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E3 PREVIEW

CUBE

THE WORLD'S BIGGEST NINTENDO GAMECU NE

NO.7

ISSUE 07

FEATURING

WORLD EXCLUSIVE DETAILS INSIDE!

DIE HARD VENDETTA

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- EXCLUSIVE SCREENSHOTS
- DEVELOPER INTERVIEWS
- BEHIND-THE-SCENES INFO
- AND SO MUCH MORE...

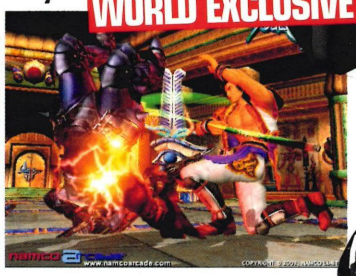
E3 GAMES VOUCHER INSIDE!

SOUL CALIBUR II

The best fighting game ever – and we show you why!

WORLD EXCLUSIVE

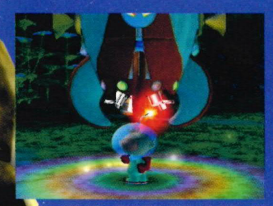






LEGENDS OF WRESTLING

GRAPPLED! The first GC game for men in tights...



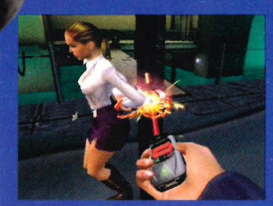
PIKMIN

BUDDING Blooming great fun from Nintendo!



BOMBERMAN GENERATIONS

BOOM! He's back and it's gonna be a blast!

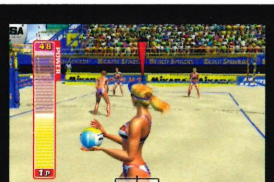


AGENT UNDER FIRE

EXCLUSIVE EA shows that nobody does it better...

BEACH SPIKERS

BOUNCY! SEGA hits the beach with the ladies!



MARIO SUNSHINE

WHETTED? Even more shots!



DIE HARD: VENDETTA ■ SOUL CALIBUR 2 ■ E3 PREVIEW

£3.20

"excite, enthuse and inform"

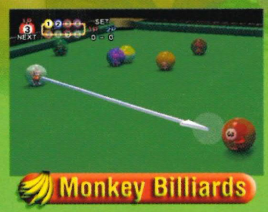
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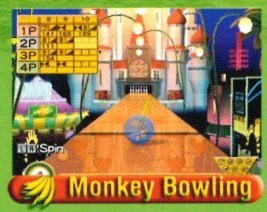
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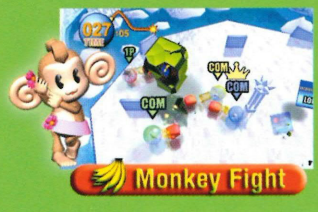
"IF YOU CAN ONLY AFFORD ONE GAME, THIS IS THE ONE TO GET HOLD OF!"
9.2/10 - CUBE

HEY PARTY ANIMALS!

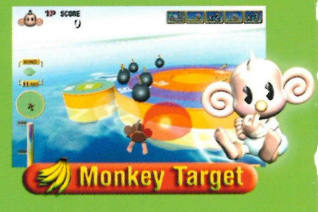


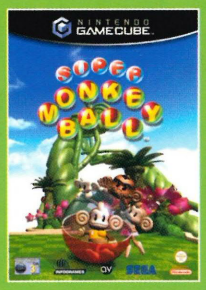












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SEGA

NINTENDO GAMECUBE





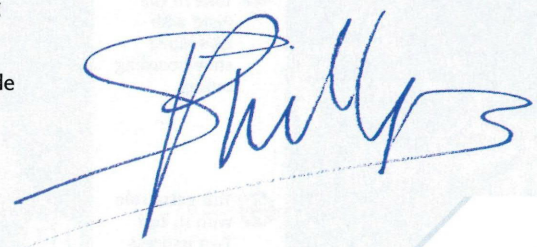
WELCOME

SOMETIMES THINGS TAKE you by surprise; the launch of the GameCube is very much a case in point. We may consider ourselves to be experienced videogamers but that did not deter us from getting a tad excited by the launch of the GameCube. In spite of the fact that we'd all played the import versions of the PAL releases to death, somehow shooting down Tie Fighters on our very own PAL GameCubes seemed a whole lot sweeter than ever – and the same can be said of just about all of the launch titles that we've played and played and continued to play with a stupid grin firmly placed upon our usually surly faces. No doubt this is much the same for the 75,000 other people who, like us, finally have a GameCube sitting proudly next to the television.

Now that you do have your spanking new console you'll be wanting some more games to feed your gaming addiction. That's where we come in. Thanks to our team of dedicated games journalists, **CUBE** is packed to the hilt with everything that you could ever need to know about all things the GameCube related. Two issues ago, we exclusively revealed to the world *TimeSplitters2*, and we've done it again this issue with not one but two huge exclusive In-Depths of two of the biggest games coming to the GameCube soon. Starting on page 44 you'll find an armoury of info about *Soul Calibur II* – you'll even find an interview with Hiroaki Yotoriyama from Namco Japan, who took time out of his very busy schedule (hey, he's got a world class beat-'em-up to develop!) to speak exclusively to **CUBE** – and it doesn't stop there. Continue on and you'll find a whacking eight pages devoted to *Die Hard: Vendetta* (the game that is already being touted as the natural successor to *GoldenEye*) and we've got the shots, information and interviews that others simply couldn't get because **CUBE** has all the important contacts throughout the videogames industry.

However, if that doesn't excite you (are you nuts?) then we've still managed to garner all the latest PAL and Import reviews and scour the globe for the very latest previews, news, cheats and guides. It might sound glib but if you want honest, comprehensive information on all things GameCube, trust only **CUBE** – we've been delivering month-on-month and will continue to do so – and, it goes without saying, avoid feeble imitations.

As we're pretty big on reader interaction it might also be worth your while visiting our forum (point your browsers to www.totalgames.net/forum and click on 'GameCube'). There you'll find a multitude of fellow gamers and you're more than welcome to give us some feedback on this issue or ask us anything you like – we're on the forum most days and are more than happy to answer any of your questions. Enjoy!



Simon Phillips
Group Editor

AT A GLANCE

All these games and a whole load more besides. Only **CUBE** can deliver you this much goodness every month...

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CUBE

ISSUE SEVEN

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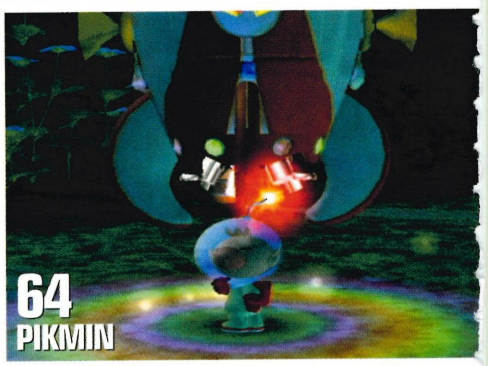


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CUBE WORLD EXCLUSIVE



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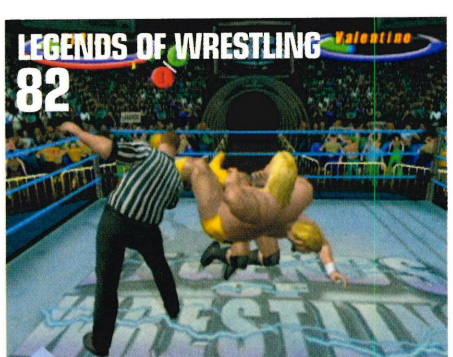


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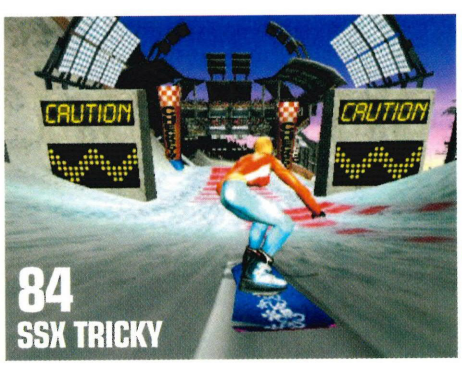


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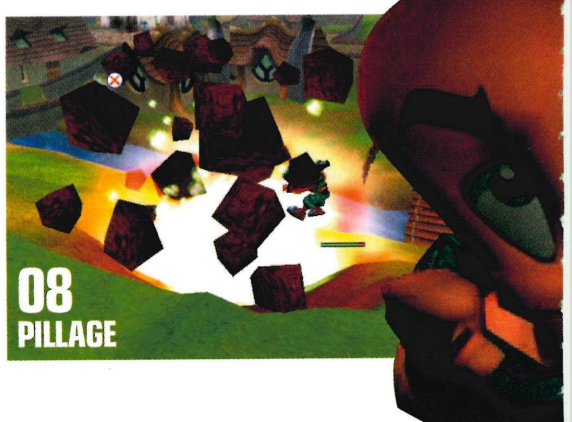
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84 SSX TRICKY

Ice, ice, baby! Take to the Piste with EA's latest snowboarding outing.

You gotta role with it. Zed Two impress again with another surprise game.

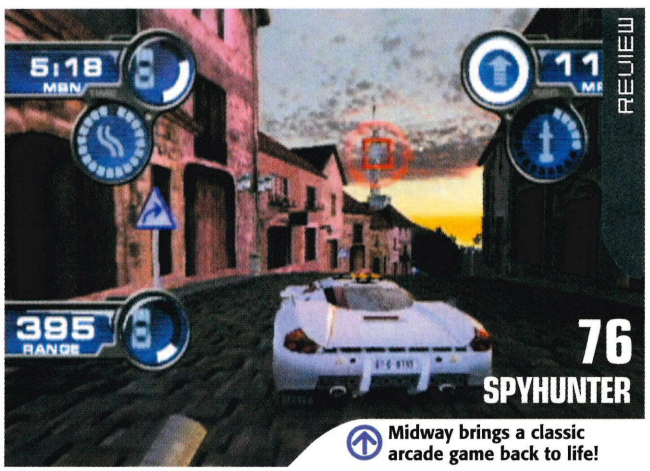


08 PILLAGE

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



Take control of huge robots in this amazing blaster!



Midway brings a classic arcade game back to life!





UP FRONT

The very latest games exclusively revealed...

Robotech 06
Pillage 08

GCN

The latest news and interviews and the very latest information about your favourite console.

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NETWORK CUBE

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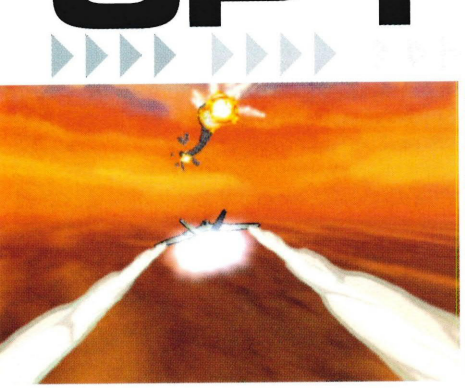
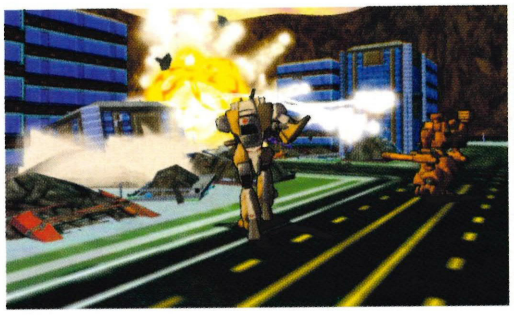
STUDIO EYE

We poke those fine people responsible for *Worms Blast* to find out what they're up to and what they think of the GameCube..... 118





UP FRONT



ROBOTECH:

CUBE

INFORMATION

ROBOTECH: BATTLECRY	
PUBLISHER:	TDK MEDIACTIVE
DEVELOPER:	VICIOUS CIRCLE
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

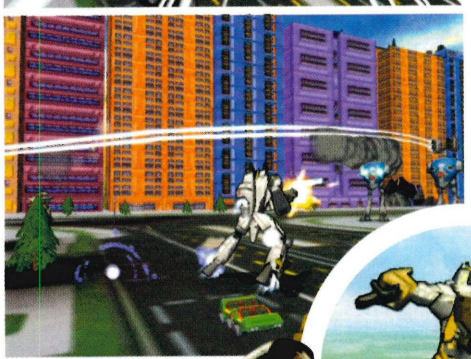
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AT-A-GLANCE

- BASED ON THE ANIMATED SERIES
- MULTIPLE TRANSFORMATIONS
- CEL-SHADED GRAPHICS
- EIGHT GAMEPLAY MODES
- INTENSE SHOOTING ACTION

RELEASE DATES

Q4 '02	TBA	Q4 '02

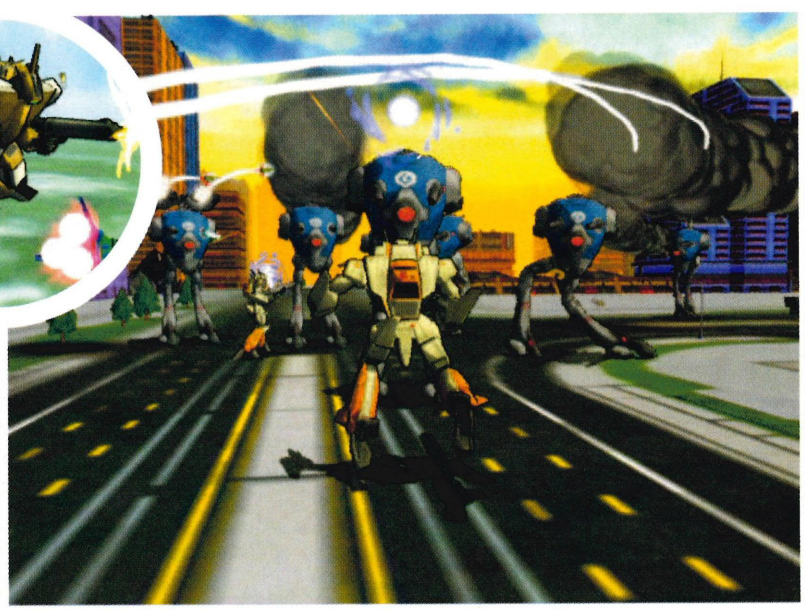



TDK brings us what could be the first decent videogame representation of the cult TV series

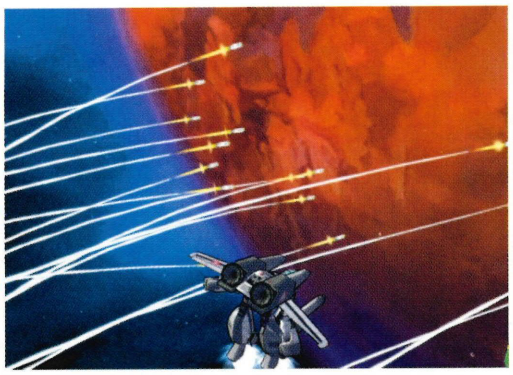
ALL THE GUYS (and some of the girls) out there should listen up. TDK is set to bring one of the biggest mech licences to the GameCube this Xmas and we've got the first in-game shots in the world. *Robotech: Battlecry* allows you to control a VF-1S Veritech Fighter, an awesome 40-foot Battloid (assault suit) capable of transforming into a Fighter (jet fighter) and a Guardian (robot-jet combo). Whichever form the situation requires, you will have a vast amount of firepower at your disposal – the VF-1S's armoury is as follows:

- One three-barrelled 55mm gatling gun
- Two head-mounted, light laser-cannons
- Two nose-mounted, light lasers
- Four wing mounts, each capable of carrying three 300mm, medium-range missiles/two 533mm, long-range missiles/one short-range, multiple-ejection 150mm missile.






"YOU WILL HAVE A VAST AMOUNT OF FIREPOWER AT YOUR DISPOSAL"



BATTLECRY

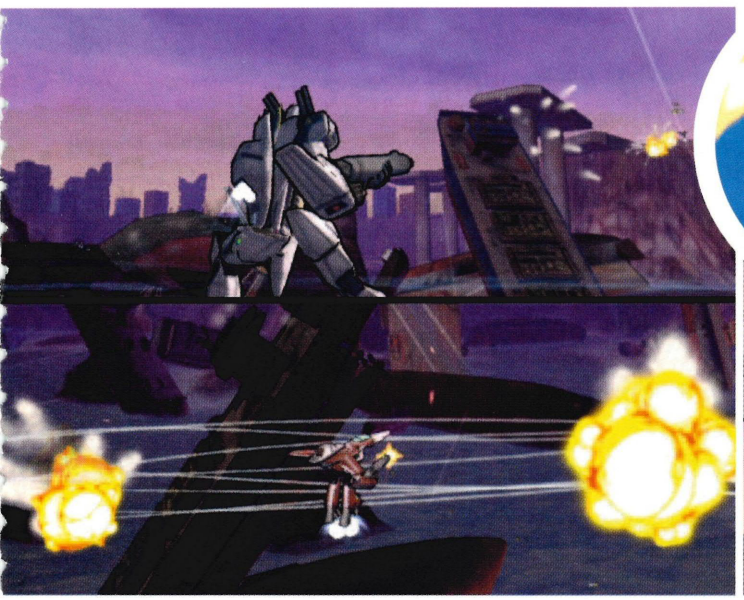
In short, everything you'd expect from an animated series of this calibre. You're excited, right? A simple case of boys and their toys, eh?

Developer Vicious Cycle has decided to follow the current trend of cel-shaded graphics but, in a change from recent games, the graphical style actually compliments the game. Despite some sections looking a little simple in these still shots, let us assure you that the game looks fantastic in action. With eight enemy Zentraedi Battlepods on-screen the action is ridiculously intense – as you can see, there will be times when the screen is littered with screaming missiles and explosions.

As yet though, only a few playing areas have been revealed. These include outer space, atmosphere re-entry, city and wasteland. The city level currently looks the most impressive with hordes of biped Battlepods on patrol. Several different styles of gameplay are available to compliment these differing environments. The all-out blasting action (our favourite) comes courtesy of the Search and Destroy missions, while Guard and Escort missions will also be available. No doubt the Escort missions will be the hardest – they always are.

The first playable versions of *Robotech: Battlecry* will be available at this year's E3 show – expect a full preview in issue 8 of CUBE. *Robotech* games have always been a bit naff before, but we're extremely excited about this one. CUBE










CUBE GAME TO WATCH

JUST AS WE were about to go to print we received word from developer Zed Two about a brand-new game by the name of *Pillage*. Zed Two is well known for its innovative and highly playable gaming ideas, having brought puzzler *Wetrix* to the N64 and the sequel *AquaAqua* to the PS2. *Pillage* brings similar gameplay values to the GameCube in the form of an action-strategy game. To be perfectly honest, we don't know all that much about the game. What we can say is that it appears to be pre-empting what *Worms 3D* could turn out to be like.

Pillage takes place on a world ravaged by a race of evil, troll-like creatures. The locals are denied all of their technology, forced

CUBE

INFORMATION

PILLAGE	
PUBLISHER:	TBA
DEVELOPER:	ZED TWO
ORIGIN:	UK
GENRE:	STRATEGY
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- TURN-BASED ACTION
- MANY EXPLOSIVE WEAPONS
- GREAT DEATHMATCH MODES
- RICH STORYLINE
- STRATEGIC GAMEPLAY

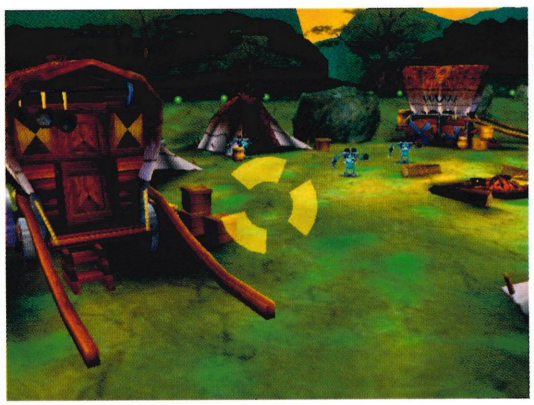
RELEASE DATES

Q4 '02 TBA Q4 '02

The creator of Wetrix comes right back at ya with the GameCube's first action-strategy game

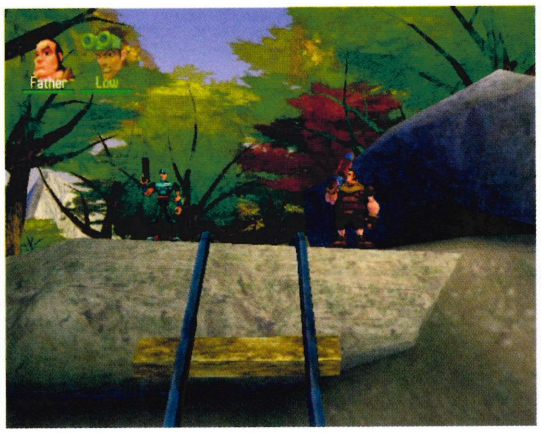
PILLAGE

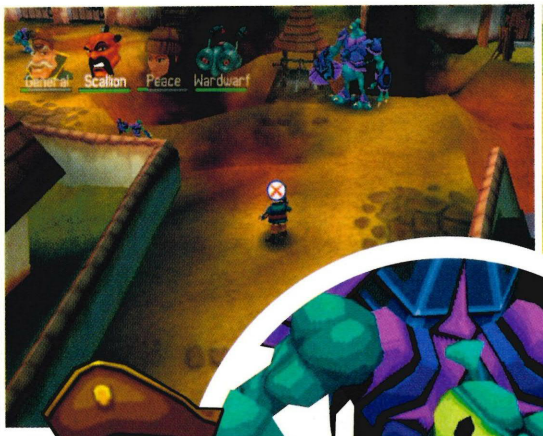






"ZED TWO IS WELL KNOWN FOR ITS INNOVATIVE AND HIGHLY PLAYABLE GAMING IDEAS"







Needless to say, the scenery is looking mighty impressive right now.

instead to live the life of simple farmers. Eventually though, a couple of youngsters decide to fight and win back their right to a proper lifestyle. Low and his sister Pepper begin a quest to save the people of the world. To do this they will need to recruit the help of people around them. These characters take many shapes and forms – droids, gun-totting muscle heads, an army general... you have to wonder why it has taken a young boy and his sister to get these warriors going, but that's beside the point, isn't it? Each of these characters has their own strengths and weaknesses – the muscle head has brute strength and a huge rocket launcher, for example.

The game plays a little like *Worms*. You will control one character at a time, in a turn-based fashion. Other characters on your team will be highlighted by a little red 'x' marker. Your job is to make your way through the different areas and take out the enemy. When your turn comes round, you get to move your character forwards. You can then choose to attack the enemy if you're close enough. Anyone who has played *Worms* will see the similarities, but the use of 3D environments will mean that the developer can add a whole host of new ideas into the fray.

CUBE will get its hands on an early version of the game next month, as well as speaking to the people behind it – then we'll be able to give you a much more in-depth explanation of the game.

CUBE





He's mean, green and looks like a machine – armoured bloke, armoured bloke...





GCN GAMECUBE NEWS

NEWS CONTENTS AT A GLANCE

GAMECUBE: IT GIVES YOU WINGS
Launch day arrives and Nintendo's baby flies off the shelves. 400,000 sales and counting...



PAGE 010-011

ALL CLUBBED OUT
Nintendo proves that it has what it takes for the next generation. Great games and a great promotion.



PAGE 012-013

ALL SHIPS REPORT IN
Namco jumps on the ever-rolling GameCube bandwagon. *Star Fox*, *Ridge Racer* and *Soul Calibur II* anyone?



PAGE 014-015

PRE-E3 INFO LEAK
Nintendo and LucasArts let slip some important information regarding what they'll be showing at E3.



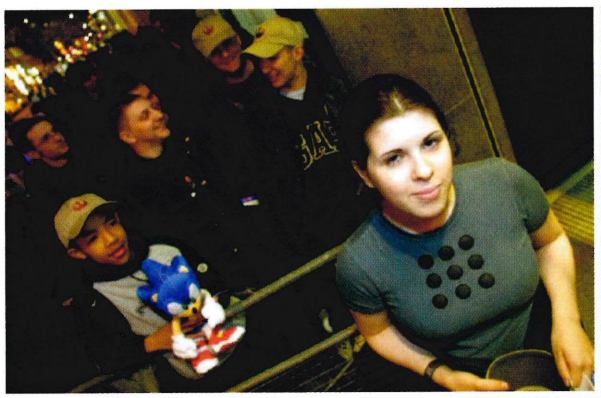
PAGE 016-017

TOMORROW COMES
First in-game screens and artwork from the delayed Dark Knight's adventure – rubber and all.



PAGE 018-019

GAMECU IT GIVES YOU





Nintendo's new baby flies off

VITAL LAUNCH STATISTICS

- One week before launch Nintendo lowered GameCube's price to £129.
- Preceding launch day, pre-orders had topped 60,000 units.
- Within two hours of going on sale in the UK 10,000 units had flown out of shop doors.
- After only one week on sale a whopping 400,000 GameCubes had been sold in Europe.
- *Rogue Leader* and *Luigi's Mansion* took the top spot for software sales.
- On average, 2.3 units of software were sold with each machine.
- A further 500,000 GameCubes are being shipped in to cater for the high demand.

WOW. THAT'S THE only word that can describe it. GameCube has launched in Europe and has totally blitzed retailers. We knew that GameCube was going to do well over here, but we certainly didn't expect Nintendo to get its act together quite as well as it did. This has to be the most successful launch in history.

We have to admit – we did wonder what Nintendo was up to when with four weeks to go before launch we still hadn't seen any GameCube advertising. Now we understand the reason. Two weeks before the big day Microsoft slashed the price of its Xbox from £299 to £199, making it just £20 more than a GameCube. This move came in response to the Xbox's lacklustre sales in Europe and the impending GameCube launch. Just one week later (end of April) Nintendo shocked the gaming industry by lowering the price of the GameCube to £129. As it turns out this wasn't one of those 'recommended' price drops either. Retailers everywhere supported and

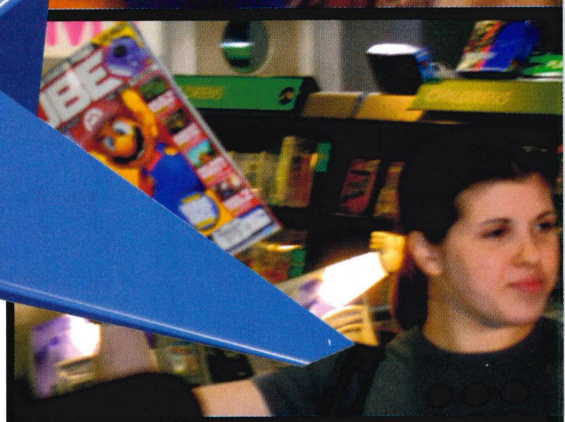












BE: WINGS



the shelves

"AFTER ONLY ONE WEEK ON SALE A WHOPPING 400,000 GAMECUBES HAD BEEN SOLD IN EUROPE"

welcomed the move. With the announcement came massive promotional backing, and by the time launch day came you couldn't walk down a street without seeing the GameCube everywhere. Every electronics store window, bus shelters, mainstream television, radio, cinema trailers... you just couldn't get away from it. Hell, even our parents knew about it!

GameCube launched as promised on Friday 3 May, with many stores across Europe opening at midnight to cope with the queues of hungry gamers. CUBE turned up at HMV in Oxford Street, London to be welcomed with a queue of some 300 people. Headed up by Sarah Dodd (who had been there since early that morning) the queue was full of excited gamers, who were kept entertained by a group of Pikmin and Sonic. The first 100 people in the queue were rewarded with a free copy of Luigi's Mansion. You can't say fairer than that now, can you?

CUBE

CUBE THINKS...

FIRST IMPRESSION

■ Finally you can get a taste of what we've had since September. It's all very well us sitting here every month telling you how great the GameCube is, but now that you can appreciate it for yourselves, things are really going to take off. The show's only just starting though – now that the launch has come and gone it's time for E3.

CUBE

STREET CRED

TIME: 23:30
DATE: 2 MAY '02
PLACE: THE QUEUE, OXFORD ST, LONDON

There was only one place to be at midnight on Thursday 2 May and that place was outside your local games store... alternatively you could've travelled all the way to Oxford Street, London, which is where we were. Amidst a queue of hundreds of avid gamers were Pikmin, Sonic, Princess Leia and a bunch of Storm Troopers. Heck, even Darth Vader couldn't resist the might of the GameCube.

In what must have been a PR dream for Nintendo, the first person in the queue was young Sarah Dodd from London. 'Why a PR dream?' you ask, well, the press has a decidedly stereotypical view of gamers – gamers are spotty, teenage boys who sit in their rooms with the lights off, right? Having a girl plastered all over the pages is certainly a first in gaming history. Tut, it was almost like it was rigged... hey, hang on a sec!

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



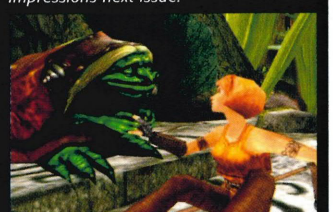
RIDING THE WAVE

Nintendo's wireless controller WaveBird has been brought forward to 10 June in the US. It has also had its price lowered to $35 with the standard controllers dropping to $25.



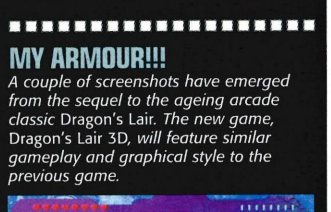
TWEEZERS READY?

Ubi Soft is busy working on a version of Tom Clancy's Splinter Cell. *The game will be a conversion of the Xbox game, which is due out at the end of this year. The GameCube version will arrive in 2003.*



SIMON SAYS

Simon & Schuster publishing will bring Outlaw Golf *and* Darkened Skye *to GameCube later this year. Both of these games will be playable at E3 – we'll bring you interviews and first impressions next issue.*



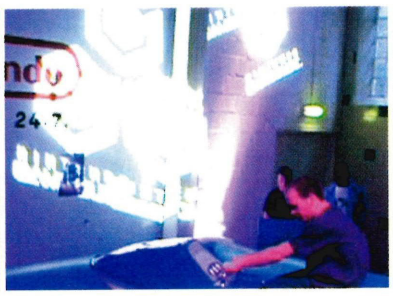
MY ARMOUR!!!

A couple of screenshots have emerged from the sequel to the ageing arcade classic Dragon's Lair. *The new game,* Dragon's Lair 3D, *will feature similar gameplay and graphical style to the previous game.*











ALL CLUBB

Nintendo proves that it has what it takes for the next generation

YEAH, OKAY, SO the GameCube is out and it's selling phenomenally, but things didn't just slot into place. Nintendo has been extremely cunning in the run-up to launch, and there were several factors that made the big event so successful. GameCube is now fully accepted by the mainstream press, but it could've so easily gone the other way. You may have noticed that the national papers have been reporting on the console wars, and you may also have noticed that GameCube has been coming out on top in most circumstances. They really like the fact that Nintendo is a games-dedicated machine, and are giving Microsoft a hard time for running scared. No-one has picked up on the fact that Microsoft and Sony claim to have superior specifications – would it really matter if they did though. All anyone needs to do is look at the games and they speak for themselves.

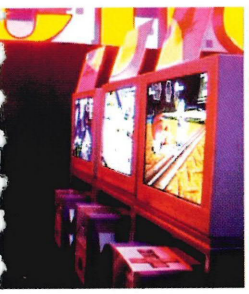
Nintendo really has turned over a new leaf. From the way it deals with retailers to the way it advertises its games to the way it actually tries to impress the media, Nintendo has changed for the better. Sony is renowned for its PlayStation parties, and Nintendo has gone some way to imitating that by coming up with the Cube Club Tour. As reported previously in CUBE, Nintendo hired out venues across the country in an attempt to promote GameCube to the older market. Free music, free beer, free games... that's all you need. It's shallow we admit, but this is exactly how Sony got its cool image. The CUBE team attended the Cube Club at The Boilerhouse in London, and we have to say that Nintendo has got it sorted. Mr C (ex-Shamen) was amongst the DJs who were playing from inside a transparent cube while hundreds of attendees were supplied with free alcohol and dozens of GameCube demo pods to mess around with.

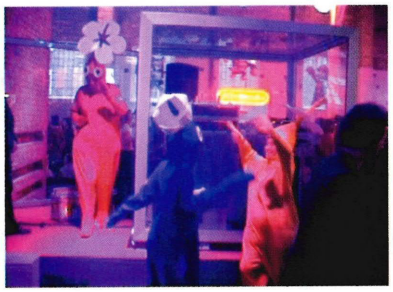
The Cube Club Tour was just a part of it though. Nintendo held several events leading up to launch day, such as having bands and groups performing in the street from inside perspex cubes. A bit bizarre we know, but it got people's attention and it's the sort of thing that gets in the papers. If you managed to miss all the hype in the press, the Cube Clubs and the perspex cube events then you would have been hit by the vast amount of television and poster advertising. Here in Bournemouth every other bus shelter has a GameCube advert. You can't help but know about GameCube, and that's just the way it should be. Stuff the 'Third Place.' GameCube is in pole position all the way. CUBE

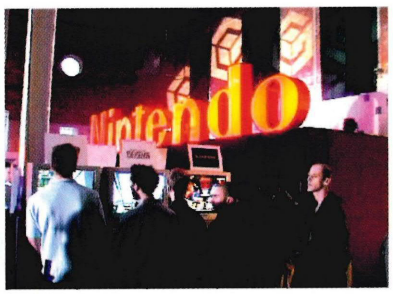




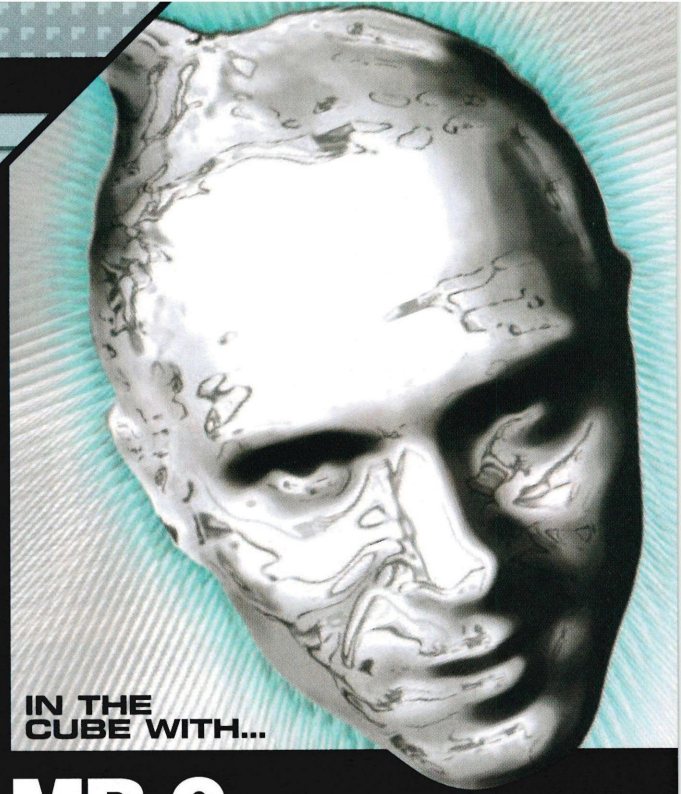
"Oi, get over 'ere, you gotta see this. They're stuck in a box!"







