Before every match, you'll get the chance to enter secret codes that can effect all manner of things – everything from clothing and rules to even the size of the players...



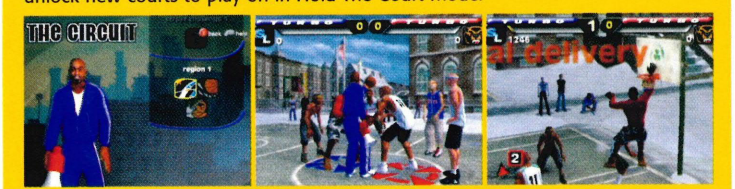
A MODE FOR EVERY OCCASION

A LITTLE VARIETY FOR YOU

Not including the requisite two-player mode that comes as standard, *NBA Street* features two main modes for you to experience – while both obviously encompass playing games of street basketball, the objectives in each are slightly different...

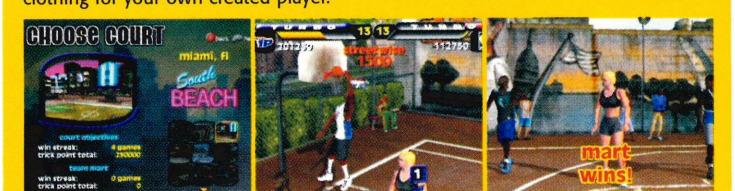
CITY CIRCUIT

The part of the game that can be most compared to a season mode – pick out your team from the ones on offer, then storm through a series of 36 matches across America and try to beat everyone in your way. Winning matches here allows you to strengthen your team by picking out new players from opposing teams or winning development points for your own created player. You can also unlock new courts to play on in Hold The Court mode.



HOLD THE COURT

This mode does exactly what it says on the tin – you need to 'hold the court' by beating a number of different teams on the same court. Beating the record number of wins and/or the record amount of trick points for a court allows you to move onto the next area, as well as awarding you with new looks and items of clothing for your own created player.

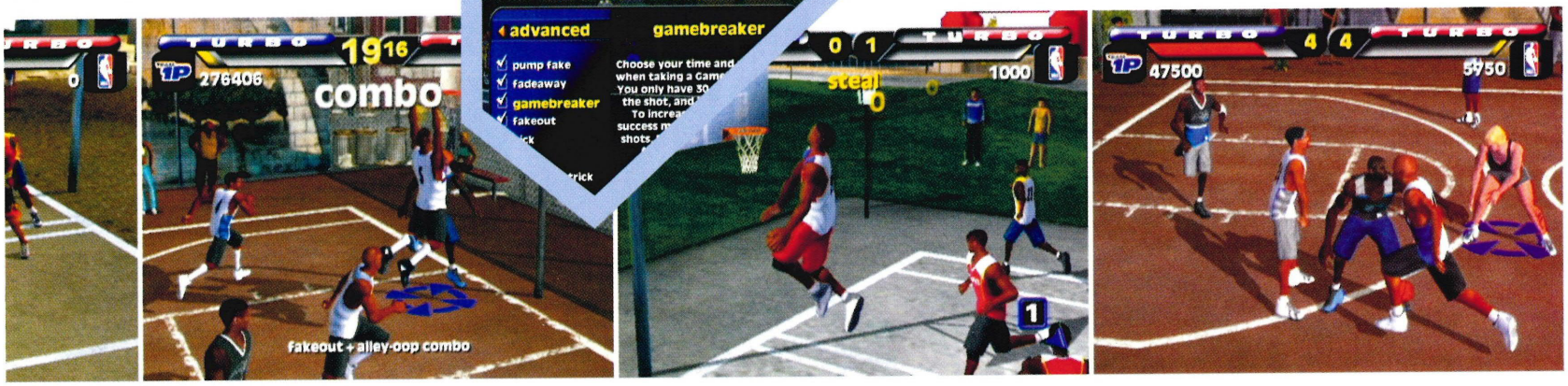


COMMENT

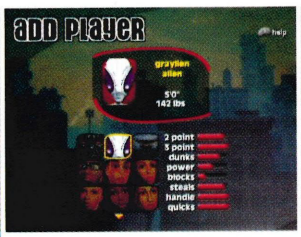
In the past, we've been rather critical of the conversions that EA has brought to the GameCube simply because they've been just that; straight ports with no improvements whatsoever. It's true that they're still fun to play but with the GameCube capable of so much more in terms of graphics and sound, we're getting a bit hacked off. So, can the same be said about *NBA Street*? Well, you might be a bit surprised when we say no... mainly because EA appears to have put a bit more effort into this one than its previous ports. To say that's a pleasant surprise is a bit of an understatement...

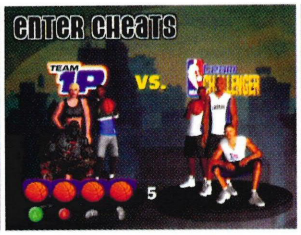
On the PS2, *NBA Street* was a great game – it had tons of playability, plenty of action and looked quite smart. With the GameCube version though, EA seems to have brought us *NBA Street* v1.5; it's the same game that it was before, but with enough subtle tweaks and additions to improve on the original. The most noticeable example of this is in the graphics, as the game seems a bit more solid and the players move more smoothly than before – even at a casual glance, it certainly looks better than its PS2 counterpart. Most of the other areas where the game has been improved seem a bit more cosmetic (for example, the awarding of rings depending on how well you've done in each match) but the addition of a new court is an example of the attention EA has paid to the GameCube conversion.

As a game, *NBA Street* oozes quality and (more importantly) playability. One of our complaints about *NBA Courtside 2002* was that it felt too bogged down in the rules and regulations of the 'realistic' sports style, leading to it lacking in gameplay – in direct contrast, *NBA Street* has a total disregard for the rules and thus is all the better for it. Much in the same way that *NHL Hitz 20-02*









OUT OF THIS WORLD!

Picking out the very best players for your squad is all very well if you're looking through each of the individual NBA teams – however, if you want someone special then you're going to have to work for it. Upon completion of the City Circuit mode (meaning you have to win a total of 36 increasingly tough matches), you'll get the chance to pick a player from a select group of 'out of this world' guys. Each one excels in a particular field – be it power, speed or scoring – but you only get to pick one of the three to join your team. Be sure to make the right choice and you'll have a virtually unstoppable super squad!

benefited from the fact that you could spend as much time pushing opponents through the barriers as you did scoring goals, *NBA Street* offers you the gaming equivalent of 'talking smack'. Want to strut about like cock of the walk and rub your opponent's nose in it before slamming the ball home? Not a problem... in fact, this title actively encourages it. This kind of arcade-style action is what we love and ultimately, it helps place *NBA Street* head and shoulders above the rest.

The only way you're not going to love *NBA Street* is if you're a sport simulation enthusiast – fans of the old-school EA Sports games like *NBA Live* probably won't be impressed. For the rest of us though, *NBA Street* is a jewel in the GameCube's sporting crown and a worthy addition to anyone's collection.

MARTIN

VERDICT NBA STREET

FINALLY... A PS2 PORT THAT'S BETTER ON THE GAMECUBE. REJOICE!

VISUALS
They looked good on the PS2, but the visuals on the GC have been polished to look extra fine.

AUDIO
Typically street hip-hop music; nothing special, but it certainly adds atmosphere to the whole thing.

GAMEPLAY
In comparison to the 'real' feel of *NBA Courtside*, *NBA Street* is much more enjoyable to play.

LIFESPAN
There's a ton of things to do and unlock, as well as the multiplayer... you'll be playing it for ages.

ORIGINALITY
Obviously, it's just basketball – not much you can do there – but with enough tweaks to make it special.

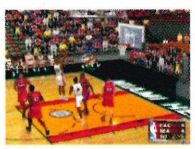
ALTERNATIVE

NBA COURTSIDE 2002



A decidedly average basketball game, with the Nintendo brand sadly slapped on the front – it looks nice, but the gameplay just can't deliver the goods.

NBA 2K2



On the way to the GC from SEGA is this – the continuation of their popular *NBA* franchise. Again, it sticks to realism over arcade madness but we think it might be nice...

OPINION

BRING IT! "*Street* offers by far the best basketball experience of any console. Love basketball? Then you'll love this..."

CHANDRA

WORD! "The best basketball game ever – forget the realism of the court and head to the streets!"

MARK H

FINAL SCORE

8.9

FANTASTIC ARCADE SPORT FUN – EXACTLY WHAT EA NEEDED RIGHT NOW.



CUBE

INFORMATION

ANIMAL LEADER	
PUBLISHER:	NINTENDO
DEVELOPER:	SARU BRUNEI
PRICE:	£69.99
ORIGIN:	JAPAN
PLAYERS:	1

STATS

- ATTAIN EVOLUTIONARY FORMS
- IN DEVELOPMENT FOR FIVE YEARS
- FIGHT AND EAT OTHER ANIMALS
- BECOME THE ANIMAL LEADER!
- PROGRESSIVE SCAN SUPPORT

RELEASE DATES

JUNE	TBA	OUT NOW



The weirdest-looking game you'll ever play!

ANIMAL LEADER







A cubist vision of the animal kingdom is spinning in Japanese GameCubes. Will it be released here? Take a guess…

IT'S NOT OFTEN that you're given the chance to step directly into a cubist vision of the animal kingdom. Marigul's first GameCube game offers exactly that opportunity, though – and what sane (actually, perhaps that should be insane) person would decline? After all, in a world of indistinguishable racing games, near identical beat 'em ups and tiresome, cliché-packed RPGs, a game this different is bound to appeal. But no doubt you're asking, what the Dickens is it all about?

Following in the footsteps of *Pikmin* and *Animal Forest +*, and to use a Nintendo buzzword, *Animal Leader* could loosely be described as a 'communication' game. The basic premise of this release is this: eat, sleep, mate and mutate in order to climb the food chain and eventually become Leader of all the animals. You are an animal, you control your life, and how you interact with the rest of the animal population is key to the outcome of your adventure. Calm down, now!



CUBIST FRONT-END: *Animal Leader's* boot-up sequence features the subtlest GameCube logo we've ever spotted.



Chomp on the wood, pull it back and increase your strength... easy.





NIGHT AND DAY

DUSK AT CUBIST CASTLE

FROM AM TO PM...

One of the truly momentous aspects of *Animal Leader* (albeit in a twisted and inverted sort of way) is the day-night system employed. Instead of some central light source up above (erm, that'd be the Sun) there is a big cube floating in the sky. It's yellow with red circles on it and it doesn't shine: it's Marigul's representation of our solar system's central point, in keeping with the fantastic world of *Animal Leader*. At night, the cube's colours change to darker shades and your animal falls asleep. The snoozing process is symbolised by a bubble that inflates and subsequently deflates in your animal's mouth. When morning comes, his bubble bursts and a perfectly placed sound effect simulates the lights being switched on. Another day has begun...





WAKARU?

MADE IN JAPAN

It's likely to remain a Japan-only release, but for importers there's little need to be able to understand Japanese. It's mostly in Japanese, but 'yes' and 'no' are in plain English.

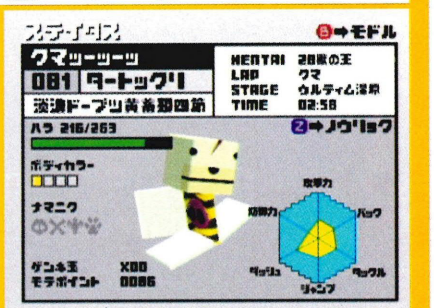
GOTTA CATCH 'EM ALL!

A FIGHT FOR SURVIVAL

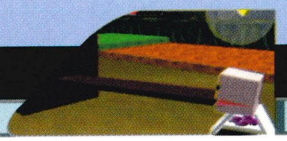
PIKA CHOO!



If you want to exhaust *Animal Leader* of everything it has to offer, you'll need to collect all 100 forms. The simplest are available early on, and these often resemble little more than one-legged piglets. As you progress, though, more sophisticated forms become available, such as tigers and snakes. As opposed to a simple collection method, *Animal Leader* has you battle other creatures in order to adopt their characteristics into your own feature set. A menu screen displays the 100 forms like a periodic table, allowing you to analyse how much of your potential has been realised. As well as combining different physical formations, it's also possible to alter your skin/hide by defeating creatures of same/different colouring. There are myriad possibilities and some of them will scare the pants off you – and off any creatures that dare to cross your path!



Here's just one evolution's stats – we're sure there's useful info here somewhere...



SAVE YOURSELF: Three game save slots can be filled. It's worth dabbling in the other files to experiment with different mutations. Freakish fun.



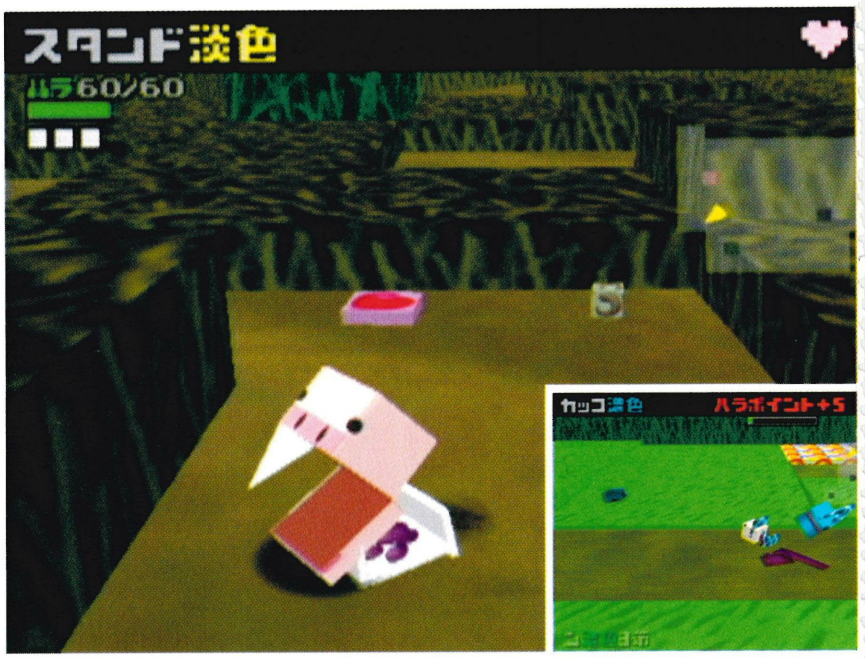






YOU TALKIN' TO ME?

Right from the off, you need to keep your wits about you. There are hundreds of animals in the world of *Animal Leader* and many of them are unfriendly beasts. So, especially if you want to evolve at a decent rate, you need to attack other creatures. There are no turn-based battles to be fought, though – and thank goodness for that. Instead, *Animal Leader* adopts an *Ocarina of Time* lock-on, action-based battle system. Just select a target and ram it to death, at the same time being sure to evade its retaliatory attacks. When you defeat an enemy, you bite off some of their 'meat' and absorb it through digestion. In this way, winning battles ensures that you become stronger and are more prepared for fighting later, tougher animals. When it comes to bosses, *Animal Leader* has a large selection of end-of-level nasties that will attack without being provoked. At all times, it's vital to be aware of the animals that are around you: if a grass snake gives you a funny look, it might be best to run instead of being bitten to death...









COMMENT Just in case you hadn't realised already, *Animal Leader* is a bit weird... actually, it's downright scary. But that shouldn't deter you from giving it a shot, because this title is strangely captivating.

The first thing that will hit you, and the game's most striking feature, is certainly its graphical style. Not until late on in the game do any curves appear, and even then only in a very limited and subtle manner. Besides the cool cubist effect – and it really is very cool when viewed in motion – *Animal Leader* boasts some terrific animation, particularly of the more complex characters. Unfortunately though, the textures are barely better than N64 standard – which is perhaps a result of the game being shifted from N64 development at a relatively late stage in its development. There are also many instances of characters that pop up before your very eyes. Still, a smooth frame rate and a versatile camera (controlled with the C-Stick), combined with that look makes this game quite a marvel.

Animal Leader is a unique experience, but not just in visual terms. Its soundtrack, for instance, is unlike almost any other we've ever heard: it's like some obscure classical piece from 19th century Sweden, washing in and out, disturbing with its bleak movements, and complementing the game perfectly. It's quite moving, in fact, as is much of *Animal Leader*. You'll become attached to your creature, and when it dies – even though you control your offspring – there's a definite feeling of loss. Even killing other creatures can be quite an affecting experience, because the whole *Animal Leader* world seems to

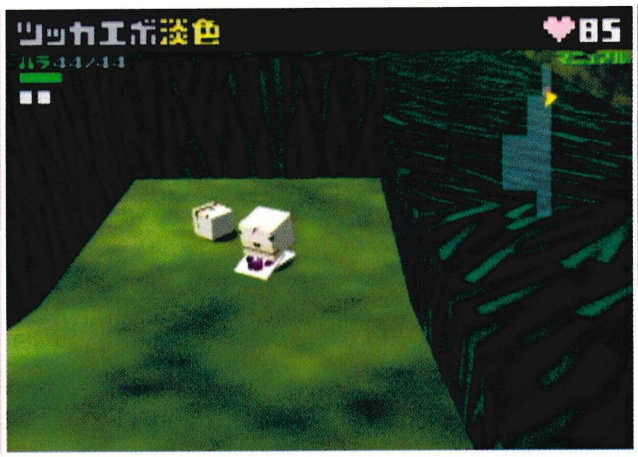


MATE, MUTATE AND FEEL GREAT

LIFE MUST GO ON...

The whole point of *Animal Leader* is to advance. To do this, you need to continually mutate into stronger and more able creatures – it's survival of the fittest, really. Besides being given the opportunity to evolve at certain points (at the end of game areas and after defeating certain key enemies) you can also advance by the age-old method of breeding. Yep, in each area is a 'love nest' with a heart-shaped entrance. Walk in and you'll be met by a bevy of young females who want to mate with you. Your animal will then walk off with associated pretties and... well, you know the rest. Next up, your old animal will appear outside of the cave... dead. But you'll also notice a tiny new creature alongside the old man, and this little baby – your offspring – quickly becomes full-grown. The game goes on, albeit with a new character under your control, though your lineage is preserved. How's that for an unusual gameplay feature?

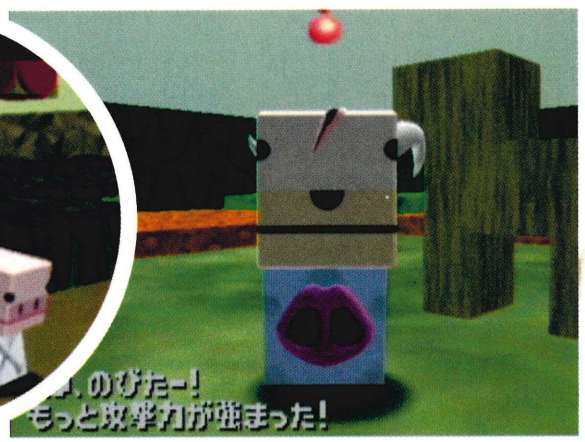






WHEN I'M 64

This was initially due for the N64. However, as GameCube approached and the old 64 nodded off, NCL decided that Marigul should upgrade its project to be released for Nintendo's new system.



"IN CASE YOU HADN'T REALISED, ANIMAL LEADER IS A BIT WEIRD"

be a living and breathing place, and when a bit of that is taken away it's a genuinely regretful occasion – even if it means your survival.

The gameplay is quite repetitive, admittedly, yet it's wonderfully engrossing in spite of being a touch limited in scope. *Animal Leader* is far more engaging than most plot-driven games and, despite being geared primarily toward younger users, it makes a mockery of Sony's 'Emotion Engine' claims, dispelling in one fell swoop the myth that story is the only way to touch players' emotions. It's by no means an essential title – it's too short and too repetitive to be classed as that – but *Animal Leader* should be prescribed to every GameCube owner seeking something innovative and unusual.

JONTI

VERDICT: ANIMAL LEADER

A UNIQUE AND WONDERFUL EXPERIENCE WHILE IT LASTS.

VISUALS

Its inspired style is as distinct as *Jet Set Radio* was, though its weirdness means mass uptake is unlikely.

AUDIO

Animal Leader's soundtrack is inspired. From classical music to acoustic guitar it's an audio delight.