ED OUT



IN THE CUBE WITH...

MR C

NAME: MR C
POSITION: POP STAR!
COMPANY: END RECORDINGS

CUBE: Have you always been into videogames?
MR C: The first game I ever played was *Tennis* on the Atari – I used to love that. And then there was *Space Invaders* – I would be in the chip shop for hours on the *Space Invaders* machine. Now I've got a Game Boy and I'm really into *Tetris*. I got my GameCube two days ago, and I tell you what, I'm addicted. I was up until seven this morning playing *WaveRace*!

CUBE: What are your top three videogames of all time?
MR C: *WaveRace*, *Space Invaders* and *Tetris*.

CUBE: What did you want to be when you were younger?
MR C: When I was really young I wanted to be a dentist – I have no idea why. I look back and think 'why did I want to do that!?' When I got older I wanted to be a pop star, and I did that.

CUBE: If you could be any famous person who would it be and why?
MR C: I'd be Mr C, because he's amazingly cool. No, erm... Michael Caine so I could blow the bloody doors off.

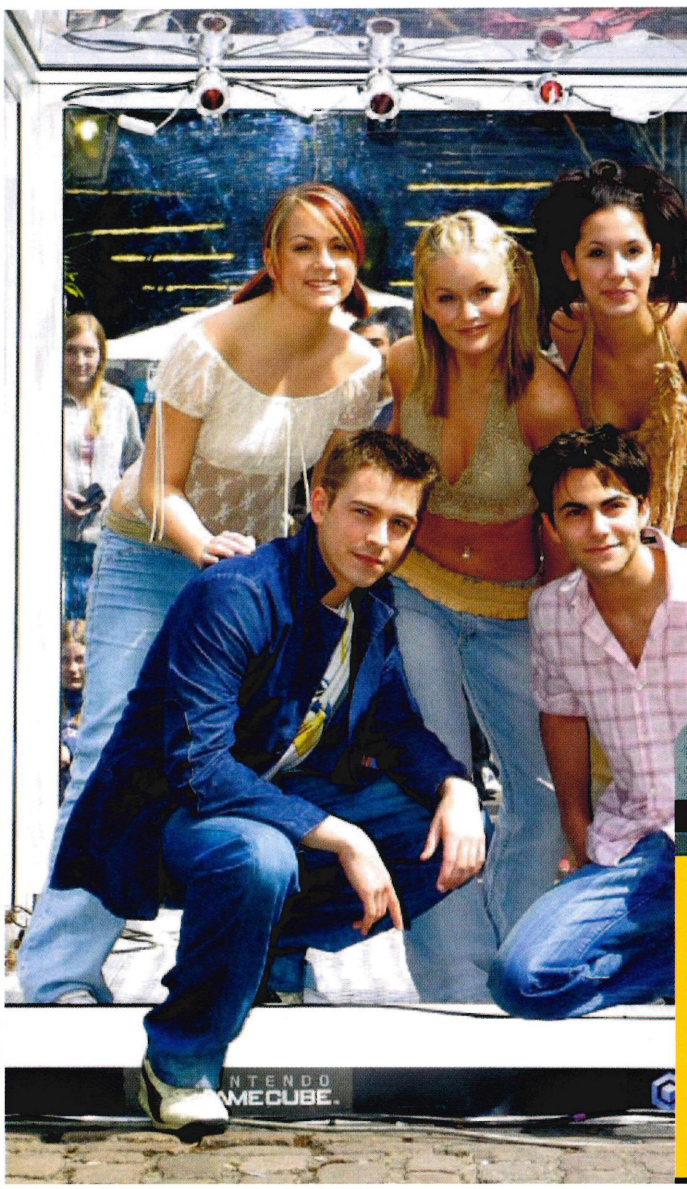
CUBE: What's your favourite food?
MR C: I think it'd have to be sushi. It's just that overwhelming feeling of goodness going inside you. In Mexico they put cream cheese in it – that's amazing.

CUBE: What have you been doing since the days of The Shamen?
MR C: Since then I opened a nightclub 'The End,' opened a techno record label and a breakbeat/house label, I DJ all over the world and I've been a DJ on Kiss FM for over eight years now, and I've got my debut Mr C album ready for release on 20 May, which is called *Change*.

CUBE: How would you describe the new stuff you're doing?
MR C: It's very deep, very sexy, very musical. There are lots of harmonies, lots of melodies and lots of chord progressions. It's quite a diverse album – there's a drum 'n' bass track, a breakbeat track, some house and some techno. It's very electronic.

"FREE MUSIC, FREE BEER, FREE GAMES... IT'S SHALLOW WE ADMIT, BUT THIS IS EXACTLY HOW SONY GOT ITS COOL IMAGE"





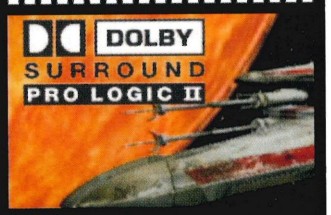
CUBE THINKS...

FIRST IMPRESSION

■ Back in the days of the N64 it was pretty blatant that when it came to promoting its product, Nintendo was like a fish out of water. Its attitude has changed since then though (well, it kind of had to) and the 'New Nintendo' is going to take the market by storm. Just wait until you see what Nintendo has planned for E3, Halloween and the Christmas holidays. It will be very special we promise you.

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



CUBE GOES LOGICAL

Dolby Surround Pro Logic II technology (used in Rogue Leader*) is now available for all GameCube developers. You can now experience the full five channels of sound through a two-speaker set-up.*

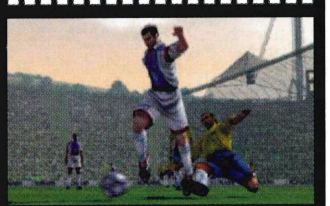
I FEEL THE NEED

Need For Speed: Hot Pursuit 2 *is set to come to GameCube at the end of the summer. The next game in the popular series will offer over 20 cars in 30 stages and will provide all the usual cop-chasing antics associated with the series.*



RETRO GAMING

After months of rumours concerning Retro's future, Nintendo has officially announced that it has bought out the company. Company President Jeff Spangenberg has moved on to other things and the Metroid Prime *team is now a first-party Nintendo developer.*

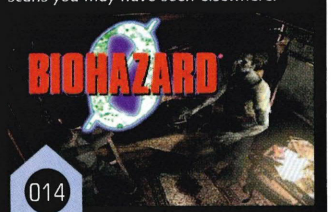


ALWAYS THE WINNER

Konami has revealed that the next Winning Eleven Soccer (Pro Evo *in Europe) game in the series is in development for GameCube. This will come as great news for the* Pro Evo *fans.*

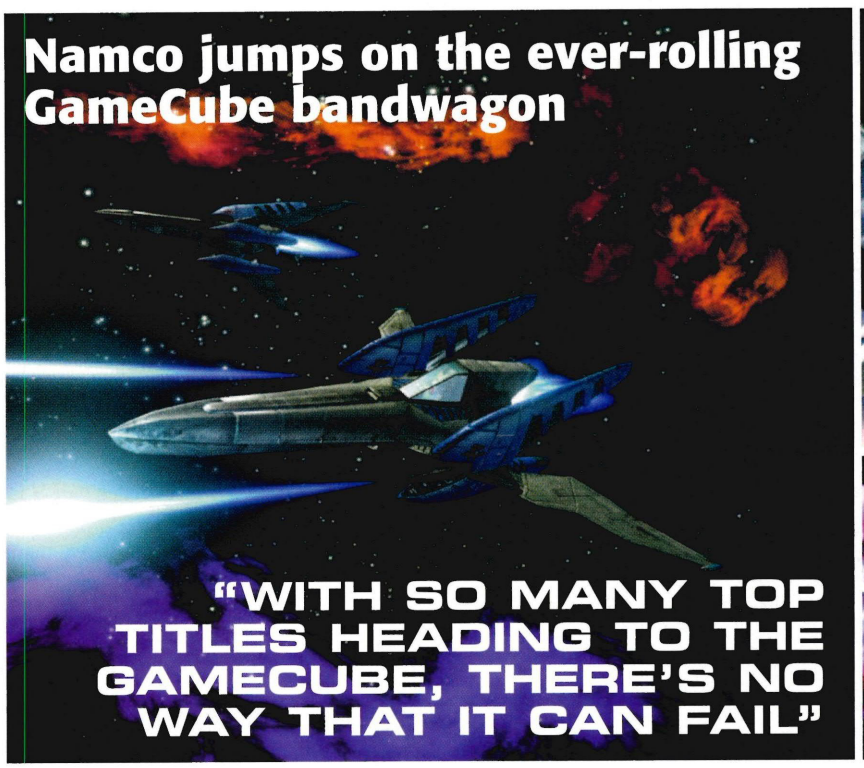
COUNTDOWN TO ZERO

Resident Evil Zero *will be fully playable at this year's E3 – in fact,* CUBE *will be speaking to game producer Minami-san to get the full lowdown. Next issue we'll bring you proper screens as opposed to the low quality, Japanese magazine scans you may have seen elsewhere.*



ALL SHIPS REPORT IN!

Namco jumps on the ever-rolling GameCube bandwagon



"WITH SO MANY TOP TITLES HEADING TO THE GAMECUBE, THERE'S NO WAY THAT IT CAN FAIL"





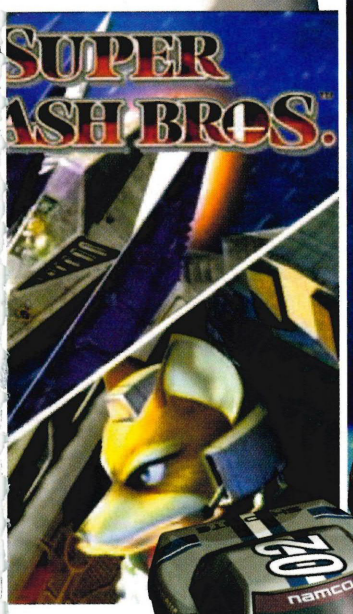
WITH SEGA BEING the first developer to firmly back the GameCube with a whole bundle of surprise titles last month (including announcements of *F-Zero GC*, *Beach Spikers* and *Virtua Fighter Quest*), we thought that Nintendo had more than enough weight behind it to last a fair old while. Of course, you can't predict what the future might bring – that's why we were even more delighted and surprised when Namco (another stalwart of the games industry) made the announcement this month that it had much more GameCube goodness up its sleeve than we might have previously thought. Do things just keep getting better and better or what?



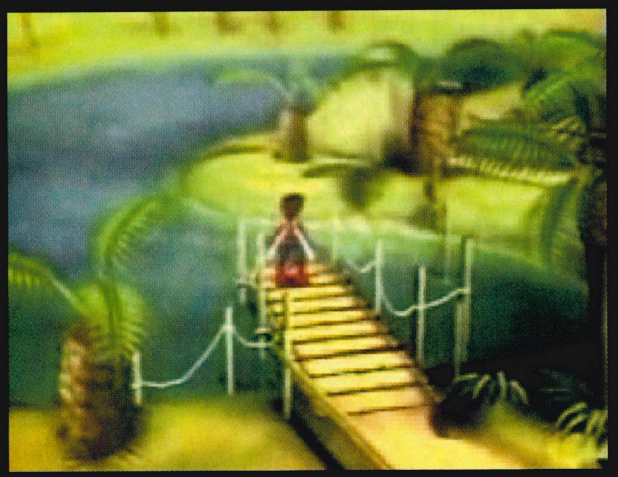
As you can probably tell from the massive poster adorning this page, one of the biggest shockers of the announcement is that Nintendo has farmed out one of its great franchises to Namco… namely *Star Fox*! No, don't panic – this doesn't mean that the future of *StarFox Adventures* is in jeopardy. Instead, it seems that Namco is currently developing a brand-new *Star Fox* adventure based on the original shoot-'em-up-style games that came to the SNES and N64 (under the titles *StarWing* and *Lylat Wars*). Details are sparse on the game right now with only this poster being released as confirmation of it, although it's rumoured that both a GameCube AND arcade version are being developed… given Namco's involvement with the new TRIFORCE arcade board, it's certainly a possibility. *Star Fox* on the GameCube is due in April 2003.

On top of that bombshell, Namco also has another five titles coming out on the GameCube throughout late 2002 and all of 2003. Obviously, we already know









FINAL PHANTASY

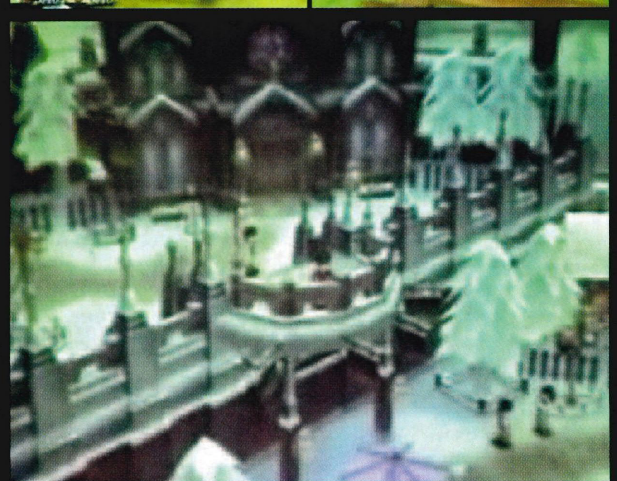
PLATFORM OF CHOICE FOR RPGS

There we were worrying that there would be a lack of decent RPGs on the GameCube and now Namco has announced two! At a special conference in Japan Namco showed off an early video of *Tales of Phantasia*. The game's characters are represented in a cel-shaded fashion (shock-horror!) in a regular fantasy world. Even at this early stage the graphics are looking impressive, so with over eight months to go until it hits the Japanese shelves, you can assume that this will be something special.









CUBE THINKS...

FIRST IMPRESSION

■ Okay... so has anyone got a problem with two of the big-name developers making games for the GameCube? No, thought not. With Namco bringing a number of their top franchises to Nintendo's new console (along with one that even we're surprised about), the future is looking ever rosier for those of us who bought GameCubes last month. At this rate, we might not even need anyone else to develop games for us... CUBE

about *Soul Calibur 2* but what has now been confirmed is a release date in Japan – January 2003. Disappointed? Well, you shouldn't be; while this certainly seems like a long way away, it proves that Namco is taking its time with the GC version to make it even better than the arcade. The next new game to be announced is an untitled racing game, due out in March 2003. While there are no details on this yet, it's fair to speculate that this is likely to be the next game in the long-standing *Ridge Racer* series. Then there's the new version of *Mr Driller* (the mad puzzle drilling game that took the Dreamcast by storm last year), which has been described as being an 'attraction-based' game focused around a theme park...

although what this could mean hasn't been made clear yet. Finally, we've got two new GameCube RPGs to look forward to – one which is as yet untitled (due out in December 2003) and another based on the popular *Tales Of Phantasia* series which is set to arrive some time in July 2003.

The most interesting thing about all of this is that while Namco is responsible for the development of these titles none are being published by them – that honour goes to Nintendo. Does this mean that Namco and Nintendo are closer than ever? Maybe... although a statement to the fact from the source itself is highly unlikely. Nevertheless, it's clear that with so many top titles heading to the GameCube (some totally exclusive), there's no way that the GameCube can fail now... CUBE

CUBITES

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

CUBE GETS HONOR

As we revealed back in issue 3, a Medal Of Honor *game will be coming to GameCube. A port of the recently released PS2* Medal Of Honor: Frontline *is due to arrive towards the end of the year.*



IN THE DEAD OF NIGHT

EA's next James Bond title James Bond 007: Nightfire *is in development and will be ready for Xmas according to a recent press release. The game is being developed by Eurocom, the UK studio responsible for* The World Is Not Enough *on N64.*

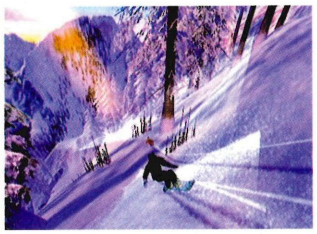
Leaked Nintendo brochure reveals surprises

BROCHURE, SIR?



AN E3 NINTENDO brochure has been pasted all over the Internet recently, to much excitement of Nintendo fans across the globe. The reason? Well, the front cover shows screenshots of several first and second-party games – alongside the usual suspects, several new games have been shown as well as changes to existing titles.





We'll finally get to play the sequel to *1080°* at E3.



The most obvious are *Wario World*, *Mario Party 4* and the newly named *1080°: White Storm*. The single shot of *Wario World* shows the chubby anti-hero standing on a stone structure. Taking on an isometric view, this is one game that everybody expected, but not this early on in the GameCube's life. *Mario Party 4* and *1080°: White Storm* are looking as lovely as they should, but it's still too early to start making assumptions on a single screenshot.

A few other interesting points were brought up on the first viewing of the brochure, too. Namely, Link's eyes have changed slightly for The *Legend Of Zelda*, which should please a few fickle fans, and an all-new screenshot of *Mario Sunshine* managed to get us even more excited about the prospect of playing this in July.

CUBE









FEEL THE FORCE

LucasArts reveals GameCube line-up





TOP US PUBLISHER LucasArts has announced three new GameCube games: *Star Wars: Bounty Hunter, Gladius* and *RTX Red Rock*. *Star Wars: Bounty Hunter* revolves around Jango Fett, the famed bounty hunter from the film *Star Wars Episode II: Attack Of The Clones*. *Gladius* is touted as being the next step up in action turn-based RPGs. Featuring two separate story lines, over 400 weapons, items to use, plus a four-player Deathmatch mode, it's certainly a game to keep an eye on.

RTX Red Rock is as different a game as you could hope to see. Taking place 100 years into the future (a time when mankind has embarked on interstellar journeys on a massive scale and colonised Mars), it places you in the shoes of E.Z. Wheeler, a member of the elite squad RTX (Radical Tactics Experts). His job is to search for and destroy the alien scum who have brutally invaded the colony, murdering everybody who stands before them. Expect full playtests after we return from E3.

CUBE

CUBITES

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

EA? AGAIN?

The giant publisher will bring a new action-adventure game Ty The Tasmanian Tiger *(what!?) to the market in Q4 of this year. The game sees Ty trying to save other Tasmanian Tigers from a strange land called Dreamtime.*



KIDS' STUFF?

Konami is set to bring four titles to GameCube this year, but they might not be what you were expecting. They are Disney All-Star Sports Soccer, Disney All-Star Sports Football, Disney All-Star Sports Skateboarding *and* Disney All-Star Sports Basketball. *Hmmm...*



TOP GUN TEXT CLUB

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TOP GUN COMBAT ZONES

Join the Top Gun text club now for all the latest information, hints & tips, gossip, competitions and exclusive Top Gun discount offers!

You can get all this by SMS straight to your mobile phone now!
It's easy to join just text the word "Top Gun" to the phone number below to receive all the latest up-to-date information from the world of Top Gun!

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5 lucky members each month will win a copy of Top Gun available soon for the Nintendo Gamecube & Gameboy Advance and out now for the Playstation 2 and GameBoy Color.

It's about being an Ace...

Parental consent required if under 12. To unsubscribe from the club, just text us the word "drop" to 07818 015474. It will cost you no more than the price of one text message - usually 10p. Virgin Interactive and its partners may wish to contact you with details of exciting offers. Subscribing to this text club means you are happy for us to contact you.



NINTENDO GAMECUBE

GAME BOY ADVANCE

GAME BOY COLOR

TITUS

Paramount

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CUBITES

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

ONLINE RUMOURS

It's highly likely that Nintendo will unveil its online strategy at this year's E3 show. The first game to use the new scheme will be Phantasy Star Online *Episodes I + II, which will go on sale soon afterwards in Japan.*



X MARKS THE SPOT

Activision has released the first shots of its latest X-Men title, X-Men: Wolverine's Revenge. *Very little is known about the game at the moment other than it will be playable at E3. Could this be every X-Men fan's dream? Hmmm...*

MASTERS GET CODING

Codemasters, the developer behind such franchises as Dizzy, Colin McRae Rally *and* TOCA *will announce its GameCube plans at E3. Nothing specific will be shown but at least two titles are rumoured to be in development. Any stories you may have read so far are pure speculation.*

KISS AND MAKE UP

Sonic and Mario got together in London this month to promote the launch of Sonic Adventure 2 Battle *on GameCube. The gaming heroes were seen to partake in coffee and biscuits – not a head-bounce or sonic-dash in sight...*



PARKLIFE!

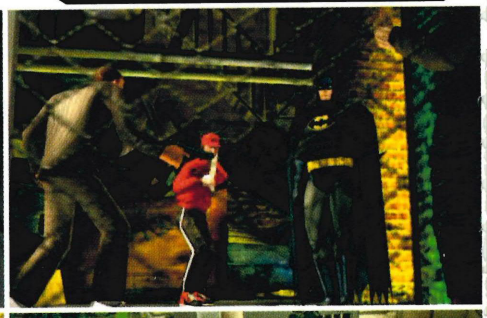
Hudson has revealed the first screenshots from its latest GameCube title Disney Magical Park. *The game is very similar in style to* Mario Party, *albeit with Disney characters.*

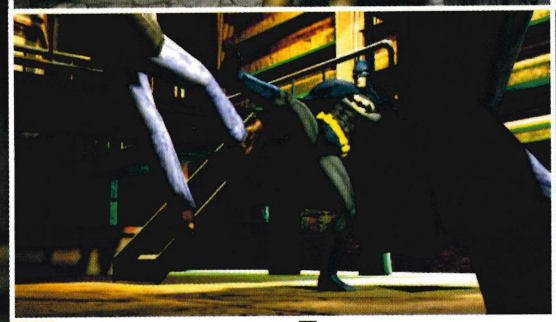


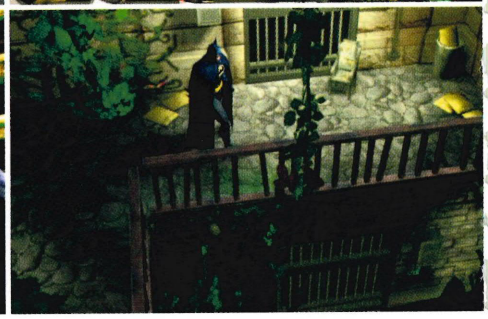
First in-game screens and artwork from the much-delayed Dark Knight's adventure

CUBE EXCLUSIVE NEWS









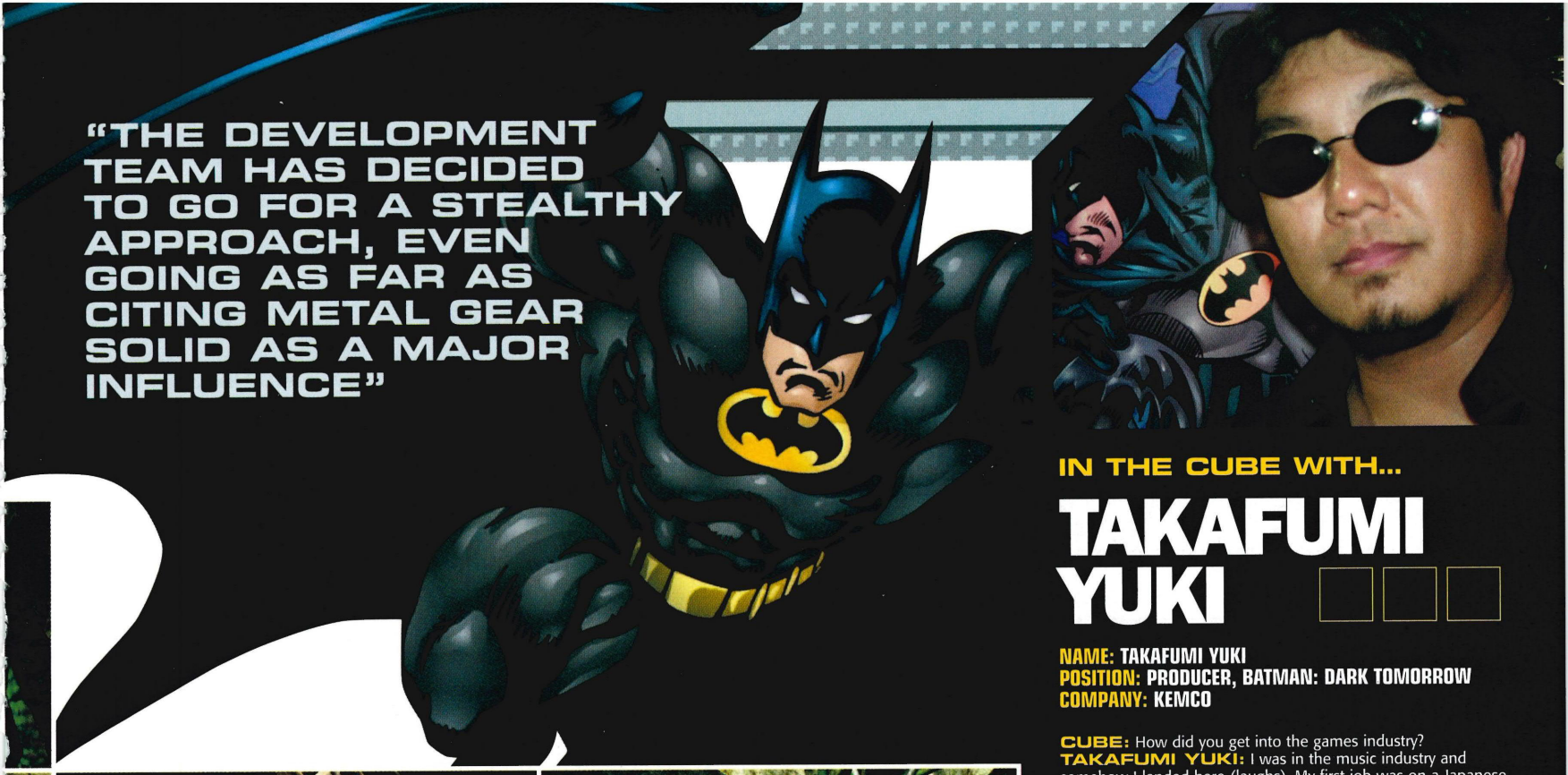
TOMO AND TOMORROW

KEMCO'S BATMAN: DARK TOMORROW

title was one of the first games to be announced for the GameCube, and was one of only a handful of games to be shown (albeit in intro sequence form) at last year's ECTS show. Originally due to hit Japanese shelves in September of last year, the game has continuously slipped and is now set for release in November. What you see here is the first batch of in-game screenshots.

Yes, we know there is already a *Batman* game on the GameCube, and not a great one at that, but Ubi Soft's title was based on the animated series whereas *Batman: Dark Tomorrow* is based around the comic license. This lends the game a much darker, far more sinister feel. It also means that the *DT* developer has a relatively free reign as the comic license encompasses such a wide range of styles. As it happens the development team has decided to go for a stealthy approach, even going as far as citing *Metal Gear Solid* as a major influence. Batman will be able to creep along a wall Solid Snake-style before peering around the corner to see what is coming.

"THE DEVELOPMENT TEAM HAS DECIDED TO GO FOR A STEALTHY APPROACH, EVEN GOING AS FAR AS CITING METAL GEAR SOLID AS A MAJOR INFLUENCE"







RROW AND TOMORROW

From the screenshots that we've seen so far, *Batman: DT* could turn out to be a corker. There's always the possibility that it could turn out to be just another roaming beat-'em-up but without wanting to read too much into still screenshots, there is a lot of potential here. Batman himself is well modelled – definitely no complaints there. He resembles perfectly the comic book hero, as do the environments, which are suitably dark and gloomy. From the looks of things the caped crusader will be able to climb up vines and search for keys/passwords to open up doorways as well as engage in the usual criminal fisticuffs. Perhaps you have to get keys from the criminals *Spider-man: The Movie*-style? As far as fighting goes, the developer has promised that this will not be of a beat-'em-up by numbers nature. While you can simply punch, kick and perform combos, there is also the option to sneak up behind two enemies and smash their heads together, as well as use all of the relevant Batgear.

All in all *Batman: Dark Tomorrow* could deliver exactly what we've been waiting for, and with just under six months of development time still remaining, the possibility seems quite high. Fingers crossed, eh?

CUBE

IN THE CUBE WITH...

TAKAFUMI YUKI

NAME: TAKAFUMI YUKI
POSITION: PRODUCER, BATMAN: DARK TOMORROW
COMPANY: KEMCO

CUBE: How did you get into the games industry?
TAKAFUMI YUKI: I was in the music industry and somehow I landed here (laughs). My first job was on a Japanese strategy game.

CUBE: What did you want to be when you were younger?
TY: I wanted to be a Bullet Train driver!

CUBE: What are your top three games of all time?
TY: *Crazy Climbing* – that's an old one. You climb up walls and pigeons will sh•• on your head! I spent a lot of money on that one. Then there's *Metal Gear Solid* and the sequel.

CUBE: *Batman: DT* was originally supposed to come out in time for the Japanese GameCube launch last September. Why has it been delayed for so long?
TY: First of all, we know that *Batman* is going to be a very big title from a business side as well as from a marketing side. The ideal time to release it would be November/December and we missed that period last year.

CUBE: Considering the extra development time that you've had what have you been able to add to the game?
TY: We've added more stealth elements – hopefully now the player will really experience it. We've also added more detail to the scenery so now it really comes to life.

CUBE: Have you played *Batman Vengeance* at all? What do you think of it?
TY: I've played it a little. I respect the style – there's some pretty good artwork, and it's perfectly matched with the arcade series. Our game is in the comic style.

CUBE: What games would you say have inspired the development of *Batman: DT*?
TY: Definitely *Metal Gear Solid* and a little bit of *Onimusha*. Some of the outdoor sequences were inspired by *Biohazard*.

CUBE: So will the camera positions be fixed just like they were in *Biohazard*?
TY: No, no, the camera will move around. What I mean is we have studied these games and if there is a bit that we think is really good, we will try to implement it.

CUBE: All you can do in *Batman Vengeance* is punch, kick and handcuff people. Can you tell us a bit about your combat system?
TY: Batman can do the regular punch, kick and those kinds of things. He can also perform combos and use Batgear such as the Batarang – for this the action goes into the first-person view so that you can target something. You can also do things like knock two guys' heads together. At the moment we're working out the control system to go with all of these actions.

CUBE: Which part of the *Batman: Dark Tomorrow* are you most proud of at the moment?
TY: Just the whole stealth side to the game. The way Batman can slowly creep up from behind and then pounce onto the enemy.

MIS-SPELT YOUF

CUBE UNCOVERS THE CREAM OF WRONGLY SPELT GAME NAMES IN THIS MONTH'S MAILBAG

MOLE CALIBUR 2

Spelling mistakes generally occur when you're thinking of something else. Lord only knows why a certain number of people out there were thinking of moles... is it their small, warm, furriness that attracts you to them or just the fact that you'd like to kick their arses in a match-up with Mitsuruigi? Either way we're worried.



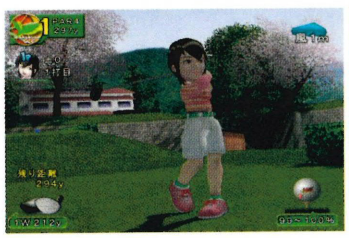
TAKE TO THE SKIES

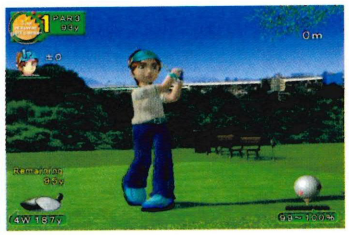
DINOSAURS RULE AT E3

A reasonably advanced version of *Turok Evolution* will be available at E3, meaning that by the time you read this we will have played the highly anticipated dino-blaster. How about these new screens then? Will they tie you over until next month? Oh... damn...











ACE OF CLUBS!

Eidos tees off on GameCube

EIDOS, THE PUBLISHER behind *TimeSplitters2* and *Tomb Raider*, is set to bring *Telenet*, Japan's golf game, to the GameCube this autumn. Set on fictitious courses, *Ace Golf* combines realistic physics with arcade characters in a similar style to *Everybody's Golf* and *Mario Golf*. Six courses will be available in total including environments such as the Red-Rock Desert and the classic English countryside.

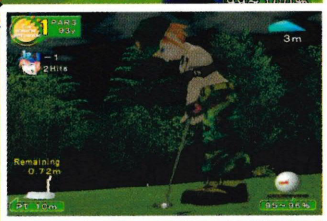
The characters are as diverse as the courses with leather-clad bikers, regular cronnies or ex-marines all vying for your attention. As well as that there are also six different caddies to choose from, all with their own 'expert' advice. Four-player support is included with Tournament, Stroke, Match and Short Course modes all being compatible. These modes will be affected by random weather patterns and, in keeping with the environments, these will be anything but the norm. Strong winds, tropical rainstorms and maybe even cyclones will do their best to ruin your game. *Ace Golf* will be playable at E3 and will provide a distracting alternative to *Mario Golf* when it's released this autumn.