GAMEPLAY

Action-based gameplay is married with deeper elements, like the need for shrewd thinking and tactical awareness.

LIFESPAN

It can be completed in less than ten hours. But to see everything it has to offer will take a lot longer.

ORIGINALITY

Visuals as original as anything in past years. Beyond this aspect *AL* owes a little to Pokémon and Seventh Cross.

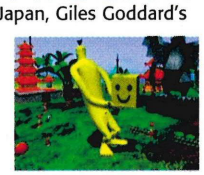
ALTERNATIVE

ANIMAL FOREST +



Much cuter and even more enjoyable than *Animal Leader*, NCL's *Animal Forest* + is a magical animal kingdom condensed into a single forest that resides on a little disc.

DOSHIN THE GIANT



Out soon in Japan, Giles Goddard's pet project (the follow-up to 64DD *Doshin the Giant*) is a vaguely similar roaming game. Again, like *Animal Forest* +, *Doshin* is likely to have the upper hand on *Animal Leader*.

OPINION

FREAK! "Of all the games I've ever played, this is the weirdest... but it's also kind of fun in a kooky way."

MARTIN

NOW I'VE SEEN IT ALL "This one won't set foot out of Japan and that's really where it should stay."

CHANDRA

FINAL SCORE

7.5

A CREATION THAT WILL DISTURB AND IMPRESS. JUST DON'T, WHATEVER YOU DO, PLAY ALONE LATE AT NIGHT.

Bwoo, Bwoo, Bwoo, Bwoo… Wup-wup

PAC-MAN WORLD 2

CUBE INFORMATION

PAC-MAN WORLD 2	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£49.99
ORIGIN:	US
PLAYERS:	1

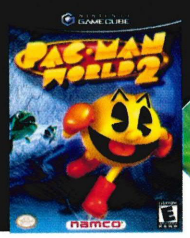
STATS

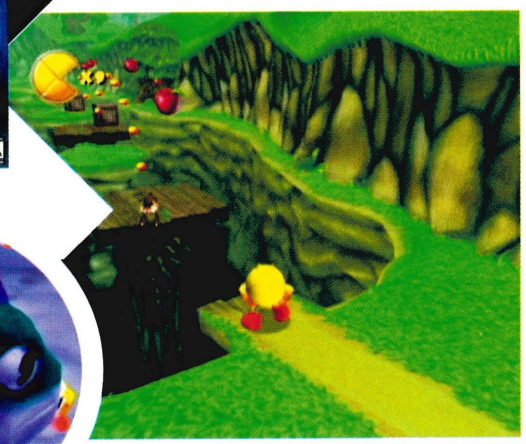
- THE YELLOW WONDER IS BACK
- PLATFORM JUMPING ACTION
- SIX WORLDS, OVER 20 LEVELS
- EAT PILLS, MUNCH THE GHOSTS
- CLASSIC PAC-MAN GAMES

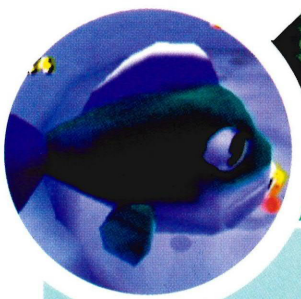
RELEASE DATES

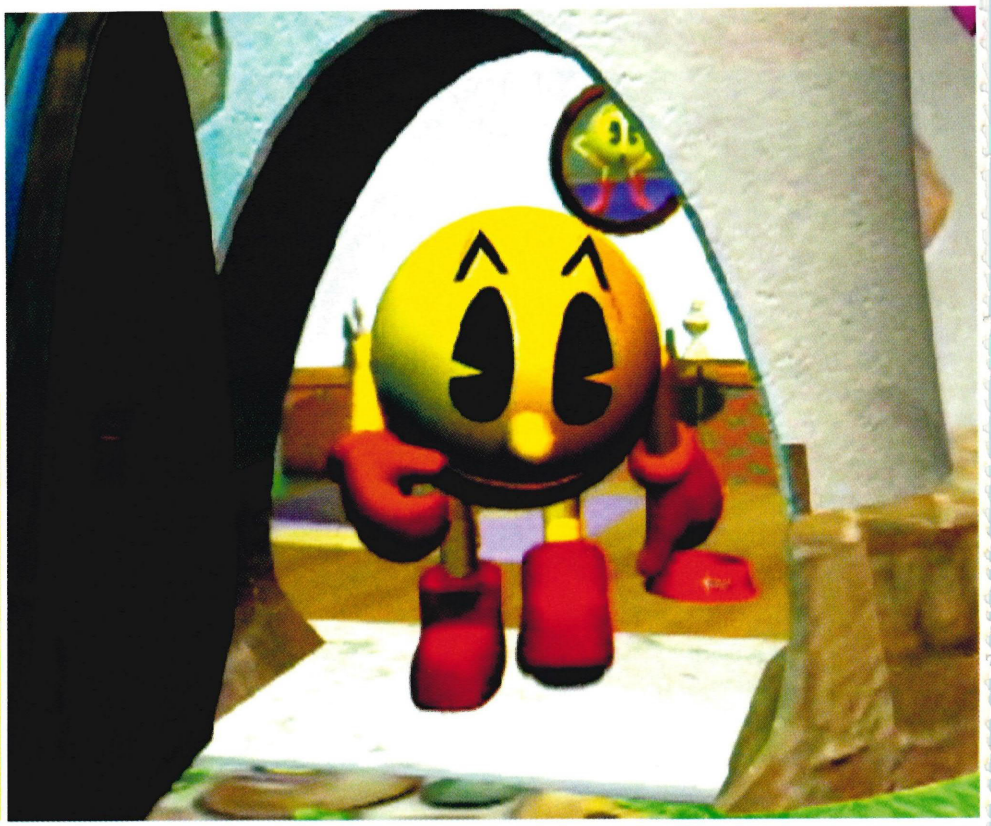
TBA | TBA | NOW

Old-school character, new-school game – well, sort of. Pac-Man's back and, this time, he's going as generic as possible…





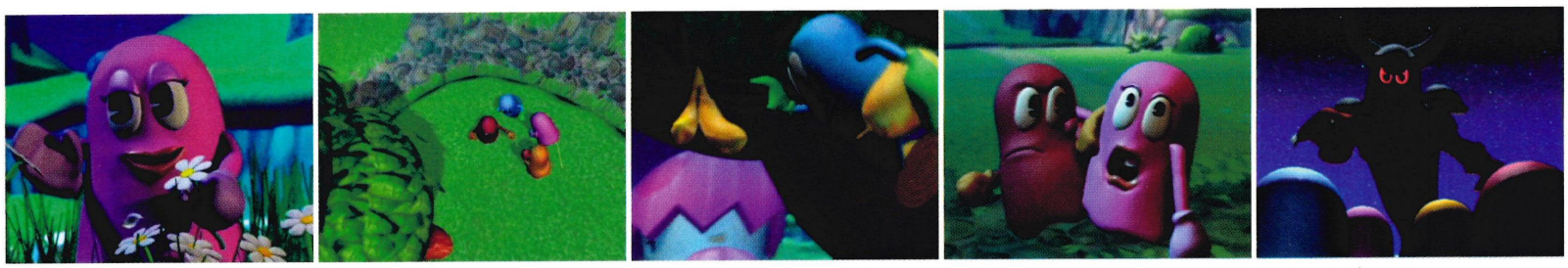






TALKING about retro games often causes older gamers such as ourselves to go all misty eyed and start going on about how games were so much better in 'the old days'. Of course, that's not always the case when you go back to play them – for example, researching this issue's Fly Me To The Cube feature revealed a whole load of games that we remember being good but actually sucked. One of the games that seems to have stood up to the test of time though (simply through sheer playability) is *Pac-Man*: a simple concept that still retains the gameplay despite the leaps and bounds made in games over the years. But the announcement that Namco was 'updating' the *Pac-Man* series for the next generation of games consoles was a two-edged sword… mainly because it made people ask whether a *Pac-Man* game was what was really needed for the GameCube. After all, it was great in the old days but would you really be willing to cough up £40 for what equates to a 22-year-old game? It seems Namco thinks there are people who would.

And so we have *Pac-Man World 2* – a *Pac-Man* game in name and lead character only, because so much of it has been changed that you'd hardly recognise it. Certainly, a few of the key things about the game have been retained (well, they'd have to be otherwise we'd all be in an uproar) but as far as the rest of the game goes, it is new material. Of course, whether it's worth your hard-earned cash is another question entirely…



Yes, it's all very pretty to look at – unfortunately though, the gameplay ranges from being inanely dull to ridiculously hard.



GLUB GLUB!

BALL SKILLS

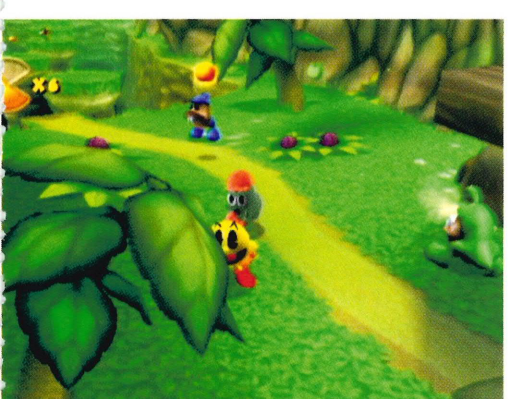
Pac-Man isn't just adept at jumping over holes and climbing onto ledges, you know – he's also a whizz at underwater swimming, ice-skating and driving a submarine.

OOH, HE SO SCARY

BEAT THIS, RESIDENT EVIL...

Last time we checked, *Pac-Man* didn't have much of a plot – aside from those cringe-worthy cut-scenes in between levels of the original arcade game (Pac-Man falls in love... bleugh), it was just about eating pills and munching ghosts. Now though, it seems necessary to include a relevant story line to keep the masses interested – otherwise, what would be the point of Pac-Man exploring over 20 different levels of platforms and enemies? Exactly. Thankfully then, Namco has come up with a suitably cheesy story to motivate the game – the mischievous ghosts (that's Blinky, Inky, Pinky and... err, the other one) have stolen the Golden Fruits of the land and unwittingly released Spooky, the most evil being in Pac-Land. Being a creature of pure evil, Spooky has a diabolical plan... although we're never actually told what it is (so it can't be that bad, really). In any case, he orders the ghosts to hide the Golden Fruits so that he can't be captured again and... well, that's it. Cue Pac-Man coming in to hunt down the Golden Fruit and save Pac-Land from the clutches of the evil Spooky – hey, what else did you expect?

"THIS IS WHAT CAN ONLY BE DESCRIBED AS RAYMAN ON ACID – A PLATFORM-FILLED WORLD PACKED WITH COLOURS SO BRIGHT YOU'LL NEED SHADES"



GENERIC TO THE EXTREME

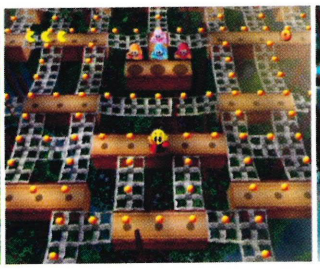
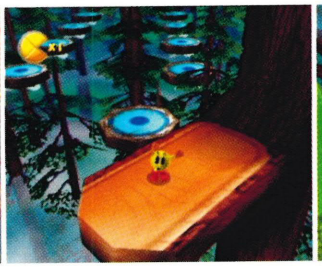
STICK TO THE FORMULA!

If there's one thing that we're always complaining about, it's the lack of originality in game design – too many times have we seen the same ideas done to death, with no scope for change or improvement. Being the heavyweight developer that it is though, Namco has obviously listened to our pleas for something new... and then thrown them out of the window. How do we know this? Because *Pac-Man World* is as generic as they come!

The worst culprit here is whoever came up with the concepts for each of the six levels in the game. Even the most uneducated gamer could have come up with the idea of having worlds based on the staple gaming concepts – fire, ice, forest, ghost house and so on. However, the whole generic thing seems to fit the image of *Pac-Man* rather well... after all, he's been here since the very start of videogames so why shouldn't he take some of the most overused ideas ever? Because it's boring, that's why... still, *c'est la vie*.



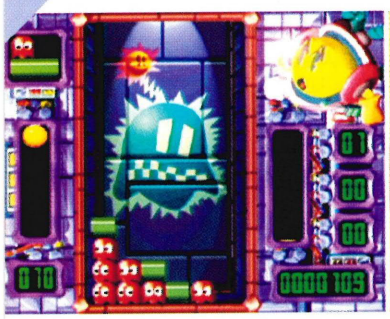



BACK TO YOUR ROOTS

DOING IT OLD-SKOOL, BABY...

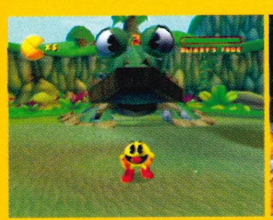
As well as the main game, there's also a whole wealth of extras thrown in as well – most specifically, the original versions of not one but four *Pac-Man* arcade games. Of course, you can't just jump straight into them from the get-go; if you want to play any of the original games (including *Pac-Man*, *Pac-Mania*, *Ms Pac-Man* and *Pac Attack*), you need to collect tokens in the main game to unlock them. They're all perfect arcade ports, although there's also an updated *Pac-Man* maze game to play with as well – it's pretty much the same as the original, only with graphics updated for the GC. Unlocking levels for this mode is only done by finding the secret warps and then completing the relevant stages in the main game... is it worth the effort? Well, it is if you want a reason to keep coming back to this game...





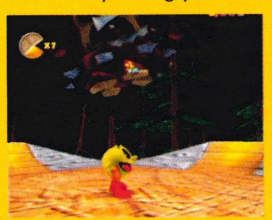

Obviously, just standing around looking gormless isn't going to help save the day...

YOU AIN'T THE BOSS OF ME





Not surprisingly, each of the six worlds in the game ends with a fight against one of the ghosts hiding the Golden Fruit... although we thought there were only four of them. Anyway, each one has its own mechanical devices with an intent of squishing you like a bug – whether it's a giant frog, a blade-spitting ghost or a snowball-firing yeti, they're all pretty straightforward. Mind you, the fact that each boss is relatively simple to defeat is emphasised by them actually telling you how to hurt them! When Blinky tells you that his big froggy tongue is going to get you, as long as you don't butt-bounce on it... well, it's practically putting a big red arrow over his weak spot with the words 'Hurt Me Here!' written in neon lights. It's almost as if Namco didn't want these parts of the game (which generally should be quite tough, seeing as they're boss fights) to pose any challenge – so what's the point, eh?



COMMENT

When we heard that Pac-Man was making his way to the GameCube we were torn in two directions – one part of us wanted a *Pac-Man* game because it's something we enjoyed in the past, but another thought they'd probably make a right mess of it in the name of progress. In theory, it sounded good but the truth of the matter is that both our joys and concerns have been proven in one brightly coloured bundle...

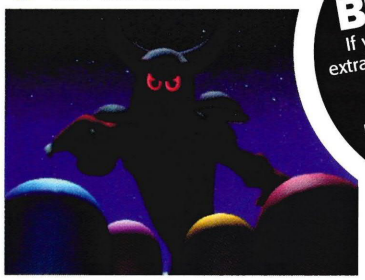
You see, *Pac-Man World 2* has now been released in the US and, in the transition, a number of changes have been made. True, there's still the ever-faithful Power Pills, evil ghosts and fruit rewards but apart from that... well, it's totally different. Now, you've got what can only be described as *Rayman* on acid – a platform-filled world packed with colours so bright you'll need shades. The problem is that while *Pac-Man World 2* manages to have a few good ideas tucked away inside it, the whole thing really is just too bland to be anything more than a mild distraction.

Visually and audibly, *Pac-Man World* is exactly what you'd expect – incredibly bright, pretty and 'bouncy', if that can be used as a descriptive word for sound and graphics. However, the problem we've got with the game is that while it does everything it tries to do rather nicely (platform romping in the most generic sense), it's nothing we haven't seen a dozen times before... and even then, we've seen it done better. The main gripe, for example, is the fact that much of *Pac-Man World*'s challenge comes from the shaky camera system – much of the time, the camera will move into a position where it's tough to judge a jump or work out where you need to land.

STOLEN FROM MARIO... Whereas Pac-Man used to only munch his enemies, he can now kick them in the face or use his arse to squish them into the ground.



Hmm, what big teeth you have Grandma...



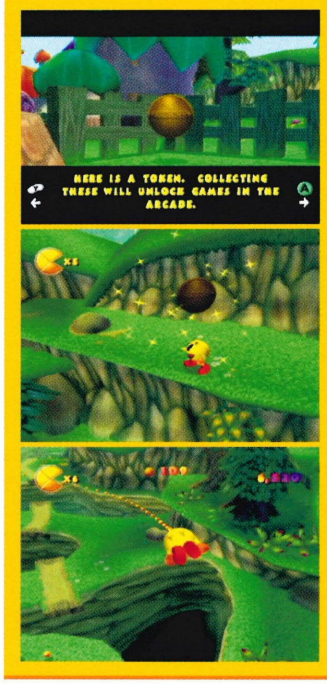
SHINY, SHINY!

BALL BEARINGS

If you want to pack some extra punch in your attacks (or smash boxes that are annoyingly located underwater), you'll need to collect the Steel Ball power-ups.

FRUIT, GLORIOUS FRUIT

APPARENTLY, IT'S QUITE GOOD FOR YOU...



In order to keep the original *Pac-Man* flavour alive during the massive gameplay overhaul, Namco has allowed Pac-Man to continue doing what he does best – namely, eating anything that doesn't move. Scattered around every level, you'll find all manner of goodies for you to munch on including *Pac-Man* requisites such as fruit rewards and Pac-Pills (which offer up the obligatory 'wacca-wacca-wacca' noise when eaten). There's also the return of the Power Pill: snap one up and watch all the ghosts in the local area turn blue, ready for you to eat... even though you can just jump over them to get away instead. The annoying thing about all these pick-ups though is that if you die before reaching a checkpoint – whether it's by accident or due to lack of skill – all the things you've picked up beforehand reset and you have to collect them all over again. The result? An urge to rush through the level and get onto the next one, rather than meticulously scouring around for all the goodies again. Surely this sort of thing should be banned?

"WHILE PAC-MAN WORLD 2 DOES EVERYTHING IT TRIES TO DO RATHER NICELY, IT'S NOTHING WE HAVEN'T SEEN A DOZEN TIMES BEFORE"

Platform games such as this need a decent camera and *Pac-Man World* doesn't... but only for the sake of making the game more challenging. That's not a gameplay element in our book; it's just annoying and Namco should know better.

On the plus side though, the addition of the original *Pac-Man* games is a nice touch. You might have to play the main game to unlock them, but it's a testament to how well these games have aged once you do... mainly you'll end up playing them more than you do the actual new version.

Put simply, *Pac-Man World 2* is a 'take it or leave it' game – while it doesn't do anything new, it's nice enough if you're desperate for something in the colourful platform adventure genre. Sadly, it's difficult for all the wrong reasons and too generic to be worth anything more than a rental for the rest of us.

MARTIN

CUBE VERDICT: PAC-MAN WORLD 2

GIVE US THE ORIGINAL VERSION ANY DAY OF THE WEEK...

VISUALS
Namco has created exactly what you'd expect Pac-Man's world to look like – vibrant, colourful and ever so cute.

AUDIO
Bouncy music (with recorders, no less), along with all the original sound effects from the arcade game. Smart.

GAMEPLAY
Focusing on leaps of faith and camera angles making it impossible to see where you're going, it's frustrating.

LIFESPAN
It's tough, so it'll last you for ages... but you'll end up smashing your GameCube long before then.

ORIGINALITY
Think *Rayman*, but with everyone's favourite yellow pill-eating globe – it's nice, but not exactly original we're afraid.

ALTERNATIVE

SONIC ADVENTURE 2 BATTLE



The camera's also an issue with Sonic's first GC game, but at least it's got a decent difficulty curve and plenty to keep you coming back for more.

RAYMAN 2 – THE GREAT ESCAPE



Last seen making an appearance on the PS2, this is generally how platform adventures like this should be done. Luckily for us, *Rayman 3* is coming the GameCube... great, eh?