CUBE



CUBE EXCLUSIVE NEWS







CRUISIN' WITH THE TOP DOWN



More shots of TDK's gorgeous racer

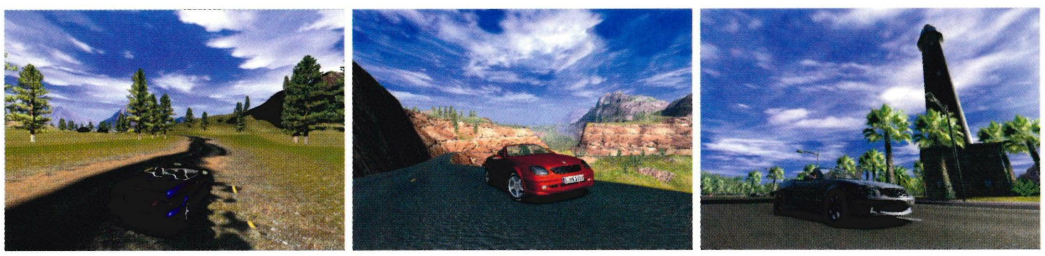
WAY BACK IN issue 2 of CUBE we brought you the first shots and information from TDK's newest racer *Mercedes-Benz Champions*. Five months later we can bring you even more new shots and some new information straight from the developers.

The 'Champions' title has now been dropped in favour of the new 'World Racing' moniker. From the shots you can see that the game still looks as good as ever, proving that the early shots weren't pre-rendered. Developed by Synetic, the game will offer you the chance to race in overly realistic-looking Mercedes-Benz cars, ranging from Vintage models to standard Saloon models to Sports cars to Prototype versions. The car models really are something special, especially the Vintage cars, which look unbelievably good. The good news is that the cars' good looks won't last long – yup, there will be a car damage engine, which is unexpected to be honest. Having the rights to an official car licence normally means that the cars can't be damaged but TDK seems to have got away with it.

Most of the screens at the moment show a mountainous setting – vast open landscapes, rolling valleys and out of the way villages. The landscapes seem to stretch out without an end in sight. Admittedly it's gorgeous, but you have to wonder how exciting it will be. Hopefully the 'In The Cube With…' section will wash these fears away.

Mercedes-Benz World Racing has the potential to be enormous. If it plays as well as it looks we'll be in for a real treat. Let's just hope that it doesn't go down the same road as Lamborghini 64…

CUBE





IN THE CUBE WITH...

MICHAEL DOMKE

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

CUBE: The car models in *Mercedes-Benz* are very impressive. What system are the current screenshots based on?
MD: They are real, in-game screenshots taken from the game engine – they are not in any way manipulated.

CUBE: We know that the game is mission based, but what exactly will the missions entail? Can you give any examples?
MD: There will be about 50 different missions in all. These missions will include things like learning competitive skills and driving skills (hard breaking, accelerating, consistent driving etc). You can compete with old against new cars, pick up people who have broken down in the quickest time or even show potential dealer clients all of the features of a new car. Then there are the standard racing missions.

CUBE: At the moment the roads are very sparse. What sort of traffic can we expect from the finished game?
MD: Don't worry, up to 50 other cars can be expected in the scenery.

CUBE: So far we have seen four different Mercedes models. How many models do you hope to have in the finished game?
MD: There will be approximately 120 car variations – with each you will have the ability to change the colour, the interior and the tyres. Each car model has up to 17,000 polygons in it!

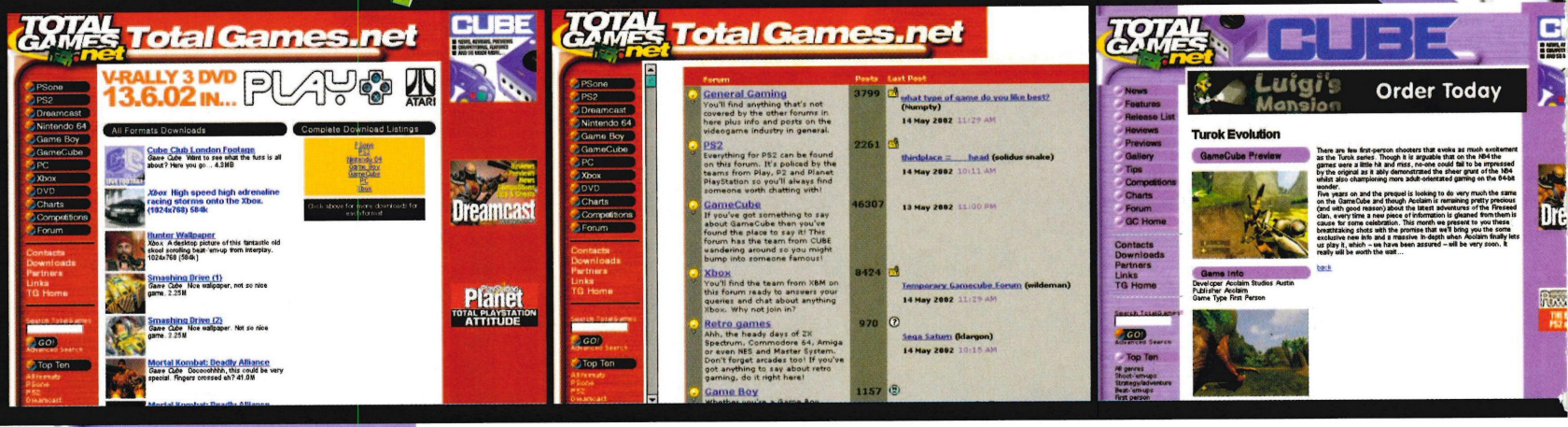
CUBE: What racing game styles would you say have influenced the development of Mercedes?
MD: Racing and driving simulations mostly but there are also RPG influences. There are a dozen characters that you can evolve/develop throughout the game. There is also an arcade to simulation slide bar, which you can change before the mission. Arcade has brake and steering assistance. Simulation has real driving experience – ABS, ASR etc can be switched off.

CUBE: Traditionally, officially licensed racing games (eg Lamborghini 64) have been extremely accurate, but have been a bit boring and non-eventful. What are you doing to ensure that this doesn't happen?
MD: We think that *MBWR* will be an extremely competitive game and will become the no. 1 test driver for Mercedes. The RPG elements, strong brand name, original car data (with 150 parameters calculated in the models), 3D landscape engine (creating huge areas with off road missions and shortcuts) will all combine to create some really cool gameplay.

www.totalgames.net

What's new on the online version of CUBE?

THE FORUMS JUST keep on growing and growing. Cube.totalgames.net is the place to be if you are into all of the latest GameCube software and news and want to chat with people who think the way you do.



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

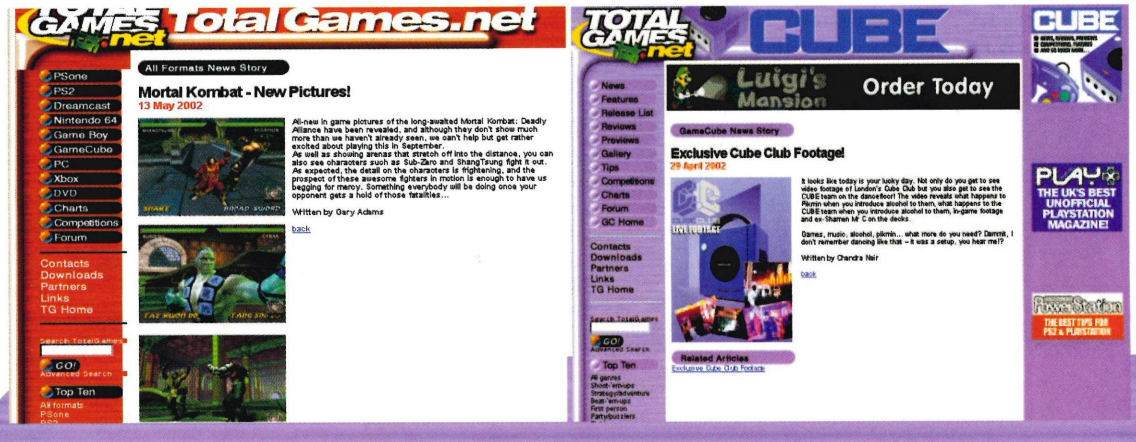
THERE'S NO DOUBT that the GameCube is one exciting console. With the long-awaited E3 done and dusted though, you can be sure that the new shots and videos will be argued... err, discussed over in great length.

It's not all just chat about the console though. Being based around **CUBE** magazine, the team make it their priority to take an active part in the discussions that matter – so you can be sure that any feedback or ideas you have will not be taken lightly.

Of course, if you just want to surf the forums to meet other people, share experiences or see what you're missing on other consoles, there is, of course, a seemingly never-ending supply of topics to cater for you, ranging from musical preference and favourite GameCube titles to how wonderful (or terrible) the magazine is. Don't be overwhelmed at first though. There are plenty of friendly faces around and it won't be long before your Christmas card shopping list has expanded ten-fold, as well as your gaming knowledge.

You can also send in your own reviews, all of which will be read and considered to be printed in the mag. There's a` prize for the winner's troubles, of course.

So, if you don't want to miss out on the GameCube scene and you want to be among the first to know of the very latest news and meet hundreds of like-minded people, you had better get yourself onto TGN pretty sharpish.





RELEASE LIST

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

2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
UK	Spider-Man	Activision	Adventure	7 June
US	Red Card Soccer	Midway	Sports	11 June
UK	Agent Under Fire	EA	Shoot-'em-up	14 June
UK	Pikmin	Nintendo	Beat-'em-up	14 June
UK	SSX Tricky	EA	Racing	14 June
US	Toxic Grind	THQ	Sports	17 June
US	Top Gun: Combat Zones	Titus	Shoot-'em-up	18 June
US	MX Super Fly	THQ	Racing	19 June
US	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	24 June
US	Tetris Worlds	THQ	Puzzle	24 June
US	WaveBird Controller	Nintendo	Accessory	24 June
US	UFC Throwdown	Crave	Beat-'em-up	25 June
Jap	Bomberman Generations	Hudson	Puzzle	27 June
UK	ZooCube	Acclaim	Puzzle	June 2002
US	Bomberman Generations	Hudson	Puzzle	June 2002
US	Jimmy Neutron: Boy Genius	THQ	Adventure	1 July
US	WWE Wrestlemania X8	THQ	Sports	17 July
Jap	Disney All Sports: Soccer	Konami	Sports	18 July
Jap	Jikkyou Powerful Pro Yakkyu 9	Konami	Sports	18 July
UK	Tetris Worlds	THQ	Puzzle	19 July
Jap	Mutsu	TBA	Puzzle	19 July
Jap	Mario Sunshine	Nintendo	Adventure	19 July
US	Gravity Games BIKE: Street. Dirt. Vert	Midway	Sports	29 July
Jap	Capcom VS SNK 2 EO	Capcom	Beat-'em-up	July 2002
US	Lost Kingdoms	Activision	RPG	July 2002
US	Dragon's Lair 3-D	TBA	Adventure	2 August
US	Chris Edwards' Aggressive In-Line	Acclaim	Sports	12 August
US	Turok Evolution	Acclaim	Shoot-'em-up	12 August
US	Crash Bandicoot: Wrath Of Cortex	Vivendi Universal	Platform	20 August
US	Super Mario Sunshine	Nintendo	Platform	26 August
UK	Rayman 3: Hoodlums Havoc	Ubi Soft	Platform	August 2002
UK	SEGA Soccer Slam	SEGA	Sports	August 2002
US	Madden NFL 2003	Midway	Sports	August 2002
US	Godzilla: Destroy All Monsters Melee	Infogrames	Beat-'em-up	1 September
US	Star Wars Episode II: Clone Wars	Activision	Strategy	2 September
US	X-Men: New Dimension	Activision	Beat-'em-up	3 September
US	Galleon: Islands Of Mystery	Interplay	Adventure	4 September
UK	Resident Evil	Capcom	Adventure	13 September
US	Vexx	Acclaim	Adventure	16 September
US	Mortal Kombat: Deadly Alliance	Midway	Beat-'em-up	23 September
Jap	Zoids VS	TBA	Beat-'em-up	30 September
UK	Race of Champions	Activision	Racing	Sept 2002
UK	Gauntlet: Dark Legacy	Midway	Adventure	Sept 2002
UK	Jimmy Neutron: Boy Genius	THQ	Platform	Sept 2002
UK	MX Super Fly	THQ	Sports	Sept 2002
UK	Toxic Grind	THQ	Sports	Sept 2002
Jap	Gold Star Mountain	From Software	Adventure	Sept 2002
UK	Turok Evolution	Acclaim	Shoot-'em-up	Sept 2002
US	StarFox Adventures	Nintendo	Adventure	Sept 2002
UK	XIII	Ubi Soft	Shoot-'em-up	Sept 2002
US	Resident Evil Zero	Capcom	Adventure	31 October
US	Dave Mirra Freestyle BMX 3	Acclaim	Sports	Oct 2002











TOTAL GAMES net

CUBE MOST WANTED

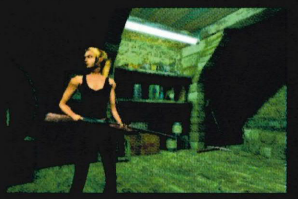
IT SEEMS THAT SWEATY MEN DRESSED UP IN BIZARRE GARB ARE THE FLAVOUR OF THE MONTH

Obviously, the fact that we want muscly blokes, scary demons and camp pirates shouldn't be taken literally...



WRESTLEMANIA X8

Despite the tripe seen in the old days, wrestling games suddenly became good during the N64 years. Here's hoping that the pattern continues with this new sequel...



ETERNAL DARKNESS

Past shots and movies of this have been met with mixed reactions. The team is split in opinion, so when it finally arrives certain people will be eating humble pie.



GALLEON

Pushed further and further back, it looks as if this will never make it. Just like every Mario game ever – and look how they turn out. The exotic locations make this even more desirable.

SUPER MONKEY BALL 2



Rolling balls of thunder – they're back

SEGA'S AMUSEMENT VISION has confirmed that *Super Monkey Ball 2* is on the way, as well as releasing shots and information. It's exciting to see just how much of an improvement this looks over the first game, and these shots point to the levels being far more dynamic that before, as well as being far more vibrant and more detailed. If there was one complaint about the first game, it was that it looked a little basic at times. People said you couldn't do much with monkeys in balls graphically, but how wrong they were! Just look at these new shots for proof of this. Not all of the changes are aesthetic though, with news of another 150 stages of varying difficulty to play through, a new story mode (that includes ten huge stages) and six new party games – namely Monkey Boat Race, Monkey Shot, Monkey Dog Fight, Monkey Tennis, Monkey Football and Monkey Baseball. This should prove to be just as big as, if not bigger, than the original – even if it's only more of the same we won't be complaining.





Rayman comes up against a giant... rock... eagle... devil... thing.

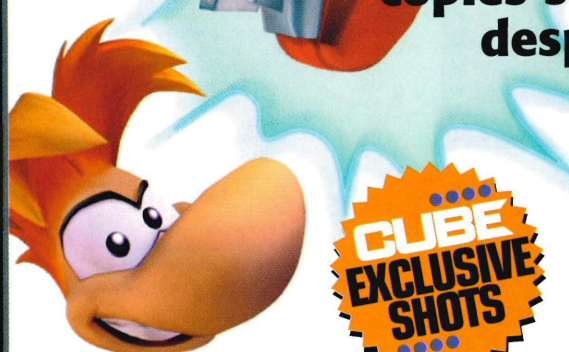
RAYMAN 3 HOODLUMS HAVOC

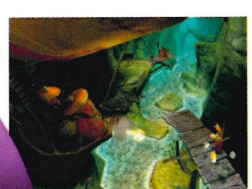
Seven years on, ten million copies sold and still going... despite having no limbs

WE BROUGHT YOU the first ever shots of the limbless hero's new adventure back in issue 5 of CUBE – this month we have some more artwork and more revealing in-game shots. The game is definitely following the general graphical style of *Rayman 2* (a firm N64 favourite) albeit with vastly improved, hi-res textures.

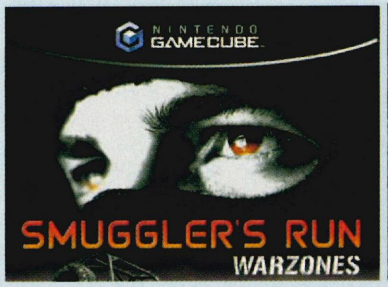
The gameplay remains much the same, with platform exploration, racing and flying being the order of the day. The extra processing power has enabled everything to be presented on a grand scale, with levels spanning way into the distance, and hordes of enemies firing at you at once. Fans of the N64 will remember that the game slowed down when more than two enemies started attacking – now the action remains smooth even with four or five hoodlums on the screen. Expect a hands-on playtest when we get back from E3.

CUBE EXCLUSIVE SHOTS













SMUGGLER'S RUN 2: WARZONES

YET ANOTHER PS2 CONVERSION GETS THE GAMECUBE GLAMOUR TREATMENT

IT'S BEEN RUMOURED for over a year now, but finally the game has been confirmed. The PS2 sleeper hit *Smuggler's Run*, while excellent fun, certainly had enough flaws to warrant a sequel that could twist and refine it to make a far better game, and it looks as if many gamers' wishes are to become true. Those vying for a *Grand Theft Auto 3* conversion may be pleasantly surprised. Published by the same people (Rockstar), it is far less brutal and all the better for it. It revolves around white-knuckle chases through hills and valleys rather than violent beatings – leaving a much more pleasant taste in your mouth. More news as we get it.

MORTAL KOMBAT: DARK ALLIANCE

First ever in-game shots revealed

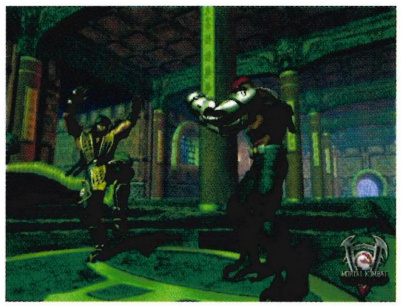
NEW SCREENS OF the long-awaited fifth instalment of the *Mortal Kombat* series have been released, and with them new information. Aside from the much-touted graphical oomph (real-time clothes ripping, bump-mapping on all surfaces, real-time lighting), not much is known about the title, but we can confirm that the following characters will make an appearance in the game: Scorpion, Raiden, Jax, Sub-Zero, Quan Chi, Kitana, Blind Kenshi, Sonya, Reptile, Malvado and Moloch. Most exciting of all though are the new character models. The only person shown before was Scorpion, but now you can see that Jax has arrived in all his gory glory and he looks just as good as ever. You can also see that Scorpion carries weapons on his back, and with the promise of melee attacks using tools of war, these may prove to be more than just a graphical touch.

Scorpion's arena has also been revealed, and the surrounding fire moat poses ripe potential for the various fatalities.

This may yet prove to be one of the GameCube's many highlights.



CUBE EXCLUSIVE SHOTS







GCN GAMECUBE NEWS

FINAL THOUGHT...

TWO MONTHS LATER...

... and still everyone is talking about it. All anyone seems to care about at the moment is 'Rare leaving Nintendo.' To be honest though, is it really such a big deal? While it's true that Rare was responsible for a large majority of the N64's must-have titles, the story with the GameCube is somewhat different. The N64 had very little third-party support whereas the GameCube already has dozens of triple-A titles lined up.

Does anyone remember the situation in the days of the SNES? Rare was an important asset in those days, after all, it brought us the *Donkey Kong Country* series and *Killer Instinct*, but the SNES's success can be attributed to the enormous amount of third-party support that it received. Rare's offerings prolonged that success, but they certainly didn't make the machine what it was. In a way, the GameCube is following in the footsteps of the SNES. It may not look like it right now, but the scene will be remarkably different in a year's time. By this time next year we will have seen *Final Fantasy*, *Resident Evil 0-4*, *Ridge Racer*, *Soul Calibur 2*, *Tales Of Phantasia*, *StarFox*, F-Zero, *Mario Sunshine*, *Celda*, the *Zelda* remake, *Metroid Prime*, *Die Hard Vendetta*, *Medal Of Honor: Frontline*, *Eternal Darkness*... the list just keeps going. Every publisher you can think of is on the GameCube wagon.

All this and not even a mention of Rare. Yes, we love Rare for what it has given us in the past, and no, we can't wait to get our hands on *StarFox Adventures*, but what's beyond that? At the very worst Rare will go multiformat. It will be a shame to not have a GameCube exclusive of *Perfect Dark Zero*, but hey, we'll be too busy playing *Die Hard Vendetta* to worry.

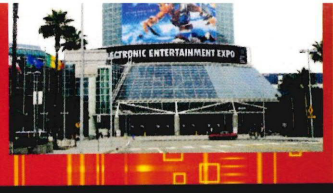
CUBE

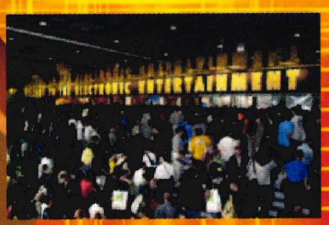


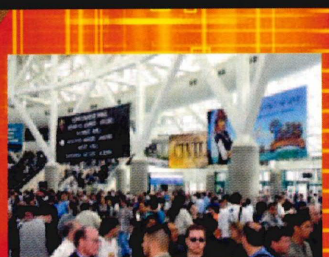


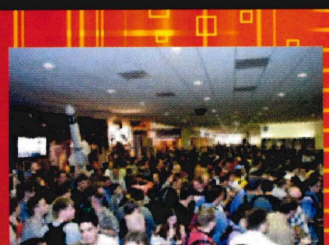
GIMME AN E!

It only comes once a year and is the biggest showcase for videogames on the planet... aren't you jealous that you don't get to go?









OKAY, SO WE'LL admit it – thanks to the way magazines are produced, you'll be reading this E3 preview just after the show has ended... damn and blast. Of course, at time of writing the **CUBE** team is getting all excited as we're all about to jet off around the world for what promises to be one of the greatest videogame shows of all time. While we've got a rough idea of what awaits us out there, E3 is always full of surprises and there's no doubt that we'll come back with at least a few special little exclusives for you next month.

Now, giving an accurate description of what E3 is like (other than 'sheer hell') is tough – although you might think it's just a chance for fortunate industry types to jet out to LA for a non-stop party of games and booze, you're wrong... well, mostly anyway. If you've been lucky/naughty enough (delete as appropriate) to make it along to London's European Computer Trade Show in the past, you'll have an idea of what a games industry show is like; now take that experience, multiply it by five and you might understand just how big E3 is. This also might go some way to explaining why everyone ends up being so knackered when they come back... that and the booze, obviously.



CHEAT SHEETS

DON'T KNOW WHAT E3 IS ALL ABOUT? THEN HERE'S THE CUBE GUIDE TO THE BIGGEST SHOW ON EARTH...

No matter what your place is in the interactive entertainment industry (because it's not just about games), it's a well-known fact that E3 is the place you need to be. Happening once a year in the spring – usually towards the end of May – the Electronic Entertainment Expo has been the biggest event in the industry for the past seven years, having evolved from its original form as the Consumer Entertainment Show. Every year, over 62,000 of the world's most influential retailers, distributors, developers, investors and media gather in the LA Convention Centre (where the show has settled in recent years) for three days of intensive meetings, deal making and generally being all business like. Naturally, it's a trade-only event with tickets being incredibly hard to come by – unless you can prove exactly who you are and what you do within the industry (with about 20 forms of ID), you won't get in. Believe us, you won't see any 16-year-old nerds inventing their own companies and sneaking in undetected here... not like at ECTS, anyway.

In any case though, Los Angeles is the place to be if you want to meet up with PR executives who you see all the time back in England, talk about nothing but games and play all the new titles that no-one has had the chance to see yet. Yep, it sounds like a dream vacation for most gamers out there... but it's not. A lot of hard work goes into making it to every single appointment (we have to spend weeks booking meetings and appointments with people, you see), seeing as the LA Convention Centre is so huge – half-mile sprints from one side of the place to the other isn't as uncommon as you might think.

On top of that, there's all the games we have to play... or more specifically, all the games that we have to fight against a whole throng of Americans to have a go on. With this being the first E3 since the release of the Xbox and GameCube – last year's show happened during the run-up to the big event – it's clear that this year's show is going to be the best one for ages. Anyone who's anyone is going to be there (us included) and that means even more grappling for joypads and jostling for a good look at all the video screens around the place. Although we can't tell you everything that's going to be on show – because like we said, E3 is notorious for surprise announcements – we can certainly give you a taste of what we're looking forward to...



24-HOUR THIRD-PARTY PEOPLE

ALL THE DEVELOPERS LOVE THE GAMECUBE... HOORAH

Of course, it's not just Nintendo that'll be having all the GameCube fun at the show – there's a whole bunch of other companies that'll be tossing their hats into the ring to demonstrate what's coming to the console real soon. While there are too many games to go through here (although there's a list on the next page to get your whistle well and truly whetted), here's a look at the games we're really excited about...

DIE HARD: VENDETTA

We've already played *Die Hard* to bits (and told you all about it in our massive In-Depth this month) but seeing as it's such an amazing game, we're sure just one more play won't go amiss. In fact, we doubt you'll be able to get Chandra off it once he gets going.





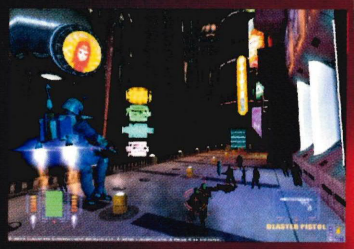
RESIDENT EVIL ZERO

Mmm, zombies. After the delight that was the GameCube version of the first *Resident Evil*, we're now getting ready for the next instalment (due in Japan towards the end of the summer). According to our sources, it's going to be playable at the show... lovely.

SOUL CALIBUR 2

Although Namco won't be showing the GameCube version of this top-notch beat-'em-up at the show, we've been secretly informed that there will be an arcade version present on Namco's stand. Will we be playing it to death? You'd better believe it, baby!





STAR WARS: BOUNTY HUNTER

So far, we haven't seen anything on this new *Star Wars*-based title apart from a pretty nifty trailer featuring Jango Fett and his massive array of weaponry. Still, we reckon it's going to be a pretty special game... it's got a Fett in it, so it has to be, doesn't it?

SUPER MONKEY BALL 2

We went bananas (pun intended) over SEGA's first monkey-in-a-ball game, so to expect anything less from the sequel is outrageous. All the original action we loved, plus six new party games AND a ton of new levels? That's our favourite game of the show right there...





WWE WRESTLEMANIA X8

Mart pestered us to put this in, seeing as how he's so excited about being able to play his favourite wrestling games on a Nintendo console again. He's been waiting for this for ages, so no doubt the fact that it'll be on THQ's stand has him quivering with anticipation.

"YOU WON'T SEE ANY 16-YEAR-OLD NERDS SNEAKING IN UNDETECTED HERE"



THE BIGGEST NAMES IN THE BUSINESS

TWO MASSIVE NINTENDO FRANCHISES ARE FINALLY BEING MADE PLAYABLE

As you might have noticed from the content of our magazine, we're quite partial to a good Nintendo game. In fact, we love practically all of Nintendo's home-grown offerings to pieces and so that's why we're so thrilled about the big news... both *Super Mario Sunshine* and the new GameCube *Zelda* game are going to be playable at E3! This is indeed good news as people have been speculating for months that the games are set to be a source of disappointment – hopefully, Nintendo will silence its critics once and for all when the games are displayed at the show.

But wait... it doesn't end there. Although nothing has been officially confirmed, we have a sneaking suspicion that Nintendo might have a thing or two up its sleeve concerning the *Zelda* franchise. What might that be? Well, rumour has it that there's not just one *Zelda* game in development... but three! That's right – on top of the cel-shaded *Zelda* title that has caused so much aggravation among the hardcore fans out there, you may soon be able to expect another *Zelda* game on the GameCube and even a third on the Game Boy Advance. The Game Boy Advance title is expected to be an update of the popular SNES game *Zelda: Link To The Past*. Worked on in part by both Nintendo and Capcom (who were recently responsible for the *Zelda: Oracle* series on the GBC), the one screenshot we've seen of it so far is looking mighty fine. However, the big shock is that there may also be an updated *Zelda* game on the GameCube... yes, *Zelda: Ocarina Of Time* from the N64 is very likely to be coming! This update is set to come on three discs (containing the game, updated graphics, new stages based on the 64DD game *Ura-Zelda* and a whole ton of behind-the-scenes footage and music) and could very well be the answer to your *Zelda* prayers! Of course, it's all unconfirmed at the moment but fingers crossed, we'll have something solid on it all real soon.







ROLL UP! ROLL UP!

Here, for your viewing pleasure, is just a selection of the games we expect to see at E3 – fingers crossed, we'll be able to bring you a lot more on all of them next month. Please note though that this list is not 100% accurate of what will actually be on show and could change at any time.

ACTIVISION
Kelly Slater's Pro Surfer
Gladius
RTX: Red Rock
Spider-Man: The Movie
Star Wars: Bounty Hunter
Star Wars: Clone Wars
X-Men: Next Dimension
X-Men: Wolverine's Revenge

ACCLAIM
All-Star Baseball 2003
Dave Mirra Freestyle BMX 3
Turok Evolution
Vexx
ZooCube

CAPCOM
Resident Evil Zero
Capcom Vs SNK EO

CODEMASTERS
Shoot To Kill

ELECTRONIC ARTS
FIFA Road To World Cup 2002
James Bond 007 In: NightFire
Ty The Tasmanian Tiger

EIDOS
Ace Golf
Timesplitters 2

ENCORE
Daredevil
Dragon's Lair 3D

KEMCO
Batman: Dark Tomorrow
Eggo Mania

MAJECSO
Black And Bruised
BloodRayne
Bomberman Generations

MIDWAY
Defender
Dr. Muto
Freaky Flyers
Gravity Games BIKE: Street. Vert. Dirt.
Mortal Kombat: Deadly Alliance
NBA Ballers
NFL Blitz 20-02
NFL Hitz 20-02
MLB Slugfest
Redcard Soccer 20-03

NAMCO
Namco Museum
Pac-Man Fever
Pac-Man World 2

NINTENDO
1080: White Storm
Eternal Darkness: Sanity's Requiem
Mario Party 4
Metroid Prime
Pichu Bros: Party Panic
Super Mario Sunshine
StarFox Adventures
The Legend Of Zelda
Wario World

THQ
Battlebots
Hot Wheels
Jimmy Neutron: Boy Genius
Monsters, Inc.
MX Superfly
Toxic Grind
WWE Wrestlemania X8

SEGA
Beach Spikers
SEGA Sports NBA 2K3
SEGA Sports NCAA College Football 2K3
SEGA Sports NFL 2K3
SEGA Sports NHL 2K3
Super Monkey Ball 2

TITUS:
Barbarians
Top Gun: Combat Zones

UBI SOFT
Rayman 3: Hoodlums Havoc
XIII

VIVENDI UNIVERSAL
Die Hard: Vendetta
Lord Of The Rings
The Hobbit
The Scorpion King

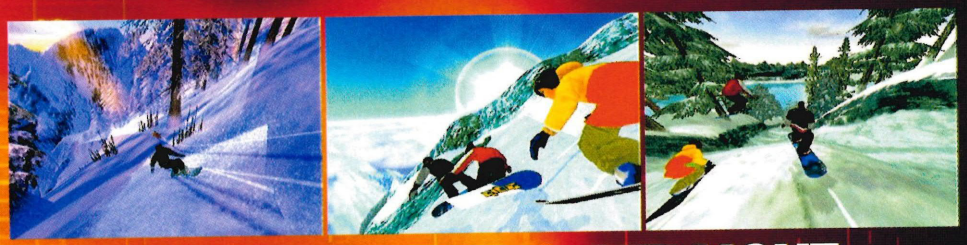


IT'S GAME ON(LINE) FOR NINTENDO

WHO SAID THAT THE BIG N WASN'T PREPARED FOR ONLINE GAMING, EH?

Wow… talk about taking everyone by surprise. Making somewhat of an early announcement (as in a full week before the actual show begins), Nintendo has already begun to give us a hint of its current plans for online gaming on the GameCube. The key point of Nintendo's network strategy is that gaming over the Internet will only ever be successful if it's cheap and compelling – to support this theory, the release of the GameCube network adapters (that's both the regular modem and a broadband adapter) will offer the consumer a gaming experience with as little expense as possible. The most interesting fact is that Nintendo won't be taking a cut from the use of GameCube games online – in order to keep things as low cost as possible for the developers (and therefore encourage use of the GameCube's online abilities), no royalty fees will be paid to Nintendo for the use of the GameCube architecture. In contrast to this though, it will be the responsibility of the game publishers to set up and maintain the servers on which the online games are played.

In what has to be a totally unsurprising move though, the first game that'll take advantage of the new online package will be *Phantasy Star Online: Episodes I & II* from SEGA. According to Nintendo's announcement, both the game and the online adapters (modem and broadband) will be available in the autumn. Does that mean we could be experiencing online GameCube play in the UK as soon as Christmas? We certainly hope so… get your arse in gear, Nintendo!



LET'S GET ONE THING STRAIGHT

THERE ARE PLENTY OF RUMOURS TO CLEAR UP

With so many rumours and grey areas surrounding certain GameCube titles and companies right now, we're hoping that Nintendo clears up a few things – both at its press conference and the show itself. If there's one thing we don't like, it's having concerns about our favourite console developer…

The biggest thing we want cleared up is the whole Rare situation. While we're loathed to believe Internet rumour, there must be something in it. Is Nintendo selling up or buying out? Which games (if any… although we know it won't be the Nintendo-licensed ones) are going to go multi-format? Do we really care, considering the amazing line-up that the GameCube has for the future? Hopefully, all these questions and more will soon be answered…

Certain games that we know are coming from Nintendo over the coming year have also been cause for concern, simply because we either haven't seen anything of them or what we have seen has been a bit disappointing. Two names that spring to mind are *Metroid Prime* and *1080: White Storm*; while we're certainly still excited about them, previous experience has left us less than impressed. Still, Nintendo wouldn't consider releasing them unless both titles were spot-on – so if all goes well, we'll come back from the show with big grins on our faces.

Less of a concern and more of a keen interest are our thoughts on the TRIFORCE – although we know about it and the companies involved, very little else has been revealed. What games (other than the new *F-Zero*) can we expect to appear? Well, knowing SEGA and Namco it'll be something special, but we'd still like a little bit of clarification.





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This generation game has nothing to do with Brucie – fortunately






CUBE

INFORMATION

BOMBERMAN GENERATIONS	
PUBLISHER:	HUDSON SOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PARTY/PUZZLE
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | MAY '02 | JUNE '02

BOMBERMAN GENERATIONS





As more and more screens of this game appear, we get more and more excited – you know this will rock

THIS IS ONE of those games that seems to have been around forever. Taking the simplest of formulas (kill your enemy before they kill you), it took the world by storm when it first appeared. Later incarnations improved on the game ten-fold – and, due to the poor 3D translations of the title on the N64, the '94 PCE version and the Saturn version still remain the finest *Bomberman* games you can get. Hopefully, this will change once *Bomberman Generations* hits the shelves. Not much has been said about how it plays, but if the screenshots are anything to go by, then it should not only look fantastic (pastel colours awash get the thumbs-up in CUBE's book) but should also play true to its routes. There seem to be two modes: Adventure and Battle. While Battle mode should, by all accounts, deliver what is expected of it, how Adventure mode turns out remains to be seen. Past *Bomberman* games with an Adventure mode have managed to muddle the purity that made the originals so charming by adding unnecessary elements to them. We live in the hope that *Bomberman Generations* remedies this, and takes *Bomberman* into the next generation with style. CUBE



POKÉMAN ADVENTURES



Just before we went to press we found out that there will be a *Pokémon*-style sub-game in *Bomberman Generations*. You'll be able to access a secret laboratory where you can breed animals and fight against other monsters. We're not too sure what you gain out of this but it adds further longevity to the one-player side of things. It may even allow a link-up with the GBA version, but this hasn't been confirmed.



MY HEART BLEEDS

Take a look at the top left of each of these screenshots – there are hearts in the corner. Sometimes there are three and sometimes there are six! Is this some kind of heart system similar to that which is found in the likes of *Zelda* and co? If so then you can probably expect them to be rewards for defeating bosses or earned via side quests or perhaps they are just lying around. Every now and then you can also see a wrapped-up present – could they be in these? We will just have to wait and see...



"BOMBERMAN IS ONE OF THOSE GAMES THAT SEEMS TO HAVE BEEN AROUND FOREVER"









FIRE ON THE WATER

Bomberman is certainly going places here! Past adventures have seen him travel the world, through carnivals, shopping malls, rainforests and football pitches. But they have never differentiated the gameplay in any way – they have simply been there on an aesthetic level. We're hoping that this time things could be different. Look at how Bomberman is standing on a log, in the water – you can bet it's floating. We can't wait to stand on this and throw bombs at passing enemies – it'll be satisfying to say the least!

CUBE THINKS...

FIRST IMPRESSION

■ The *Bomberman* series is one of the most beloved in game history. Hopefully, his GameCube debut will change the bad run he has had recently – and judging from these screens, it looks as if this may be the case. The multiplayer levels show that the blast radius of the bombs is how it should be – straight, not round. The Adventure mode could go either way and, believe us, we cannot wait to see how it turns out. CUBE

Up there with the best of the best

CUBE INFORMATION

TOP GUN: COMBAT ZONES	
PUBLISHER:	VIRGIN
DEVELOPER:	DIGITAL INTEGRATION
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

28 JUNE | TBA | Q3 '02

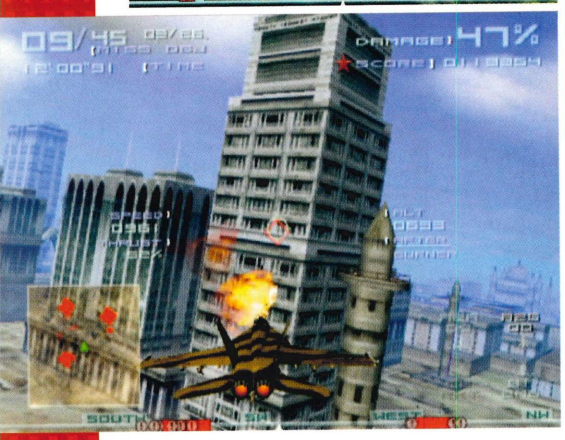




Despite being sorely tempted, we promise not to make any chopper jokes. Honest.





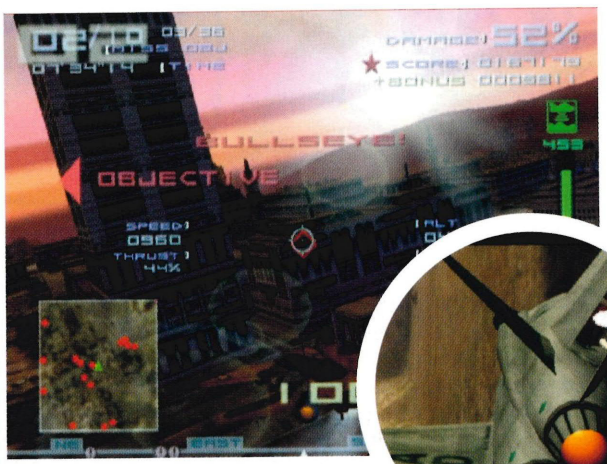


TOP GUN: COMBAT ZONES

Re-live those classic Eighties movie moments with the help of your GameCube...

SOME MAY ARGUE that the Eighties were a golden age in the film world. Special effects technology had come of age and, as well as harnessing this, directors were pushing the boat out in terms of budget and content further and further with every film. Of course, this is entirely subjective, but it stands to reason that one film in particular captured the imaginations and hearts of millions of pre-teen boys. Now those boys are all grown-up, but that doesn't mean that they don't want to play anymore...

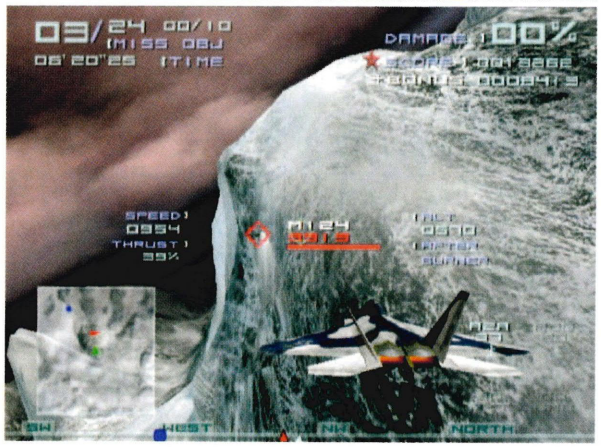
Being a refinement of the earlier PS2 game, the developer promises to deliver a vastly improved game that takes full advantage of the superior GameCube hardware.

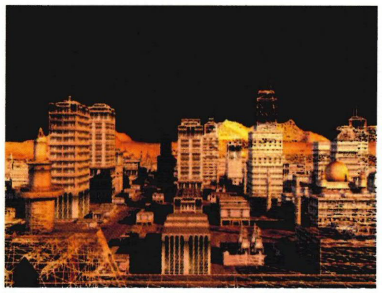


Now, where to go next...do you think that heading left might be a good bet?

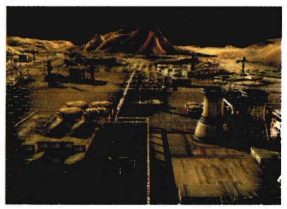
"YOU CAN BE SURE THAT YOU WILL BE SPENDING HOURS IN THE COCKPIT WITH THIS BABY"

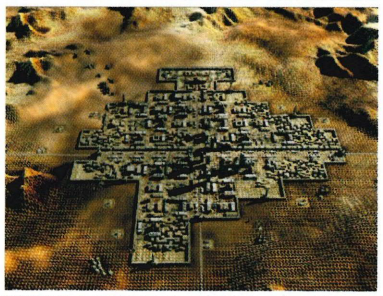












MESH IN THE FLESH

AHH, THE JETSET LIFESTYLE...

Top Gun: Combat Zones is a game that will let you see sights. Taking you to locations such as Southeast Asia, the Gulf, Russia and the Miramar base, you can be sure that no two dogfights will ever be the same.

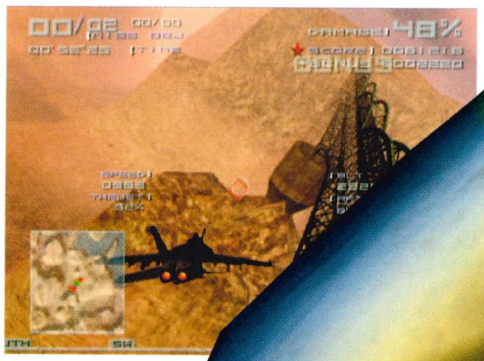
Looking at these exclusive renders of the levels in development, it's clear that one minute you could be stealthily sweeping over the crest of a sand dune, missile bays open, waiting to face the enemy head-on, and the next tearing around vast cityscapes, weaving carefully through the tops of skyscrapers.



If you look closely at the screenshots, you can see that every little detail has been lovingly produced and crafted to give a true feeling of immersion. Squint and you could be there.

It's not just the graphics that have been tarted up though. Spreading across 34 separate missions, through three ages of time and over four areas, you can be sure that you will be spending hours in the cockpit with this baby, in a bid to unlock all of the missions and aircrafts.

There is also lots of variation on the modes of play on offer, including timed missions, rescue missions and pursuit missions – all of which help to keep the gameplay fresh. Add in the cast from the film and you have a package that you should defiantly be keeping an eye out for. CUBE



PREVIOUS

FROM THE MAKERS OF...

WORMS WORLD PARTY

■ Published by Virgin on the DC, this is the best instalment available for a classic series. Multiplayer's never been so much fun.



TOTALGAMES.NET RATING: 85%

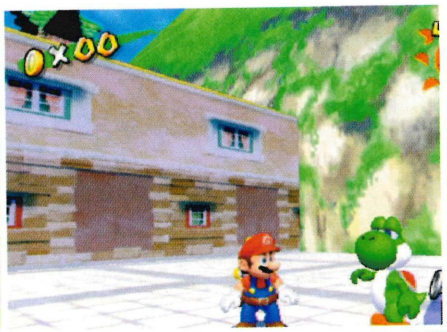
CUBE THINKS...

FIRST IMPRESSION

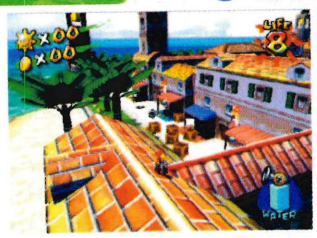
■ The fine line between arcade flying and sim flying is a hard one to navigate. Past games like this have proved to be over complex, if not too simple. Hopefully with Digital Integration's experience in the flight sim field though, *Top Gun: Combat Zones* will be an exception to this rule and prove to be worthy of your GameCube's flight roster. We have faith that it will. CUBE

Here comes the sun!





I do wish you'd stop looking at-a me like that – it'd never work, I tell ya.



CUBE

INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

SEPT '02 | 19 JULY | 26 AUG

SUPER MARIO SUNSHINE





The summer's getting closer... and so is the release of Mario's new adventure. We can hardly wait for it!

WELL, ANOTHER MONTH goes by and that means Nintendo has been kind enough to release yet another batch of screenshots from what has to be one of the most anticipated games on the GameCube yet... at least by us, that is. *Super Mario Sunshine* is already looking to be an incredible game, with massive levels and plenty of things to do – as these rather gorgeous screens show though, it's going to look pretty damn smart as well.

Although no actual new details have been revealed, there are plenty of differences in these screens that speak volumes. For one, it seems that Mario's water backpack is retractable, depending on the circumstances – when not being used, the nozzle folds back on itself to get it out of the way. What's more, it looks like the limits of where Mario can explore on this new island are huge – he even seems to be able to head down to the beach for a quick paddle. As we suspected, Mario's exploits aren't limited to the ground either – watch as he traverses rooftops in a single bound and uses pipes to travel around the island!

One thing is for sure... we want this game. There's only a month now until the Japanese release so as soon as we get our grubby mitts on the finished game, you can expect nothing short of a massive in-depth blowout. Hoorah!

CUBE

"AS THESE RATHER GORGEOUS SCREENS SHOW, SUPER MARIO SUNSHINE IS GOING TO LOOK PRETTY DAMN SMART"

FANCY SEEING YOU HERE



Just when we thought that Mario might have to deal with his problems on his own for once, it turns out that there are more than enough familiar faces lurking around the paradise island. As this single screenshot shows, you'll not only run into Princess Peach's handy servant Toad (who last cropped up in *Luigi's Mansion*) but also Mario's best mate Yoshi! What he could be doing in a place like this isn't clear yet, but we suspect he'll be out to help Mario in any way he can... despite looking slightly chubbier than we remember him. One too many cakes, perhaps?

Game, set and match... SEGA!

BEACH SPIKERS



Why bother with the mainstream sports when you can have pretty ladies in lycra bikinis instead?

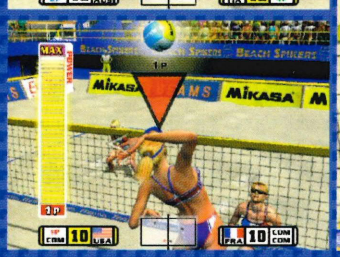
EVEN THOUGH THE old phrase 'jack of all trades, master of none' might seem relevant when talking about SEGA these days, the developing giant has certainly proven itself to be a master of everything it tries its hand at. With practically all the games it has released since ditching the Dreamcast (and we're talking on all formats here) being pretty damn great, SEGA appears to be on a roll – a roll that isn't going to end any time soon if *Beach Spikers* is anything to go by. Looking even better than the original arcade game and having a refreshingly different game style to most other sports games out there, *Beach Spikers* focuses on the little-covered sport of beach volleyball. It's a two-on-two sport (meaning you can play with up to four people at once, if you had mates round) with the emphasis on fast-paced action and lots of jumping... which is always a good thing. Being based on a SEGA arcade game though, you'd be right to expect more than just a straight port – although the details are yet to be finalised, SEGA has promised Tournament and World Tour modes to supplement the original arcade offering. Be warned, this is yet another SEGA game that threatens to eat into your precious free time; we can hardly wait for it ourselves... CUBE



"SEGA APPEARS TO BE ON A ROLL - A ROLL THAT ISN'T GOING TO END ANY TIME SOON"





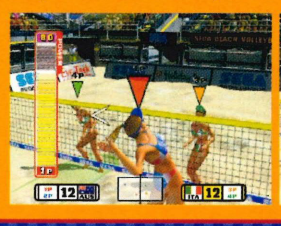




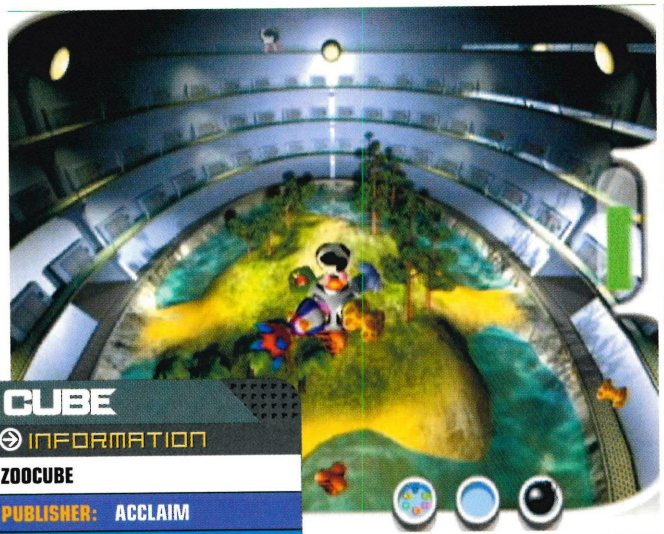
PRACTICE MAKES PERFECT

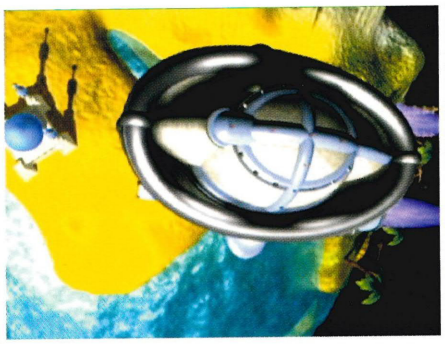
SMACKING BALLS AIN'T EASY...

Okay, so the whole thing looks lovely and is bound to have plenty of modes to play through... but how do you actually do it? It's simple. Using the three allocated hits you have while the ball is in your half of the court, you have to get the ball back over the net and onto the ground. Playing beach volleyball in real life is all about positioning and timing, so naturally the game reflects this. When the ball is in the air, a target appears on the ground – you need to get your player onto the target in order to receive the ball; the closer you are to the centre, the more control you'll have over where the ball goes. Then you just power up your shot and smack it... easy, eh? Well, actually it takes a bit of practice...











CUBE INFORMATION

ZOOCUBE	
PUBLISHER:	ACCLAIM
DEVELOPER:	PUZZLEKINGS
ORIGIN:	UK
GENRE:	PUZZLE
PLAYERS:	1-4

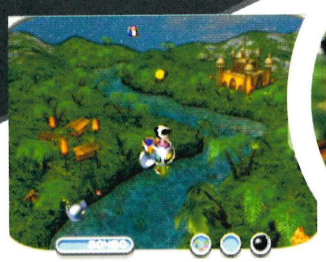
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

JUNE '02	TBA	TBA







Acclaim puts some of its animal magnetism on the GameCube

ZOOCUBE

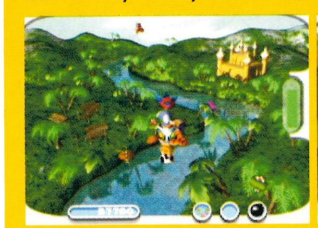
This aptly named puzzler certainly came out of nowhere. It looks very promising indeed... let's hope it lives up to the hype, eh?

A GOOD PUZZLE game is probably the hardest thing you can go about creating. There are so many things to consider. You have to make it easy to get the hang of, yet hard enough to give the player a good sense of satisfaction. You have to get the difficulty curve just right – so that a new player doesn't feel overwhelmed, but a veteran has a challenge – and you have to keep the concept clean and simple.

Getting these things right is hard – but it looks as if *ZooCube* isn't doing too badly. Not much is known about how the game works, but what we've seen of it in action points to a possibility that everything is based around balance. The animals that you have to manipulate (see Story Time) seem to cling to the side of your cube and it looks as though you will have to perform lots of juggling motions as well as trying to keep five steps ahead of the action. CUBE

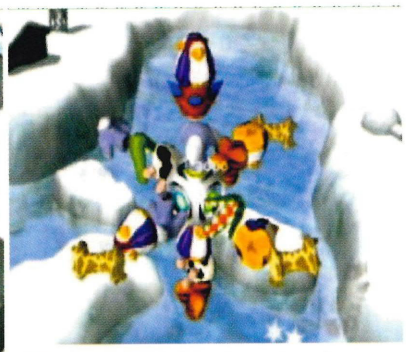
STORY TIME

ZooCube is a bizarre little game indeed. It tells the story of how an evil scientist has begun to experiment with animals – or rather their shapes and sizes. People realised what he was up to and so in order to combat these vile experiments, a special machine was created. Known as the 'ZooCube', it has the ability to reverse the effects of Dr Buc Oozes' modified animals. You have to take control of this contraption and take it around the world, neutralising the animals. However, what was not made clear is why exactly the scientist is changing the animals...









The Antarctic has always been known for its varied wildlife, but crocodiles?!

"YOU WILL HAVE TO PERFORM LOTS OF JUGGLING MOTIONS AND TRY TO KEEP FIVE STEPS AHEAD OF THE ACTION"



Kiss my muddied boots. Welcome the new wizard of the turf.
You won't believe your eyes. See the bend on that goal?
Only those blessed by the magical touch achieve such miracles.
This is Virtua Striker 3 ver.2002. Sheer adrenaline fuelled football action,
razor sharp graphics and staggering multi-angle replays.
Play and be forever bewitched.

Distributed by

INFOGRAMES SEGA AV NINTENDO GAMECUBE

VIRTUA STRIKER 3 ver.2002

Play to be worshipped

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The classic coin-op blasts back onto GameCube

DEFENDER

It's one of THE most celebrated arcade games of all time. But can Midway reinvent this seminal shooter for the GC?

THERE ARE CERTAIN things in life that are rather hard to live up to. Case in point, revising *Defender* – a game that is considered by many to be one of the most influential videogames of all time. Over two decades on and the simplistic sprites of the original have been replaced with all-singing, all-dancing (okay, so they don't actually dance) 3D polygon models. The premise behind this update is essentially the same as that of its predecessor. Namely defending some planets (including Venus, Mars and Earth) from alien attack. Choosing from a selection of six different types of ship, one or two players (yes, a Co-operative mode is available) must embark on a series of increasingly tough missions, involving not only space combat, but also the strategic positioning of ground units; your ultimate goal being to protect stranded human survivors from the vile invaders. Midway has been reluctant to release preview code of *Defender* on GameCube to date, and given the difficult transition into the realm of 3D – by so many 2D classics – this is hardly surprising. However, if developer 7 Studios can keep the core gameplay elements of the original intact and wrap them up in a solid 3D engine, then this could be one to watch. More on this potential blinder soon.

CUBE

CUBE INFORMATION

DEFENDER	
PUBLISHER:	MIDWAY
DEVELOPER:	7 STUDIOS
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

OCT '02 TBA SEPT '02

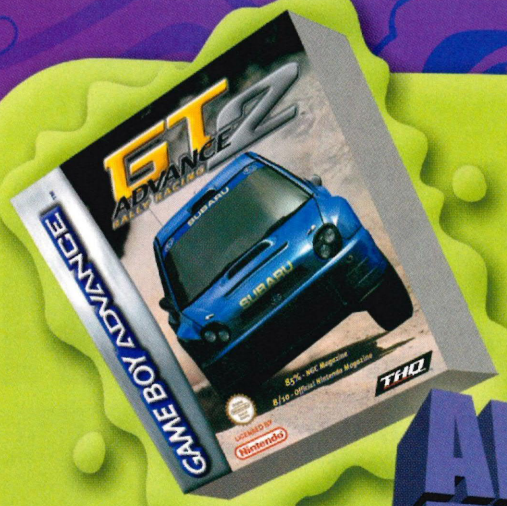


If the gameplay is half as good as that of the original then GameCube owners should be in for a treat this autumn.



A BLAST FROM THE PAST

Released in 1980, Williams's *Defender* set a new standard in the shoot-'em-up genre. Gone was the fairly mundane, single-screen blasting of *Space Invaders*. In its place was a fast-paced and frantic slice of gaming, which to this day has yet to be rivalled in terms of delivering a quick fix, adrenaline rush. The game also introduced the concept of the smart bomb – a feature that would be 'borrowed' by a plethora of other titles.





ADVANCED FUN!





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That's the bottom line, because THQ says so!

WWE WRESTLEMAN

CUBE INFORMATION

WWE WRESTLEMANIA X8	
PUBLISHER:	THQ
DEVELOPER:	YUKES
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

NOV '02 | TBA | 17 JULY

Big sweaty men grabbing each other like only wrestlers can... hey, you know you love it

ALTHOUGH IT'S CLEAR from the input on our forum that not everyone's a fan, you know that there are plenty of people out there with GameCubes that love wrestling. With the WWE now being the biggest wrestling organisation in the world and previous games across all formats being more successful than you could ever imagine though, it's no shock that THQ has got a GameCube-exclusive title in the works... and it's shaping up to be the best game yet.

Of course, the best news so far is that WWE *Wrestlemania X8* is being developed, in part, by people responsible for *Wrestlemania 2000* and *No Mercy* on the N64 – it means that the gameplay will remain more methodical than the button-bashing style of *Smackdown!* on the PS2. Featuring over 40 of the top wrestlers (including old favourites like The Rock and Stone Cold Steve Austin, as well as new signings like Rob Van Dam and Hollywood Hulk Hogan) and at least eight specialist match styles, we reckon that *Wrestlemania X8* is set to make GameCube-owning fans very happy indeed. Expect a full-on In-Depth real soon... CUBE



They're in the goddamn walls, man!

HIDDEN INVASION

CUBE INFORMATION

HIDDEN INVASION	
PUBLISHER:	SWING! ENTERTAINMENT
DEVELOPER:	TOKA
ORIGIN:	UK
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

JUL '02 | TBA | TBA

There's no need to watch the skies – it looks like the aliens are already here...

ORIGINALLY A PS2 game (although we couldn't find a single person here that'd ever heard of it), *Hidden Invasion* puts you smack in the middle of an alien conspiracy. As a member of an elite Special Forces unit, it's your job to uncover the fiends behind what can only be the domination of our planet. How do you do that? By walking around and beating the living daylights out of anything that moves, that's how. It's not all fist-pounding and weapon-blasting, though – there's a whole host of mission objectives for you to complete as you try to piece together the puzzle of what's really going on. It all sounds pretty interesting and we can't wait to get our hands on the finished product when it arrives in the coming weeks... CUBE









You've gotta have soul.

CUBE INFORMATION

SOUL FIGHTER	
PUBLISHER:	SWING! ENTERTAINMENT
DEVELOPER:	TOKA
ORIGIN:	UK
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

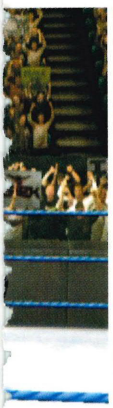
JUL '02 | TBA | TBA



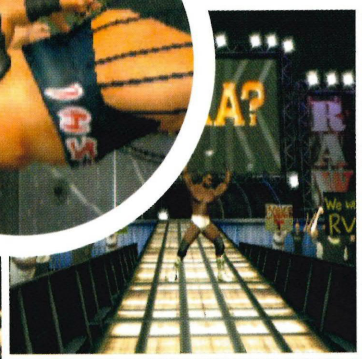


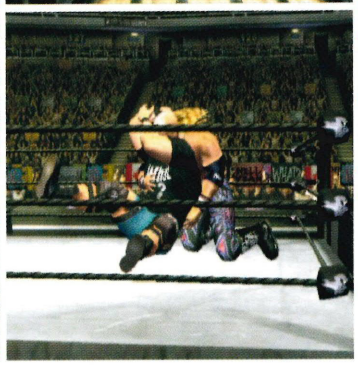
IA X8



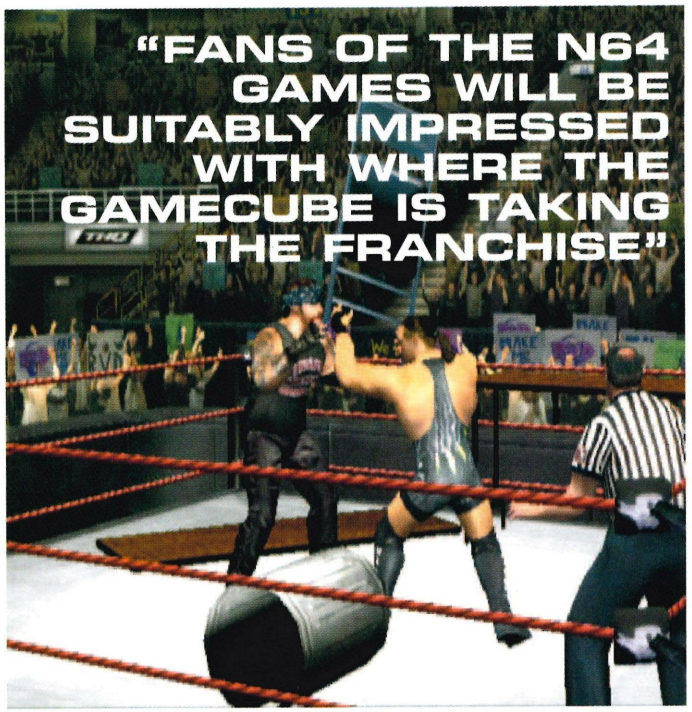








"FANS OF THE N64 GAMES WILL BE SUITABLY IMPRESSED WITH WHERE THE GAMECUBE IS TAKING THE FRANCHISE"



SOUL FIGHTER



Grab your battleaxe, chaps – it's time to lop some heads off, Conan style!

CONSIDERING HOW POPULAR they used to be back in the golden age of gaming (so we're talking about ten years ago here), you don't see very many scrolling beat-'em-ups these days. Obviously Swing! Entertainment feels that it's a genre that desperately needs filling, which is why the GC conversion of the Dreamcast game *Soul Fighter* comes as a welcome surprise.

Think *Golden Axe* (one of our favourite games of this sort) but in 3D and you'll get the general idea of what *Soul Fighter* is all about. Taking control of one of three different heroes, your task is simple – plough through six massive levels of marauding enemies, slicing anything that gets in your way into quivering flesh piles. It's a basic concept, but one that never seems to lose its appeal..

CUBE

Yabba-dabba-where'd-this-come-from?

THE FLINTSTONES IN VIVA ROCK VEGAS

CUBE INFORMATION

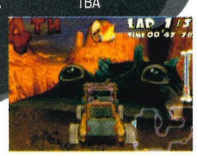
VIVA ROCK VEGAS	
PUBLISHER:	SWING! ENTERTAINMENT
DEVELOPER:	TOKA
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-4

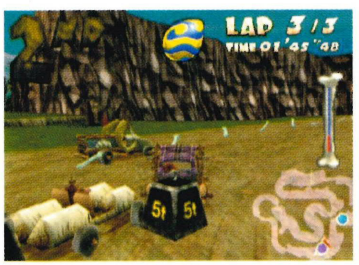
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

JUL '02	TBA	TBA









Apparently, they're the modern stone-age family… yeah, great.

IF THERE'S ONE thing the GameCube needs right now, it's a port of a PS2 racing game based on a two-year-old kids' movie. That's why we're not surprised that *Viva Rock Vegas* is making its way to the GameCube next month – having been released on the PS2 some time ago to average reviews, someone obviously feels there's still money to be made in it. Admittedly, the game sounds quite promising; with 24 tracks and ten different characters on offer, there's certainly enough there to keep you going for a while. Of course, whether any improvements will be made over the original PS2 game to take advantage of the GameCube's powerful abilities remains to be seen… but we'll have a full review for you next issue all the same.

CUBE

The sky is quite literally the limit

FREAKY FLYERS

CUBE INFORMATION

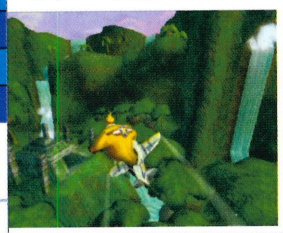
FREAKY FLYERS	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

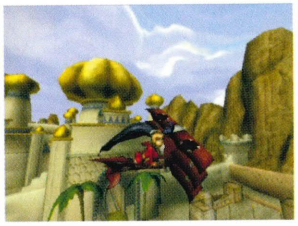
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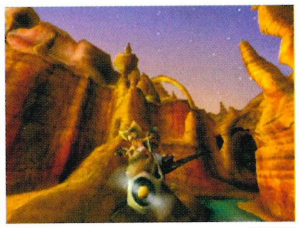
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RELEASE DATES

OCT '02 | TBA | SEPT '02

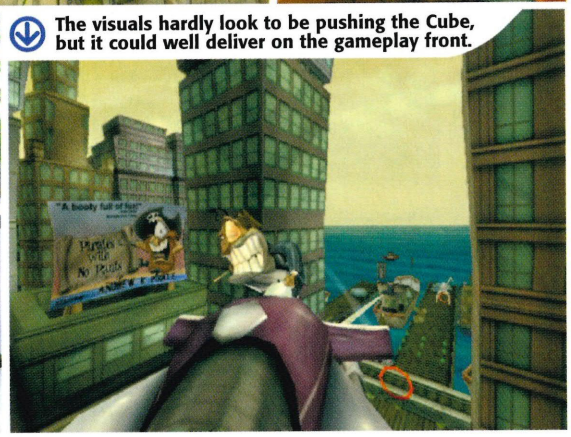








The three game styles include Stunt Flying, Adventure and Aerial Dogfighting modes.



The visuals hardly look to be pushing the Cube, but it could well deliver on the gameplay front.

A comedy flying game – tell us another one

OKAY, SO THE idea of a "fast and furiously fun flying adventure" (Midway's words not ours) doesn't fill us with glee. However, the firm has been on something of a roll lately, so we'll reserve judgement for the time being. Featuring "a unique cartoon look" (again Midway's words not ours) "the hilariously titled" (our words not Midway's) Freaky Flyers could well prove to be a breath of fresh air when it lands on shelves this autumn. Indeed, with 14 zany characters, ten varied tracks and three diverse play modes, this could prove to be a post pub (which idiot invented that phrase?) favourite. A split-screen four-player mode should at least make the game socially acceptable. We shall see... CUBE

Hit the dirt or the vert... or the deck

GRAVITY GAMES BIKE: STREET. VERT. DIRT.