OPINION

SPACKATTACK! "A colourful game packed with early Nineties gameplay values. Great... ten years ago."
CHANDRA

NO THANKS! "The spawn of *Pac-Man* and *Rayman* – scary, as they're both blokes. Not my cup of tea at all..."
SIMON G

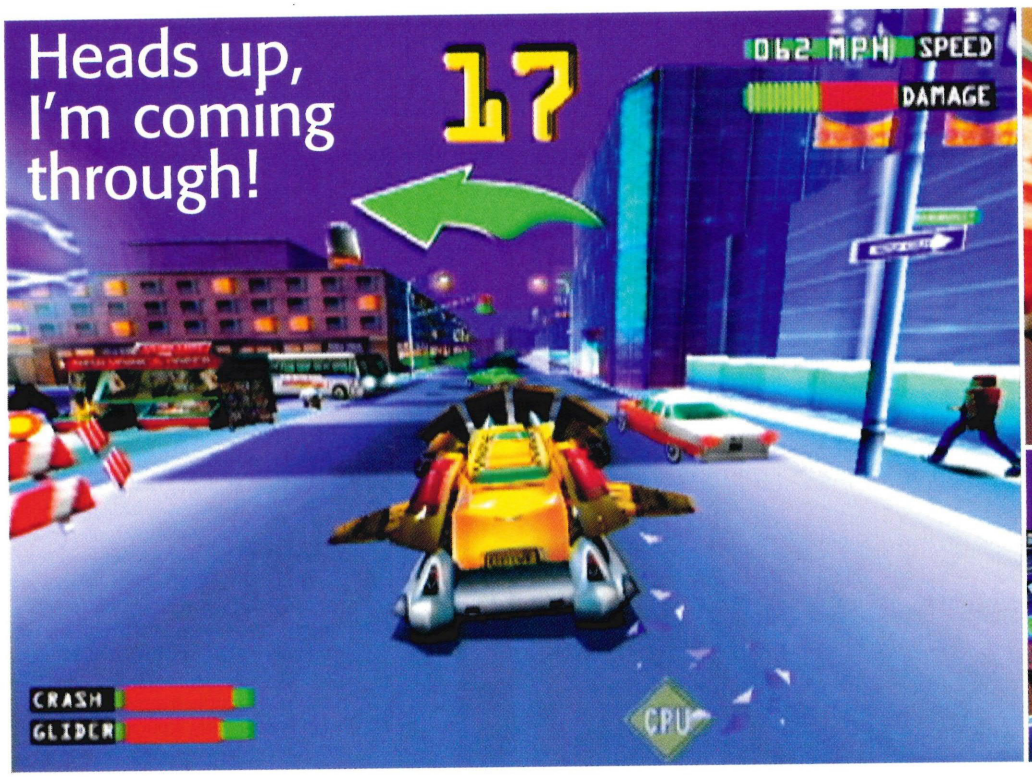
FINAL SCORE

6.1

SOME GREAT TOUCHES, MARRED BY THE FACT THAT IT'S TOO GENERIC AND BORING TO BE ANY REAL FUN.



DID YOU KNOW: SMASHING DRIVE HAS BEEN OUT IN THE ARCADES FOR









CUBE
INFORMATION

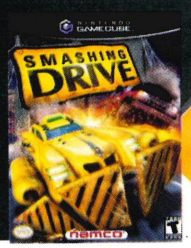
SMASHING DRIVE	
PUBLISHER:	NAMCO
DEVELOPER:	POINT OF VIEW
PRICE:	£59.99
ORIGIN:	US
PLAYERS:	1-2

STATS

- ARCADE CONVERSION
- MULTIPLE SHORT CUTS
- NEVER A DULL MOMENT
- TWO-PLAYER SPLIT SCREEN
- COOL SET PIECES

RELEASE DATES

TBA	TBA	OUT NOW



SMASHIN

Namco releases its first GameCube title... and it's a shocker!



The power of the GameCube means we can play everything in high resolution. Oh, erm, damn...

NAMCO IS a name that you associate with quality. Think Namco and you think *Pac-Man*, *Ridge Racer*, *Tekken* and *Soul Calibur*. Given that Namco didn't have much to do with the N64, Nintendo fans the world over rejoiced at the news that the Japanese publisher would be supporting the GameCube in a big way. Namco's president even went so far as to publicly big up Nintendo's console. Then there's the whole TRIFORCE arcade situation. For these reasons people were looking forward to playing *Smashing Drive*. Sadly, the truth behind the matter is that the game was not developed in-house and is only being published by Namco. *Smashing Drive* is a port of the Gaelco arcade game and has, in fact, been ported across by Point of View. The game attempts to build on the tried-and-tested formulae of the *San Francisco Rush* games and *Crazy Taxi*. Driving madly around traffic-congested streets, you can use jumps, short cuts and pure momentum to ram your way through. *Smashing Drive* adds to this with power-ups, damage and repairs. Tear through traffic causing chaos left, right and centre, and if it all becomes too much, you can always drive up the side of a building. It makes for a great arcade game, and the original arcade experience included a jolting seat and the like. So all the developer needs to do is add some new game modes and improve on the ageing graphics. How hard can that be? Well, you did ask...

POWER-UP: The Cutter power-up enables you to cut straight through otherwise problematic obstructions such as trains.



G DRIVE

OFF THE RAILS

You'll soon notice that most of the short cuts are completely on rails. Once you get to a certain point, the computer takes over.





I HAVE THE POWER!

MODIFY YOUR MOTOR

One of the main gameplay aspects of *Smashing Drive* is the ability to pick up power-ups along the way. As well as Turbos and Repairs, there are a plethora of add-ons available, which will automatically get attached to your vehicle. Once attached, a gauge will appear at the bottom left of the screen. Each power-up tends to last for about five seconds before running out.

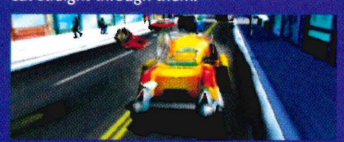
TURBO

The boot of your cab lifts up to reveal two turbo boosters. These will allow you to travel at ridiculous speeds, as well as giving you the ability to drive up the sides of buildings.



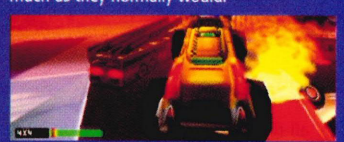
CUTTER

Two giant buzz-saws attach themselves to each side of your car. Some obstacles such as trains and large trucks can't be barged out of the way, and the saws will allow you to cut straight through them.



4X4

Your standard car tyres will be replaced with huge Monster Truck versions capable of crushing anything in your path. Collisions will slow you down but nowhere near as much as they normally would.



GLIDER

Your cab grows wings! These additions don't let you fly, rather they extend the length of your jumps, allowing you to avoid more traffic than usual. Combine this with a Turbo to cross gaps.



CRASH

Heavy-duty ploughs appear on the front of your vehicle. You can mash your way through the traffic without a care in the world. You won't slow down and you won't take any damage.



COMBINATIONS

Towards the end of the game you will be able to pick up four power-ups at once. With a Turbo, Cutter, Crash and 4X4, you're pretty much invincible. Nothing can stop you now.



MONKEY BUSINESS

The best set piece in the game has to be the King Kong chase. Check out this sequence of screens:

As you scream round the corner you see the giant gorilla in the distance. As you get closer to him, he runs off down the road and turns a corner.



Eventually you catch up with him, but before you can get to him he starts to climb up one of the nearby skyscrapers. Use the ramp to grab the 4X4/Turbo.



As you accelerate up the side of the building, King Kong keeps checking to see how close you are. After a few seconds you'll catch him up and ram his arse.



Once on the roof of the building you can ram though the lift doors and dive all the way down to the ground floor. The 4X4 wheels will reduce the damage.



PRIME CUTS

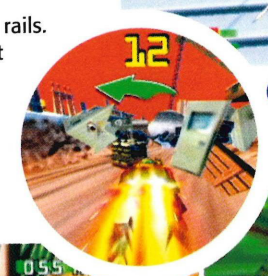
A CUT ABOVE THE COMPETITION?

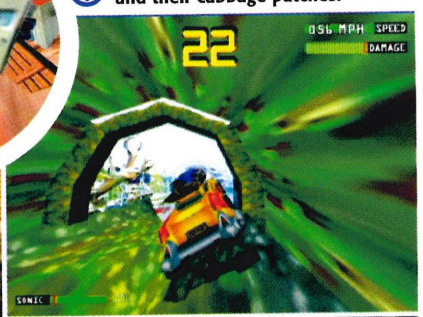
Short cuts are the only way to complete *Smashing Drive*. For the first few levels you'll get through just fine, but the later stages just aren't possible without them – you simply run out of time. Even then you have to remember which diversions are the real short cuts. Some will provide a different path but are actually longer than the standard route. These 'longcuts' are only there to offer you the chance to collect power-ups or bonuses.

Once you hit a short cut, you're pretty much on rails. Some of them are so narrow and meandering that you'll find yourself holding down accelerate and hoping for the best. Most of the time you will need to pick up certain power-ups in order to get through these areas. Take, for example, the Warehouse. Unless you pick up the Crash power-up, the boxes and crates will slow you down.



Damn those cabbage patch kids and their cabbage patches.









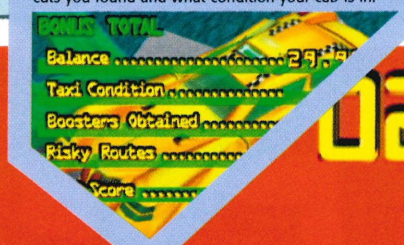




COMMENT Everything about *Smashing Drive* smacks of laziness. We don't like starting a review in such a negative fashion, but there really is no way around it. There isn't one aspect of the game with which we can honestly say we are pleased. It's a sad state of affairs, but we have to keep reminding ourselves that this is, in fact, a GameCube game. It IS NOT an N64 game. Why is it then that the graphics resemble *Rush 2* on Nintendo's previous console? Every building that you pass is textured with one colour. Oh look, there's a grey building... it does have blue windows though so I guess it's acceptable... yeah, right. The sky is made of one block of colour – no clouds, no textures. Explosions are pixelated and crude, and the particle effects are even worse. In short, the graphics are an absolute insult.

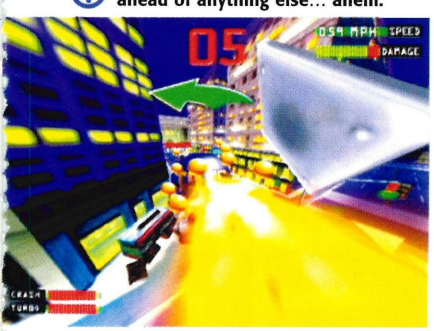
But yes, we know, it's not all about graphics. There are elements of the game that are good fun, such as sliding around corners trashing everything in sight in an attempt to get to the check point in the time limit. It can be good fun at times, and the addition of power-ups and numerous short cuts means that there is always something interesting happening. For 40 minutes solid, you'll be completely glued to the screen, wanting to see what other short cuts the game has to offer. Then, you'll finish the game.

"EXPLOSIONS ARE PIXELATED AND CRUDE, AND THE PARTICLE EFFECTS ARE EVEN WORSE. IN SHORT, THE GRAPHICS ARE AN ABSOLUTE INSULT"



CHECK YOUR POINTS: At the end of each run you'll be given a score, which depends on how many short cuts you found and what condition your cab is in.

Graphically this is lightyears ahead of anything else... ahem.



PLAIN AND SIMPLE

Smashing Drive's textures don't use any of the GameCube's abilities. They would be far more suited to an N64 title – an early one at that.

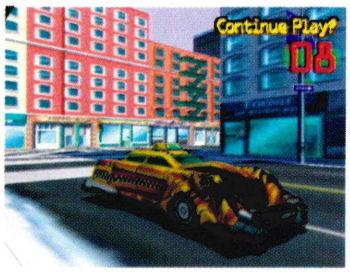


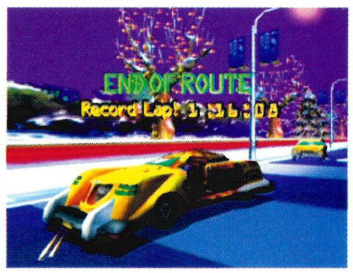
No, seriously – we went straight through the game (having found over 90 percent of the short cuts) in 40 minutes. You don't even get an ending, just a load of credits while the camera zooms out.

Surely there has to be more to this game than that? Well, we delved back in and searched for more, but we came out of it worse than when we went in. You see, after playing *Smashing Drive* more than once you begin to realise that so much of the game is on rails. As far as the short cuts are concerned, all you have to do is accelerate – stuff steering, the computer does it for you.

Do you know what? It's probably best if you just ignore this title – the chances are that it will go away and Namco will never do something like this again. *Smashing Drive* is a straight port of an old arcade game. There have been no additions and no upgrades. Do not buy this game.

CHANDRA



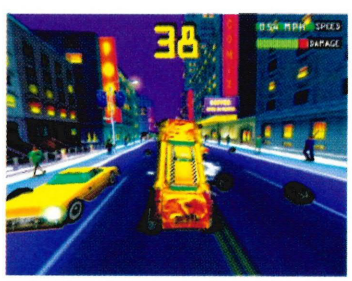


TRASH 'N' GO

CRASH 'N' BURN FOR EXTRA POINTS!

At the end of each leg you will receive a score based on how many short cuts you used and what condition your cab is in. Each time you collide with an object your cab will receive damage. A Damage Meter appears in the top-right corner of the screen to let you know how bad things are. You can also tell by looking at your cab – the bonnet will flap up and down, tyres will stick out, and eventually your engine will start to smoke.

Sadly, this has no real impact on your handling, though your top speed is reduced if your car is completely trashed. Repair power-ups are quite rare, but always seem to turn up just after a collision-heavy area. These items will completely repair your car, so no matter how much damage you take, if you pick up a Repair just before the finish line, you'll get full marks for the condition of your cab.





VERDICT SMASHING DRIVE

A SMASHING DRIVE IT IS NOT.

VISUALS
If it wasn't for the fact that this game runs at 60fps, it could well be running on an N64. We're not exaggerating.

AUDIO
Four terrible 'compositions.' Someone actually got paid to come up with this. We blame the parents.

GAMEPLAY
It's good fun for about ten minutes, after which you realise that most of what you're doing is on on-rails.

LIFESPAN
Oooooohhh, it'll last for all of 20 minutes. Then you can go back and, erm, oh. There isn't anything else.

ORIGINALITY
It has some neat ideas in there, but the majority of it is nicked from the San Francisco Rush series. Well done.

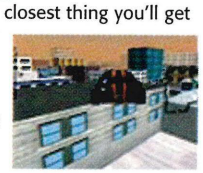
ALTERNATIVE

CRAZY TAXI



Tear around town at ridiculous speeds in a game that actually takes skill to play. A novel concept, we know, but you may have forgotten about it during the course of this review.

RUSH 2



Probably the closest thing you'll get to *Smashing Drive*, but it's on the N64. Similar graphics, but it's actually good, see? Plus, it'll costs you about one tenth of the price and last you 50 times as long. Tut, what to do?

OPINION

OUCH! "What on earth were Namco thinking? It's almost as bad as *Universal Studios*, for heaven's sake..."

MARTIN

SAVE US! "Namco should be ashamed, it's not as though it doesn't know any better. *Tekken* please! "

SIMON

FINAL SCORE

3.8

FUN FOR TEN MINUTES... IF YOUR EYES ARE CLOSED. RENT IT, BORROW IT, BUT PLEASE DON'T BUY IT.



CUBE
INFORMATION

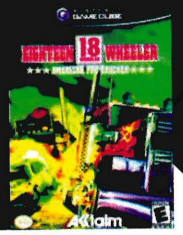
18WHEELER	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
PRICE:	£49.99
ORIGIN:	US
PLAYERS:	1-2

STATS

- FOUR STAGES TO RACE
- FOUR TRUCKS TO CHOOSE FROM
- ALL-NEW PARKING MODE
- CHOOSE WHICH TRAILER TO HAUL
- TWO-PLAYER MODE

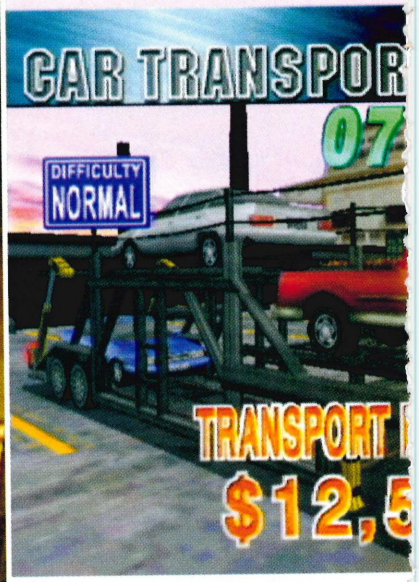
RELEASE DATES

JUNE	TBA	OUT NOW



Keep on truckin', y'all... or we'll ram you off the road!



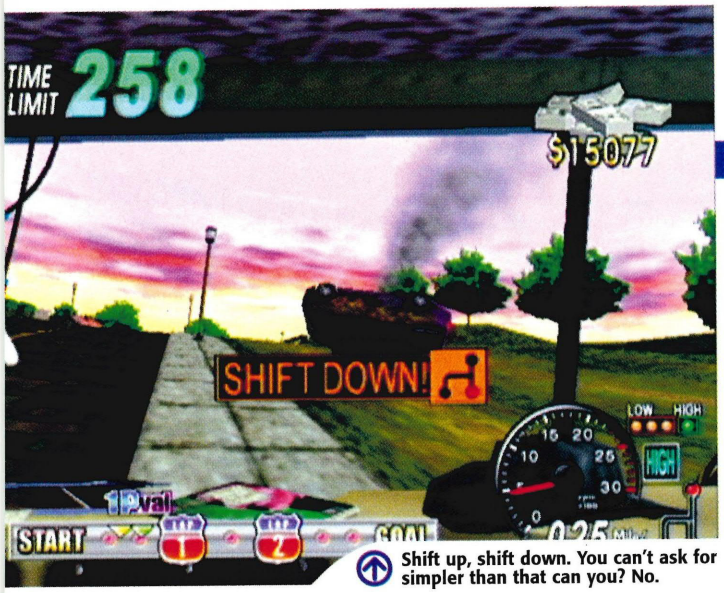


You pick up different trailers as you progress through the game.



18WHEELER
AMERICAN PRO TRUCKER

Take to the open road in a 20-tonne behemoth and destroy everything in your path... ooh, fun!

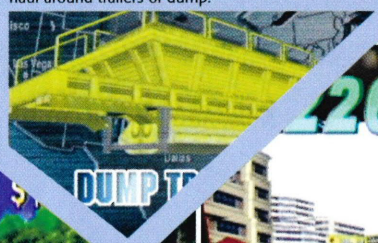


Shift up, shift down. You can't ask for simpler than that can you? No.

IT'S THE latest in what will probably be a long line of Dreamcast cast-offs and, like *Crazy Taxi*, it's identical in every way with no additions whatsoever. Hmm.

Originally a hit in the arcade (mainly due to its massive cabinet featuring a life-size big-rig steering wheel), the GameCube version features the original Arcade mode that gives you four truckers to choose from and four stages to get through. The main aim of the game is to get from point A to point B as quickly as possible without damaging your cargo – of course, there's also a rival trucker who will cut you up and try to beat you to the finish line. There are other elements that impede your progress such as tornadoes and falling rocks, as well as hapless road users that will get in your way – plus an incredibly tight time limit to negotiate if you want to beat Lizard Tail to the finish line.

The home version has a couple of extra game modes – a full-on Parking mode, Score Attack and a two-player option. The Parking mode is basically an extension of the bonus levels that you play during the main game and see you having to park your truck in increasingly difficult places within tight time limits. Naturally, the Score Attack and two-player modes speak for themselves and both take place on one of the four specifically designed tracks. These extras are nice to see but they are identical to what was on the Dreamcast and PlayStation2 versions... so are they really enough to make *18Wheeler* worthy of a purchase?

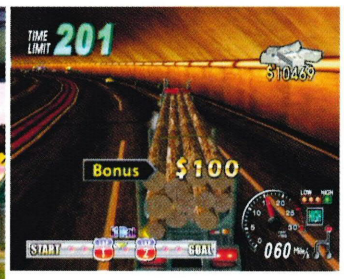


UTTER CRAP: A dump trailer? We didn't know truckers were that desperate for work that they'd haul around trailers of dump.