CUBE INFORMATION

BIKE: STREET. VERT. DIRT.	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

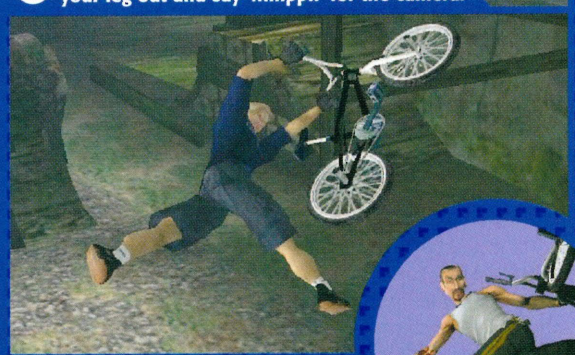
AUG '02 | TBA | AUG '02

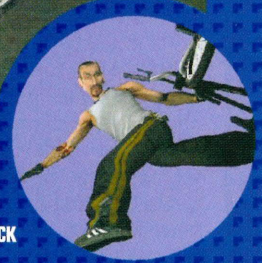
Another 'extreme' sportzz game – hurrah

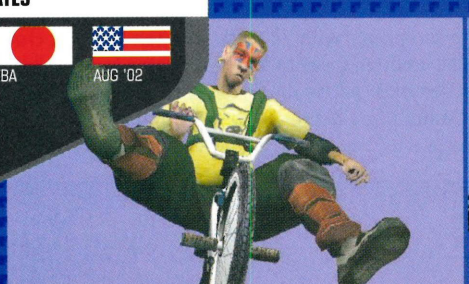
WELL, THE GAMECUBE hasn't been out over here for what seems like more than a minute and yet it's already well served with some quality biking (the sort you pedal, mind) games. Still, decent inclusions to any genre are always welcome and Midway's forthcoming *GGB:SVD* (strict word counts prevent us repeating the game's title in full) looks like it could be an enjoyable little 'extreme' sporting romp. The title boasts ten wide-open freestyle environments, a slew of top pro riders and a healthy repertoire of tricks/stunts to master. With reference to the latter you'll be able perform (among many) tail whips, crooked grinds and cock snaps* – so there should be something here for all the family. Find out more in next month's sloppyboombasticzz issue of CUBE. CUBE



Get some air, spin the handlebars, stick your leg out and say 'Mmpph' for the camera.









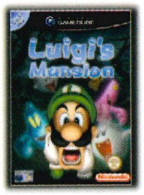


*SPECULATION CONCERNING THE INCLUSION OF THE 'COCK SNAP' BICYCLE TRICK WITHIN THE GAME REPRESENTS PURE CONJECTURE ON CUBE MAGAZINE'S BEHALF.

GameCube out now
hurry - limited stock available

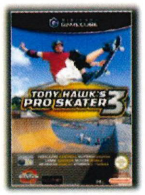
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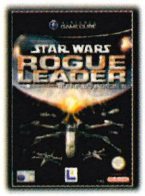




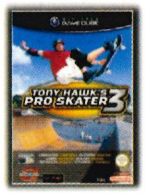


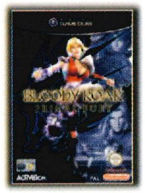
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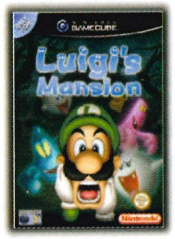



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GameCube console +




cube link advance


Game Boy Advance

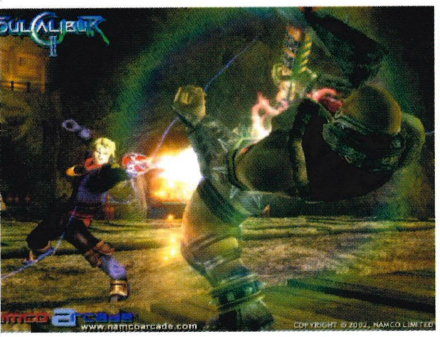
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www.hmv.co.uk

All bundles apply to either the black or indigo GameCube console. The Controller and Memory card applies to the Madcats range only. Cube Link Advanced is produced by Interact. Any available Colour GBA may be purchased as part of Sonic Link Pack. Offers available for a limited period at participating stores only.

top dog for music·video·games HMV






CUBE

INFORMATION

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

PERCENTAGE COMPLETE

0 25 50 75 100

RELEASE DATES

Q2 '03 JAN '03 Q1 '03

PREVIOUS

FROM THE MAKERS OF...

SOUL CALIBUR



Soul Calibur is the greatest beat-'em-up ever and it will be a long time before anything comes close to touching it.

TOTALGAMES.NET RATING: 9.4

SOUL CA



The game that will undoubtedly receive every 'Beat-'em-up Of The Year' award nears completion – and boy is it looking sweet

NAMCO IS A STRANGE old company. The Japanese publisher has been going for a long time and has been responsible for numerous all-time classics: *Pac-Man*, *Tales Of Phantasia*, *Ridge Racer*, *Time Crisis*, *Tekken* and – more importantly – *Soul Edge* (known as *Soul Blade* in the UK).

When *Soul Edge* appeared on the PSone in the mid-90s it didn't receive too much attention from the mass market, being overshadowed by the company's own Tekken series. *Soul Edge* was unique though. Being a mixture of *Tekken* and *Toshinden*, it concentrated on magnificent

"IT NOW TURNS OUT THAT SCII WILL HIT ALL THREE OF THE NEXT-GENERATION CONSOLES, BUT THE GAMECUBE VERSION WILL BE SPECIAL"











BRIGHT SPARK

GORGEOUS LIGHT-SOURCED ENERGY

■ The developer has gone overboard with the lighting effects – there's sparks of electricity, complex weapon trails and ray-traced arena lighting. All reflect off the characters, the armour and the individual, bump-mapped floor tiles.

INTERIOR DÉCOR

HEY, MIND THE SCENERY GUYS

■ *SCII* has always had beautiful backdrops but now, due to recent developments, Namco has taken it to a whole new level. Minute textures, wall paintings, rust and tapestries are just some of the detailed additions, and Namco still has much to reveal.

REALITY HITS

BLINK AND THEY COULD BE REAL

■ We were once worried that *SCII* wasn't looking as polished as *Dead Or Alive 3*, but as the game progresses the character models are constantly improving. They now easily rival those in *DOA3* with muscle flexing, cloth folding and fully modelled accessories as standard.

ALIBUR II

weapon-based battles set in 'Ring Out' arenas. Word got around though and *SE* soon became the hardcore gamer's choice scrapper.

SE was successful enough to warrant a sequel, which ended up coming exclusively to the Dreamcast. SEGA's 128-bit hardware allowed Namco to improve upon *Soul Calibur*'s graphics above and beyond the PSone-based arcade hardware, and the Dreamcast version offered by far the best graphics ever seen in a beat-'em-up. The game was a huge success, not only because of the graphics, but also because of the near-perfect gameplay. Combos, throws, counters, cancels, reversals… they were all in there, along with up to fifty other moves per character. Then everything went quiet. Nothing was said until Nintendo Spaceworld '01 (late last year), where Namco decided to unveil the first video of *Soul Calibur II*.

The gaming world was set ablaze with reports that the game would come exclusively to GameCube – it now turns out that *SCII* will hit all three of the next-generation consoles, but the GameCube version will be special. It will feature interactivity with the GBA version. Specific details of this link-up aren't available just yet, but Namco didn't announce *SCII* at a Nintendo event without good reason. Something very special is coming our way…



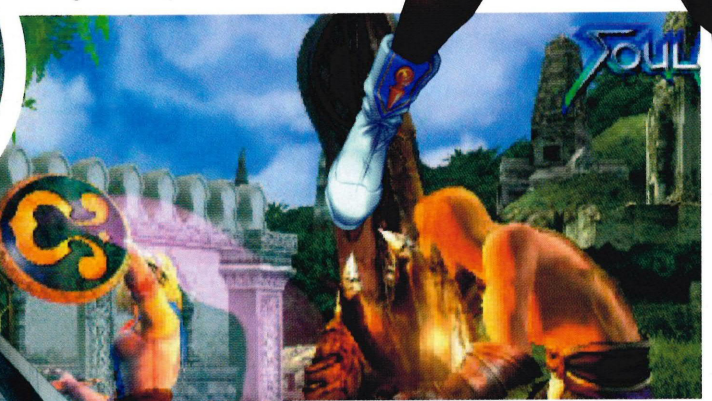
NEW CHARACTER:

CASSANDRA

SACRED FIGHTER OF THE GOD OF BLACKSMITHS

With the Soul Edge hellbent on destruction, Sophitia – the sacred fighter of Hephaestus the God of Blacksmiths – was the only challenger. With weapons and armour forged out of sacred, iron her mission is to destroy the evil swords at all costs. Alas she has fallen and another soul has taken up the name of 'sacred fighter.' That soul is Cassandra. Taking up the shield and blade that Sophitia carried, Cassandra will honour her name and fight for Hephaestus.



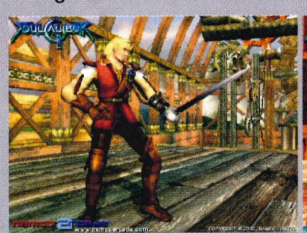


NEW CHARACTER:

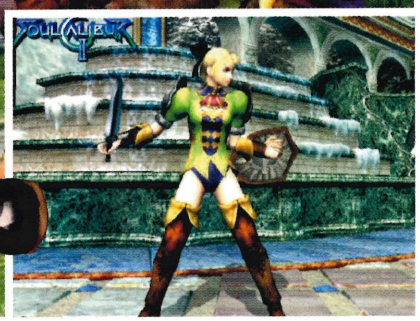
RAPHAEL

EUROPEAN RAPIER EXTRAORDINAIRE

The story behind Raphael's inclusion is a complete mystery – all we know is that the *SC* team has wanted to have someone like him in the game for a long time. He is the first character ever to have a Rapier blade and, as you would expect, his attacking strategy is all about hanging back, then darting in with a flurry of precision jabs. This isn't to say that he lacks power though – his Rising Crane move is testament to that.





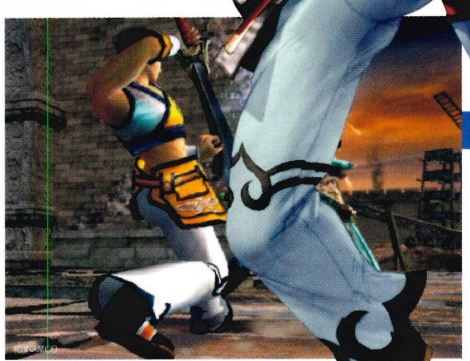


NEW CHARACTER:

YUNSUNG

EX-MEMBER OF THE COASTAL DEFENCE FORCE

As part of the original *Soul Calibur* line-up, Hwang began a quest to find the Sword of Salvation (Soul Edge). Along the way he came across an injured Seung Mina (his master's daughter) and brought her home. Soon after, she went missing again and Hwang was torn between protecting his people and worrying about Seung Mina. This sent him crazy and he lost his composure at a vital time in battle. Hwang was dismissed – he then proceeded to continue his search for the two treasures – Seung Mina and the Soul Edge. Now Hwang has gone missing and Yunsung is taking up from where his mentor left off.





COMMENT As far as we're concerned *Soul Calibur* is easily the most impressive 3D beat-'em-up in existence. While the *Tekken* series once sat atop this coveted throne, it has since spiralled into a somewhat cheesy affair. Where *Tekken* has been reduced to a button-bashing, kick-them-before-they-can-get-up, 10-hit combo-thon, *SC* is all about precision reversals, custom combos, blocking and countering. With *Tekken* you simply remember a 10-hit combo and pull it off now and then. *Soul Calibur* is all about countering with a move that you know will stump your enemy. There's a suitable move for every situation – and with over 50 per character, you'll have to be on the ball. *SCII* will take the game to the very limits in every aspect.

Needless to say, the characters have been completely remodelled and redesigned. There is now very little glitching, if any, and clothes flow over the characters' bodies. It's a Namco trademark to use the most popular characters from the prequels and add a few new ones for good measure. So far 13 characters are in the official line-up, with more undoubtedly popping up nearer to the launch day. The current, confirmed line-up includes old favourites Astaroth, Ivy, Kilik, Nightmare, Maxi, Mitsurugi, Taki, Voldo and Xianghua. The four new characters are Cassandra, Raphael,

"OVER-AMBITIOUS MOVES CAN RESULT IN WEAPONS GETTING TEMPORARILY STUCK IN THE FLOOR"





IVY

FIGHTING TO CLEANSE THE VALENTINE NAME

Ivy comes from a noble English family. Her father, Count Valentine, slowly went mad and died shortly afterwards. Her mother soon followed. Upon finding her father's diary she found out that he has become an alchemist and that the dreadful Soul Edge was behind his madness. She has now vowed to follow in her father's footsteps and seek revenge from whoever is responsible. Ivy has taken on a steel whip with razor-sharp edges as her weapon.

NEW CHARACTER:

TALIM

YOUNG FIGHTER OF EASTERN PROMISE

Hailing from the desert of the Middle East, Talim is another mystery character. She fights in a room covered in wall paintings, hieroglyphics and religious symbols and darts all over the place with her twin short-swords. The youngest and the cutest of all the fighters, we can't even begin to imagine her reasons for being involved in this quest. Perhaps the Blades of Terror were responsible for killing her parents? Whatever the reason, she is filled with rage and will stop at nothing to find the source of her pain.



KILIK

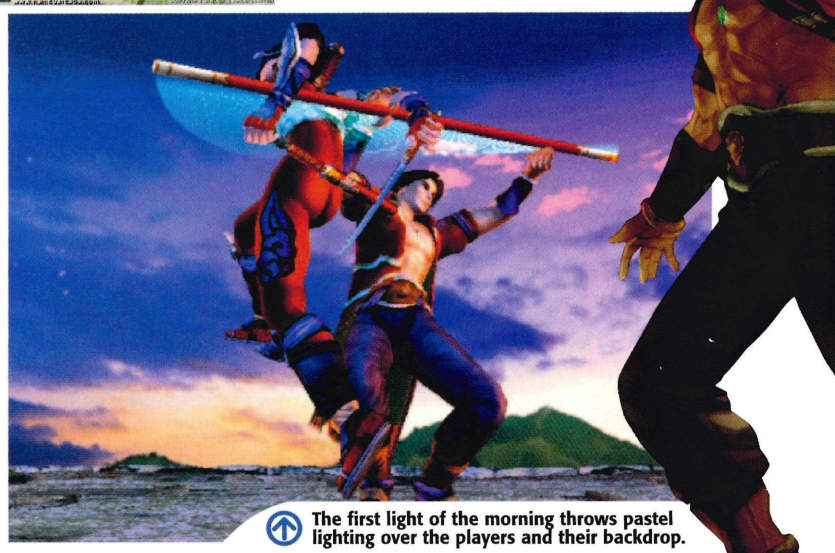
CRAZED STUDENT OF THE LING SHENG SU

Raised as an orphan at the Ling Sheng Su temple, Kilik spent many years studying the art of the rod. After many years, Kilik earned one of the three sacred weapons of the monks, the Kali-Yuga. Time passed and one night an evil presence attacked the land, possessing all that encountered it. Kilik went mad and attacked all around him including the very people who had raised him. His insanity eventually paralysed him, but not before he had escaped to safety. Over three years, Kilik managed to control his anger and the possessed weapon with which he once fought. Now he sets out on a quest to find the source of the evil.

Talim and Yunsung. Each character will have an awesome array of moves, and yes, the older characters will boast all-new moves in addition to the older, familiar ones. The more intense moves will be accompanied by the traditional weapon trails, helping to give a heightened impression of speed and power. The special effects will be pushed even further for the bone-breaking specials, with paths of electricity and fire following the weapons' wake.

Other graphical upgrades include expansive new arenas. Battles can be won either by a 'Knock Out' or a 'Ring Out.' A Ring Out occurs when (surprisingly) you knock your opponent out of the ring. Because of this, the arenas will all be limited in size and surrounded by moats/rivers/huge pits. Some of the new arenas appear to have areas in the background that can be fought in – the *Soul* series has never included multi-tier/multi-area arenas, but *SCII* may well change that. One thing we do know for sure is that the backgrounds will be partly interactive. Each floor tile is individually modelled – the floor of the arena is no longer a flat surface, but an uneven bed of rocks/tiles/planks. Over-ambitious moves can result in weapons getting temporarily stuck in the floor. This awkward situation won't last for long but it will mean that recovering from a move will take a few seconds longer, giving your opponent the upper hand.

CUBE



The first light of the morning throws pastel lighting over the players and their backdrop.

NIGHTMARE

PATH OF THE KNIGHT OF DEATH

After Cervantes had been defeated by Sophitia and Taki, a knight by the name of Siegfried visited the town only to find the dead pirate. Clutching the mighty blade, he received all of its power and its evil. His eyes glowed red and the young innocent became Nightmare. Enraged and bloodthirsty, the blue knight continues in the same vein as the crazed pirate. Entire villages are swallowed by the evil eye. Why? Evil has no reason...











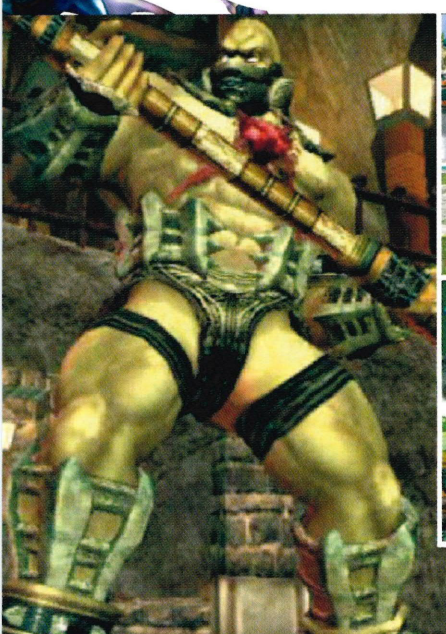


XIANGHUA

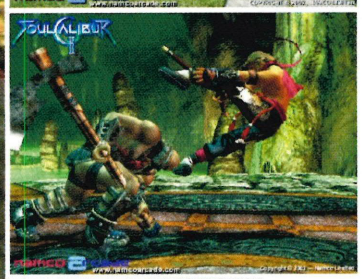
HOLDER OF ONE OF THE SACRED TREASURES

Xianghua studied at the same school as Kilik, although she has studied the arts of the sword. By her sixteenth birthday she had become adept enough to join the Royal Guards of the Ming Emperor. The Emperor had already tried twice to retrieve the Sword of Heroes, as he called it, and for the third time he decided to send his Royal Guards.

Xianghua eventually found out about the three treasures, and the true story behind her childhood. She had one treasure, Kilik had the other and her long-lost father has another. What will happen when the three come together?





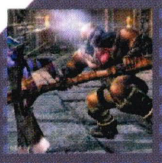


ASTAROTH

SOLDIER CREATED FROM NOTHING

Possessed by the seeds of evil, the Grand Priest Kyumm Mrl Pyeltzk searched for ways to defeat the master of the Soul Edge and claim the extraordinary powers. His solution was to create a mighty warrior – Astaroth. Knowing nothing more than his goal in life, Astaroth roams the plains searching for the Soul Edge. Anything in his path will be destroyed or swept aside by his monstrous battleaxe.

"SPECIAL MOVES ARE ACCOMPANIED BY PATHS OF ELECTRICITY AND FIRE"







TAKI

REVENGE OF THE UNDERGROUND HUNTER

After saving the injured Sophitia and defeating Inferno (Cervantes the Pirate's alter ego), the underground ninja-hunter returned home with one piece of the evil twin-swords. As she left the final battleground a huge explosion occurred in the distance – the seeds of evil had been released. When she returned home she sensed an evil presence in her foster father Toki. He desperately wanted the Mekki-Maru weapon, but Taki soon found out that finding this weapon would be the end of his existence as she knows it.

MITSURUGI

OBSESSED MERCENARY

Mitsurugi travels the world in the search for a weapon that will defeat the Tanegashima rifle. After being dishonoured and humiliated at the hands of the Tanegashima, Mitsurugi has become obsessed with the idea of returning to his home and showing his worth. He has heard tales of a dark creature by the name of Nightmare, who is ripping through the land leaving a trail of blood in his wake. Mitsurugi swears to defeat Nightmare with his Samurai sword and take his murderous weapon for himself.





MAXI

A PIRATE PURE OF HEART

A pirate from the Ryukyu Kingdom, Maxi was travelling with his brother Kyam when evil struck. A swarm of lifeless monsters attacked their vessel – among them was the monstrous giant, Astaroth. The axe-wielding creature struck Kyam, mortally injuring him. Maxi managed to drive the foul creatures away with his nunchakas, but his brother died in his arms. Maxi now scours the globe searching for his brother's murderer, Astaroth.













VOLDO

FREAKY SERVANT OF MASTER VERCCI

Voldo lives only to serve his dead master Vercci. He returned from his failed search for the Soul Edge only to find that someone had broken into his master's hideout. He challenged the intruder, who was none other than Ivy, but she managed to get away. Voldo reported to his master's coffin and a voice came from within. "Voldo, did you not feel her dark aura? She had the scent of Soul Edge... chase her and bring the Soul Edge!" Voldo immediately left to chase the young intruder and track down the evil sword.



IN THE CUBE WITH...



HIROAKI YOTORIYAMA

PRODUCER, NAMCO OF JAPAN

CUBE: How did you get into the games industry?
HIROAKI YOTORIYAMA: I followed the normal route of job hunting during my senior year at college, and entered as a freshman in this firm. I stood out from the rest of the group since I broke my leg during my final interview (I was on crutches) and I used this situation to shift the conversation to my advantage. And I got employed!

CUBE: What did you want to be when you were younger?
HY: My dreams kept on changing from time to time... I was just a child. Of course, I loved games since I was an elementary student, but I never imagined myself to actually pursue a career as a game creator. I believe it was halfway through my college years that I seriously started to think of entering into the games industry.

CUBE: If you could be any famous person who would you be and why?
HY: I think every famous celebrity holds a tremendous amount of worries and pressures in many aspects. In that meaning, I don't actually want to be in their position. But I get motivated whenever I see someone succeeding or embracing themselves in order to achieve a particular goal.

CUBE: What is your favourite food?
HY: I have too much that I cannot determine which one I like the best.

CUBE: What are your top three videogames of all time?
HY: I think every game has its pros and cons so I cannot choose which game is the best. But if I look over my gaming history, the games listed below are the titles that I played in great depth:
Derby Stallion, *Tactics Ogre* and *Ultima Online*.

CUBE: What were the main things that you wanted to change with the new *Soul Calibur*?
HY: Within the production of *Soul Calibur 2*, we wanted to overcome two broad agendas:
1) Game concept
-Three dimensional interaction between the characters
-More freedom for the players in terms of game control
-Providing a tricky type of gameplay where the players can use the 'feint' technique
-Revision on how a fighting action game should be in the arcades

2) Other aspects of the game
-We wanted to devote a lot of time to the visual and sound effects in order to create a more natural and realistic setting to blend the characters with the stage. In creating such an environment, we wanted the characters to seem like they actually belonged in the historical backdrop of the stage.

CUBE: The new arenas are quite expansive in some places. It even looks like you may be able to break into other areas. Is this true?
HY: Since our production team aimed for a more natural and realistic depiction, some stages had to be constructed in a way that the player is able to enter areas outside the main arena. Basically, the characters will battle within their standing area.

CUBE: There has never been a character like Raphael before. Have you always wanted to create this sort of character?
HY: We decided to create a character who has never before appeared in the market. The result was Raphael, and he adds a good flavour to the game due to his unique movements based on fencing.
CUBE: What do you think of *Dead Or Alive 3* as a game?
HY: *Dead Or Alive 3* is a very popular game in Japan, but unfortunately I have had no chance to play the game yet since I was too busy with the production of *Soul Calibur 2*.

CUBE: What is your favourite aspect of the new game?
HY: I think the best part about *Soul Calibur 2* is that the quality of the game: visuals, sound, motion and story are all equally above average.

CUBE: In some of the screenshots, Astaroth gets his axe stuck in the wood. Will everyone be able to get their weapons stuck – will this be a new gameplay feature?
HY: It's not a new specification.
CUBE: :o(

CUBE: So far, 13 characters have been announced for *SCII*. How many more will there be, and will there be any more original characters?
HY: There are 13 default characters. Please find out for yourself after the release of *Soul Calibur 2* (arcade version) to find out the total number of characters.

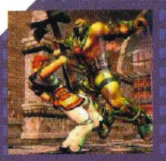
CUBE: What can you tell us about the new Quest mode?
HY: Regarding the console version, I am sorry but I cannot comment on that question. I will have to save the best for last [this pretty much confirms the fact that the GameCube version will be totally upgraded from the arcade version... **CUBE**].

CUBE: The GameCube version will be compatible with the GBA version, but will the arcade cabinet be compatible with Nintendo machines? Does this possibility excite you?
HY: Nothing is decided about the console version of this game. Even if this particular mode is included in the console version, it doesn't necessarily mean that it will be included in the arcade version. However, I want to surprise the players, so please look forward to the final product. Nothing in particular has been decided yet.



Now come on, it doesn't get much better than this.

"MAXI'S NUNCHAKA UPPERCUT IS SO QUICK THAT IT COMES COMPLETE WITH ANIMATED FLAMES LICKING THE MOTION BLUR"



GREAT BALLS OF FIRE!

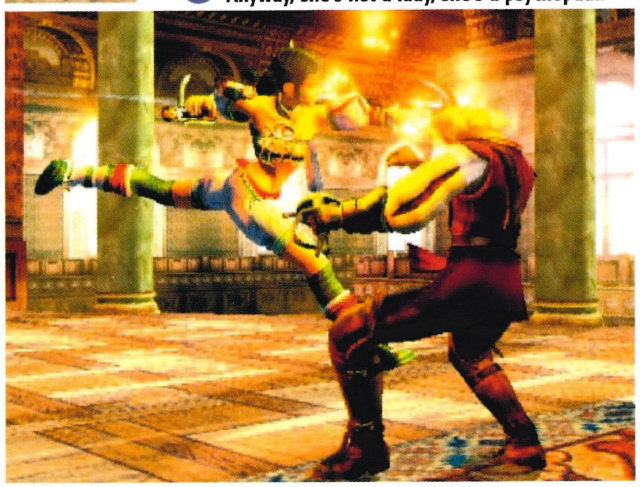
WAVES OF PURE ENERGY STRAIGHT FROM HELL

What's that? You want spectacular graphical effects to accompany the killer moves? Who are we to argue? If you thought the weapons' trails and spot effects in *Soul Calibur* were impressive wait until you see these. All of the faster moves have coloured motion blur left in the weapons' wake. For weapons with multiple sections (Ivy's chain whip), the special moves receive a further upgrade. Each section has its own motion blur as well as sparks of electricity. When Ivy pulls off a special move the whole screen fills with sparks. The most impressive of the effects seen thus far has to be for the faster special moves. Maxi is so quick that his nunchaka uppercut burns the air around it. This results in gorgeous, animated flames licking the motion blur – definitely our favourite.



Moral values go straight out of the window. Anyway, she's not a lady, she's a psychopath.









SPEEDY RECOVERY

FROM A TO B IN SIX MONTHS

Soul Calibur II was first shown late last year at the Nintendo Spaceworld show. Back then it looked a little shabby compared to other beat-'em-ups – the textures were blurry and, to be honest, we were expecting more. Six months down the line, however, you wouldn't recognise it. This is the game that we all want. It's amazing how quickly things can change.

SOUL CALIBUR II NOW

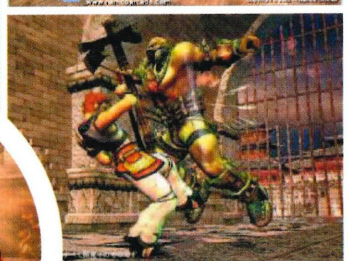


SOUL CALIBUR II SIX MONTHS AGO

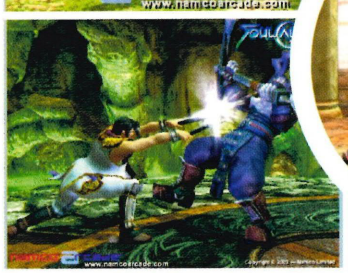




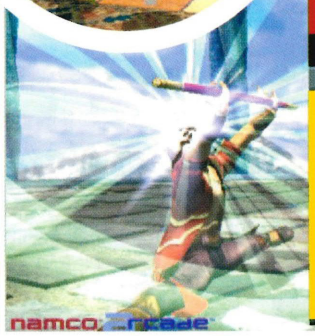












CUBE THINKS...

FIRST IMPRESSION

■ Even if *SCII* is just *SC* with new characters, new moves and updated graphics, it will still be the best 3D beat-'em-up on any platform. As it is, Namco is adding more gameplay touches and more game modes. This won't be a lazy cash-in and GameCube is getting the ultimate version, with full GBA link-up.

CUBE









FACT

AFTER YOU MATE

You don't always have to go it alone – sometimes you'll be part of a SWAT team, but you can be sure that they'll be wiped out within seconds. Tut, if you want a job done...

CUBE WORLD EXCLUSIVE

This In-depth contains language that some may find offensive!

WARNING!

DIE HARD VENDETTA

CUBE INFORMATION

DIE HARD VENDETTA	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	BITS STUDIOS
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

Q4 2002 TBA Q4 2002

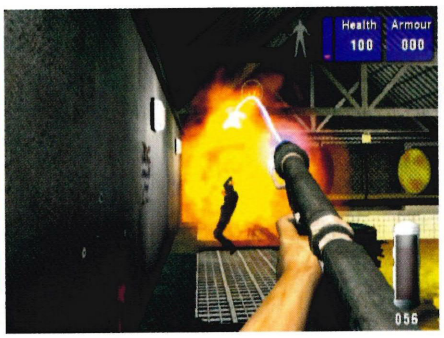
The greatest licensed shoot-'em-up since *GoldenEye* gets its first ever lengthy playtest. Welcome to the party pal!

REGULAR READERS OF CUBE will know how excited we are about Bits Studios' latest offering. It has been extremely frustrating over the past few months, having only been allowed to print a measly 14 screenshots, but now we can blow the lid on what will almost certainly be the first-person shoot-'em-up of the year. CUBE was recently offered the chance to go and play the latest version of John McClane's antics and boy did we come away impressed. Overly impressed actually. You can tell when a game is good when you have so much to say about it that you don't know where to begin. Hmmm, here goes...

Nobody has really picked up on *Die Hard Vendetta* just yet. That's understandable, after all, since when have film-based videogames been

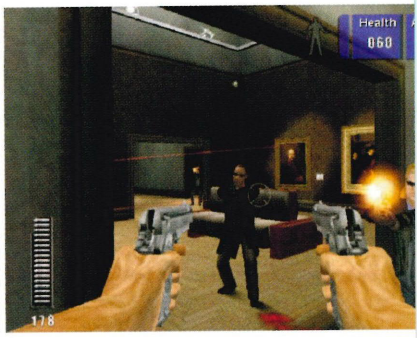
"'YEAH MOTHER F***ER, YOU GONNA BURN... AIN'T NO MOTHER F***ER GONNA MESS WIT ME!' WE THINK YOU GET THE MESSAGE"













anything other than cash-ins for greedy publishers? *GoldenEye* is the exception, of course, but *DHV* doesn't have the Rare stamp – therefore it isn't getting the attention just yet. This will change after everyone has had the chance to play it at E3 (May) and once again at ECTS (September). The development team, headed up by Mario Aguera, has put its heart and soul into this game and it shows. They're taking a big chance with the direction of the game as well. When you think of *Die Hard*, you think of non-stop action, an immortal John McClane, bad guys, explosions but – more importantly – you think of the one-liners. What is *Die Hard* without John McClane and his "Yipeekayay mother f***ers"? Just another action movie, that's what. Rest assured the videogame reflects this. It could so easily have been censored, but the good news is that *DHV* is full-on when it comes to language. "Yeah mother f***er, you gonna burn... ain't no mother f***er gonna mess wit me!" We think you get the message. The atmosphere is there, but it isn't gratuitous– it's there because that what the licence is about. Now, what about the gameplay?



PREVIOUS

FROM THE MAKERS OF...

WARLOCKED (GBC)



■ This game is proof that real-time strategies can work on a handheld. A wonderful attempt.

TOTALGAMES.NET RATING: 9.0



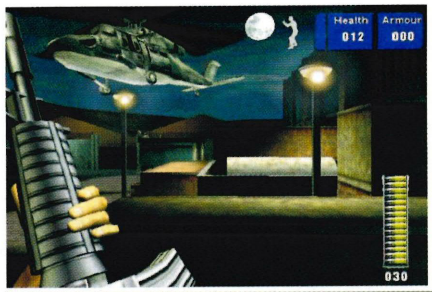
GRAPHICS TO DIE HARD FOR

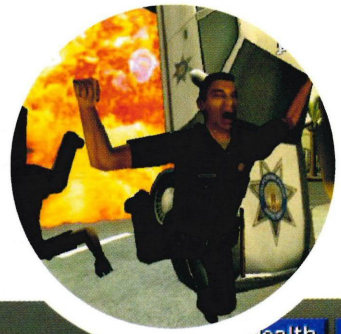
DIE HARD PUTS OTHERS TO SHAME

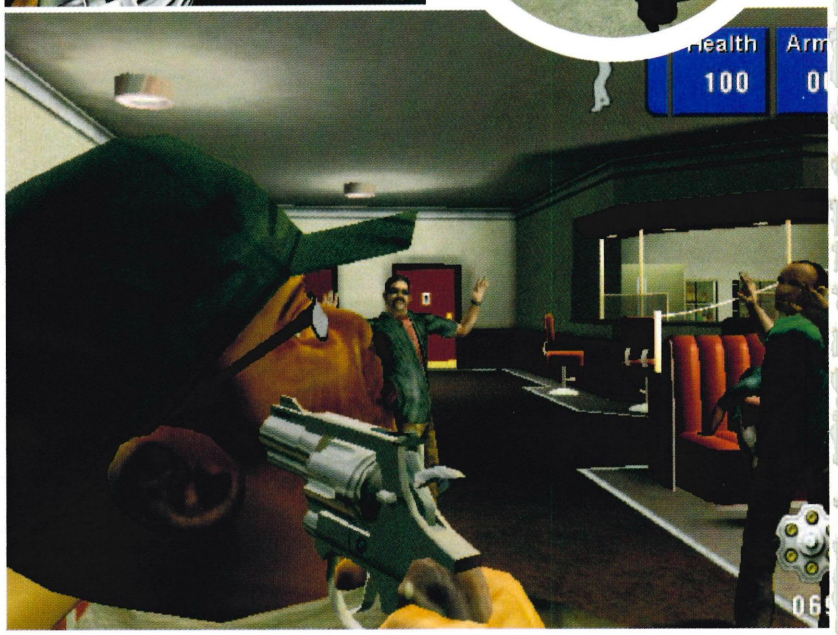
Die Hard Vendetta is the only first-person shoot-'em-up (*Metroid Prime* is more of an adventure) to have been designed with the GameCube in mind – and it really shows. Graphically it kicks *Agent Under Fire* to the kerb, and suddenly you realise just what the GameCube is capable of. There are too many examples to include here but we'll try to highlight the best areas:

- McClane's fingers are individually modelled. Every now and then they flex realistically. They are also bump-mapped to include life-like wrinkles and nails.
- Some areas have numerous light sources – one corridor we saw had endless spotlights going along a corridor, all casting their own shadows.
- All of the liquid in the game boasts real-time refraction. Items underneath the surface all give off distorted images, even the enemies that fall in them.
- Frosted glass! It looks so real, and we've certainly never seen this effect used in a game before.
- The flames on campfires boast a dedicated engine of their own. A procedural algorithm is used to ensure that the flame animations are never the same. The flames are topped off with a little visual distortion for that intense heat effect. Nice.
- All speech is lip-synched, so that it appears as though that character is actually saying those words. Even with balaclavas on you can see the mouth area moving.
- Every enemy or sub-character has a high polygon count. The models are impressive enough on their own, but the fact that we've seen up to eight on-screen at once is mind-blowing!









CONTINUED The story for *Die Hard Vendetta* is completely original – Lucy (McClane's daughter) has now joined the Police Academy (her mum won't be pleased!) but no sooner is she in uniform than Hans's (bad guy from *DH1*) son returns and kidnaps her. Cue McClane to take care of everything. The game takes place in eleven different locations, each one split into several levels. For example, one location may be the warehouses. After infiltrating the general security you have to figure out a way of getting into the main complex. The action then switches to a tuna-packing freezer-house. This all counts as one location.

As well as these eleven locations there is the Police Academy Training Centre where you can brush up on your skills and get used to the controls. It won't take you long to get to grips with the controls as the standard joypad configuration is perfect. General movement is controlled via the analogue stick, while crouching and strafing are allocated to the C-Stick. The D-Pad is used to select weapons, gadgets and items, with up and down for weapons, and left and right for gadgets and items. The L Trigger allows you to aim (the equivalent of the R Button in *GoldenEye*), and brings up a crosshair on the screen. While in this mode the joystick allows you to look around while the C-Stick moves you around. This sounds a little complex but it soon becomes second nature. R is the main attack button, with weapons fire and punches coming from the digital click. The Z Trigger switches between Normal and Stealth mode. X is used to take hostages, Y is used to initiate Hero mode (which we'll talk about a bit later) and A is the main action button (open doors, talk etc). Naturally, there will be other possible configurations for the *Turok* and *Halo* fans out there.

Because of the nature of the game's environments, there will be areas to jump across but these will

"IT WON'T TAKE YOU LONG TO GET TO GRIPS WITH THE CONTROLS AS THE STANDARD JOYPAD CONFIGURATION IS SPOT-ON"



CHOPPER ATTACK

THE RISE AND FALL OF HANS'S CHOPPER

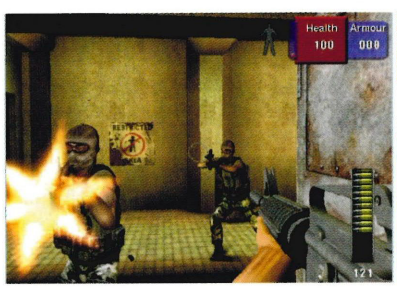
While the game isn't overly linear, certain missions will have to be completed before another set of objectives arise. For example, on the first level you'll be searching a building. Somehow the enemy gets alerted though, and a chopper suddenly appears at the window. In order to get any further on the level you'll have to find a way of taking out the chopper. If you try to get any further without removing the threat, you'll find that the main doorway (situated on the far side of the Quadrangle) is being guarded by the said chopper. Oh well, where there's a will there's a way.

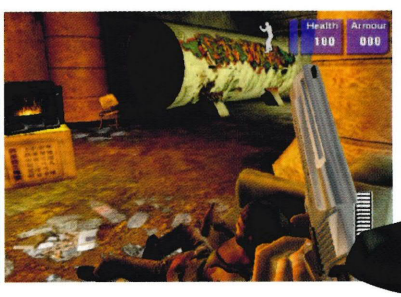




all be automated. As with *Zelda* (N64), the team believes that you should be free to explore without having to worry about looking at your feet, edging forwards and then jumping. There's nothing more annoying than stuffing up a jump in the middle of a gun fight. Instead, if you run towards an edge you will automatically jump when you reach the end.

One of the main aspects, which sets *DHV* apart from other shoot-'em-ups is the character interactivity. You can talk to any character that you encounter, and they will always have something amusing to tell you. For example, the Slums are filled with Hobos sitting around fires, pushing trolleys or watching smashed up TVs. You need to find some dodgy-looking men who came through here earlier and the Hobos are the key to getting through in one piece. They can tell you what to expect up ahead, and by being prepared you can handle the situation without taking any damage. In another spark of innovation there are two different ways to approach the Hobos. Some people respect the sight of a man carrying a gun and will tell you what you want, but others will need the softly-softly approach in which case you'll need to talk to them unarmed.

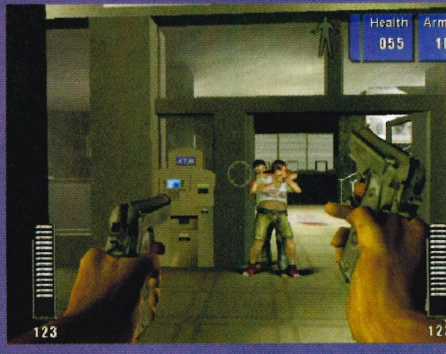


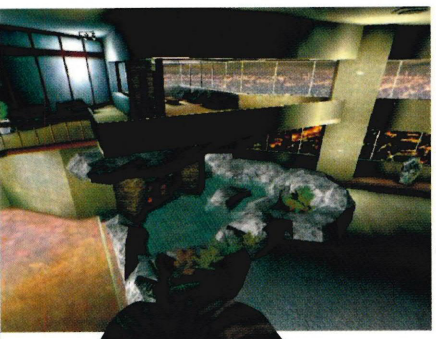


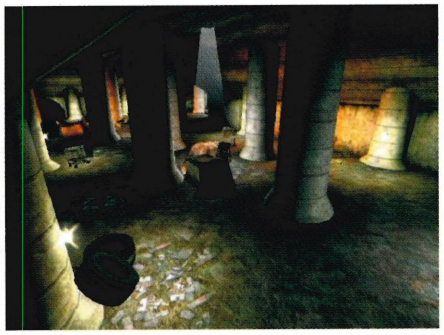
NEGOTIATIONS ARE OVER PAL

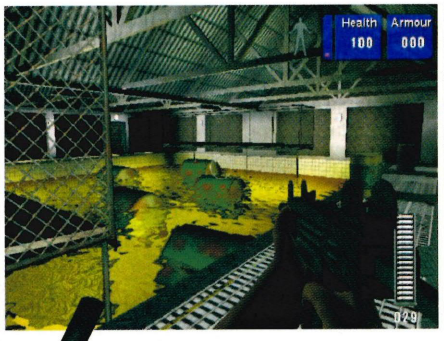
A FOUR-STAGE GUIDE TO TAKING AND SAVING HOSTAGES

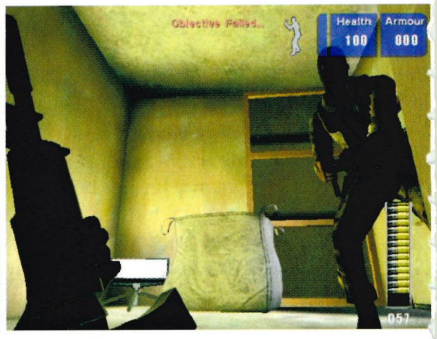
As we've explained elsewhere, McClane can take hostages by creeping up behind people and tapping the X Button, but sometimes the tables can turn. If a thug gets put in an awkward situation and there happens to be an innocent bystander close by, you'll find yourself in a hostage situation. McClane wouldn't normally hesitate to take down a terrorist, but one of his primary directives is to protect innocent people at all costs. Because of this you'll have to find a way of dispatching the thug without harming him. This is where the puzzle element of the game comes in. As the enemy backs down the corridor, you'll have to kick the old brain cells into action. For each situation there will be at least one solution – it's just a matter of figuring it out.

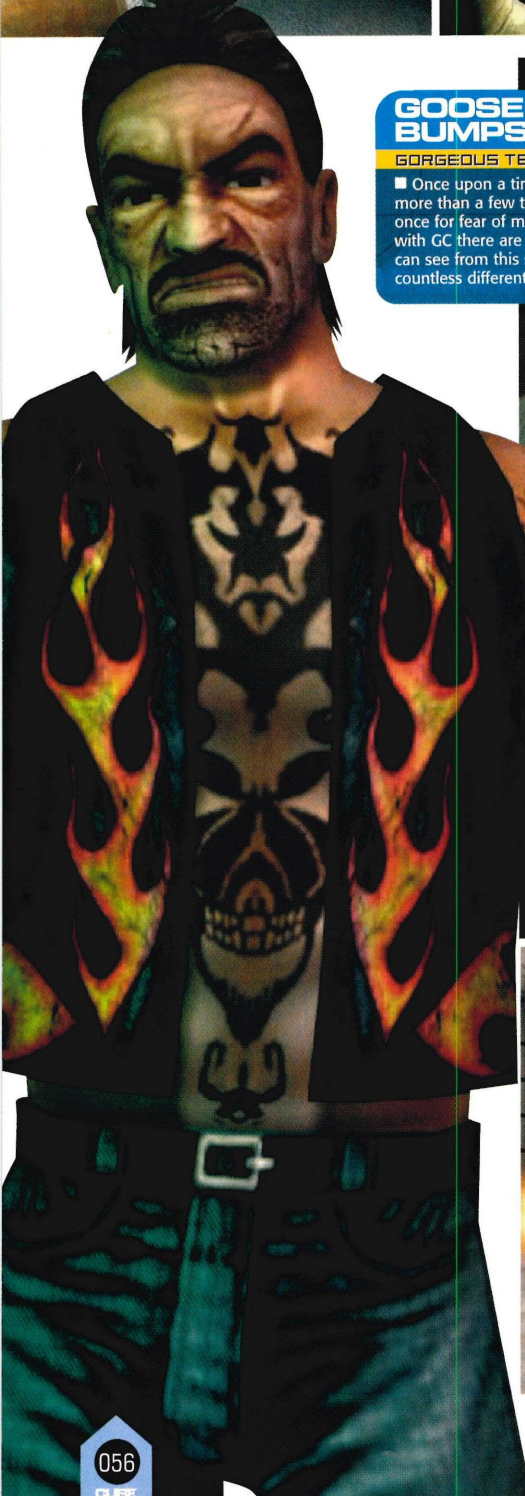


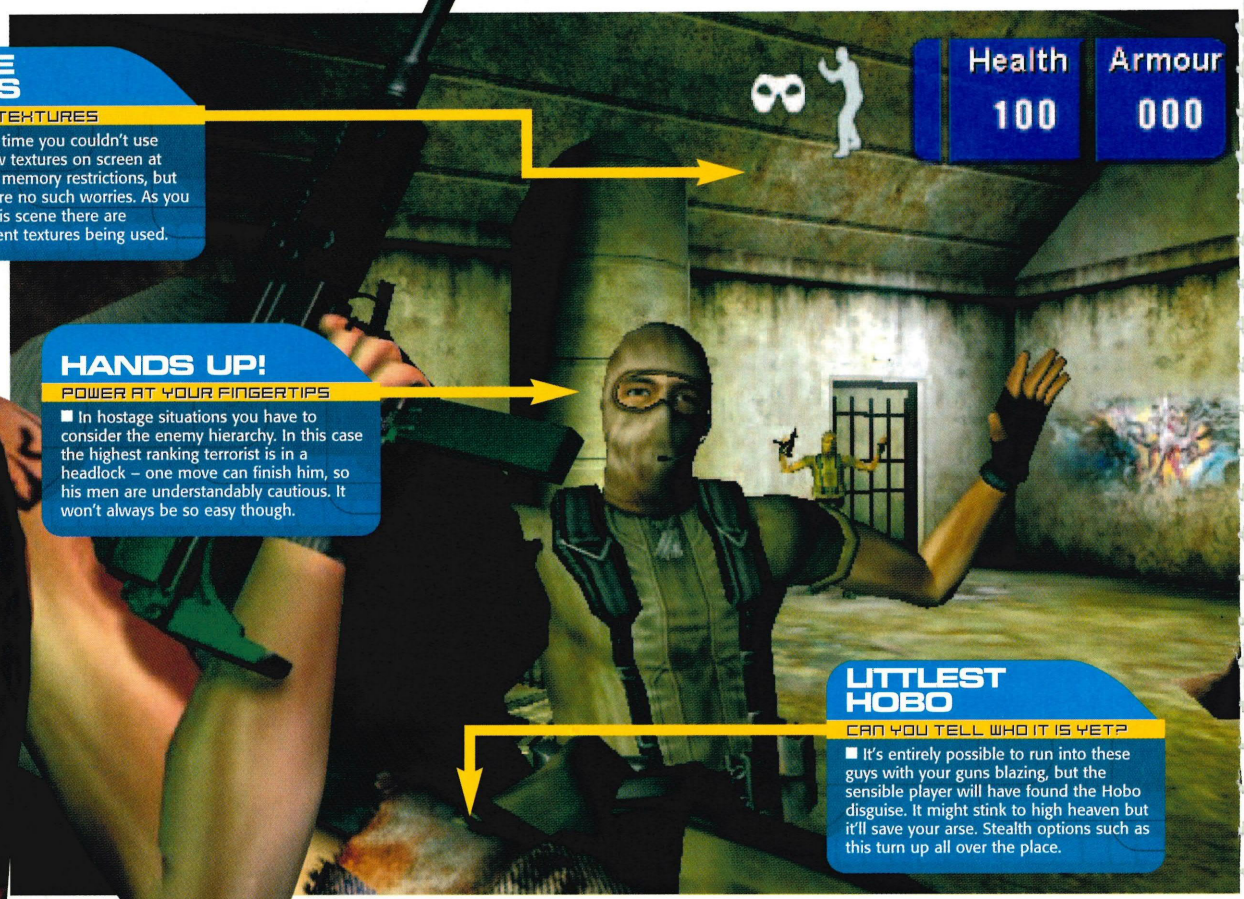












GOOSE BUMPS

GORGEOUS TEXTURES

■ Once upon a time you couldn't use more than a few textures on screen at once for fear of memory restrictions, but with GC there are no such worries. As you can see from this scene there are countless different textures being used.

HANDS UP!

POWER AT YOUR FINGERTIPS

■ In hostage situations you have to consider the enemy hierarchy. In this case the highest ranking terrorist is in a headlock – one move can finish him, so his men are understandably cautious. It won't always be so easy though.

LITTLEST HOBO

CAN YOU TELL WHO IT IS YET?

■ It's entirely possible to run into these guys with your guns blazing, but the sensible player will have found the Hobo disguise. It might stink to high heaven but it'll save your arse. Stealth options such as this turn up all over the place.



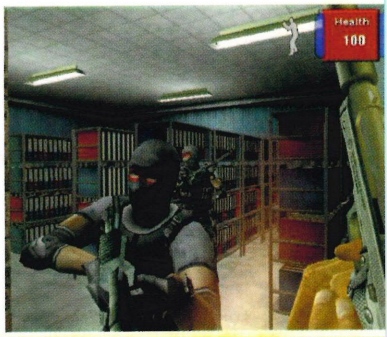
CONTINUED Because of the fact that there is so much character interaction in the game, the team has created its own facial animations and lip-syncing technology. This works extremely well, with characters blinking, flinching and pulling all manner of faces at you depending on how you act towards them. This is extended to the rest of the animation – there is even a dedicated motion capture studio at Bits so that they can add new movements whenever they think of them. As such there are hundreds of different sequences available. Every character can die in a different way, but the headshots are the most impressive. These headshots will be rewarded with a cut-scene of sorts. For example, as soon as you pull the trigger the action will play in slow motion as the said enemy falls to the ground. Our favourite has to be the *Matrix*-style bullet-time effect. Upon pulling the trigger the camera

"BY DONNING A HOBO DISGUISE AND PUTTING AWAY YOUR GUN YOU CAN PRETEND TO BE JUST ANOTHER DRUNKARD"

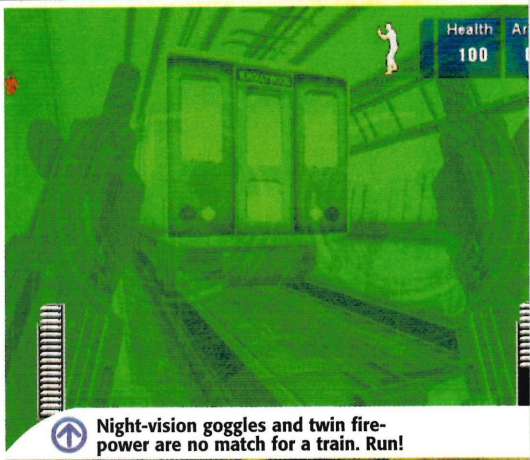












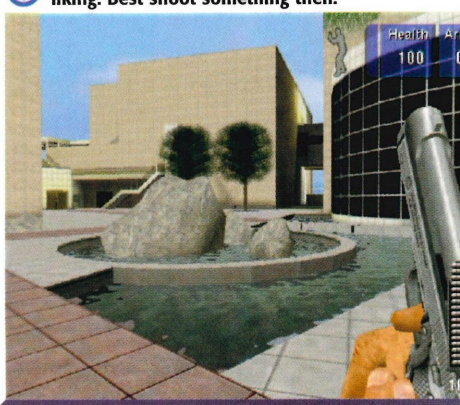
Night-vision goggles and twin fire-power are no match for a train. Run!



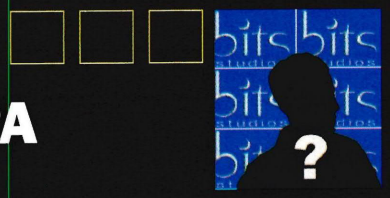
follows the bullet in slow motion, showing the airwaves distorting around it. The camera then pans around the bullet before zipping back into real-time and capping the enemy. There are at least five different sequences, and all can be skipped if you don't want to see them.

The game isn't just about running in there with all guns blazing. There are some areas that warrant this but most of the time you'll start off a level with a standard handgun, after all it's difficult to quietly infiltrate a base with a rocket launcher. Much of the time you'll need to tap the Z Button to go into Stealth mode (symbolised at the top of the screen). This basically means that McClane tiptoes around and can creep up behind enemies without alerting them. In some situations no amount of stealth will help you. In the slums you will come across three terrorists blocking a doorway. You have a handgun and they have each have an automatic weapon. Attacking them would be pretty futile, so another way must be found. By donning a Hobo disguise and putting away your gun you can pretend to be 'just another drunkard', thus fooling the guards into thinking that you aren't a threat. This will let you walk up behind them and take one of them hostage. All of the guards work on a hierarchy system, so you need to grab the right person. Grab the man in charge and his men will reluctantly put their weapons down. You can then walk up to them (whilst holding the boss in a headlock) and take their guns. A quick tap from the R trigger will snap his neck. Failing to pick up the guns will result in them grabbing their weapons and firing at you as soon as you've finished with your hostage. If you choose to grab one of the underdogs, their boss won't hesitate to remove them (and inevitably you) from the equation.

Hmmm... it's a little bit too quiet for my liking. Best shoot something then.



IN THE CUBE WITH...



MARIO AGUERA

POSITION: GAME DIRECTOR
COMPANY: BITS STUDIOS

CUBE: How did you get into the games industry?
MA: Back in the days of the old Commodore 64 I got interested in making games. That was such a brilliant machine; it allowed anyone to get into programming and start creating their own games. I then went off to university and found myself doing other stuff, but gradually I gravitated back to gaming. I can't help it; what can I say, I love 'em.

CUBE: What did you want to be when you were younger?
MA: Older (now I'm older, I'd like to be younger).

CUBE: If you could be any famous person who would it be and why?
MA: George Lucas, so I could throttle Jar Jar Binks. And I wouldn't have to wait three years to find out what happens in Episode III: Attack Of The Sequels. Oh yeah and he's minted.

CUBE: What are your top three videogames?
MA: 1. *Doom* – this game changed everything. I just couldn't stop playing it.
2. *Soul Calibur* – the best fighting game to date and the sequel is coming to GameCube!!!
3. *1080° Snowboarding* – this game looked beautiful and it just 'felt' right. It was so well balanced. Again, the sequel is coming to GameCube!!!

CUBE: Favourite food?
MA: Seared five-spice lamb cutlets with a basil and pine nut pesto and white bean puree, served with a bottle of Massanera Chianti Classico '97. Failing that a cheeseburger and coke!

CUBE: *Die Hard* is full of mature dialogue. This comes at a time when some big publishers still see GameCube as a 6 to14-year-old market. What makes you think that a mature-rated game will sell on GameCube?
MA: Why not? I think that if you make a good game then people will buy it. It's got nothing to do with the rating, it's to do with whether the game is good or not. And I do think we've moved on from the perception of Nintendo being solely aimed at a younger audience. The average age of a gamer is older than say ten years ago. They might well have been introduced to gaming through another console but they are all aware of GameCube and its potential, and they will buy it if it has the games that appeal to them. Also I have to say that when the rumours circulated about *Die Hard Vendetta* becoming a Teen, our company CEO was bombarded with messages from upset gamers. It does go to show consumer demand is there.

CUBE: You once said that you didn't want to 'burn your bridges' by limiting *DHV* to a certain audience. What made you change your mind and go for the full-on mature stance?
MA: In the end we decided that we really had to be true to the licence. There is a certain expectation as to what you will get from a *Die Hard* game. This was enforced with the passionate feelings we saw amongst the online discussion groups. Also I don't think we've gone 'full-on' mature. The game is never gratuitous; it's just that the mature rating means that we don't have to tone down the content when it fits the scenario and the game.

CUBE: It's great to see a game taking full advantage of the GameCube hardware. What graphical effects does the game use?
MA: Well quite a lot actually, it's a beautiful piece of hardware. The GameCube's unique memory architecture affords us an unprecedented level of control and flexibility over our graphical assets. So we have our custom skinning algorithm and real-time morphing. These technologies have been combined to create our Facial Animation system. We've also supported real-time light refraction, which allows us to bump-map glass and animate refractive water amongst others effects. Then there's the Fractal-based procedural textures, not to mention the full-screen motion blur etc.

CUBE: You can choose to approach enemies in Regular or Stealth fashion. Is it possible to get through some of the sections in Regular style once you get really good at the game, or have you made it virtually impossible without enabling Stealth mode?
MA: No, it's completely possible to tackle each scenario with all guns blazing and I'm sure some people will play the game in Action mode throughout, and that's their choice. It's just that in some places that's a very risky approach, sometimes it's better to think first...

CUBE: How many different areas will there be in the finished game?
MA: The single-player game consists of 11 large, different locations. You've also got the police academy for training. Then there's the multiplayer games which have their own unique environments.

CUBE: What games would you say have inspired you for *DHV's* development?
MA: *Britney Spears Dance Beat* is definitely up there. I've got to say *GoldenEye*; it's an absolute classic. It's one of the best film-to-game conversions ever, but it also stands up on its own as a brilliant game, regardless of the licence. Also *Half Life*, with regards to telling a story through a first-person shooter.

THE HILLS ARE ALIVE...

... WITH THE SOUND OF DOLBY PRO LOGIC II



Hidden within Bits Studios' tardis of development is a dedicated Dolby Digital sound studio. GameCube doesn't have Dolby Digital capabilities but, as reported in this month's news, all developers will now have the option to include Dolby Pro Logic II in their games. Bits fully intends to utilise this new technology – it will allow people with only two speakers to experience *DHV* in full surround sound. This recent addition will bring a new dimension to the game, as if it didn't sound good enough already.



CONTINUED

Naturally there are parts of the game where stealth simply isn't an option. In a room filled with guards, all of whom can see you, there is only one answer. This is where the trigger-finger comes in, and Bits has supplied more than enough firepower to satisfy you. All the standard *Die Hard* weapons are in there – pistols, automatics, magnums, grenade launchers, grenades and our favourite – the flamethrower. The first time you come across the flamethrower is in a seemingly empty warehouse. You turn a corner only to find a crazed killer pointing the flamethrower at an innocent warehouse assistant. You can take him out, save the assistant and nab the weapon. Alternatively you can watch as the mumbling psycho covers the poor bloke in wave after wave of napalm. The burning victim screams, desperately trying to put the flames out before falling to the ground, rolling around in agony for about twenty seconds and then going silent.

Like we said earlier there is far too much to say about this game, and we're running out of space already. We haven't even mentioned the graphics yet – you can find the full lowdown on what the game looks like in a separate section on these pages. What about multiplayer? There is both a two-player mode and a four-player mode, but details as to how many multiplayer arenas there will be aren't available just yet. The brief multiplayer demo that we played looked to be every bit as good as *GoldenEye*. CUBE

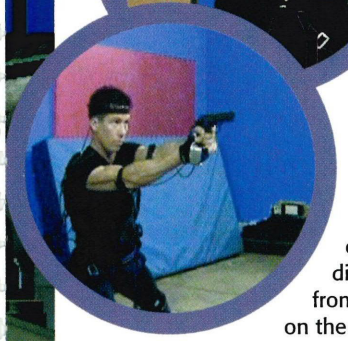
"I DO THINK WE'VE MOVED ON FROM THE PERCEPTION OF NINTENDO BEING SOLELY AIMED AT A YOUNGER AUDIENCE" MARIO AGUERA, BITS STUDIOS



DOING THE MOTIONS



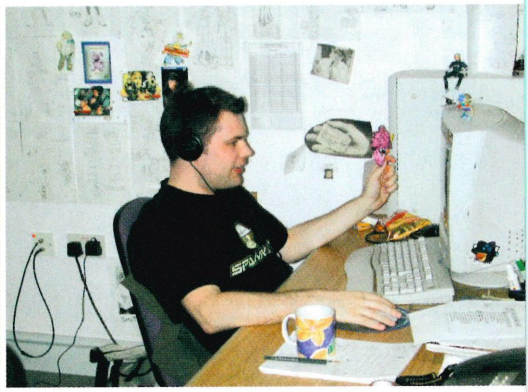




STRAPPED UP AND READY TO GO

The studio has its own motion capture studio in which actors can strap up and record whatever movements they need. This way, if the team comes up with new ideas, new death sequences or new dialogue, the relevant animations can be recorded straight away. It's for this reason that *DHV* has so many individual animations in it. Every character in the slums dies in a different way – be it falling back onto a mouldy sofa, slumping over a trolley or falling forwards onto their face. Additionally, the enemies all walk in a slightly different way, and if they fall from a height they will hit objects on the way down.

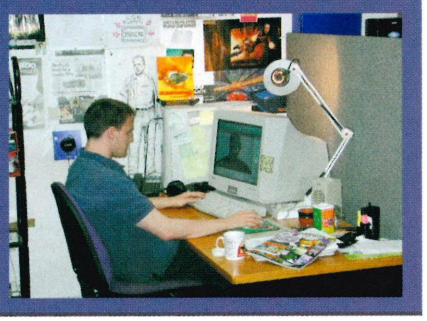




PLAYING GAMES FOR A LIVING

HEY, IT'S NOT ALL FUN AND GAMES!

You can see loads of sketches in these pictures – some are straight from the game, and some are purely for inspirational value, ie **CUBE** magazine. Well come on, the first stop for any Games Designer/Artist's inspiration has to **CUBE** magazine!



CUBE THINKS...

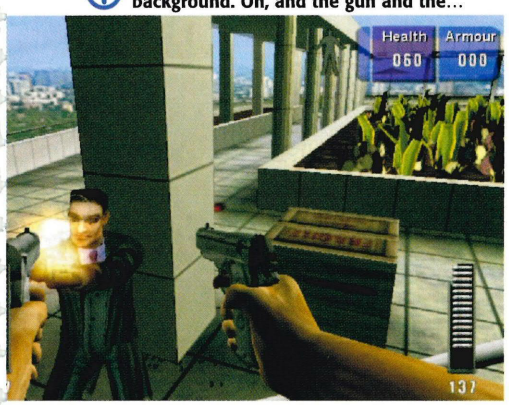
FIRST IMPRESSION

■ Here at **CUBE**, we are very excited about this one. The team has managed to encompass everything that *Die Hard* is about. The atmosphere is perfect, aided by gorgeous lighting and a decent dialogue from sub-characters and the John McClane sound-a-like. For *GoldenEye/Perfect Dark/Half-Life/Die Hard* fans, this will be a must-buy title when it ships at the end of the year... but then again, we've always said that.

CUBE

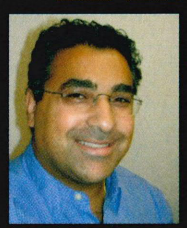


Check out the that chair and the city in the background. Oh, and the gun and the...



IN THE CUBE WITH...

FOO KATAN



POSITION: CEO
COMPANY: BITS STUDIOS

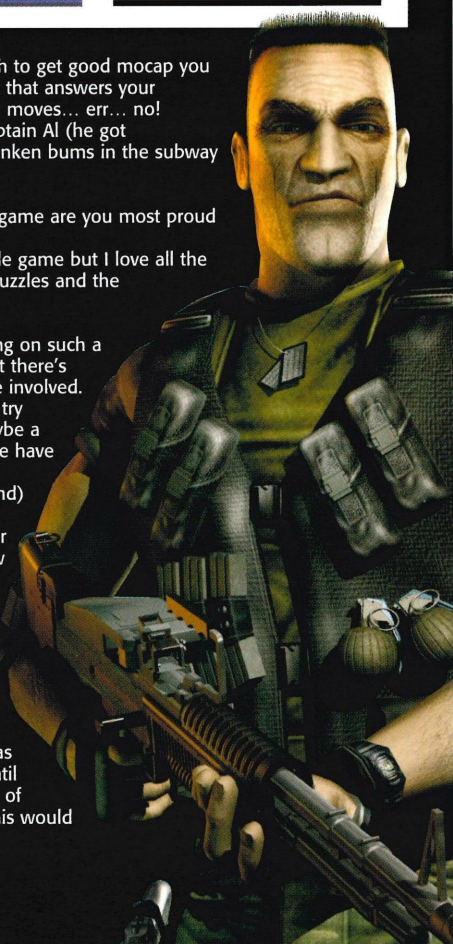
CUBE: It's great to see *Die Hard Vendetta* going with the full dialogue. Do you think that removing this aspect would detract from the game?
FOO KATAN: I think it would have been less *Die Hard*... Though mature content is not critical to great gameplay, when you are working with a famous universe such as *Die Hard*, you'd expect it to have a cool, mature edge, which I think we have captured.

CUBE: The voiceovers are great. Who actually did them?
FK: Only the AI character from the film (from *Die Hard 1*) was used in the game – the actor is called Reginald Johnson. Otherwise, just a very talented bunch of voice actors, who pulled off a really diverse group of characters. The voiceover session was recorded in LA, which helped get the flavour across, as the game is set in LA.

CUBE: It must be useful having your own motion capture studio. Were you ever tempted to jump in there and do some of the moves yourself?
FK: Very useful. It meant that the team could come up with new ideas and implement them really quickly without waiting around, or fix things that did not work when they needed to. Though to get good mocap you need a good mocap actor, so that answers your question about me doing the moves... err... no! Maybe I could have done Captain Al (he got promoted!) or one of the drunken bums in the subway after a long Saturday night.

CUBE: Which part of the game are you most proud of at the moment?
FK: I am proud of the whole game but I love all the cool stealth, environmental puzzles and the characterisation the most.

CUBE: The pros of working on such a big licence are numerous, but there's undoubtedly a lot of pressure involved. After *Die Hard*, will the team try something original? Like, maybe a rework of *Riqa*? (come on, we have to ask. If we moan about it enough you might come round)
FK: We have an original game that should be done for this year... I will let you know more about it soon. We also have some new original designs that we want to work on, but if you work on the right licence it can also be really rewarding, particularly if you have fresh ideas. Unfortunately, *Riqa* will be hard to rework, as it took a lot out of us, and until we get some new inspiration of things we could do with it, this would be really unlikely.