IT'S BONUS TIME

During the game you'll come across vans with '+3' above them. Smash into them for an extra three seconds to add to your already tight clock time.







RACE 'EM UP

I LIKE TO SCORE

HE-HE, YOU SAID SCORE...

In Score Attack mode, the unsurprising aim is to get the highest score possible over three laps of one of the four courses on offer. You pick one of the various trailers, which are worth more the heavier they are, and race around the track against Lizard Tail. There are vans on the road that if hit earn you extra cash, but hitting other vehicles results in a penalty and loss of speed. As an extra mode this isn't bad but it won't last for long and once you've got the top score for each track you probably won't find yourself going back to it very often.



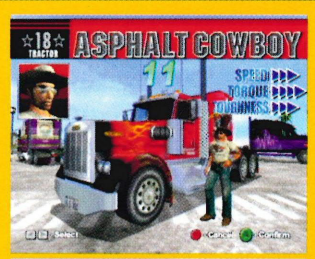
TRUCKERS' FINEST

You have the choice of four different truckers and their accompanying trucks – all with different strengths and weaknesses.

1. ASPHALT COWBOY

CB HANDLE: TEXAS HAWK

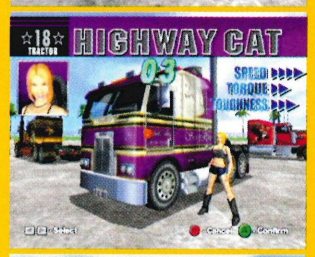
This monster is a good all-rounder and is the choice for newcomers to the game. It takes on hills and obstacles with all it's got and the flamin' paint job makes it look cool.



2. HIGHWAY CAT

CB HANDLE: WILD ROSE

This one's for the ladies but can still mix it up with the big boys. It's the fastest truck in the game and is pretty tough to boot. However, its low torque makes uphill driving a real drag.



3. LONG HORN

CB HANDLE: LONG HORN

This beast looks like something out of a *Mad Max* flick. It's as tough as old boots and eats hills for breakfast. However, this comes at the expense of speed and it's the slowest of all four trucks.



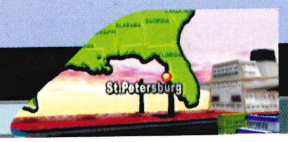
4. STREAM LINE

CB HANDLE: MOONLIGHT

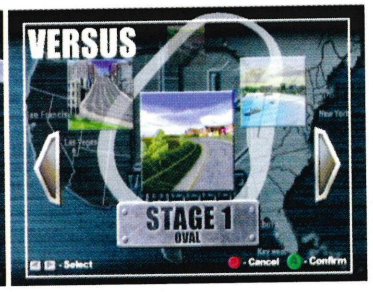
This disco on wheels is quick off the mark and can even take on most hills without a problem. However, when it comes to obstacles it really lets the side down as its speed disappears like a rack of ribs into a trucker's mouth.



"UNFORTUNATELY, THE WHOLE THING IS JUST FAR TOO SHORT LIVED TO BE REWARDING"







TWO CAN PLAY THAT GAME

MULTIPLAYER MAYHEM IN LONG VEHICLES.

Race against a mate on one of the same four courses available in Score Attack mode. It's fun for a while as you try to ram each other into oncoming traffic, but you only get a few laps and the courses aren't very long so it soon gets boring. The frame rate also drops and pop up starts to rear its ugly head, but not enough to ruin it completely. One good point is that each player can choose a different trailer so if one of you is a better player then you can pick something heavy and give the other guy a fighting chance.



ARCH ENEMY: Lizard Tail causes you no end of problems – not only does he talk crap over the CB but he cuts you up and tries to ram you off the road.

Pass the test to get the horn bonuses. This guy will fail.





KEEP ON TRUCKIN'

There were so many possibilities for added modes in *18Wheeler* that we've compiled a list of our favourites – let's hope someone takes note and puts them in a sequel.

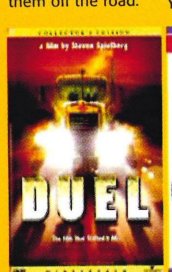
DUEL MODE
In this mode, terrorise innocent road users by tailgating them, acting suspiciously, following them everywhere and finally trying to run them off the road.

CANNONBALL RUN MODE
Outrun the law and follow Burt Reynolds across the country, preferably with a tasty bit of totty in the passenger seat. Yes, please!

T2 MODE
Ride the truck down the highway like a giant surfboard and watch the sparks fly, just try not to do it with a truck carrying flammable liquid.

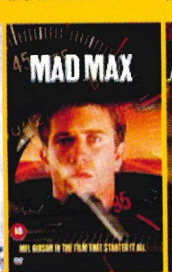
MAD MAX MODE
Here you must drive like a manic while trying to avoid insane post-apocalyptic nutjobs and shooting a shotgun out of the window.

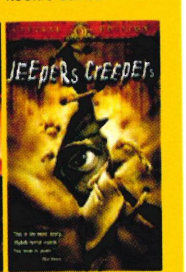
JEEPERS CREEPERS MODE
This has the added incentive that once you catch your intended victim you can torture them, then wear their skin as you do a little kookie dance.











COMMENT What is it with publishers re-releasing old games on new formats… especially ones that weren't all that great to begin with? Acclaim has already given us a so-so version of SEGA's *Crazy Taxi* with absolutely nothing added to it and now history seems to be repeating itself. It's not that *18Wheeler* is a particularly bad game – it just ain't that special either.

SEGA may rule the arcade, but when it comes to converting these games to the home market you realise just how short they are. *18Wheeler* can be completed in under an hour – that isn't worth £40, let alone an import price upwards of £50. The idea behind the game is fun and original, but it's just far too short lived to be rewarding.

As far as the added features go, the Parking mode is fun at first (as the truck handles just like the real thing… the slightest movement sending the trailer off in the wrong direction). As you make your way through the stages though, they become less forgiving and more frustrating to the point where you just don't want to play any more.

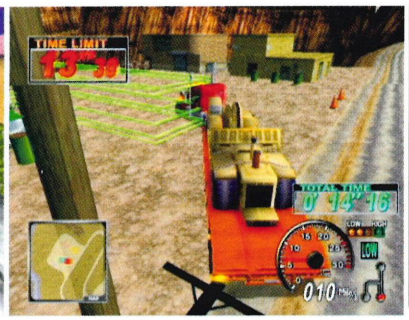
The two-player mode is a nice addition but this isn't *Gran Turismo* and the uninspired tracks soon start to wane. The Score Attack mode is fun at first but you soon start to find that it's not all that different to the main game… just without the tight time limit.

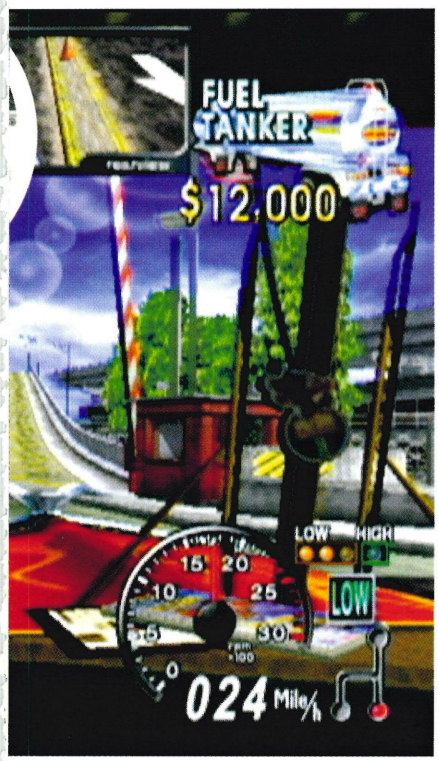
On the plus side, however, the game does look pretty good and once you get the truck going it all moves along at a reasonable pace with no noticeable slowdown – even when the screen is full of traffic. Audio-wise, the trucks have meaty-sounding engines and you











TRUCKING HELL

PERFORM WELL IN THE CAR PARK TO GET THE HORN...

The Parking mode is the best of the extra home version features. The basic idea is to drive down the road following a path of green balls (each of which gives you an extra second of time), to a designated parking area. Hit any objects on the way such as lampposts or crates and you'll lose valuable time. There are four levels of increasing difficulty with the first two being pretty easy – most people should be able to complete them in one or two tries. However, once you get about halfway through the third stage it suddenly becomes much harder, with the truck needing to be manoeuvred backwards round a corner while avoiding multiple obstacles. It's fun at first but the trickiness of some of the moves makes it frustrating really quickly. However, it's still the best thing on offer next to the main game.



LET'S TWIST

On the second stage you'll encounter a huge twister. Sadly, you can't catch up with it, but it does lay a trail of debris to avoid... disappointingly though, there aren't any cows.

"THIS SEEMS A PRETTY POINTLESS RELEASE OF AN AVERAGE GAME"

can even hear the hydraulics hiss when you change gear. The music, on the other hand, leaves something to be desired, but this just wouldn't be a SEGA game without a cheesy guitar track to accompany proceedings.

In the arcade this was enormous fun and even on the Dreamcast it was pretty good, considering it was a decent conversion of the arcade game. On the GameCube though, without adding any more to the game such as an extra character or stage, this seems a pretty pointless release of an average game. We don't want to write it off completely, so we'll say this – if you see *18Wheeler* at £20 or less then pick it up, as it's worth a quick blast. Pay any more than that though and you might feel slightly short changed.

SIMON G

VERDICT 18WHEELER: AMERICAN PRO TRUCKER

FUN BUT WAY TOO SHORT-LIVED TO MERIT A PURCHASE.

VISUALS
Pretty good with lots of bright colours and loads going on even when the screen gets full.

AUDIO
If you manage to overlook the cheesy guitar tracks, the sounds effects are pretty authentic.

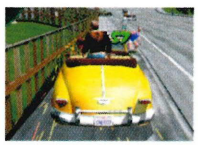
GAMEPLAY
Fun until it gets repetitive – which, unfortunately, is pretty soon after you start playing.

LIFESPAN
Shorter than a very short thing at the world's shortest things contest – so quite short then.

ORIGINALITY
Can't fault it here, there aren't many other games where you can drive massive big-rigs.

ALTERNATIVE

CRAZY TAXI



Another re-release that was a cracking game to begin with – if only Acclaim had at least made it look better rather than doing a straight port, it might have worked.

SIMPSONS ROAD RAGE



Crazy Taxi rip-off featuring those loveable Simpsons rogues and a fun two-player mode; it's not as good as the game it tries to copy, but it's got a decent licence behind it.

OPINION

TRUCK IT! "A bog-standard game in the arcade, average on the Dreamcast and now rather pointless on the GameCube..."

MARTIN

NOOO! "Whilst *18Wheeler* impresses as an arcade game it's still old hat and perhaps an unwise GameCube port."

SIMON

FINAL SCORE

5·4

FUN WHILE IT LASTS, BUT THAT AIN'T VERY LONG AND IT JUST ISN'T WORTH THE ASKING PRICE.

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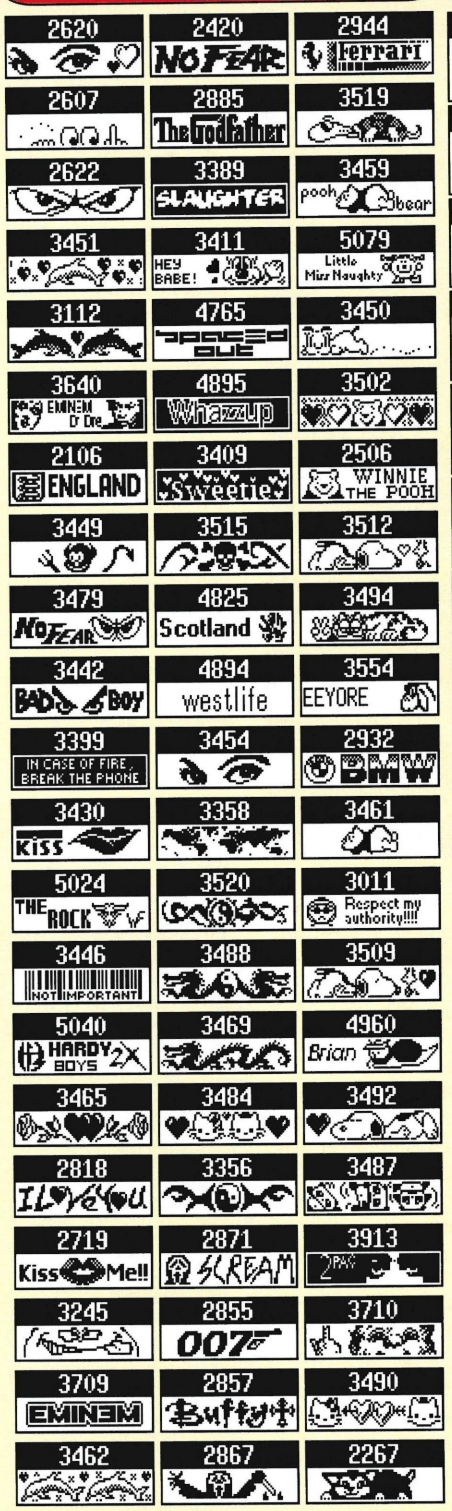
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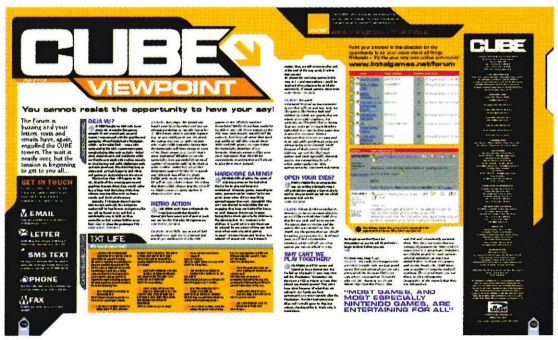
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If it isn't a review, the latest news or a preview, chances are that you'll find what you looking for here. We're still very much developing this section so keep 'em peeled as changes are a coming!

YOUR LETTERS

VIEWPOINT

102 Warrring consoles, worries about Nintendo and the launch. It's all here as you pour out your guts and bare your soul – it's okay though, we're all friends here.



WAVERACE



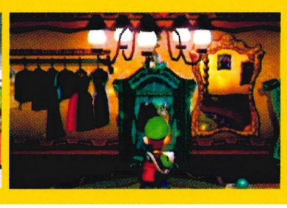
106 It's a launch title and the sequel to the damn fine N64 game has been causing a few of you a bit of a problem. Thankfully, we've had our gaming gurus onto it and here for you our guide – complete with maps. Enjoy!

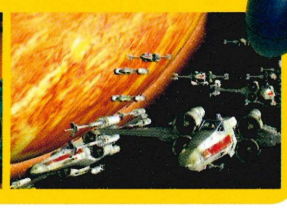
CHEATING MONKEYS



104 Opinion is divided about those monkeys on the forum. Should they stay, should they go, should we put them all over the magazine? One thing does remain though, as far as cheats go these fellas provide the very best!

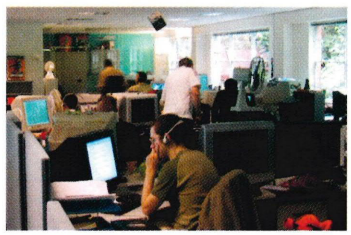






ADVANCE

116 We're still waiting for those GBA/GC link-up games but in the meantime here are the handheld beauts that you simply cannot afford to miss!



STUDIO EYE

120 Criterion. Developers of the potential smash hit, *Burnout* let us in for a sneaky peek in their offices. We speak to Alex Ward the Creative Manager to find out what he thinks about all things Cube.

HORIZON

page 122

The last issue before the release UK release. Find out what we have in store for you. Believe us, if you thought that this one was pretty special then check out what the Cube magazine worth bothering about has in store for you...

SUBSCRIPTIONS

page 128

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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 James Bond. He's silent, he's deadly, he likes lay-dees, they like him, lucky git...

CUBE VIEWPOINT

You cannot resist the opportunity to have your say!

The Forum is buzzing and your letters, texts and emails have, again, engulfed the CUBE towers. The wait is nearly over, but the tension is beginning to get to you all...

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

DÉJÀ VU?

IN 1996 I bought my N64 with *Super Mario 64*. It was the first games console I'd ever owned and, as you'd expect, I was amazed with the graphics and gameplay. All my friends had a PlayStation, which – to be quite frank – was a joke compared to the N64. I spent many years smugly playing titles such as *Zelda*, *Perfect Dark*, *Banjo-Kazooie* and *GoldenEye* while my friends were stuck with endless sequels to *Final Fantasy* and awful platformers such as *Crash Bandicoot*. This didn't last long as shops such as Virgin began to stick N64s and games on dusty shelves in the corner.

This is what I fear will happen to the GC, despite all the amazing games and graphics. Gamers these days would rather buy a large brick that plays DVDs than witness amazing titles such as *Rogue Leader* and *StarFox Adventures*.

Basically, if Nintendo doesn't start to take Europe seriously, the European market will be lost forever and gamers like me will be forced to try and find a comfortable way to hold an Xbox controller or find a place hidden away from view to place the grotesque PS2...

JAMIE MOORE, NEWCASTLE

CUBE: ***Easy tiger! The GameCube hasn't even been launched and you are already predicting an ignoble future for it! Who knows what is going to happen but, as you rightly point out, it's about the games and you, us and everyone who reads CUBE magazine knows that the GameCube will have access to some of the finest games ever. Surely that's more important? Whether or not the GameCube is as successful (in terms of number of consoles sold) as its rivals is quite another matter but, given that third-party support for the GC is superb and Nintendo has offered a pretty bullish price point, we expect that the GC will do very nicely indeed. We reckon that there's little chance that the GC will be hidden away on dusty shelves in shops any time soon.***

RETRO ACTION

I AM TWELVE and I have a Nintendo 64. I was just wondering does the GameCube have some sort of port or pack you can buy for it to play N64 games on.

JAMES COOKE, VIA EMAIL

CUBE: ***Sorry fella, you're out of luck as there's no such device planned, but would you really want to play N64 games on the infinitely superior GameCube? Whilst it's perhaps useful to be able to play old PSone games on the PS2, how many people actually do? We prefer to look forward rather than back and whilst we still play a good many SNES and N64 games, we expect that the GameCube iterations of our favourite Nintendo games will be even more impressive than their 64-bit counterparts, meaning that we'll choose to play them more instead.***

HARDCORE GAMING?

I'M LIVING A life of crime. The crime of enjoying games on the basis that they're fun to play and keep me entertained. Nintendo games. According to some, games must be 'mature' to be any good. Since when did we stop liking games because they were enjoyable? Why am I not allowed to enjoy titles that are engaging, that keep me hooked for hours on end? Because they're not 'mature'. Saying that a *Mario* game is for children is like claiming that *The Simpsons* is for children. It is, and yet it is not; these can be enjoyed by any person of any age. And since when were any other games 'mature?' Are *Max Payne* and *Serious Sam* mature? Of course not – but it doesn't

LETS TALK ABOUT TXT

TXT LIFE

We want your text!

I WOULD LIKE TO KNOW WOT WOULD U BUY A CUBE OR A XBOX
CUBE: With the amount of money Microsoft is spending on promoting the Xbox we wouldn't be surprised if the CUBE is sent an Xbox for free. So we'll have to buy a GameCube... Joking aside, we think that the GameCube is great value for money and will be home to the most innovative games to be found anywhere, so we'd plump for the GameCube every time.

WILL TEKKEN B REALEASED ON THE GAMECUBE
CUBE: There's no word as yet but we have all our appendages crossed...

PERSONALY I REKON ZELDA CUD HAV BLOWN "POO"S.26THE X-TREMLY CRAP BOX OUT OF THE WATER IF THEY JUST LEFT IT AS IT WAS!
CUBE: Zelda will be every bit the gaming delight that we all hope it to be. Believe!

NOW THAT YAMAUCHI-SAN AND MINORA ARAKAWA RETIREING ANY CHANCE THAT THE NEW-LOOK ZELDA WILL BE CHANGED?
CUBE: It's very unlikely...