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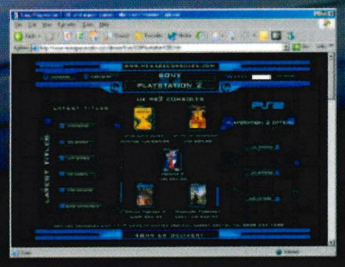
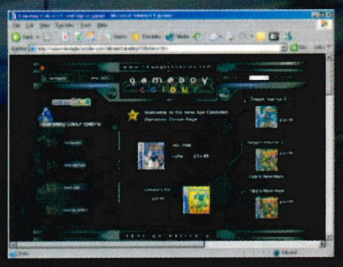
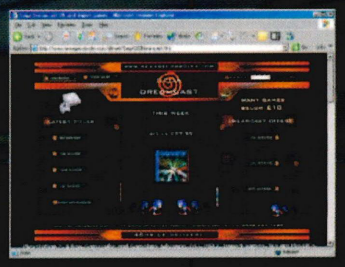
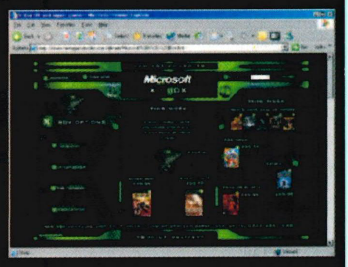
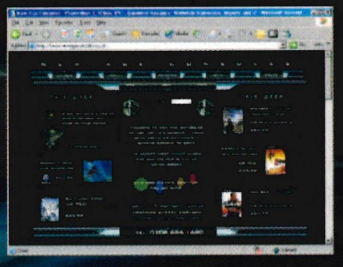
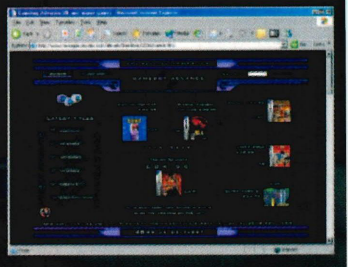


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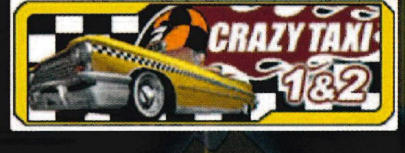
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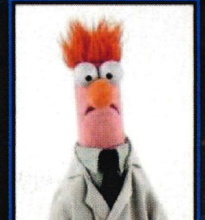
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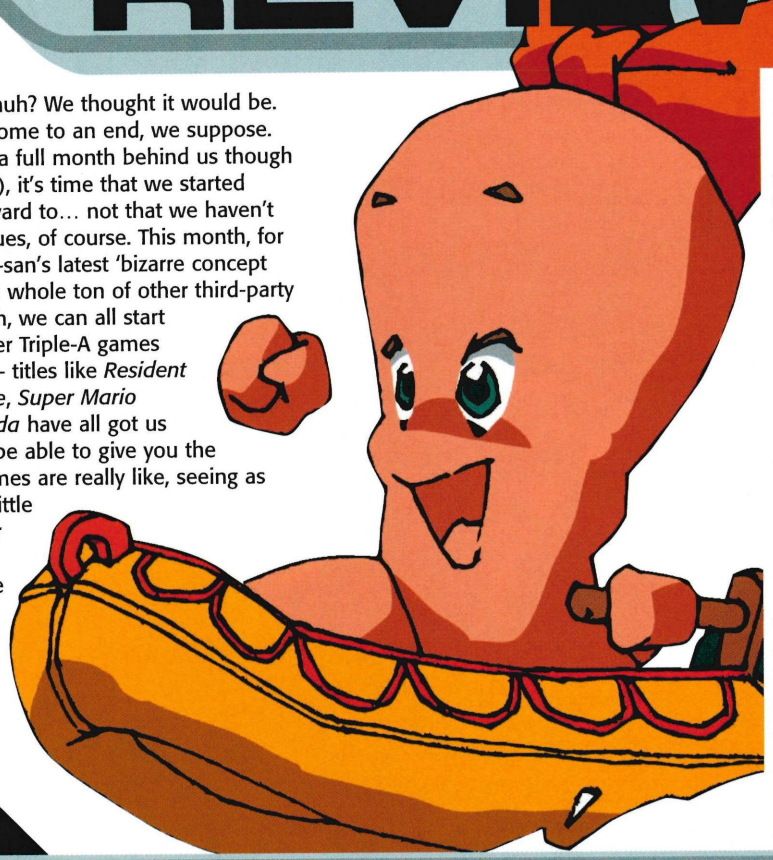
CUBE REVIEWS



EDITORIAL

SO, HOW WAS IT for you then? Good, huh? We thought it would be. Still, all good console launches must come to an end, we suppose. With the GameCube launch now over a full month behind us though (and a rather successful month at that), it's time that we started looking at what we've got to look forward to... not that we haven't been doing that for the past seven issues, of course. This month, for example sees the launch of Miyamoto-san's latest 'bizarre concept made good' game *Pikmin*, as well as a whole ton of other third-party titles. Not too far down the line though, we can all start getting excited about some of the other Triple-A games coming exclusively to the GameCube – titles like *Resident Evil*, *StarFox Adventures*, *Metroid Prime*, *Super Mario Sunshine* and (of course) the new *Zelda* have all got us chomping at the bit. Next issue, we'll be able to give you the complete skinny on what all these games are really like, seeing as we'll have played them to death at a little show called E3 out in Los Angeles. For now though, you'll have to console yourself (no pun intended) that you've made the right choice by picking up the cheapest and best games machine around... but then, you'd expect us to say that, wouldn't you?

■ **MARTIN MATHERS**



PIKMIN

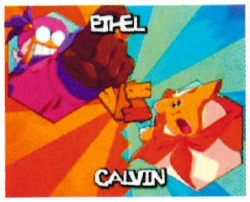
64 Those of you who thought that Shigeru Miyamoto had lost his magic touch, don't panic – he's just swapped it for some green fingers. There's something special at the bottom of Nintendo's garden...

SPIDER-MAN

68 Apparently, he does whatever a spider can... oh, plus he spins a web (any size) and catches enemies, just like flies. So look out – here comes the Spider-Man to the GameCube... quick, fetch the bug spray!

JAMES BOND 007: AGENT UNDER FIRE

72 Bond is back and makes his latest appearance on a Nintendo console in style – at least, in the style of a pretty average PS2 conversion. Sure, it isn't exactly *GoldenEye* but then we doubt anything ever will be...





CUBISTS

Think of us as the new O-Town – except we don't live in the same house or argue about who's got the best voice.

SIMON PHILLIPS



GROUP EDITOR, CUBE

DID: Dance the night away
DIDN'T: Blame it on the boogie
THIS MONTH: The most overworked Editor in CUBE Towers bid a fond farewell to one of the three magazines he had to manage – so now he will only have to live in the office for five days a week instead of his usual seven.

MARTIN MATHERS



GAMES EDITOR, CUBE

DID: Go a bit 'woah' and 'whey'
DIDN'T: Do it, your Honour...
THIS MONTH: Our own cockney geezer turned to the murky world of Ebay auctioning to rebuild his old-school game collection – as a result, there was many a bare knuckle fight to be had on the SNES auction page...

CHANDRA NAIR



NEWS EDITOR, CUBE

DID: Stay awake for charity
DIDN'T: Consider the side effects
THIS MONTH: Heroic Chandra didn't have time to worry about things like sleeping and eating... he was too busy writing a guide to *Final Fantasy X* for our counterparts on PLAY and P2. Honestly, that boy's cer-azy.

JONTI DAVIES



FREELANCER, CUBE

DID: Stay out of the limelight
DIDN'T: Pay his electricity bill
THIS MONTH: All Jonti's efforts to blag his way into the Cube Club party were for naught – instead, he had to gaze forlornly through the window, imagining exactly what kind of fun the rest of us were having. Ha, ha, ha!

GARY ADAMS



STAFF WRITER, CUBE

DID: Try it on with the ladies
DIDN'T: Get slapped... much
THIS MONTH: Gary experienced his very first PR jaunt by coming along with us to the Cube Club party. The lovely beer and even lovelier PR girls soon got the better of him, turning him into a gibbering adolescent wreck.

CYRA COOMBER



SUB EDITOR, CUBE

DID: Go almost blind
DIDN'T: See it coming
THIS MONTH: Cyra's life got better and better, thanks to staring at a Mac all day nearly making her go blind. Still, at least there's a plus side to it all... she won't have to have our gorgeous faces tempting her any more [tempting her ? In your dreams – Ed].

DAWN ROBERTS



DESIGNER, CUBE

DID: Get tipsy at Cube Club
DIDN'T: Vomit on the Gamecubes
THIS MONTH: Our favourite party animal of a designer spent a hell of a lot of time at the Cube Club party trying to get blokes to buy her a drink – the fact that the beer was free wasn't much of an issue at the time...

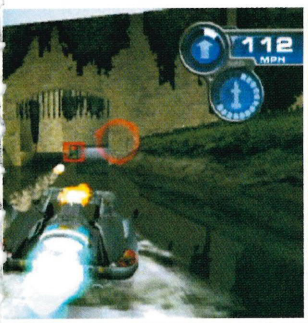
STEPHANIE PEAT



DESIGNER, CUBE

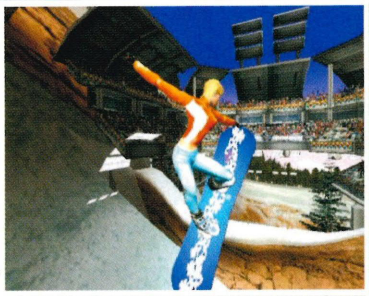
DID: Say she had a boyfriend
DIDN'T: Tell us she was a *Star Wars* nut!
THIS MONTH: Being the saviour of CUBE is starting to go to young Steph's head... in fact, she's taken to walking around in a long muslin gown and fake beard, promising to turn all the water into wine for us.

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

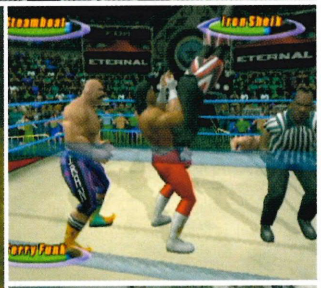




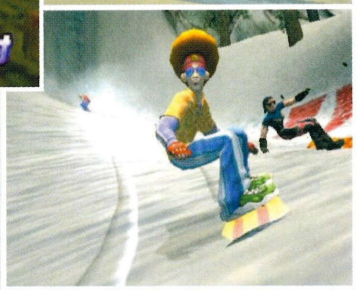














SPYHUNTER

76 Ever wanted to jump behind the wheel of an ultra-powerful spy car and fight the evil doings of maniacal super villains? Well, now you can – it's just a shame that such a great game has been converted so poorly…

WORMS BLAST

80 Popular games will come and go, but *Worms* will always be the same… well, at least that's what we thought. Now though, Team 17 has changed the way we'll look at *Worms* forever – it's a blast, baby!

LEGENDS OF WRESTLING

82 The old, wrinkly and even deceased superstars of the wrestling world make one last comeback in Acclaim's lycra-clad grappler… but watcha gonna do brother, when *Legends Of Wrestling* isn't actually any good?

SSX TRICKY

84 Trust EA when it comes to over-the-top sports games – when it's from the BIG brand, you know it's going to be a corker. First *NBA Street* and now this? Something tells us that EA is onto a good thing here…

GAUNTLET: DARK LEGACY

86 Midway's old-school classic (with the emphasis firmly on the 'old') makes a next-generation comeback on the GameCube – grab some friends and prepare to the run the gauntlet like never before!

BATTLE HOUSHIN

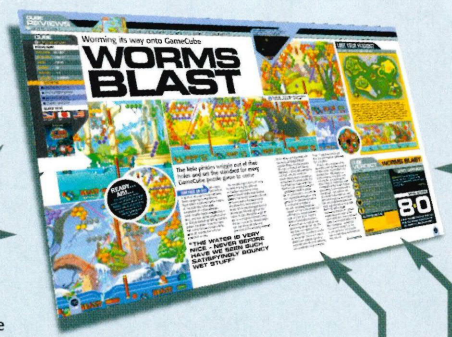
90 You know the score – feudal Japan, lots of blokes with big swords and a whole lot of slicing going on. Mad battle action doesn't get much better than this, so grab your samurai hat and let's get ready to rumble!

WHAT DOES IT ALL MEAN?

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

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

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



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

2ND OPINIONS
If you're still not 100% sure whether you're going to take one expert's opinion as the final word, you'll find another snippet of advice right here.

ALTERNATIVE
Obviously not every game will be to your taste so if there is a title that might be of interest instead, it'll be outlined right here for you to think about.

THE BREAKDOWN

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



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



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



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



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



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



CUBE
INFORMATION

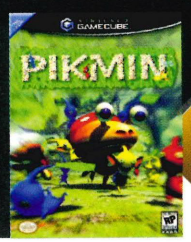
PIKMIN	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	19 BLOCKS

STATS

- MIYAMOTO'S LATEST CREATION
- UNIQUE CONTROL SYSTEM
- COMMAND 100 PIKMIN AT ONCE
- INCREDIBLY ADDICTIVE GAMEPLAY

RELEASE DATES

TBA TBA TBA



Alan Titchmarsh's best mates... probably

PIKMIN

CUBE STAR GAME

"PIKMIN IS DAMN GOOD FUN AND SHOWS THAT MIYAMOTO-SAN STILL KNOWS HIS STUFF, EVEN AFTER ALL THIS TIME WORKING AS A CREATIVE GENIUS"





THE LAP OF LUXURY: You don't need to collect all 30 pieces of your ship to escape – some, like the Massage Machine, aren't necessary if you're running out of time...





PELLET POWER

Collecting numbered pellets is an ideal way to expand your Pikmin army – just be sure to assign them to the relevant coloured Onion to make the most of them...

Mario's creator 'branches' out to get away from his 'roots'... oh, how we love plant-related puns – no, really

THERE ARE MANY ways to create an army, you know – for example, you could start your own underground fighting club or maybe put an advert in the local paper for recruits. However, if you were to tell someone that you planned on growing your own platoon of marching soldiers, who's only goal in life was to do exactly what you told them... well, they'd probably think you were mad (either that or some kind of crazy James Bond-esque super villain). Still, that's probably because you're not Shigeru Miyamoto – the creator of *Mario*, *Donkey Kong*, *Zelda* and now the home-grown soldiers known as the Pikmin. If you were, you'd probably get away with it...

You see, with Nintendo known for its willingness to try new ideas instead of sticking to the same old genres we've seen before, something as unique as *Pikmin* should come as no surprise... especially with the launch of its new console less than a month ago. Of course, you could describe *Pikmin* as being 'bizarre' rather than 'unique' because it's certainly not like any other Nintendo game we've ever seen. Featuring massive levels to explore, hordes of enemies just waiting to take a bite out of your little spaceman ass and a whole load of plant-like creatures (the Pikmin of the title) for you to control, this isn't your common-or-garden videogame... although there's certainly enough garden in there for everyone.





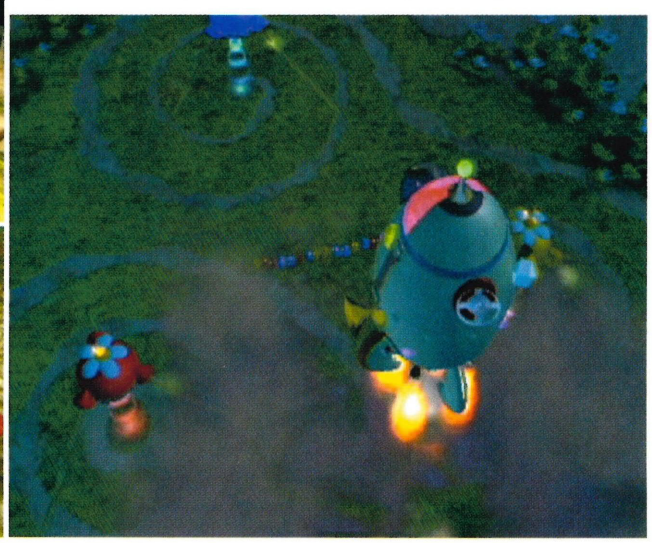




IF YOU BUILD IT...

Ahh, it's an age-old story – boy meets girl, boy flies spaceship, boy crashes on dangerous planet and has to use organic soldiers to escape poisonous atmosphere... well, maybe not. In any case, that's the premise of *Pikmin*; having crashed-landed his spaceship (called the Dolphin... coincidence? We think not) on a remote planet, our hero Captain Olimar finds himself in a bit of a jam. You see, various parts of the ship have been scattered across the planet in the crash and, as such, you as the Captain need to find them all to repair it and get back home – unfortunately, his life support suit will only last for thirty days before leaving you gasping for breath. Oh dear.

Still, you're not without help. Soon enough, you'll come across the Pikmin – small plant-like creatures who are happy to do whatever you tell them, from lifting and carrying to killing enemies, bridge building and heavy-duty wall destruction. Of course, you'll need to actually grow all your own Pikmin, as well as work out how to use them properly and that's where the strategy (and deep gameplay) comes into its own. Although a relatively simply process to pick up, you'll discover that juggling the tasks of expanding your army, negotiating the terrain and collecting all the parts of your ship requires plenty of thought and skill. With only thirty days to complete your task – with each day lasting around 13 minutes – you'll be hard pushed to succeed on your first go.

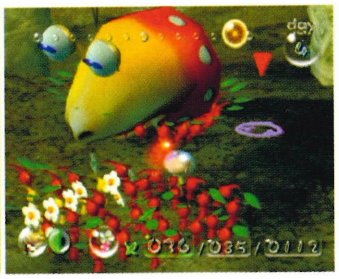





GROW YOUR OWN

As soon as the game begins and you've got control of Captain Olimar, you can activate your first Onion – the place that every Pikmin calls its home. To begin with, you'll only have a single red Pikmin to command but you can soon expand that number with the right effort; as the saying goes, 'from little acorns do big trees grow'... or Pikmin, as the case may be.

The trick to breeding more Pikmin lies in your ability to harvest coloured pellets from the various levels. Although some pellets might just be lying around, others can be gleaned by beating enemies or chopping down Pellet Posies that grow around the place. Each pellet has a number on it that indicates not only how many Pikmin are required to carry it, but also how many seeds it'll create when taken to the Onion of the same colour. Of course, it's not just pellets that can be used to create new Pikmin seeds – once you've got enough of the little fellows to defeat an enemy or two, you can then recycle the dead predator's corpse in exchange for more seeds. What's more, some enemies yield a phenomenally high number of seeds... defeat a Pearly Clamclamp, for example, and you can use the pearl it gives up to create another 50 new Pikmin!




Not all of the pieces are as easy to find as this one – you'll have to work hard!

"IT MAY SOUND LIKE A BIZARRE CONCEPT, BUT PIKMIN'S A GAME YOU HAVE TO EXPERIENCE BEFORE YOU CAN GRASP WHAT MAKES IT SO GREAT"

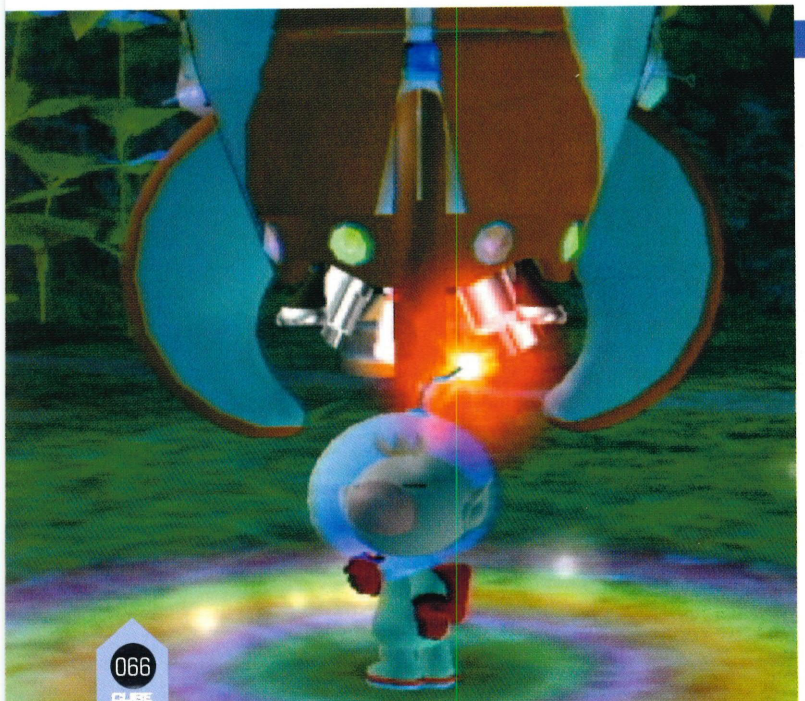




END OF THE LINE

The final stage only has one ship piece and one enemy, but getting there means you'll have to get the other 29 pieces first... talk about making your life difficult!

Once you've set your little men to work, you can go off and do something else until they finish...



COMMENT

Damn and blast that Shigeru Miyamoto – just when we think we've worked out what kind of classic game he's got up his sleeve next (like another *Mario* or *Zelda* title perhaps), the crafty chap goes and throws us a curve ball. This time around, it's *Pikmin*; a game that despite all our best attempts to squeeze it into a genre just won't fit comfortably into any of them. Is it a strategy game? Could it be a puzzle game? How about an action/adventure? We're not sure... but what we do know is that it's damn good fun and shows that Miyamoto-san still knows his stuff, even after all this time working as a creative genius.

Now, we'll admit that when Nintendo announced that it was releasing an 'inventive life simulation and action strategy title' early last year, we were a tad sceptical. Even just before the first time we ever got to have a go on the game (way back at last year's E3 show), we weren't sure that Nintendo would be able to pull something as odd sounding as *Pikmin* off... but we were wrong. Yes, we've got no problem admitting that we misread how great *Pikmin* would be, but hey – we're only human.

Despite the fact that the gameplay is quite deep and requires a fair amount of thought to do well at, the actual game itself is incredibly easy to pick up. Guiding Captain Olimar is a simple matter of moving the stick, leaving any Pikmin that you're currently commanding to trail on behind you – however, the fact that you can guide your troops with the C-Stick gives you even greater control over their movements. Even the delegation of tasks, division of Pikmin breeds and recalling of idle or busy troops is simple, with all these tasks divided between three basic buttons... if you're worried that it all looks

TIME IS ON MY SIDE

30 DAYS ISN'T THAT LONG!

With only 30 days to find all the parts of the Dolphin (plus those optional extras, if you want to get the happy ending to the game), the key to completing *Pikmin* is time management. Although you might find yourself wanting to oversee many of the Pikmin's tasks, it's this kind of overprotective attitude that'll ultimately cost you valuable time; you're better off setting them to a task and then finding something else to do in the meantime. As long as there aren't any hungry predators in the local area, the Pikmin can pretty much be left to their own devices once they've got a job to do.

Once you've mastered working out which Pikmin you need for which job (and therefore how many of each colour you'll need for each task... remember, you can only have 100 on the field at any one time), you'll soon be doing two or three things at once. Preparation is the key – you can be extending bridges and destroying barriers with one group, while clearing out enemies and growing more Pikmin with another. Oh, and there's also the matter of starting tasks near sundown to get the jump on the following day... it's this kind of depth that makes *Pikmin* a real joy to play.

ALL SHAPES AND SIZES

If you want to be successful in your search for all the pieces of the Dolphin, you'll have to master using your Pikmin effectively – part of this involves not only growing vast numbers of them, but also working out exactly which Pikmin can be used for which task. Each type of Pikmin has a different skill that must be taken advantage of:

RED PIKMIN

The most powerful type of Pikmin, reds are ideal for smashing walls and pounding enemies. They're also resistant to fire.



YELLOW PIKMIN

Their wing-like ears allow them to be thrown higher than other Pikmin, plus they have the ability to carry explosive bomb-rocks.



BLUE PIKMIN

Despite being the weakest type of Pikmin, their ability to survive underwater makes them essential for aquatic-based tasks.



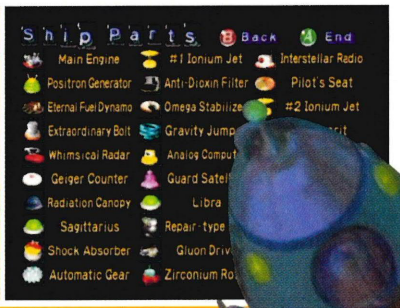
As well as using the right kind of Pikmin, you'll also have to try and 'power up' your army as quickly as possible – although they start off as leaf Pikmin, they can be evolved into the faster and more powerful bud and flower Pikmin. Leaving your Pikmin seeds in the ground longer is one way of evolving them, but if you've already picked them then you'll have to resort to finding patches of nectar-filled grass that the Pikmin can feed off instead...











pretty complicated, you shouldn't panic. A lot of thought has obviously gone into the control method and that can only be a good thing in a game that involves quick thinking and the control of up to 100 things at once.

Not surprisingly, Nintendo has worked just as hard on the aesthetic side of the game as well as the technical one – as gorgeous to look at and listen to as it fun to play, *Pikmin* oozes quality. Being set on a totally natural planet full of plants and bushes means that everything is recreated in minute detail; every blade of grass that sways in the breeze and pool of water that shimmers with sunlight is here for you to see, while all the enemies are suitably vicious looking. Even the music fits in with the nature theme – think pan-pipes and bongo drums – and the sound effects are great (though it's the tiny marching trumpets of the Pikmin themselves that gets us grinning the most).

Overall, we're of the firm belief that Nintendo has never released a bad game – a theory that is only strengthened by the release of Pikmin. Yes, the whole thing sounds like a bizarre concept for a game, but it's definitely one you have to experience before you can grasp what makes it so great. Nintendo should be proud to have another great title under its belt; it gets a big thumbs up from us... and a whole bunch of green fingers as well.

MARTIN

CUBE VERDICT PIKMIN

AN OLD DOG LIKE NINTENDO CAN STILL HAVE NEW TRICKS!

VISUALS
Small, but perfectly formed with every leaf and blade of grass in place.

AUDIO
Sets the mood wonderfully with typically nature-styled rhythms.

GAMEPLAY
The threats of running out of time and Pikmin make this a compelling and engrossing title.

LIFESPAN
A short but fun game... but you won't finish it 100% first time round.

ORIGINALITY
Strategy stylings done in a way that we've never seen before; a true Nintendo title.

ALTERNATIVE

A top-class Nintendo strategy title that you must have in your collection – it's an excellent excuse to go out and buy a GBA!



ADVANCE WARS

Format: GBA **Reviewed:** Issue N/A **CUBE Rating:** 8.7

2ND OPINION

PIKA-PIKA! "Superb in every respect aside from longevity – now if only it had a little more replay value, we'd love it like a little brother... a little yellow, green or blue brother, that is."

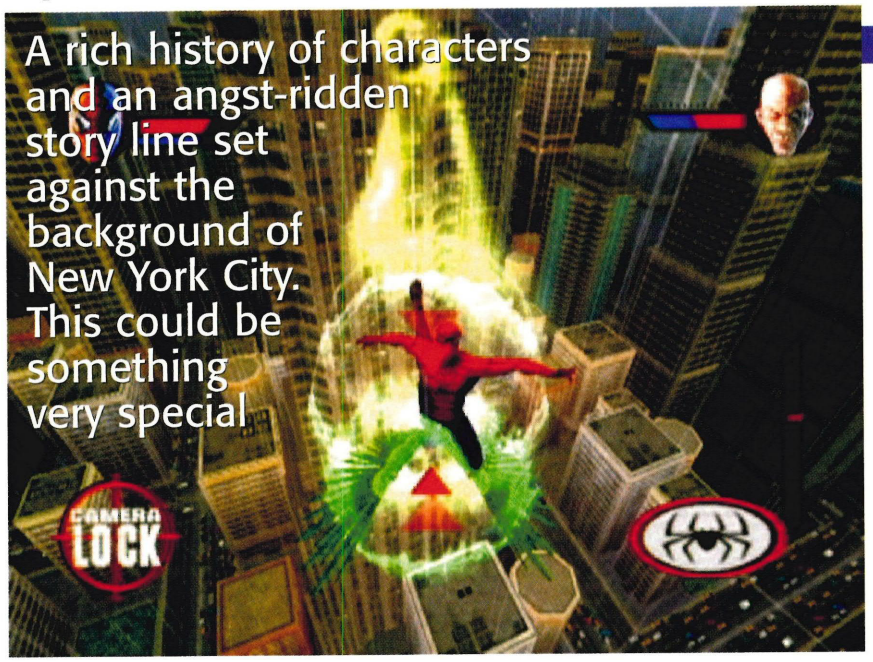
CHANDRA

FINAL SCORE

9.0

A WORTHY ADDITION TO ANYBODY'S COLLECTION – SIMPLE TO PICK UP, BUT TAKES PRACTICE TO MASTER.

Spider-Man – does whatever a spider can...



UNLESS YOU have been living under an Xbox recently, you can't help but have noticed the hype surrounding *Spider-Man: The Movie*. The film follows the exploits of journalist Peter Parker as he discovers how to use his spider-like powers to help protect New York City. It promises to be one of the movie highlights of 2002. Of course, anybody who has been playing games for some time knows the inevitable – a game based on a film will soon be released. And lo and behold, here it is. Debuting on all three next-gen systems at once, it's nearly as anticipated as the movie itself. Utilising an impressive engine created by developer Treyarch, it sees you controlling the spidery one as he finds himself swinging from rooftop to rooftop of New York, or crawling around dusty warehouses – all in the search for the killer of his Uncle Ben. Later on, things take a more sinister turn, and it's not long before your priority is to take down the costumed super villain known as 'The Green Goblin'.

Story aside, the game itself draws from many elements of past successes. From *Tomb Raider* platform jumping, to *Metal Gear Solid*-style sneaking around, the different styles of gameplay on offer mean that you will need to master Spider-Man's impressive array of attacks and moves quickly. Talking of attacks, the creators have boasted that *Spider-Man* delivers these in spades – combos that integrate both Spider-Man's web abilities and the more traditional kicking and punching styles have been hinted at. Let's go see, shall we?

CUBE

INFORMATION

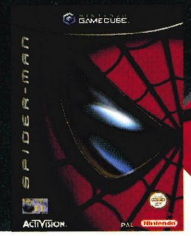
SPIDER-MAN	
PUBLISHER:	ACTIVISION
DEVELOPER:	TREYARCH
PRICE:	£44.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	2 BLOCKS

STATS

- 22 MASSIVE LEVELS
- TONS OF ATTACKS
- FANTASTIC VOICE ACTING
- BASED ON THE MOVIE

RELEASE DATES

OUT NOW	TBA	OUT NOW



SPIDER

FANCY DRESS
When you start the game, you are still dressed as a wrestler. Only after you play through the first few levels do you become the swanky-suited Spider-Man instead.

BARRELS OF FUN: Make sure that you throw these barrels whenever you are cornered. They cause devastating damage to enemies and, luckily, not you.



CONTROL ISSUES

Before you start the actual game, you are presented with an option: Classic controls or Enhanced controls. Both methods provide the same degree of flexibility, but Enhanced mode offers you the option of the Camera Stick to use some extra attacks. They are not required, though, so don't worry about not using them. At the game's most basic level, combat uses two buttons – B for punch and X for kick. A combination of these performs a flurry of moves that leaves enemies senseless on the floor and, coupled with jumping, you have the option of crawling all over people's backs. However, later on you start to find items that grant you more and more moves, initiated with increasingly complex joypad jugglery. You can also use your web abilities for various moves, ranging from forming a protective shield around you to making your punches stronger.



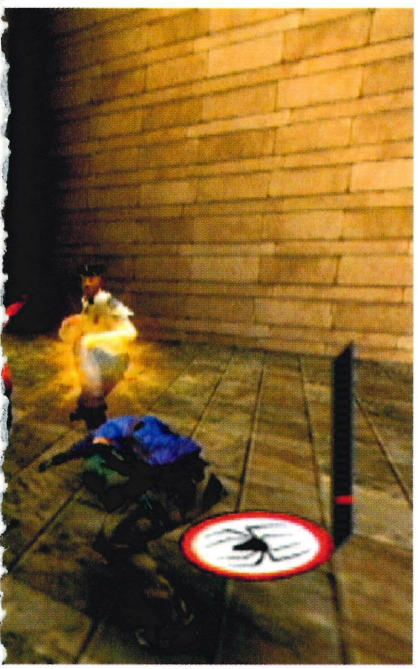
Hidden around the levels are Golden Spiders that increase your repertoire.



Of course, you've got plenty of moves already to take out those brutes...

"GOING ON THE HYPE ALONE, IT'S NEARLY AS ANTICIPATED AS THE MOVIE ITSELF"

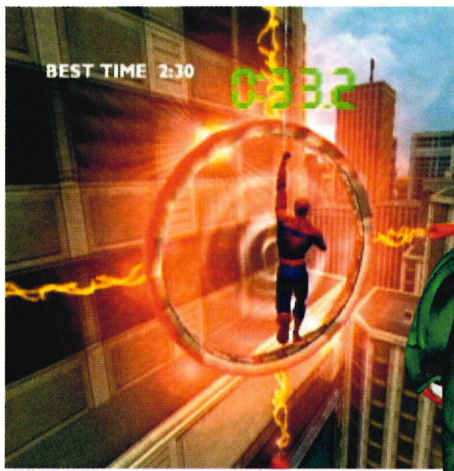
R-MAN



LEARN AS YOU GO

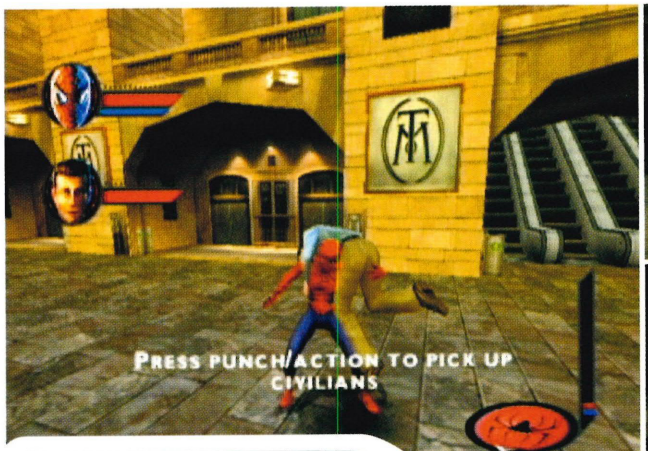
PRACTICE LIKE ONLY A SPIDER-MAN CAN...

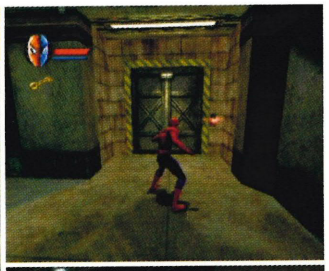
The huge sprawl of city you find yourself in at first can be pretty intimidating for a new player, so the designers have thoughtfully included a training mode. Easing you in with a series of small tasks, it takes place in a giant red and black grid. To start with you will simply be running around finding giant question marks, but before long you will be asked to defeat enemies, fly through hoops, swing into balloons and all manner of tricky tasks. The best thing about this? The narrator is none other than B-movie mega-star Bruce Campbell! A firm favourite among the **CUBE** team, he delivers some hysterical lines and makes training more of a joy than you would otherwise think. We salute you, Mr Campbell.

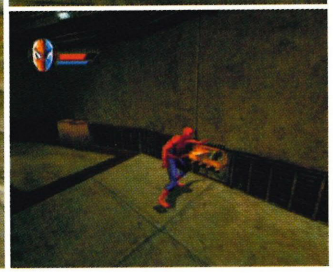




Swing through these rings as fast as you can...go, go!