DON'T U GUYS GET SIK OF THE SAME IN-GAME MUSIK ALL THE TIME? IT ADDS 2 THE ATMOSPHERE BUT EVEN U GUYS MUST TURN DOWN THE VOLUME AND KRANK UP THE STEREO
CUBE: Er, what are you on about?

When will the GameCube be released?
(sent on 2 March)
CUBE: Er, hello? Where have you been? That'll be 3 May then...

CAN YOU USE THE GAME BOY ADVANCE AS A CONTROLLER FOR ANY GAME?
CUBE: Not yet, but you can bet your life that it'll happen soon. Probably...

WILL THE GAMECUBE GET PC GAMES LIKE DEUS EX, MAXPAYNE OR MEDAL OF HONOUR?
CUBE: If they can port them, they'll be coming to the GameCube, so yes...

I pre-ordered an xbox, cause 2be honest, the games look amazing. But, I'm only interested in DOA3 and GTA3, so why did I cancel it, 2 get a GC? God knows.
CUBE: He certainly does!

When the gamecube comes out will u b giving out demo disks out with the mag?
CUBE: We have all manner of promotions lined up for the mag and, assuming that it's feasible, we'll try to get some demo disks on the mag.

WHATS HAPPENED TO LINK'S EYES HE LOOKS LIKE A GOLDFISH!
CUBE: So you've noticed!

DO I C A PICTURE OF LUIGI ON THE SPINE OF YOUR MAG
CUBE: Maybe...

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orange™ www.orange.co.uk/multimedia

matter. They are still enormous fun and, at the end of the day, surely it is that that counts?

So please. Do not judge games in this way, or I – and many others – could be deprived of my pleasure by an idiotic community of casual gamers. Moan over.

MARC VINCENT, VIA EMAIL

CUBE: ***The adult-orientated/themed games argument is one that will run and run. Sure, we like games like* Perfect Dark *and* GoldenEye*, which are games that are aimed at an older audience, but currently you'll mainly find us having 'just one more go' on* Super Monkey Ball *which is a cute-looking game that is aimed at everyone. Games, whatever their content are supposed to be enjoyable and though some are always going to be deemed 'adult' because of their content (blood, violence, sex and the like) most games, and most especially Nintendo games, are entertaining for all – which rather makes the 'kids games/consoles' argument redundant.***

OPEN YOUR EYES?

FIRSTLY, I WOULD like to congratulate you on writing a fantastic mag. I will probably be getting a GameCube in April or May, so could you tell me which games to look out for.

FRANK, VIA EMAIL

CUBE: ***Cheers for the compliment. However, as far as recommendations go we'd like to think that CUBE does that for you each and every month. The games that we review and the games that we earmark as 'One To Watch' are the games that you should be saving your pennies for. As of next issue you'll find a GameCube directory, which will tell you what games you cannot afford to miss.***

WHY CAN'T WE PLAY TOGETHER?

I'M A PSONE and PS2 owner and intend to buy a GameCube. But I'm fed up of people in your mag who call the PlayStation 'Greystation'. Do they own a PS2 or PSone or have they played any decent games? They can't have done because of what they are calling it. Our family are fond gamers and own every console after the PlayStation. The N64 had some nice titles and I would agree to that, but nobody developed for it. That's why it went down.

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
launch price	glenn2004	2	07 March 2002 10:43 AM
Why I hate HMV	GConPPC?	5	07 March 2002 10:40 AM
Banjo Threeie.....?	Weyoun	14	07 March 2002 10:37 AM
Any port in a Gamecube Storm.....?	Weyoun	8	07 March 2002 10:34 AM
gamecube fighters!	Metriod	37	07 March 2002 10:22 AM
UK Advertising Begins	Chandra@CUBE	18	07 March 2002 09:41 AM
I can only afford 2 games! HELP!	Anony	33	07 March 2002 09:39 AM

Author — **Topic: launch price**

glenn2004 — posted 07 March 2002 10:03 AM

Member
Member # 1217

someone told me the Gamecube is coming out for £170! is this true? 😕

Rate Member

glenn

Posts: 93 | From: York | Registered: Feb 2002 | IP: Logged

Abbid007 — posted 07 March 2002 10:26 AM

Junior Member
Member # 673

Member Rated: ★★★★☆

i think so.
retailers wont get any profit if the seel the cube for 150 so they might pt the price up to 170.
nintendo said that the 150 price was apparently only a guide to retailers as to what it should be sold at.

The debate about the price of the GameCube has raged on the Forum. Why don't you join in?

So forget about the PSone (or Greystation as you lot call it) and N64 – begin to think before you act.

FISH

PS Great mag, keep it up!

CUBE: ***We really don't support the anti-rival console mob, we just speak as we find and obviously we are very pro-GameCube because that's not only where our passions lie but it's also our job. However, we do get letters that slate the PSone, Xbox and PS2 and occasionally we print them. This does not mean that we necessarily support the letter writer's views (and in a good many instances we criticise people for such narrow-minded attitudes). As has been stated before on these very pages and on the Forum, the CUBE team own a number of consoles and will continue, like a good many you out there, to play videogames irrespective of the console that they are released on.***

"MOST GAMES, AND MOST ESPECIALLY NINTENDO GAMES, ARE ENTERTAINING FOR ALL"

CUBE

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CUBE

ISSUE FIVE

CHEATING MONKEYS

Those poor, poor monkeys have been at it again – slaving away for hours, playing all the latest GameCube games, finding cheat after cheat just for you. All this for a banana? Take pity and send in your own cheats and they'll have a much easier time.

CEL DAMAGE

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

CRAZY CODES

NAME	UNLOCKS
FATHEAD	Every mode, character, car and track
BRAINSALAD	Brain the Brain, Space World
COUNTDEAD	Count Earl, Transylvania World
MOVEITNOW	Manoeuvrability power-ups
TWRECKSPAD	T. Wrecks, Jungle World
WHACKFAD	Whack Angus, Desert World
MELEEDEATH	Melee weapons
HAZARDOUS	Hazard weapons
GUNSMOKE!	Ranged weapons
UNIQUEWPNS	Personal weapons
PENCILS	Pen and Ink mode
MULTIPLEX	FMV sequences



BIG HEAD MODE

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

EXTRA FMV

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



SUPER MONKEY BALL

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





INFINITE CONTINUES

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

3 EX LEVELS

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

MASTER MODES

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

BANANA HINT

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

MINI-GAME BUYING HINT

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



PIKMIN

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

FIREWORKS

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

CHALLENGE MODE OPTION

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

GETTING MORE PIKMIN

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

UNIVERSAL STUDIOS PARK ADVENTURE

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

EASY POINTS

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

ATTRACTION MODE

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



CHIMP'LL FIX IT

Finding cheats is not the only trick in the cheating monkey's book – they can also help a friend in need. So if there's a particular level or section, boss or battle that you just can't crack, then contact them at: Chimp'll Fix It, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or email: cube@paragon.co.uk. Not too many questions this month, so remember to send them in!





THE FUR IS STRONG WITH THIS ONE

Dear Cheating Monkeys,
I've recently purchased the awesome *Star Wars Rogue Leader* for my GameCube and I'm completely and utterly hooked on it. But, unfortunately, I'm having difficulties - namely Mission 5, Razor Rendezvous. As soon as I enter the level, I'm up to my neck in enemy fire and it only takes seconds before I'm dead. Any tips or strategies? Please?
Gareth Dale, via email

Qui-Gon Chimp says...
"Even me, a Jedi monkey had this problem at first – but after some intense meditation, the answer became clear. The very first moment you gain control of your ship, aim to take out the two turbo lasers emitting from the Star Destroyer as they are attempting to take out the Frigate. It's quite normal to be on your last legs (or wings) at this point. Now blast off away from the Star Destroyer and come around the back of it. You should look out for an Imperial Shuttle at this point, as shooting it down will cause it to leave advanced proton bombs behind. Take out the TIE fighters that are swarming around the Frigate, clearing your first objective. Now you can really go for the Star Destroyer. There are four targets to go for here: two shield generators (spherical objects found on the top of the bridge tower), a third shield generator (a bulge on the bottom of the Star Destroyer, which in the film was referred to as the main reactor) and finally the command deck, which you will find at the centre of the bridge tower. Easy when you know how, eh?"

HEEEEEERE'S LUIGI!

Dear Cheating Monkeys
I'm still loving every minute of *Luigi's Mansion*, (however few minutes there may be of it) and eagerly read everything I can about it. Back in issue 1 you mentioned a couple of secret treasure rooms. I cannot for the life of me find these, so I was wondering if you, dear sweet monkeys, could possibly point me in the right direction?
Kerry Wolverson, Bolton

The monkeys say...
"Hmm, a bit late with this one aren't you? However, since you asked so nicely, and made my fur go a slight shade of red, I shall share my secrets with you. Make your way to the most southwest corner of the mansion. Suck up the butler, and then start scanning the room with your Game Boy Horror. Locate the mouse hole, press A and there's your first treasure room. To find the other one, you have to make your way to the rooftop – you can access this from the toy room. Head right as far as you can and climb up the chimney. Make a quick impression of Santa Claus and there you go!"

THE MEW MYSTERY

Hi, cheating monkeys!
I recently got a copy of *Smash Brothers Melee* and, in my opinion, it has more than lived up to its predecessor. In fact, I have enjoyed it so much that I have unlocked almost everything. There are just a few things I'm missing, including two Pokémon. They are Mew and Celebi; I have heard that you can access them and their special attacks. Know anything?
'project_2501' via email

The monkeys say...
"Of course we know something, it's our job to know these things! Okay. To get Mew, you have to unlock all 11 secret characters. There is a 1/251 chance of her appearing in a ball now. To get Celebi, you have to unlock every secret stored in the game, bar the trophies. Once again, there is a 1/251 chance of this Pokémon appearing. However, bear in mind that these two creatures won't attack – after spotting them, all you'll get a few other bonuses and trophies".



The best jet ski sim is back and we've got all the courses mapped and solved, so don't get dragged under.

CUBE PLAYERS' GUIDE

WAVE RACE: BLUE STORM

CUBE INFORMATION

WAVE RACE: BLUE STORM	
PUBLISHER:	NINTENDO
DEVELOPER:	NSTC
GENRE:	SPORTS
PLAYERS:	1-4
CUBE SCORE:	9.3
ISSUE:	01

CUBE CONTROL
KNOW YOUR STUFF

ANALOGUE
Steer your character left and right. Lean forwards and backwards for more speed and tighter turns.

C-STICK
Move the camera around your player, which is useful for taking screenshots but not much else.

A BUTTON
Accelerate, pure and simple! It also acts as the 'Confirm' button in the game menus.

B BUTTON
Initiate a Turbo boost. It also allows you to cancel a selection or go back a screen.

R BUTTON
Press this while pushing right to perform a sharp, right-hand turn.

L BUTTON
Press this while pushing left to perform a sharp, left-hand turn.

Y BUTTON
Can be used as an alternative Turbo button. No other in-game uses.

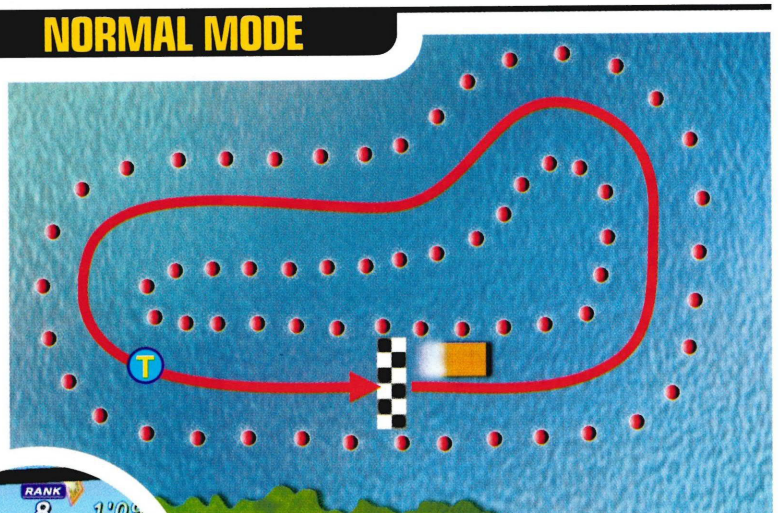
X BUTTON
Can be used as an alternative Turbo button. No other in-game uses.

Z BUTTON
Can be used as an alternative Turbo button. No other in-game uses.

NORMAL MODE

LOST TEMPLE LAGOON
NORMAL MODE

Being the first course this is obviously the easiest. All the buoys are well spaced, making them easy to manoeuvre around. There are no really tight turns so you should be able to go flat out most of the way.











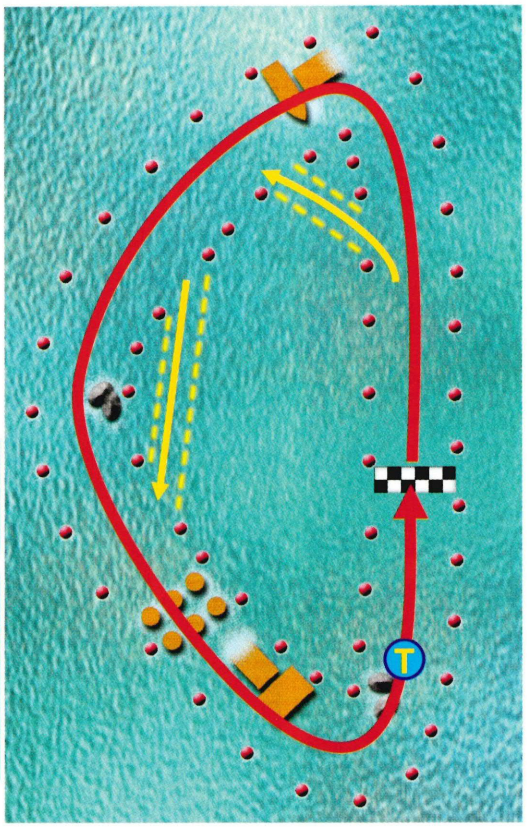
SOUTHERN ISLAND

NORMAL MODE

There are no particularly difficult turns on this course but the obstacle count goes up. On the first lap there is a pier that can be jumped using the ramp, then on the second and third laps you can go under it as the tide goes out. The water also gets shallow enough that the sunken ship in the first half of the course is exposed. There is a ramp in front of it so use that to avoid it.



If you clip the boardwalk at the wrong angle, you'll fall off.









TOP TIP

QUICK START

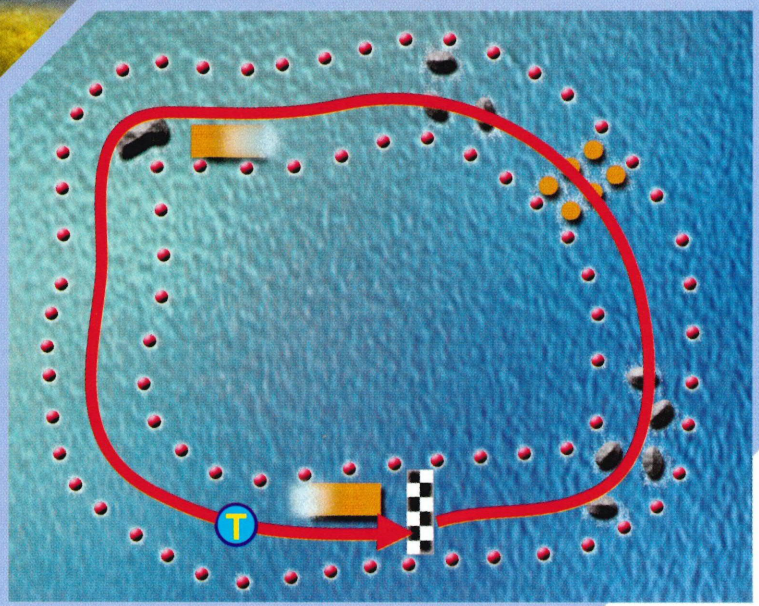
If you push A as soon as the lights go green you'll get a full turbo and should pull ahead of the pack, avoiding the usual jam.



ASPEN LAKE

NORMAL MODE

There are almost no waves on this course in normal weather conditions, meaning you can go flat out round most of it. As far as obstacles go there are only a few rocks scattered about, some of which can be driven straight over if you have enough speed. There are also wood struts sticking out of the water towards the end but, once again, if you have enough speed you can just plough right through them.



OCEAN CITY HARBOUR

NORMAL MODE



This is quite a tricky course, which often has rough waves coupled with tightly placed buoys and sharp turns. There are some crates floating around in certain areas, which don't cause too many problems, but in the second lap a crane will drop a large metal crate – so look out for that. The tide goes out during the race, making the ship at the start move out – so you must get round it faster to make it through the buoys.



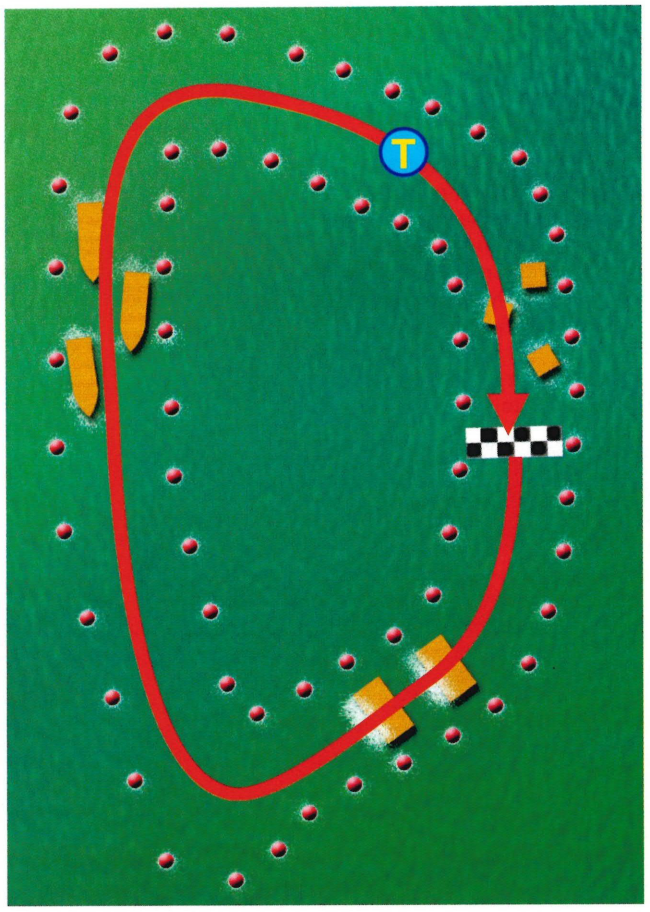


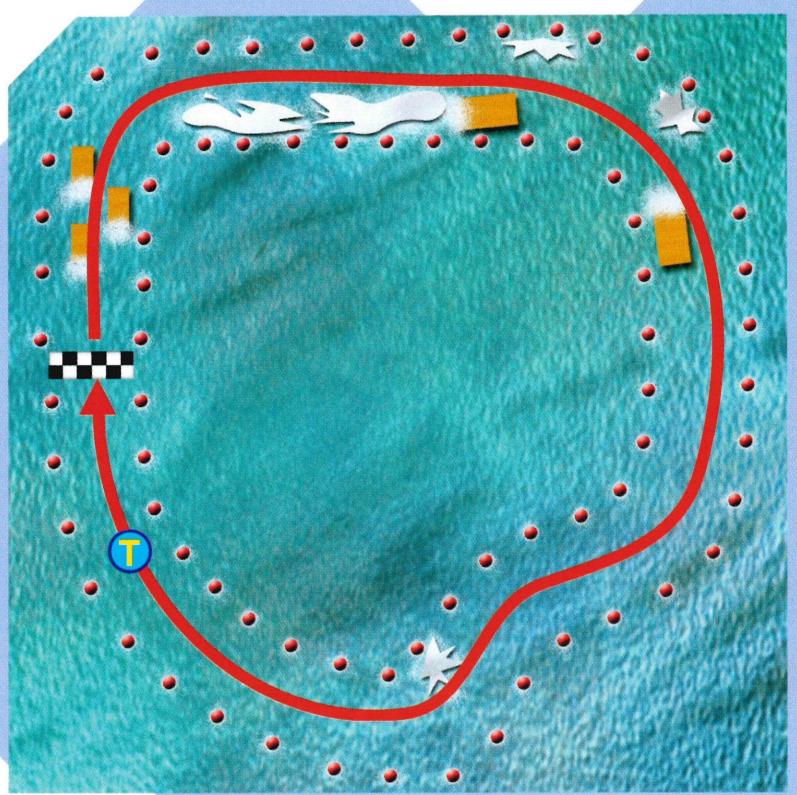


TOP TIP

SURF'S UP

In Free Roam mode pick Dolphin Park. When you start aim for the island in the distance and hit turbo just before you hit the out-of-bounds markers. When you can, use the turbo again and you should reach a new area before the time runs out. This area is one large circle that contains extraordinarily large waves that are perfect for doing some tricks on.





ARCTIC BAY

NORMAL MODE

This is pretty tough compared to the other courses in this mode. There is lots of ice that makes you slide all over the place, especially on the tight turns and also slows you down – so try and avoid those patches. About halfway round a giant chunk of ice falls into the water causing a large wave, so take care. There are a few ramps to use round the course but these are also icy, so don't take them at an angle. The only place you can really turbo is just as you come to the end of the lap.









ADVANCED MODE



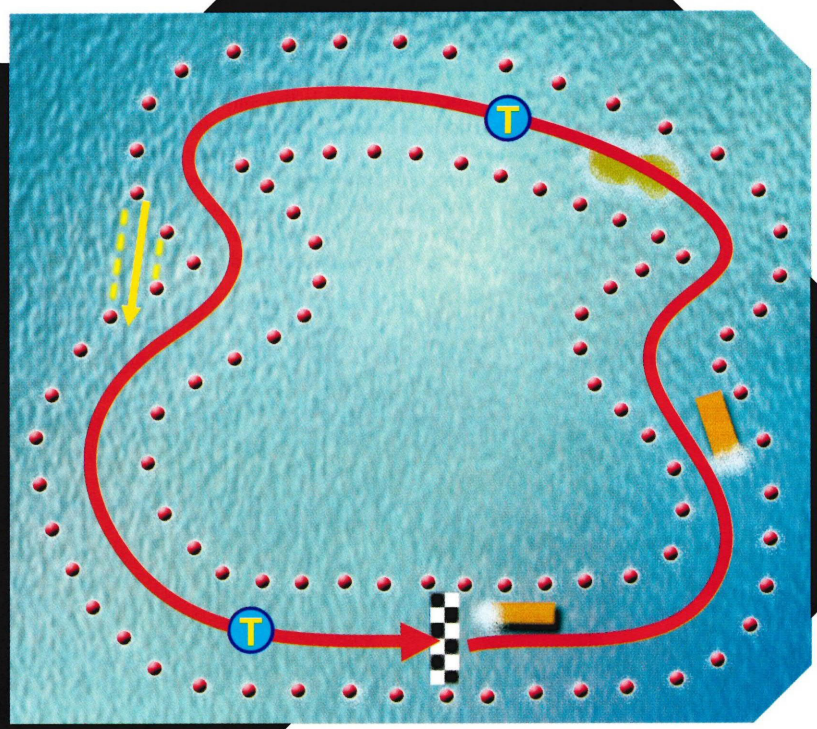
LOST TEMPLE LAGOON

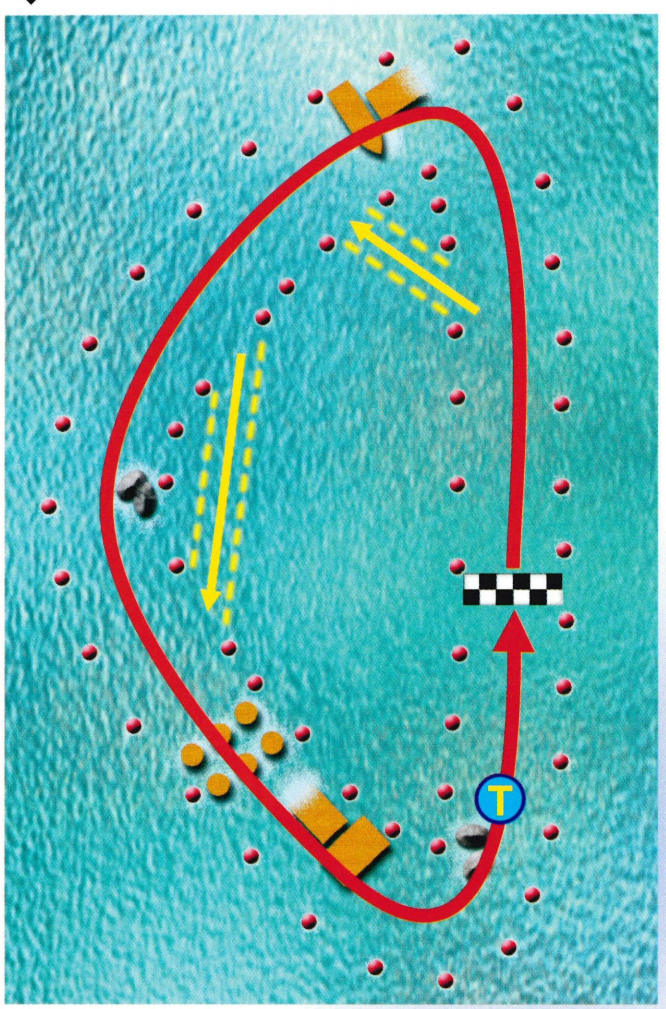
ADVANCED MODE

You'll find this tougher than the races in Normal mode but it the easiest of the Advanced mode. There's a ramp to jump soon after the start followed by a series of buoys that require some tight turning. Where the temple is there's a short cut that requires you to smash through the wall, make a left then right and cross a sand bar. If done correctly this can gain you a couple of places.











SOUTHERN ISLAND

ADVANCED MODE

This follows the same route as the Normal mode, but the buoys are placed differently – making the course slightly harder. There are a couple of short cuts that can be taken, the first of which is through the gate on the dock before the ship but it needs some tight turning if you don't want to miss the red buoy. The other short cut is through the pipe after the ship, but you will miss a buoy – so only use it if you're desperate.



It soon became obvious that this pier would never end, yet we continued in the hope that a solution would present itself...



Don't let the calm water fool you. This course is rock hard.

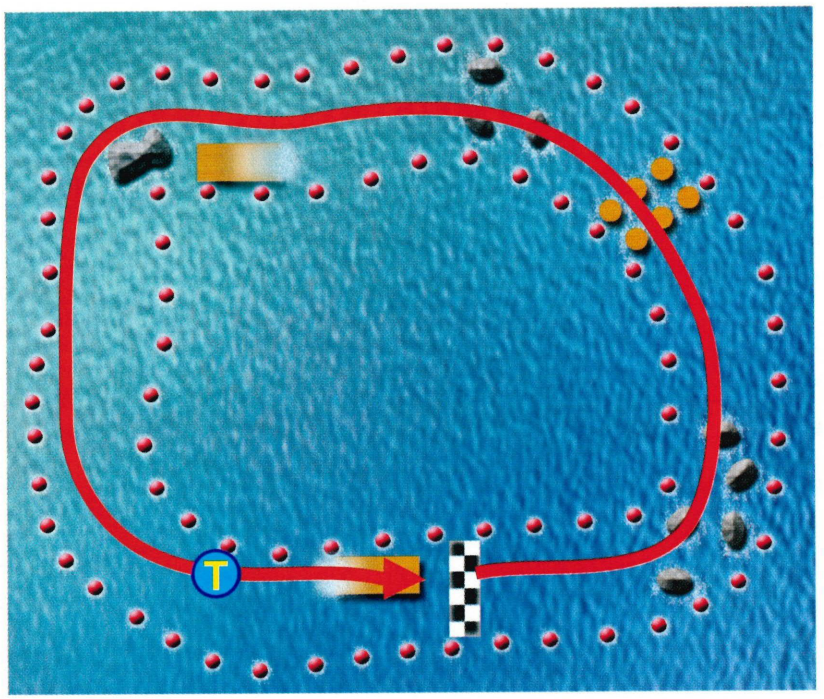


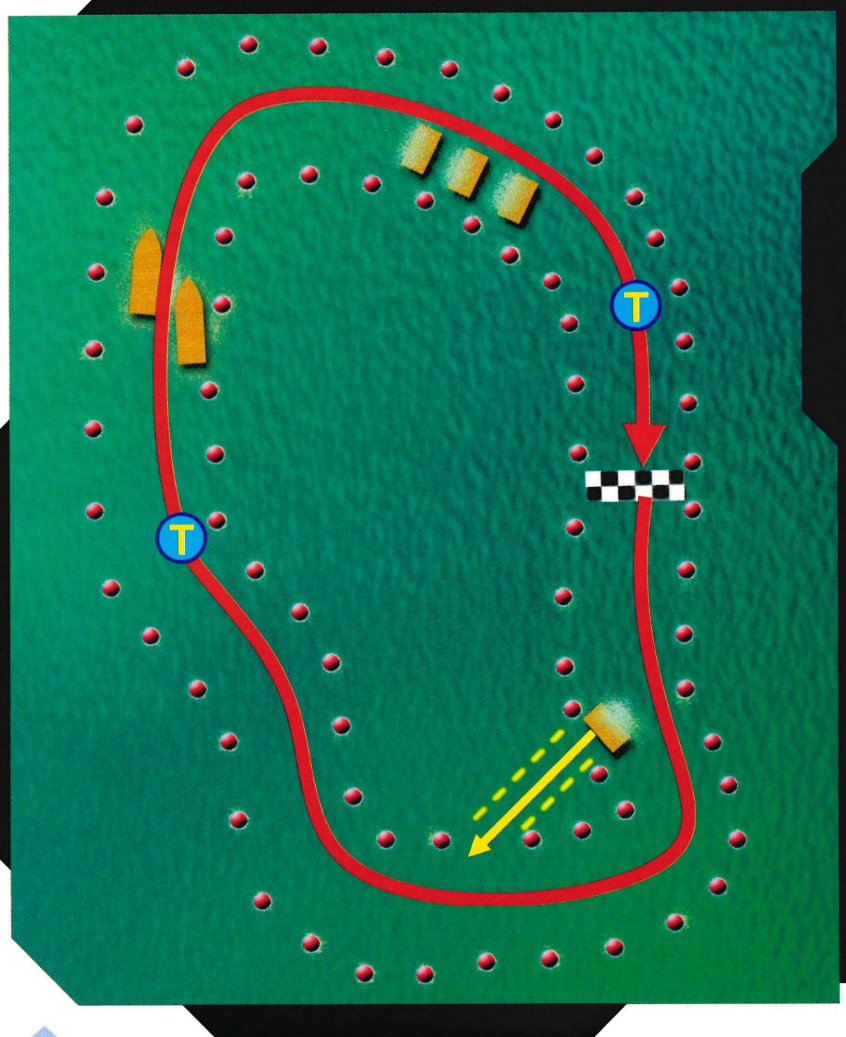
ASPEN LAKE

ADVANCED MODE

Once again, this is the same as the Normal mode but with different positions for the buoys. They are much closer together and nearer to the rocks, so some very good manoeuvring is required. The wooden posts are still near the end of the course, but can be ploughed through if you have enough speed.







OCEAN CITY HARBOUR

ADVANCED MODE

The route on this is only slightly different to the Normal mode as you go left through a tunnel at the start instead of straight ahead. There's a series of ramps towards the end of the course that really slow you down if you hit them all, so do your best to avoid them. In the second lap a ramp surfaces to the right of the tunnel entrance. This leads to a short cut that can gain you a couple of places.









TOP TIP

FINISHING MOVE

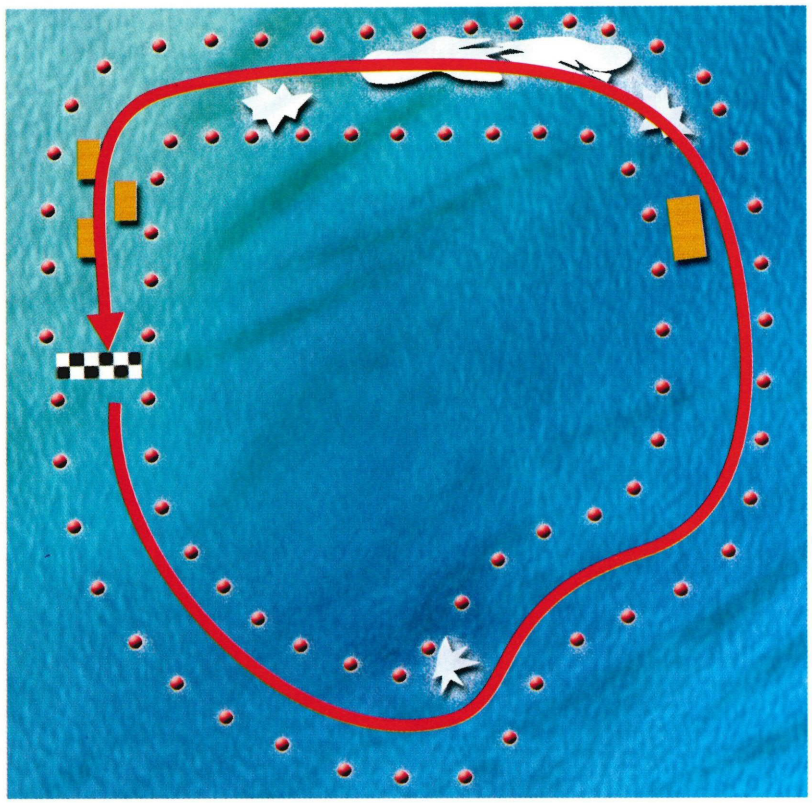
If you find yourself at the end of the third lap with a full turbo and some riders just ahead of you, hit your turbo and miss the last couple of buoys to cross the finish line before they do.



ARCTIC BAY

ADVANCED MODE

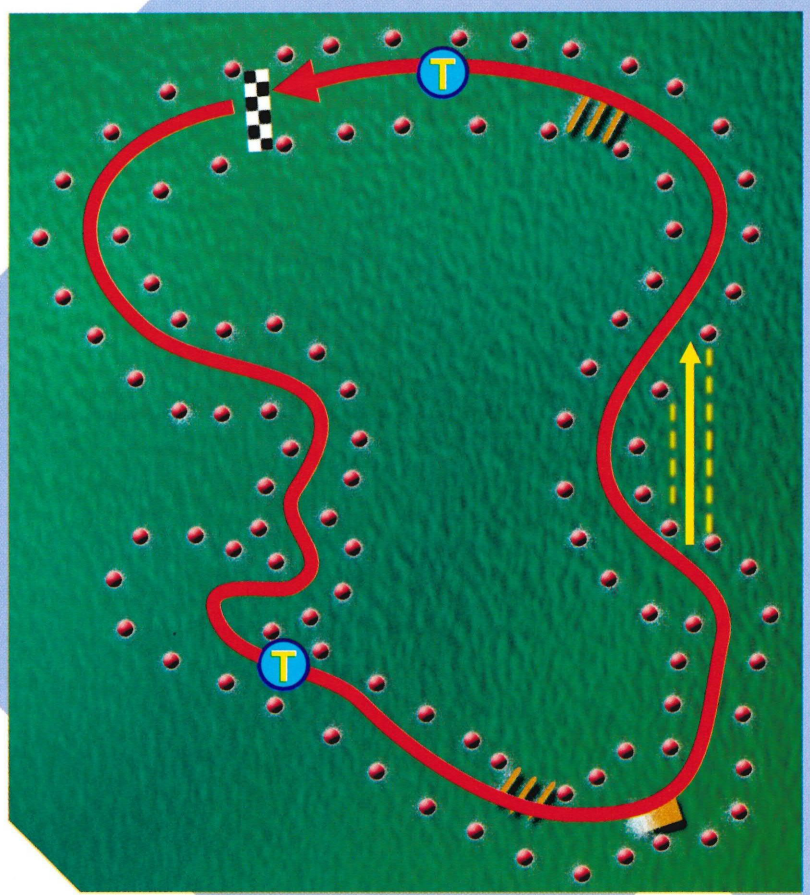
The course is the same as Normal mode but you're racing in the opposite direction. Nothing much has changed, however, as there are still plenty of ice patches that should be avoided if possible. Also, on laps 1 and 2 chunks of ice fall into the water causing large waves that can knock you off course.

















LA RAZZA CANAL

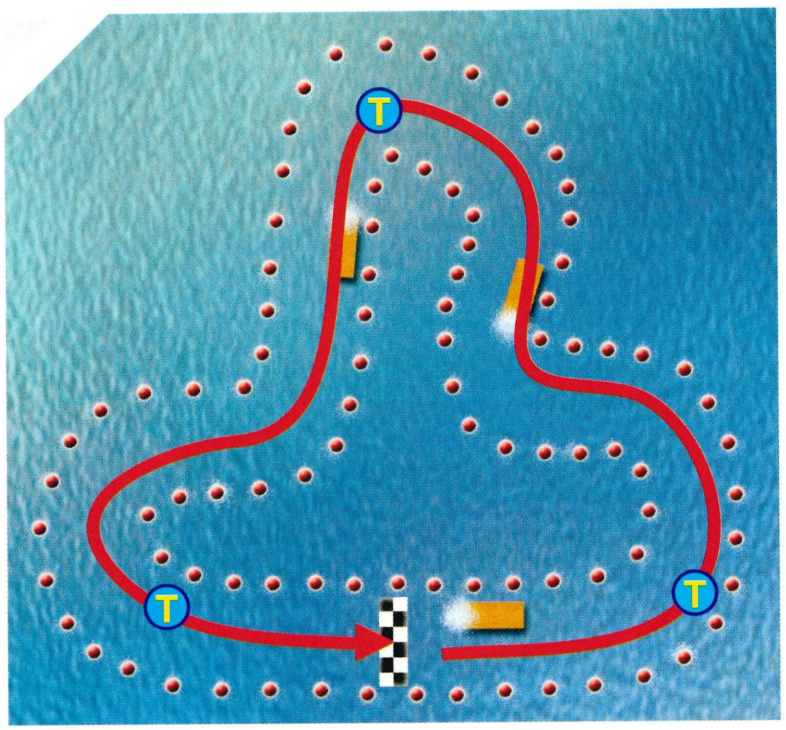
ADVANCED MODE

This is the toughest area in the game with loads of tight turns and brick walls to ram into. The only good thing about it is that there are few obstacles apart from the gondolas, which can be smash through with enough speed. When you reach the fountain go round the left side and down the alley for a short cut.



Possibly the hardest course in the game, the canal can ruin your chances of winning Gold.

EXPERT MODE



LOST TEMPLE LAGOON

EXPERT MODE

This is the easiest of all the Expert courses and after a few tries you should have no problem coming first. There are no obstacles, a few ramps and loads of places you can use the turbo for an easy victory.





So do you think that you should turn right here?







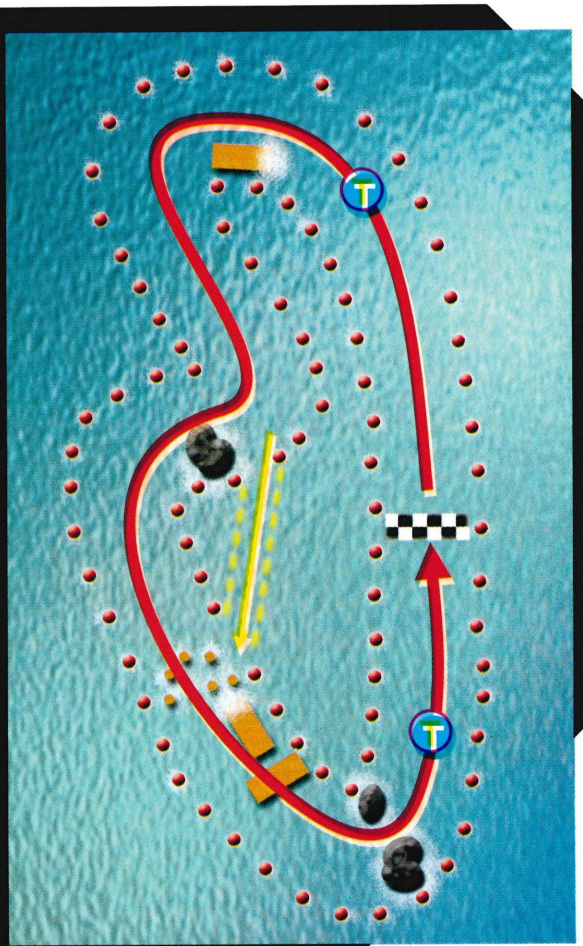




SOUTHERN ISLAND

EXPERT MODE

This is slightly different to the previous versions of this course, but is made harder by a couple of areas where the buoys are tough to get round quickly. The tide still goes out – revealing those pesky wooden posts, but if you make any mistakes there are a couple of areas where you can boost and catch anyone that's overtaken you.











ASPEN LAKE

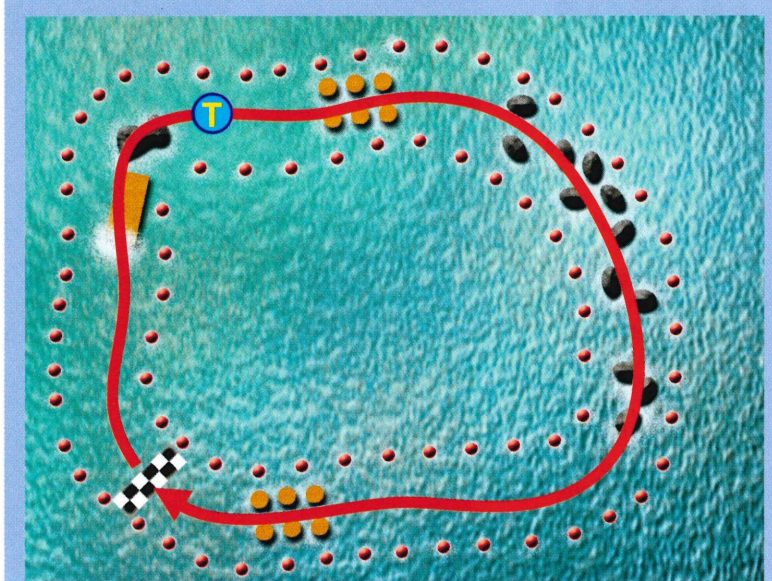
EXPERT MODE

This course has a very different route this time round and there are loads more rocks to avoid. It may seem strange but this course is actually easier in bad weather as the higher water level covers some of the rocks, making it much easier – as long as you can tackle the waves.

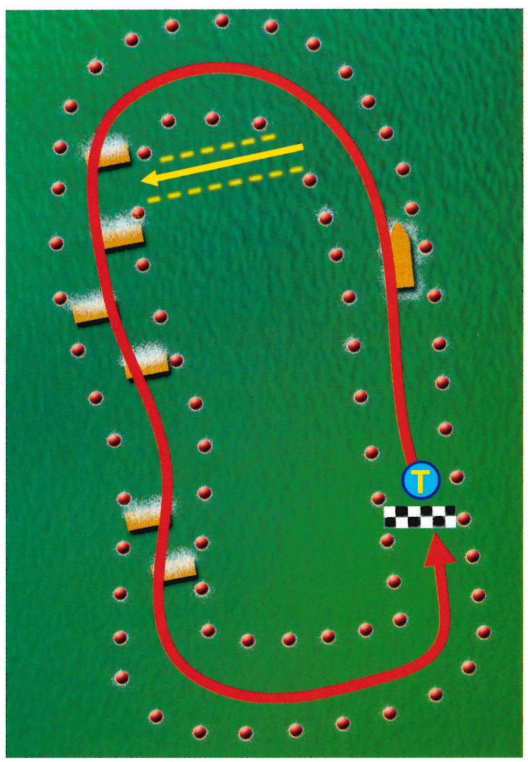
TOP TIP

HIGH TIDE

Pay attention to the height of the water as this can affect the way some courses are played.







OCEAN CITY HARBOUR

EXPERT MODE

The placement of the buoys on this course can be misleading at first, as they tend to take you in the wrong direction. There are falling metal containers on the first two laps so look out for them. There is also a short cut through the metal grate on the left after these containers but it does make you miss some buoys, so only do it once and only if you're desperate. The second long straight consists of ramps, which wouldn't be too bad but the position of the buoys requires you to zig-zag across the track.









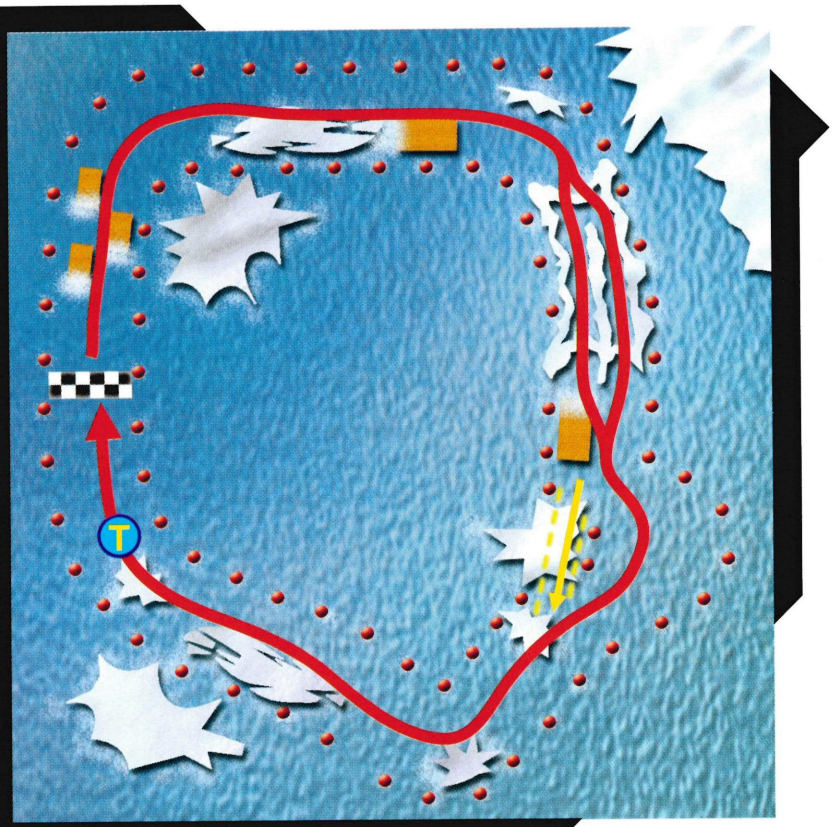


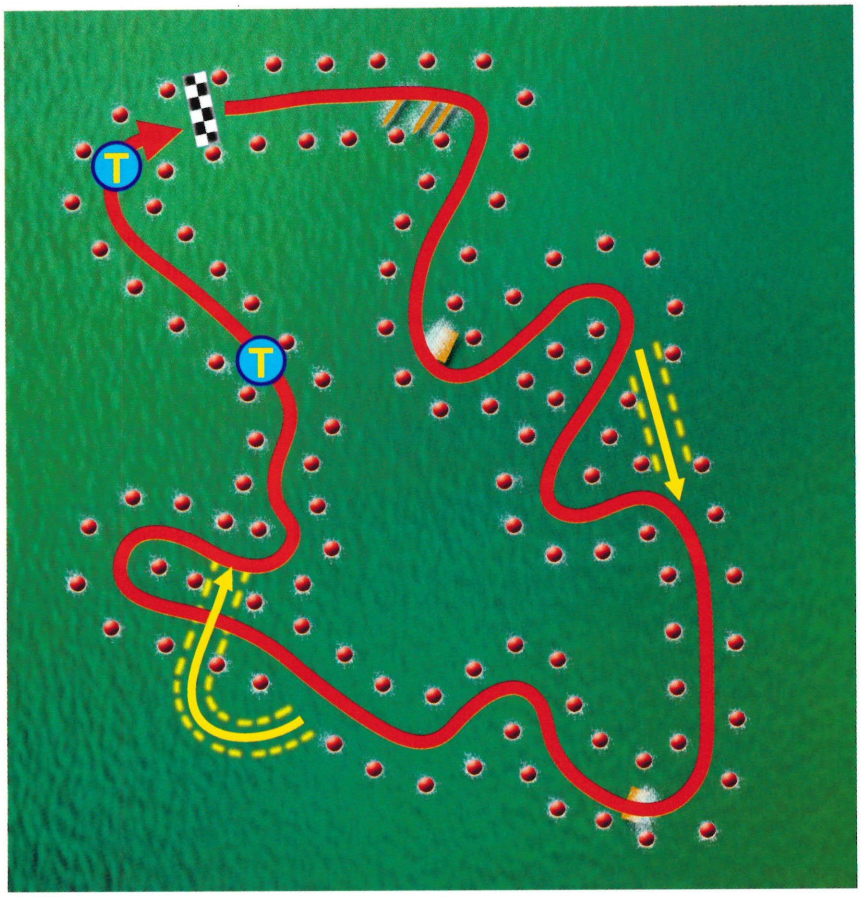


ARCTIC BAY

EXPERT MODE

This route through Arctic Bay is obviously the toughest of the three and has loads of tight turns that aren't helped by the patches of ice scattered about. Soon after the start you'll crash through an ice wall into a cave. There is a short cut in there that requires you to go over to the right side, hit the ramp and dive through the hole under the ice. Make sure you have plenty of speed when you hit the ramp otherwise you won't make it under.











LA RAZZA CANAL

EXPERT MODE

This is probably the hardest course in the game and is even harder that the Advanced version due to the increased number of tight turns. You can once again use the alley behind the fountain as a short cut and there's another that comes about halfway round. Smash through one of the wooden gates and go up the ramp to miss one of the tightest corners of the course – very handy.

The short cuts are the only sure way to come out in front. Miss them at your peril!

STRONGWATER KEEP

EXPERT MODE

For the last course in Expert mode this is quite easy compared to the others. For the most part the buoys aren't too badly placed and there are two short cuts. The first one is through the gate, which opens on the second lap and the other is through a crumbling wall near the end of the course. This second one does make you miss some buoys, so only use it if you're desperate.

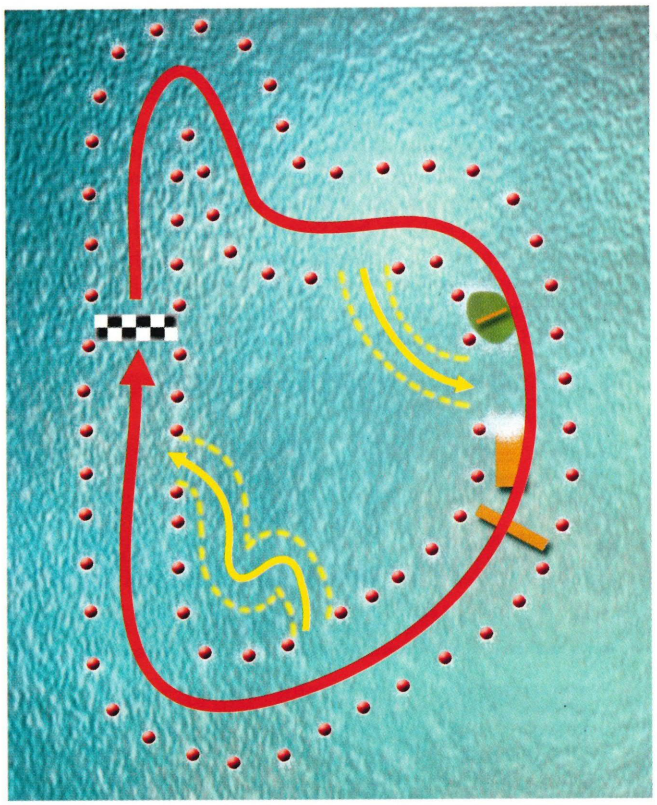


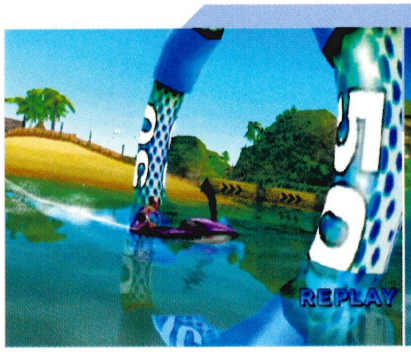


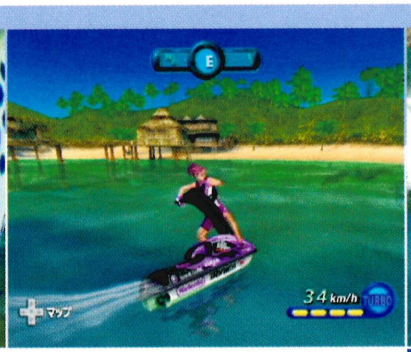


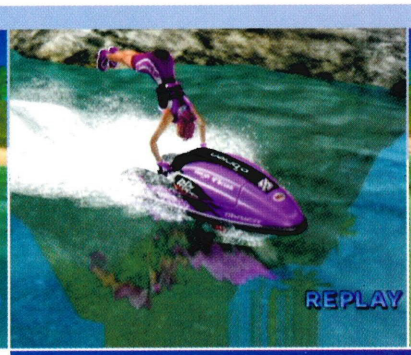
TOP TIP
AVOIDANCE

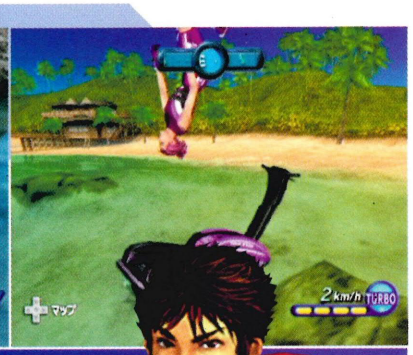
Ramps may be fun but they do slow you down so if you can get round them easily do so to stop the opposition getting ahead.











TRICKS

Handstand:	↓, ↑ (Hold ↑ to stay in position)
Backwards:	Rotate Control Stick clockwise (Hold ↓ to stay in position)
Somersault:	Rotate Control Stick anticlockwise, ↓ (Hold ↑ to stay in position)
Bullet:	Hold B, ↓, ↑ (Hold ↑ to stay in position)
Flip:	Hold B, Rotate Control Stick clockwise (Hold ↓ to stay in position)
Cowboy:	Hold B, Rotate Control Stick anticlockwise (Hold ↑ to stay in position)

JUMPS

All these are performed off ramps.

Short Dive:	Hold L and R when in the air until you hit the water
Long Dive:	↓, hold ↑ until you hit the water.
Right Barrel Roll:	←, →
Left Barrel Roll:	→, ←
Back Flip:	↑, ↓
Superman:	Hold B, ↑, ↓
Right Can-Can:	Hold B, ←, →
Left Can-Can:	Hold B, →, ←
Nic-Nac:	Hold B, Rotate Control Stick clockwise
Heel Clicker:	Hold B, Rotate Control Stick anticlockwise



WELCOME TO ADVANCE...



Well, hello there you lovely peeps – good to see you back here once again. It's been another busy month of GBA madness and not surprisingly, there's been a whole slew of games that are just begging for your attention. For example, Tony Hawk is back on your favourite handheld, this time with a condensed version of the GameCube classic (which is out in less than a month now!) and talking of being back, there's also the return of a spritely young plumber by the name of Mario... can't think where we know him from. Of course, with this being April there's also a bunch of top GBA games just around the corner – titles like *Speedball 2*, *V-Rally 3*, *StreetFighter Alpha 3* and *Spider-Man* are nearly here so we'll be reviewing them in the coming months...

ADVANCE

Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...



TONY HAWK'S PRO SKATER 3

Seeing as his last outing was so great, it's no surprise that Tony's latest GBA game is rather fine...

CUBE INFORMATION

PUBLISHER:	ACTIVISION
DEVELOPER:	VICARIOUS VISIONS
GENRE:	SPORTS
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- AN ENHANCED SEQUEL TO THPS2
- 13 DIFFERENT SKATERS
- SIX MASSIVE LEVELS
- BUILD YOUR OWN SKATER
- PLAY AGAINST YOUR FRIENDS

JUST THE SAME as *Tony Hawk's Pro Skater 3* for the GameCube managed to improve on an already winning formula while retaining exactly what made the game so great in the first place, so too does the GBA version of *THPS3* over the previous game. The fact that Vicarious Visions managed to squeeze the last *Tony Hawk's* game onto a GBA cart was an achievement in itself, but there's even more to it this time around and thankfully, many of the shortcomings of the last one have been removed.

Visually, *THPS3* is just as detailed as before and the levels (of which six have been pinched from the PS2 game... with hidden ones no doubt tucked away as well) are absolutely huge. From a game standpoint though, many of the improvements have been brought over from the PS2 version – for example, the more goal-based career structure and the ever-useful Revert move have both made it into the new GBA game. Admittedly, a few problems do remain... mainly thanks to the isometric viewpoint that often makes it tough to see what lies ahead and to land many grinds on precarious rails. This gripe aside though, *THPS3* is still a even greater sequel to an already damn fine game... to miss it would be a crime.

CUBE RATING 90

No time for snacking, Kareem – there's skating to be done!









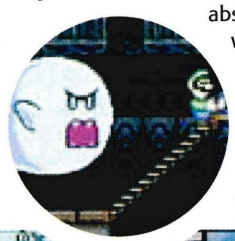
CUBE STAR GAME

SUPER MARIO ADVANCE 2

It's-a them... Mario and Luigi!

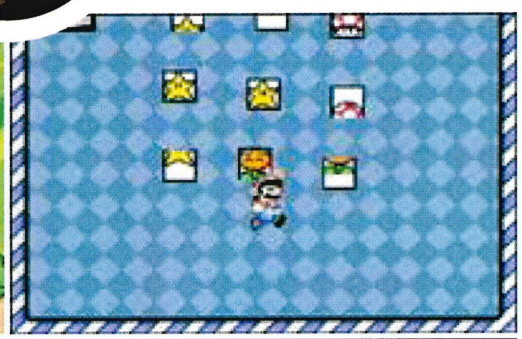
IF YOU'RE SURPRISED that Nintendo has ported another of its successful *Mario* titles to the GBA (this time, it's *Super Mario World* from the SNES), you're probably a bit more naïve that you might want to think you are. Ports of classic games seem to do incredibly well on the new handheld – look at *F-Zero* and the original *Mario Advance* as examples of that – and when they're as good as *Mario Advance 2*, it's no surprise.

Put simply, *Mario Advance 2* is *Super Mario World* on the SNES; unlike the original *Mario Advance*, this one features no improvement in the graphics or sound whatsoever. What it does offer in compensation, though, is one of the finest platform games ever created – 96 absolutely action-packed levels, complete with big, bad bosses and plenty of hidden goodies to boot. If only we didn't know how to get through every single level and unlock all the secrets, it might have lasted us a bit longer... damn you, misspent youth!



CUBE RATING 90





These cactus creatures are a real pain to get past... watch out!

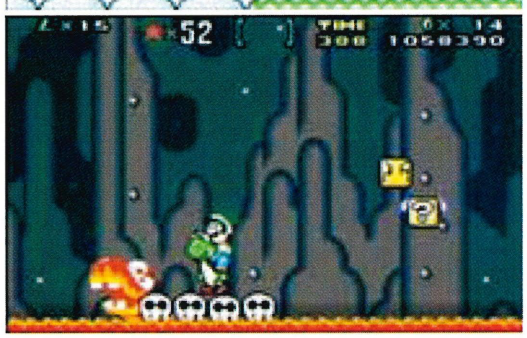


BEEN THERE, DONE THAT...

The only really disappointing thing about *Super Mario Advance 2* is the inclusion of the original *Super Mario Bros* as a multiplayer game. It's not that we've got a thing about playing link-up games on the GBA – the problem lies in the fact that it's exactly the same game as the one bundled with the first *Super Mario Advance* game. Couldn't they have done something different this time around?







CUBE

INFORMATION

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1-2
RELEASE:	28 MARCH

STATS

- THE CLASSIC SNES GAME REVISITED
- PLAY AS MARIO OR LUIGI
- 96 DIFFERENT LEVELS TO EXPLORE
- VIRTUALLY PERFECT CONVERSION
- ORIGINAL MARIO BROS MULTIPLAYER



RAINBOW SIX: ROGUE SPEAR

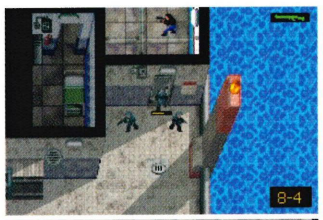
Who'd have thought you could squeeze a whole load of terrorists onto a tiny cartridge, eh?

CUBE INFORMATION

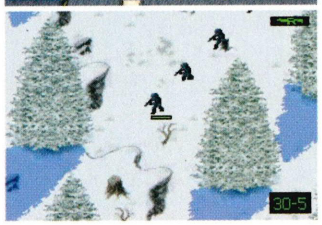
PUBLISHER:	UBI SOFT
DEVELOPER:	RED STORM
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- CONTROL UP TO FOUR OPERATIVES
- LOTS OF IN-GAME SPEECH
- EASY-TO-MASTER CONTROL SYSTEM
- 15 DIFFERENT MISSIONS
- UP TO FOUR PLAYERS CAN WORK AS A TEAM







EVEN IF YOU'RE not a fan of the more cerebral games, you'll probably have heard of the *Rainbow Six* series. Based on the books of Tom Clancy, it centres on a special multi-national anti-terrorist group – RAINBOW – that travels the world removing those stubborn terrorist stains that ordinary anti-terrorist forces leave behind. Having already made an appearance a while back on the Game Boy Color, the squad's back on the GBA… and boy, have they made an impact!

At first glance, the main gameplay in *Rogue Spear* appears very reminiscent of *Cannon Fodder* (in that you move a little group of soldiers around the map) – the minute you start to play, however, you realise that it's actually way different. You really need to think about what you're doing and if you just run off half-cocked, your squad are going to snuff it. Instead you must use the push-button commands, to organise your team, and develop tactics to handle each map. Sounds a little laborious? Well, it's not. Once you get used to the commands, the whole thing becomes second nature and you're soon bursting into rooms, fragging terrorists, defusing bombs and keeping the world safe for decent people like a pro. Of course, that's just the single-player mode – link up with three friends and you'll all become a highly disciplined special ops team before you can say 'Tango, down!' Frankly, we're startled at how good this game has turned out to be on the GBA; it's almost on a par with the major console versions. Still, those of you who like their games a bit more basic might want to think about giving it a miss…

CUBE RATING 90

ORANGE IS THE NEW BLACK

When you choose your team, you can also choose what kind of outfit they wear. This isn't just a fashion exercise, however, as you need to think about where they will be fighting and what the environment will look like. It's no good dressing them all in sand-coloured desert camouflage fatigues if you're going to be tackling terrorists on a snowy landscape – you might as well just draw luminous cross-hairs on everyone's back and be done with it. Having said that, regardless of where you happen to be fighting, there's something to be said for the good old 'all-black' ensemble – it does wonders for the figure…



Hiding behind a crate isn't exactly the bravest move…

FOR WHEN YOU REALLY HAVE TO PUT YOUR GAME BOY ADVANCE DOWN...



TOTAL ADVANCE THE HANDHELD PICK-ME-UP!

Note: Cover and content in TOTAL ADVANCE are subject to change

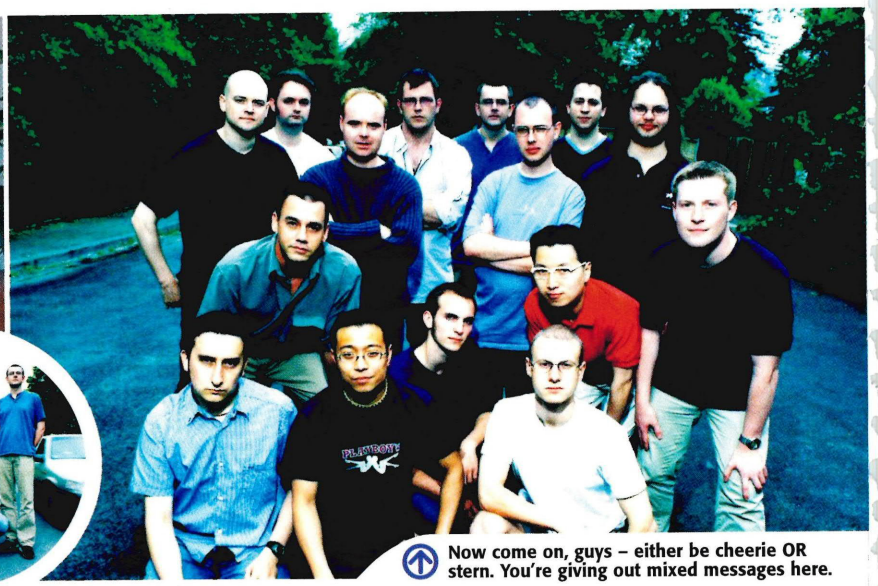
AVAILABLE FROM ALL GOOD NEWSAGENTS

CUBE DONS ITS TRENCH COAT AND SHADES, IN AN ATTEMPT TO INFILTRATE THE WORLD'S MOST HEAVILY GUARDED DEVELOPMENT STUDIOS...

STUDIO EYE

THIS MONTH... CRITERION GAMES





Now come on, guys – either be cheerie OR stern. You're giving out mixed messages here.

STUDIO EYE

INFORMATION

COMPANY NAME:	CRITERION GAMES
START UP DATE:	1993
FOUNDER:	CANON
WEB-SITE:	WWW.CRITERIONGAMES.COM
ADDRESS:	WESTBURY COURT BURYFIELDS GUILDFORD, SURREY ENGLAND, GU2 4YZ

PLATFORMS

- PS2, XBOX, GAMECUBE,PC

VACANCIES

- CURRENTLY LOOKING FOR TALENTED PEOPLE OF ALL DISCIPLINES. SEE WEB SITE FOR FURTHER DETAILS.

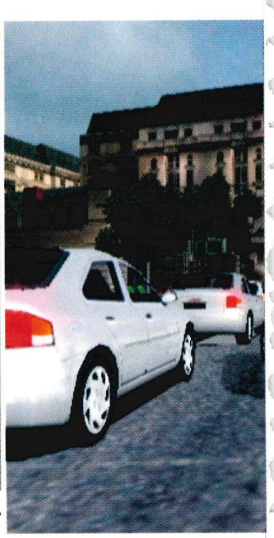
"The team's skills have allowed a conversion of Burnout to be completed in under four months"

BEING STUCK IN Guildford at 9pm with no money, your mobile on the blink and the last coach for three hours disappearing into the distance isn't the most ideal of situations to be in, but when you've been playing *Burnout* on a glorious HDTV set for a few hours the warm inner glow tends to get you through the pain.

Based one hour outside of London, Criterion Software was started up by Canon. Originally intended as a company to produce technical demos, the games development side, Criterion Games, was only started up a few years ago. The company's first next-gen titles comprised *Airblade* (a hoverboard game) and *Burnout* (see this month's In-Depth) for the PS2. At a time when most developers were having problems getting anything substantial out of the hardware, Criterion excelled. Just recently it turned its hand to GameCube with a







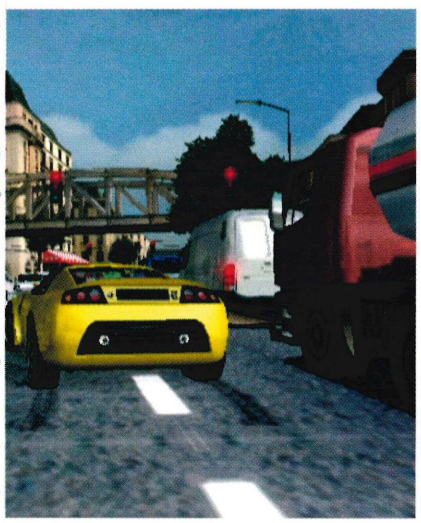
Burnout is a superb debut GameCube title from Criterion Games. Check out the six-page In-Depth on pages 52-57.

TAKE A LOOK THROUGH THE EYE



version of *Burnout*. The team's skills coupled with the use of the middleware tool 'RenderWare' has allowed a conversion of the PS2 racer to be completed in under four months! We kid you not – *Burnout* was started in December.

The team's experience with the GameCube hardware has been very positive. The controller especially gets unanimous praise – playing *Burnout* is a dream with the analogue stick. At the end of the day, all the team are big Nintendo fans, and *Rogue Leader* just happens to be on the desk when we walk in. You'd be amazed at how many games designers/programmers don't actually know that much about games (well, looking at some games you probably wouldn't), but the guys at Criterion seem to know exactly what it is that makes a great game, and their individual influences are encouraging to say the least. Looking to the future, further GameCube development is most definitely on the cards, but other than confirming that the studio has four titles in development, Creative Manager Alex Ward is being very secretive. We can't even say whether they will be exclusive to GameCube, but the smile on his face insinuates that there is something special on the cards. Considering the ease with which the GameCube runs an enhanced version of *Burnout* (a game which the PS2 has a hard time with), we can't wait to see what Criterion comes up with next.



IN THE CUBE WITH...



ALEX WARD

CREATIVE MANAGER, CRITERION GAMES

CUBE: How did you get into the videogames industry?
AW: After a misspent youth in the arcades with A-Levels in *R-Type* and *Double Dragon*, I completed a degree course in Super Nintendo games. After this I answered a job advert in EDGE magazine and started out as a game tester. And a very bad one at that.

CUBE: What did you want to be when you were younger?
AW: I remember thinking that playing computer games all day long for money would be absolutely perfect. Little did I know!

CUBE: Which famous person would you want to be and why?
AW: Marty McFly from the *Back To The Future* movies. With my time travelling DeLorean I would travel through time to return with the future of games and all the details of the secret Nintendo games!

CUBE: Favourite food?
AW: Indian food was top of the list during the Nintendo development of *Burnout*. So Chicken Jalfrezi it is. When in Japan, I go for Unagi-don, which is eel. Surprisingly tasty – go to Torigin in Shibuya.

CUBE: Top-three videogames of all time?
AW: *Asteroids* (coin-op version). I could play it forever.
Star Rider (Williams laserdisc coin-op, very rare). It just blew me away when I first played it.
Mario Brothers (NES original). It's the best two-player action EVER!

CUBE: What was your main responsibility in GC *Burnout*?
AW: Overseeing the transition from PS2 to GC.

CUBE: What has the GC hardware allowed you to do over the PS2 version?
AW: The game looks smoother, faster and better than before.

CUBE: Can you give us a bit of history about the company?
AW: Criterion was founded in the early Nineties. It is owned 100% by Canon, the Japanese company that also makes cameras and copiers. The early projects were very much technical demos. Gameplay was secondary. The company was re-structured in 2000, with the focus being the super consoles.

CUBE: Are you looking for any applicants at the moment? If so, what positions?
AW: We are always looking for talented people – check our Web site (www.criteriongames.com) for the latest vacancies.

CUBE: Will you be developing for GameCube again? Can you tell us about future GameCube projects?
AW: Definitely. It's a great machine with an exciting future. We have nothing to announce at this time, so wait and see.

CUBE: Do you have any plans to utilise the GC-GBA connectivity option?
AW: It's something we've thought about. Maybe.

CUBE: Considering the current situation with the three next-gen consoles as well as the recent TRIFORCE announcement and fact that Square has just announced GameCube support, how do you see the next gen-battle panning out?
AW: The next-gen battle is almost over before it's begun. There is a big loser. You can make up your own mind.



CUBE THINKS...

FIRST IMPRESSION

■ You need a certain magic to be a successful Nintendo developer and Criterion Games has exactly what it takes. Just look at the *Burnout* coverage in this issue for proof. Outside of the quality of their work, the individual team members are totally into gaming, and would probably rather have a three-hour gaming session than go out on the town... well, maybe that's pushing it a bit too far, but you get the point, right?

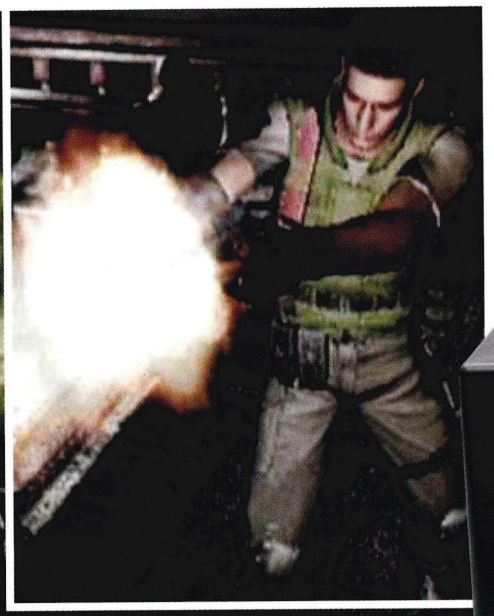
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Next Month...Next Month...Next Month...Next Month...

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AT LAST... HALLELUJAH!

Well, the moment has finally arrived – the GameCube is out and we've got the biggest launch feature EVER! Games, peripherals, price packages, interviews... you name it, we've got it right here for you!



RESIDENT EVIL

SPARE PANTS AT THE READY

Oh baby... we've been playing this all month and now (finally) we can bring you all there is to know about Capcom's complete rebuild of the original *Resident Evil* game. Can you wait a month? You'll have to...

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REVIEWS



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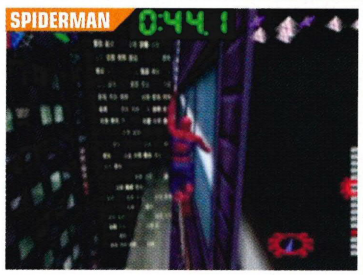
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Being the great games publisher that it is, we've got high hopes for SEGA's latest foray into the sporting world... join us next month when we've got the full lowdown!

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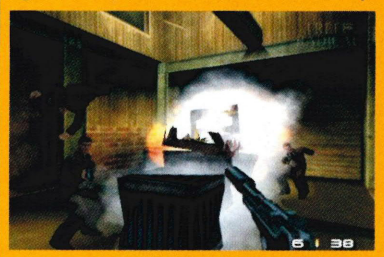


INTERVIEWS

IT'S GOOD TO TALK

FREE RADICAL DESIGN

We went totally In-Depth with *TimeSplitters2* this issue and now we invade Free Radical's offices to get even more information... blimey!



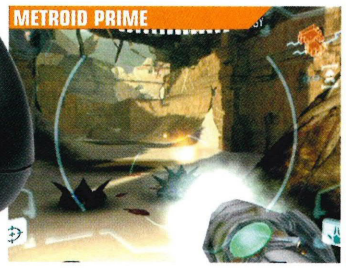
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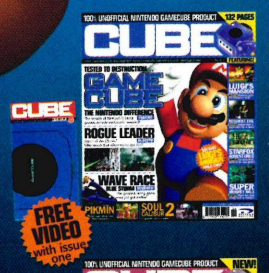
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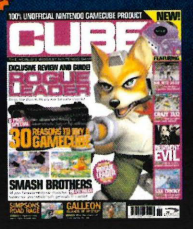






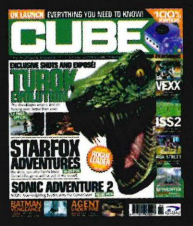
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30 reasons to buy a GameCube revealed, plus *Super Smash Bros Melee, Rogue Leader, XG3: Extreme Racing, Dave Mirra 2 NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage* and more!



ISSUE THREE

The lowdown on Acclaim's GameCube releases, a world-exclusive look at *Vexx*, plus *Tony Hawk's 3, Turok Evolution, Sonic Adventure 2, FIFA 2002, Agent Under Fire* and more!



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Find out how to link your GC with your GBA, the history of SEGA, plus reviews of *Animal Forest+, Virtua Striker 3, Cel Damage, Dark Summit, Madden NFL 2002* and more!

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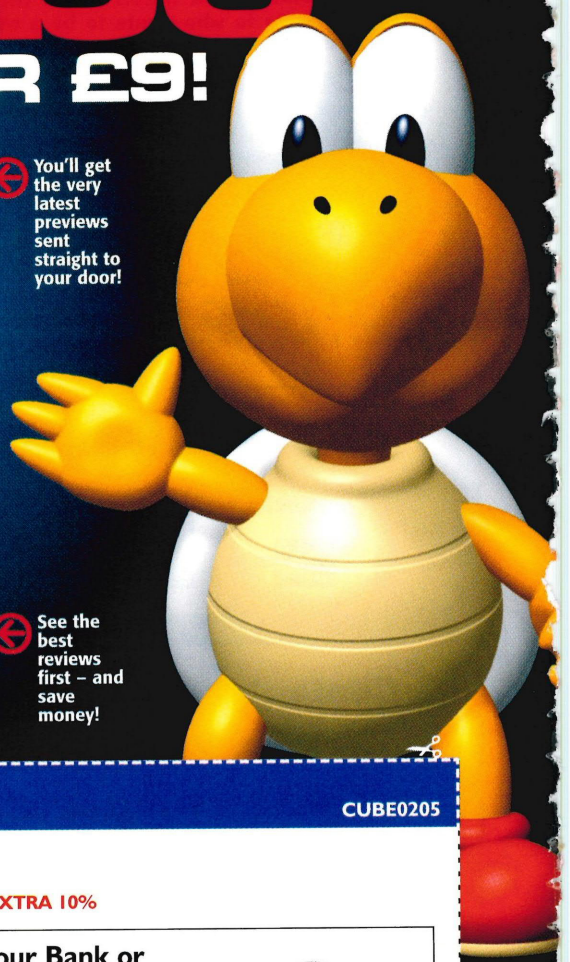
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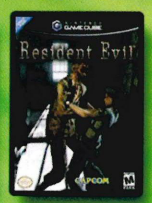


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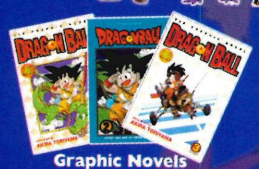
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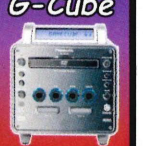


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PASS NOTES

NAME: JAMES BOND

NICKNAME: Dark, Joanna Dark – according to Rare, anyway. Besides, you can barely see the stitches…

IN A SENTENCE: The man who made the N64 the console to own, thanks to a certain game that he starred in.

AGE: In actual fact, Ian Fleming – him what wrote the books – created James Bond 50 years ago. However, the character himself is supposed to be in his late forties to early fifties and then he keeps being played by different actors of varying ages. So he's somewhere between 45 and a 100 years old, depending on your point of view. Nevertheless, he still manages to get the laydees…

APPEARANCES: In terms of games, there have been plenty – mostly poor – appearances from the man who likes his Vodka Martinis shaken. For starters, there was *James Bond 007* on the Atari 2600, *James Bond 007: The Duel*, *The Stealth Affair*, the mighty – and so far unsurpassed – *GoldenEye*, *007 Racing* and *The World Is Not Enough* – and he still found time to drop in on the Game Boy and a plethora of other formats. His adventures continue with EA's *James Bond: Agent Under Fire*.

HIGH POINTS: *GoldenEye*. Here was a game on the N64 that ably demonstrated the console's sheer power. Before *GoldenEye*, the first-person genre was the preserve of the PC but Rare turned this around and created a game that not only reeked of 'Bondian' atmosphere but also kicked PC shooters in the happy sacks. Arguably, no other first-person shooter since has bettered its near-perfect balance of engrossing single-player action and sublime multiplayer action. Haven't played it? Whar? Stop reading this and find it NOW!

LOW POINTS: *007 Racing*. EA got the James Bond licence and wanted to do something else other than a *GoldenEye* clone – there being little point if you couldn't do a better job. Cue a rather pointless driving game. Ouch! The first-person shooters that have followed since have fared a little better but have yet to eclipse Rare's masterpiece, but the jury's still out on *Agent Under Fire*…

DON'T MENTION: The Bond licence going to EA. N64 owners were mightily annoyed that Rare would not be creating a sequel on the console utilising the expansion pak, and *Perfect Dark* – whilst good – really wasn't the same.

NOT TO BE CONFUSED WITH: James Pond, Brooke Bond, Basildon Bond.

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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
Metal Gear Solid 2
Metropolis Street Racer
Midnight Club
Midtown Madness 2
Mission Impossible
Monster Rancher
Monsters Inc
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
007 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
Scooby Doo
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
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
State of Emergency
Sting!
Stronghold
Submarine Commander
Summoner
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

GAME CUBE

A = 01
Agent Under Fire

B = 02
Batman Vengeance

C = 03
Cel Damage
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
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