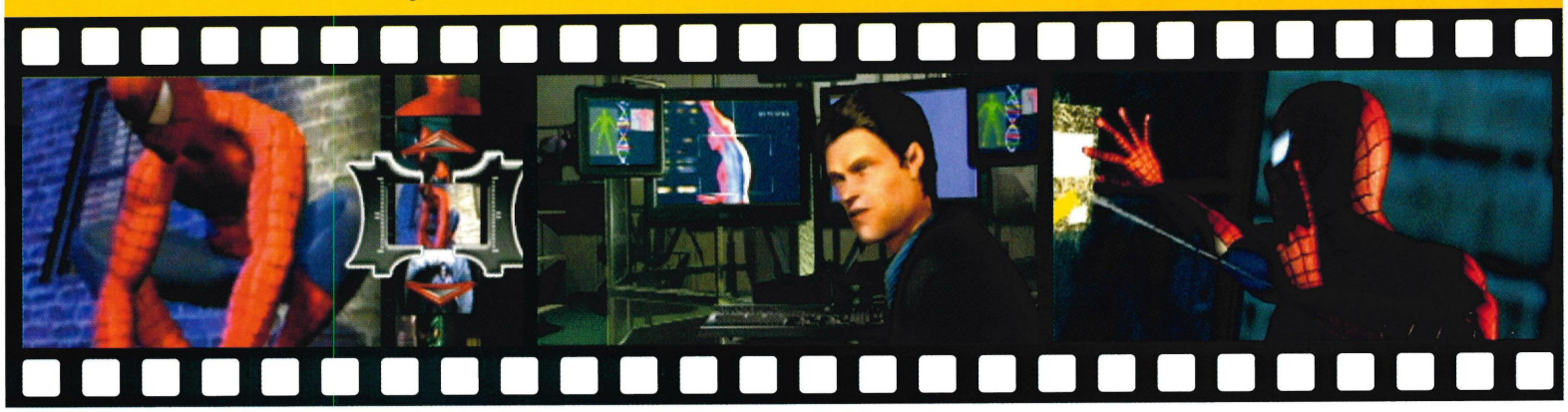
SWITCHES AND LEVERS

Your path will be fraught with many dangers. Along the way you will find all manner of traps, some which can be disposed of, and others that can't. The most common in the early levels are the type that require you to find a fuse or switch that allows you to turn off the electricity supply to air ducts (the broken cables mean that you run the risk of being electrified). Another thing you should be wary of are the barrels. Occasionally you will pass some and hear a bleeping noise. Time to leg it, as they are liable to explode at any moment! Sometimes this is followed up by a slew of bad guys, all of which need disposing of.

Others are less dangerous, but hinder your progress all the same. In one case, water will be sent streaming through a tunnel and it's your job to stop it. Another, less direct one, involves a civilian chatting on his phone – totally oblivious to the carnage around him. You must pick him up and carry him away to safety.

MOVIE MAGIC

After a significant level, or even during a level, it's not uncommon for a cut-scene to start up. These help the story flow, giving out hints as to where the next level will be, an exchange of banter between two characters, or more importantly, the inner demons that Peter Parker has to fight. One outstanding scene shows Peter flicking through a photo album, looking at the pictures of his Uncle Ben. Then newspaper articles are shown, questioning who this new super hero is. The album is closed by a red and black hand and the camera zooms out to reveal Spider-Man, dressed as he should be. The level title pronounces that a new hero is born, and it couldn't be any closer to the truth if it tried. Detail like this adds enormously to the game, setting it apart from the usual platform affairs and giving it some real meaning. It's almost like the real movie...





COMMENT It's best to say it now rather than later: those who were waiting for this game may be sorely disappointed. The game lacks depth. Entering the first level and seeing the orange waters shimmer and the vast expanse of skyscrapers that make up New York City trailing as far the eye can see, you can't help but be impressed. This first level requires you to track down crooks before making your way to a warehouse. At this stage of the game attacking is just a case of tapping buttons and avoiding the odd clumsy punch, but later on you get to use a far greater range of attacks.

Other levels require you to make your way around buildings, protecting civilians from falling pillars and taking out evil mechanical spiders. This variation of gameplay styles doesn't usually work for some games – they sometimes feel tacked on. But the circumstances that Spider-Man finds himself in makes these shifts in gameplay plausible, an undeniable benefit. However, *Spider-Man* lets itself down everywhere else. The most obvious example being the camera. It's beyond awful. You get the feeling that, due to the film release, this is something that the developers just didn't have the time to sort out, as the problems with it are so obvious. When you move, and the camera shifts with you, the controls do not alternate accordingly, so you end up running in a completely different direction to what you wanted to. To combat this, you have to return the Stick to the neutral position so that it can re-configure itself. This makes the game very frustrating at times. Unfortunately, this is only the start of the game's misgivings. For instance, swinging is just a case of holding the Right Shoulder Button down. That's it. There's no feeling of motion or involvement in this; you are simply looking in on the action. The most disappointing problem of all though, is the level design. The potential of these cityscapes coupled with Spider-Man's array of moves is staggering: what could be done with these is limited only by the human

SNEAKY PEEK: Every now and then the action will be interrupted by clips of the upcoming movie – we can't wait!

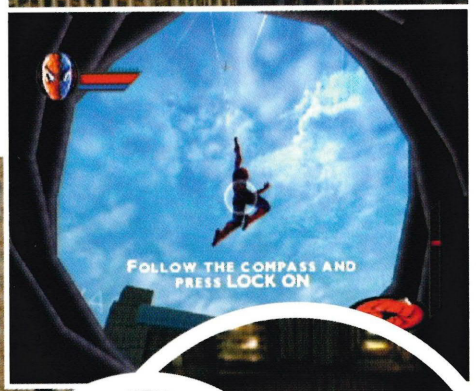






LOCKED ON!

There are some levels that ask you to defeat enemies whilst swinging through the air. This can be done in two ways: either using your web-sling attack or swing kicking. Doing a web-sling uses some of your web, but is far more accurate than any other attack. Swing kicking, however, is limitless and is far more fun. Just press X at the arch of your swing and Spider-Man kicks out violently. A more advanced player can use the lock-on system to great effect with both of these methods. Pressing Z will force the camera into an almost first-person view. You can now use the Camera Stick to search around for enemies or targets, or cycle through available ones with the D-pad. Using this in conjunction with swinging takes a lot of practice, but is worth it in the end, as it allows you to take out the pesky green mechanical spiders you encounter later on with greater ease. You can also use this to grapple onto nearby walls.





FREE FALL

Don't worry about falling if your web breaks – as long as you land on a building (and not the street), no matter how far down you might fall, you won't get hurt!

"A BEWILDERING CAMERA, DODGY CONTROLS AND DULL LEVEL DESIGN DO NOT MAKE A GREAT GAME..."

imagination. So it's a shame that the developers didn't use theirs. Every building seems to have been randomly placed, they are just textured blocks dumped onto a flat plane, no thought seems to have gone into them, and so the player is never called on to think for themselves on how to navigate them. It's a total waste. The levels based inside buildings are an improvement, but it's not nearly enough. Uninspiring to say the least. They are very linear, and the textures colours and design seem to have been taken from that universal library of brown and grey that so many developers borrow from.

It's not all bad news though; there are some aspects that save *Spider-Man* from being a complete waste of time. Having to find golden spiders in order to complete the number of attacks that you have at your disposal gives an incentive to explore the levels, and occasionally some genuinely brilliant level design is evident. But for the most part *Spider-Man* is a chore to play through, which is a shame. Expectations were high, and sometimes what could have been does shines through – swinging around the levels scanning for enemies is enough to raise a smile from Spidey freaks, but at the end of the day a bewildering camera, awkward controls and dull level design do not make a great game. A license like this will help it sell like one though.

GARY

CUBE VERDICT SPIDER-MAN

DECIDEDLY AVERAGE AND A WASTE OF A GREAT LICENSE.

VISUALS
At times, your breath will be taken away and at others you'll be looking at a PlayStation game.

AUDIO
Stunning soundtrack and character voiceovers are a treat. Shame about the rest of it though.

GAMEPLAY
Frustrating, frustrating and... frustrating! You will be biting your controller in half at times.

LIFESPAN
You won't be finishing this for a while, and there are tons of secrets and difficulty levels.

ORIGINALITY
Boring – everything here has been done a hundred times before, only much better.

ALTERNATIVE

Not stunning, but still a bit better than *Spider-Man*. If you prefer the caped crusader, buy this instead.



BATMAN VENGEANCE

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 7.3

2ND OPINION

WEB OF DECEIT "Well surprise, surprise – yet again Activision churns out a quick PS2 port. You know, we think we're seeing a pattern here...and no sir, we don't like it."

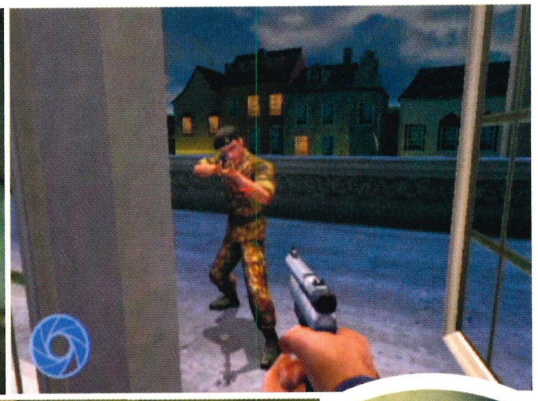
CHANDRA

FINAL SCORE

6.1

IT SHOULD BE AN UNFORGETTABLE EXPERIENCE, AND IT IS... SADLY, FOR ALL THE WRONG REASONS.









SOUND THE ALARM!
Watch out for guards that aren't shooting you... if there's an alarm switch nearby, they'll set it off and send a whole bunch of enemies heading your way.

CUBE

INFORMATION

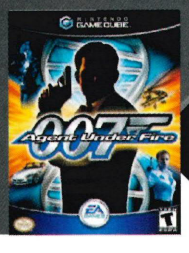
AGENT UNDER FIRE	
PUBLISHER:	EA GAMES
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	3 BLOCKS

STATS

- THE RETURN OF JAMES BOND
- ORIGINAL PLOT AND CHARACTERS
- 12 STAGES OF ACTION
- FOUR-PLAYER SPLIT-SCREEN

RELEASE DATES

JUNE 14	TBA	OUT NOW

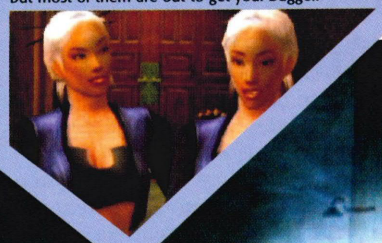


JAMES BOND AGENT U

The GameCube plays host to the man with a licence to kill – but it looks like he forgot to bring it with him

STEPPING INTO THE well-heeled shoes of one of cinema's most enduring heroes is always going to evoke certain thoughts. Of course, the very idea of being the world's most popular spy is, and will continue to be, a somewhat exciting prospect – but perhaps more pertinent in any gamer's minds is the prospect/hope that the game will capture the spirit of Rare's superfluous *GoldenEye*. Consequently, any subsequent Bond game is both anticipated highly and (more usually) criticised harshly for failing to live up to the ridiculously high expectations set by a game that was largely responsible for shifting N64s into homes the world over.

Now that the Bond mantle has been passed to EA (quite why Nintendo ever let that one go is something of a mystery) and now that EA has heartily committed itself to ensuring that every game it releases makes it to the GameCube, we can rest easy; safe in the knowledge that



MMM, LADIES: True to the Bond legacy, *Agent Under Fire* has plenty of attractive ladies to look at... but most of them are out to get you. Bugger.

THINK BEFORE YOU SHOOT

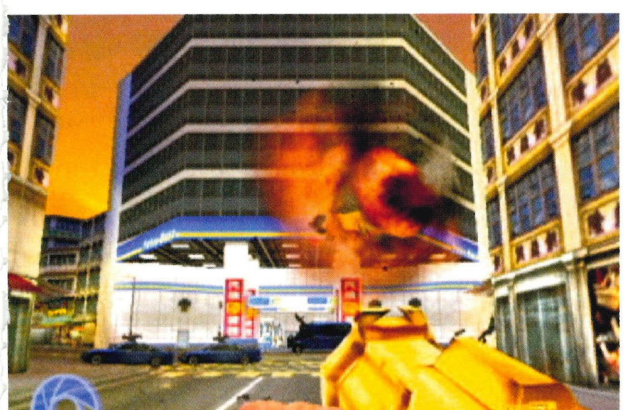
JUST BECAUSE YOU HAVE THE LICENSE...

As the saying goes, there's more than one way to skin a cat... or, in this case, to take out a guard. Just because you've got a massive array of firepower in the form handguns, rifles and even rocket launchers, doesn't mean you have to use them – after all, this is James Bond we're talking about. The most obvious example is only really an option if you take the time to examine your surroundings... if you're up against a whole squad of guards at once, you'll probably find a quicker way of taking them all out (such as blowing up explosive canisters or hitting steam pipes). If you really want to save ammunition though, you're better off sticking to your spy skills and using those lovely Q gadgets; why bother shooting when you can just drop a box full of explosives using your Q Remote? Other missions call for less fatal means of action – if you're trying to break into a building where the guards are all on your side, for example, you'll have to try to render them unconscious without actually doing any real damage. It's not just about steaming in with all guns blazing, you know...



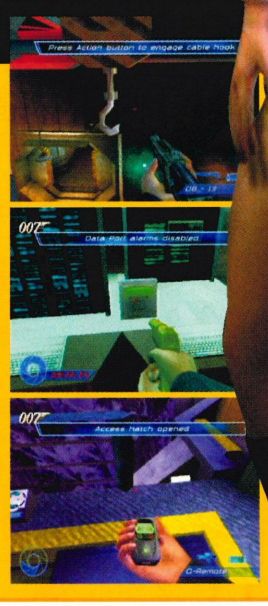
007 IN: NDER FIRE

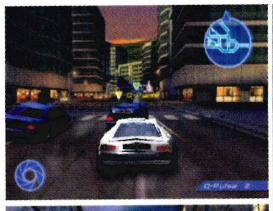
we'll be able to enjoy James Bond's exploits for many years to come (including the videogame version of *Die Another Day*, which is James Bond's next cinematic outing). For now though, we'll have to sit back and enjoy a homogenised Bond game, not directly influenced by any film but drawing influence from them all. So it's cue the girls, the guns, the DB5, Q-gadgets, witty one-liners, bad guys and henchmen aplenty. With a multiplayer game thrown for good measure, you have one seriously enticing cocktail and the very first shooter on the GameCube.



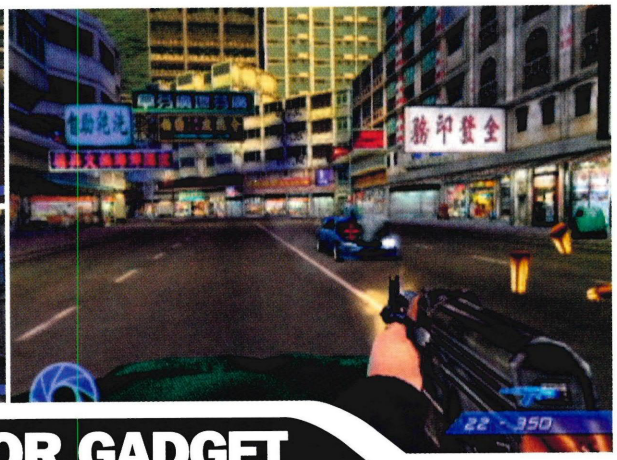
A SPY LIKE NO OTHER

Being a Bond-licensed game (and a first-person shoot-'em-up as well), there are a number of things that you'd expect the game to contain – in this sense, *Agent Under Fire* manages to satisfy even the most hardened Bond fan. Evil villains hellbent on world domination? Check. Dry, witty comments from everyone's favourite secret agent? Check. Beautiful ladies? Most definitely check... although the fact that they're not real means it isn't quite the same. The best Bond element though is the ability to perform specific Bond moves – as any fan will tell you, James Bond does things with more style than the average spy. Why use doors when you can grapple across rooftops, shoot individual enemies when you can blow them all up at once or stick to the road when you can use ramps to fly through the air? Exactly... things like this are what the Bond series is all about, so the fact that EA bothered to include them in the game is certainly a plus point in our books.









DRIVE ME CRAZY

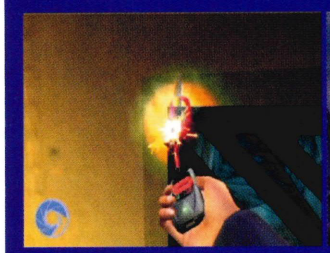
Tired of the same old running around on foot, blasting anything that moves with your weapons? Well, don't fret – on top of all the first-person shoot-'em-up action, *Agent Under Fire* also offers several driving stages where you take to the streets in a variety of vehicles. What's interesting is that these stages are split into two distinct styles. First off, you've got the free-driving sections where you can race down roads and through alleyways as you attempt to head off your enemies at the pass. Armed with a number of gadgets like the Q Slick and Q Pulse, as well as plenty of weapons, these are fast paced and action filled. Then you've got the on-rails levels where you don't actually control which direction you go – however, this doesn't really matter as you'll be too busy shooting at enemy cars, trucks and helicopters to think about it. Both styles make a nice change from the rest of the game... in fact, if we were to be honest then we'd have to say that these levels are actually where we had the most fun.

INSPECTOR GADGET

Yes, so *Agent Under Fire* concentrates more on the 'killing lots of enemies with guns' side of the *James Bond* series rather than the stealth/spy bit, but that doesn't mean EA has left out all of the things that Bond is famous for. Take the spectacular range of gadgets that Q has built into your mobile phone, for example – you'll be needing every single one of them at some point, so knowing exactly what you've got to hand is an essential skill...

THE Q LASER

Emitting a short-range laser burst with a tremendous concentration of energy, the Q Laser is perfect for people who've lost their keys and need to cut through locks in a hurry.



THE Q CLAW

A high-tensile filament built into your phone allows you to use the Q Claw like a grappling hook. Once you've found a suitable surface to which it can attach itself, you'll be flying...



THE Q REMOTE

This allows you to download operator programs for a number of mechanical devices – electronic doors, cranes and even jet engines can all be operated with it.



THE Q DECRYPTOR

If hacking into electronic equipment is more your thing, then this is ideal; you can use the Q Decryptor to de-scramble encrypted door codes and download important data.



THE Q JET

Okay, so this isn't built into your phone but it's useful all the same – using concentrated jet fuel, you can boost up to ledges and other areas that were previously out of reach.





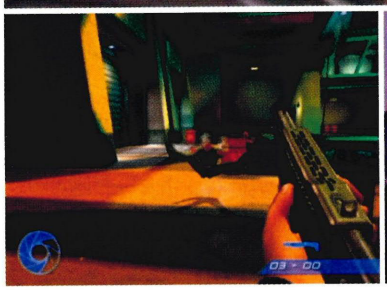


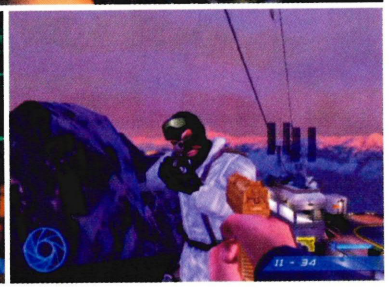
COMMENT Let's get this out of the way – *Agent Under Fire* is not *GoldenEye*. EA might want you to believe this and, as gamers, we might also hope that it is... but it's not. Expecting any first-person shooter to eclipse *GoldenEye* would be something of a tall order, not because it was such a technically brilliant game that nothing will ever better it (after all, we expect the GameCube to deliver even better games than the N64, don't we?) but rather that few games will ever have the same impact as Rare's shooter. It was released at a time when such games were not as commonplace as today and, as such, *GoldenEye* redefined the genre and further proved the power of the N64 – it also happened to be a pretty fantastic piece of software. Therefore, *Agent Under Fire* should be rated upon its merits as a shooter rather than any direct successor to *GoldenEye*.

Thankfully there's much to praise, EA has done a fantastic job of realising the Bondian experience, from the musical score to the hackneyed plot that evokes the spirit of the movies to a tee. Best of all is the fact that of the three different versions available (PS2, Xbox and GameCube), our version is best; it's certainly the smoothest-running version of the three, and graphically it outperforms Sony's version seemingly with ease. So a big hurrah for EA! Also pleasing is the way the levels are constructed; there's certainly enough variety in the game to keep you occupied – from zipping around Bucharest in a tank to taking control of an Aston Martin DB5 to enjoying a spot of on-the-rails shooting interspersed with the more familiar fps elements. Oddly enough, it's the driving and on-rails sections that impress more than the rest of the game. The classic Bond vehicles on offer – which handle pretty impressively – coupled with the pure adrenaline rush of simple blasting actually make this game of note.

There are times when you simply have to use a little brute force to get your own way...







"THIS IS A MIXED BAG – SOME INSPIRED SHOOTING AND DRIVING LEVELS MARRED BY LACKLUSTRE FPS SECTIONS"

Unfortunately, the polish applied to these sections is not in evidence in the fps sections of the game. Here the Bond licence has been used to bolster a weak game rather than compliment it. Assuming the role of Bond here means simply moving from point A to point B with exposition scenes breaking up the action (somewhat irritatingly at times) and 'helpful' hints that guide players in a motherly/fatherly way depending upon whether it's Q or M speaking to you. It's pretty much by-the-numbers and though there are times to beat and medals to acquire, the fps sections lack a certain 'oomph' that would normally bring us back, determined to find every secret contained within the game.

Likewise, the multiplayer game feels bolted on as if it were an afterthought. The levels are pretty simply constructed with only four players (bots or humans) being able to participate at any one time. It serves as a distraction whereas in *GoldenEye* (and, more notably, *Perfect Dark*) the multiplayer game felt like a completely different game in itself – it is doubtful that *Agent Under Fire* will be remembered or played in the future because of its multiplayer game and **CUBE** remains hopeful that *Turok Evolution* and *Die Hard: Vendetta* deliver this much-needed gaming experience in a more competent way in the future.

So, it's a mixed bag then – some great shooting and driving levels marred by the lacklustre fps sections. As it's the only first-person shooter currently available and it has the Bond licence, it will doubtless sell by the shed load, but those of you expecting either *GoldenEye* or anything approaching the definitive GC shooter are going to be sorely disappointed.

SIMON

THE MORE, THE MERRIER

Of course, the thing that everyone wants from a first-person shoot-'em-up these days isn't just a single-player experience – like *GoldenEye* on the N64 demonstrated, you also need a top-of-the-line multiplayer game as well. Luckily, *Agent Under Fire* provides just the opportunity you're looking for... although whether it's as good as you might hope for is subject to opinion. Sure, it's got everything that a good multiplayer shoot-'em-up should have – lots of weapons, plenty of stages and a wide selection of characters – but when it actually comes down to the execution of it all... well, something seems to be missing. We can't quite put our fingers on exactly what it is (although the slightly poor level design and odd selection of addition match styles could go some way to explaining it) but one thing is for sure – it's not better than *GoldenEye*. It's a hackneyed comparison and one that might seem a little out of date to some people, but it's still a valid one... until someone actually comes up with something better, we'll continue to do it all the same.



CUBE VERDICT

AGENT UNDER FIRE

NOT THE GAME WE WERE HOPING FOR

VISUALS
Nice, crisp visuals, which begin to hint at what the GC is capable of.

AUDIO
That tune coupled with some excellent Bondesque tunes engender the right atmosphere.

GAMEPLAY
Pretty generic as far as fps go – there's not much here we haven't seen before.

LIFESPAN
Plenty to do – but only while you wait for other first-person shooters to arrive on the GC.

ORIGINALITY
Hasn't everything here been done before by someone else? Yes. Er...

ALTERNATIVE

The game that still stands head and shoulders above the rest of the console-based first-person shoot-'em-ups out there.



GOLDENEYE

Format: N64 **Reviewed:** N/A **CUBE Rating:** 9.7

2ND OPINION

OH WELL... "It's not exactly a terrible game but considering we've been spoilt for so many years, it's strange that EA hasn't been able to come up with something better than *GoldenEye*."

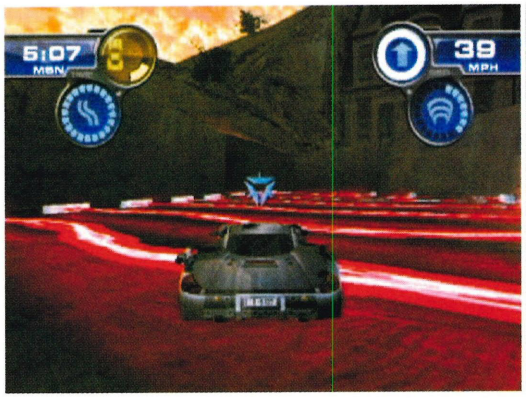
MARTIN

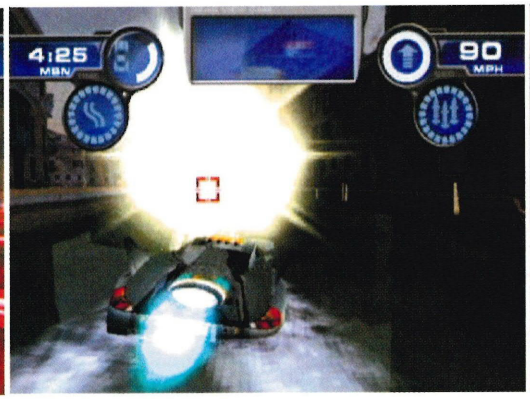
FINAL SCORE

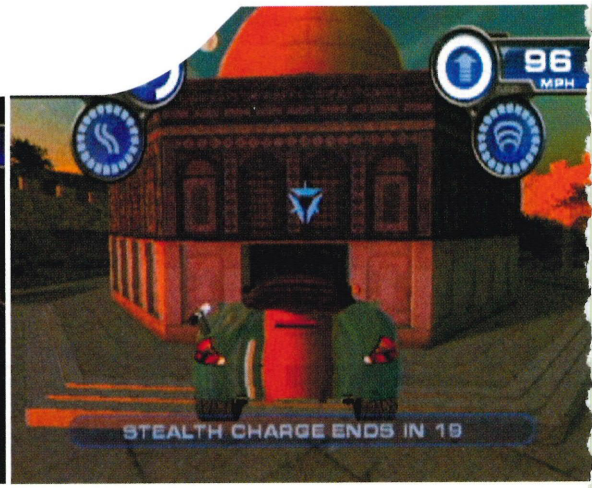
6·4

NOT TOO BAD, BUT CERTAINLY NOT THE GAME THAT MR BOND DESERVES – A REAL DISAPPOINTMENT.

Shaken, but not very stirring







SPYHUNTER

CUBE

INFORMATION

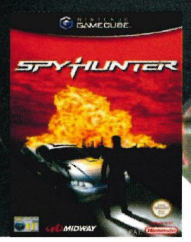
SPYHUNTER	
PUBLISHER:	MIDWAY
DEVELOPER:	POINT OF VIEW
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	2 BLOCKS

STATS

- A PORT OF THE PS2 GAME
- FIGHT THE EVIL NOSTRA CORP.
- 14 DIFFERENT MISSIONS
- PLENTY OF WEAPONS TO USE

RELEASE DATES

OUT NOW	TBA	OUT NOW





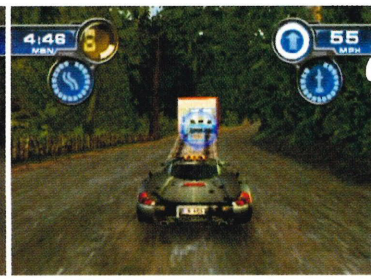
Don't go getting any ideas here – the Channel Tunnel isn't the place to go racing...

'If you want something done properly, do it yourself' – Midway should have thought about that...

THE LIFE OF a spy isn't all sneaking around darkened corridors and getting off with lovely blonde women, you know... oh lord, no. At some point you know there's going to be some high-speed driving in your flash, kitted-out car as well – oh, and the odd explosion thrown in for good measure too. Of course, there are more than enough action games featuring spies running around with guns, but none that show off the driving skills of these so-called saviours of freedom. Still, that's probably why Midway chose to update one of its classic arcade titles (cunningly named *SpyHunter*) and bring it hurtling into the next generation of games... and, to be honest, we don't blame them, what with niche markets and all that.

By doing away with the whole first-person shoot-'em-up thing that's usually associated with spy games (while having the action and excitement), *SpyHunter* manages to fall into a genre all of its own. What's more, it also manages to maintain much of the style that was present in the original 1983 *SpyHunter* game by placing you in same position – behind the wheel of a heavily armed super car. It's fast, it's packed with action and, most importantly, it's fun... or at least it was when it first came out on the PlayStation2. Unfortunately though, something's gone hideously wrong in the process of bringing the game over to the Cube – and while the actual gameplay remains intact, we're not so sure that *SpyHunter* is quite the game it once was...









Hunt down these missiles before they launch and destroy us all, dammit!

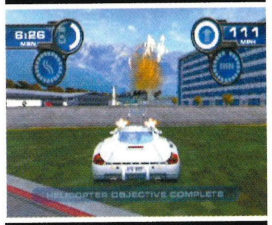
DOUBLE-O SPY: There's also a two-player mode included, but it's a bit crap – who wants to kill chickens for fun anyway? Not us, that's for sure...

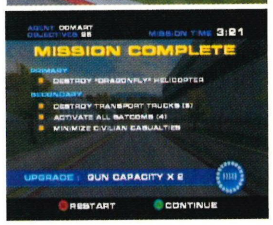
ALL AROUND THE WORLD

HOLIDAY LIKE A REAL SPY

Set in many locations across the world (including Panama, Venice, Frankfurt and the Florida Keys), *SpyHunter* is certainly a globetrotting spy's idea of fun. Of course, it's not all about shooting as many bad guys as you can and making it to the rendezvous point in one piece – each mission contains several objectives that need to be completed. While only the first objective on each stage needs to be accomplished in order to move onto the next mission, you'll have to succeed in the others as well if you want to make it to the final level. These objectives come in all shapes and sizes – from escorting a group of fellow IES members to a safe point, blowing up disguised NOSTRA transport vehicles, defusing bombs or even destroying SCUD missiles before they can be launched. Naturally though, the one that crops up the most is that you should inflict no civilian casualties... after all, we don't want any innocents getting hurt now, do we?









TOP SECRET
Completing a mission with all the objectives achieved in the allotted time unlocks a cheat for you to use. They're mostly there for fun though and won't help you out...



"RATHER THAN THE POLISHED PORT WE WERE EXPECTING, WE'VE GOT SOMETHING THAT LOOKS AWFUL IN COMPARISON TO THE ORIGINAL GAME"

THE CAR'S THE STAR

As you can probably work out from looking at the screenshots scattered throughout this review, the main focus of *SpyHunter* isn't a man – it's the G-6155 Interceptor, a highly customised spy car. Of course, when we say car, we mean powerboat... oh, and motorbike as well. Being the vehicle of choice for today's up-and-coming secret agent, the Interceptor has more than a few surprises up its sleeves... err, hubcaps.

CAR/ POWERBOAT

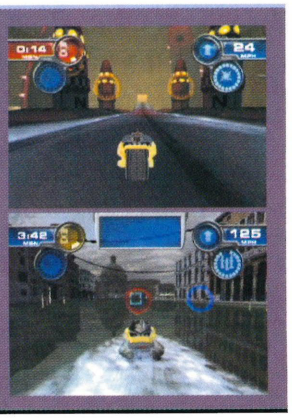
Much of the time, you'll find yourself driving around in the Interceptor's car form – packed with heavy artillery, the car is well-armoured against attack and can withstand a barrage of abuse.

A quick double tap on the accelerator will provide you with a burst of speed should you need it for leaping over ramps or chasing enemies. Upon landing in water, the car's wheels and front section retract to form hydrofoils, while a large engine appears from the rear to help propel the vehicle through the waves.



MOTORCYCLE/ HOVERCRAFT

If you find yourself in a tough scrape and taking heavy damage from enemies on all sides, the Interceptor is prepared. Once your health drops below 30%, the Interceptor will shed its outer shell and become a speedy motorcycle that can evade enemy gunfire with ease. Naturally, the bike is more manoeuvrable and faster than the car but, unfortunately, doesn't have the ability to carry as many weapons – upgrades like the Railgun and Swarm Missiles will be lost. Hitting the water in this form will inflate a huge flotation device, turning the bike into a hovercraft.





LICENCE TO KILL

Not surprisingly, the emphasis of *SpyHunter* is firmly based on destruction – anything that moves can be wiped out, as can a few things that don't. To do so though, you'll need to master the weapons available to you; the more missions you complete, the more you'll get – so accomplishing objectives is paramount. Split into two categories, the Interceptor comes packed with everything you'll need to defeat the evil minions of NOSTRA...

OFFENSIVE



GUNS

The basic weapon and one that should only be used on smaller targets that don't need hitting with a bit more oomph.

MISSILES

Available in three fruity flavours (Unguided, Guided and Swarm), you can never go wrong with a nice missile.

RAILGUN

Incredibly powerful, the Railgun can take out multiple targets at once if they're all in line with one another. Lovely!

DEFENSIVE



OIL SLICK

If someone's on your tail, dropping oil on the road might shake them off. It doesn't work on the water though...

SMOKE SCREEN

Your enemies can't shoot you if they can't see you... get in front of them and then blind them with this!

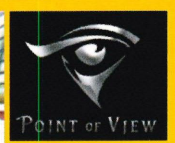
FLAMETHROWER

Not so much defensive as bloomin' painful, the Flamethrower will char-grill any nearby enemies. Mmm... medium rare.

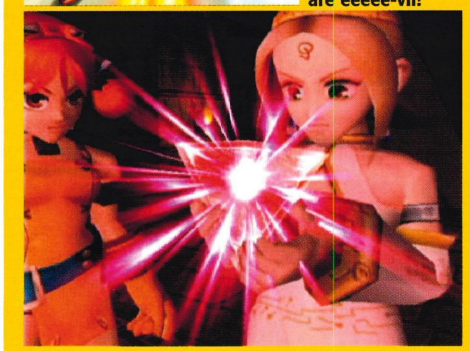
POINTLESS POINT OF VIEW

The one thing that has to be pointed out about the shoddiness of the *SpyHunter* conversion is that Midway isn't exactly to blame – at least, not for the actual port (although someone within the company must have chosen who to farm the work out to). No, the finger of blame in this case must be pointed squarely at Point Of View – the development house responsible for creating what has to be one of the laziest ports of any game that we've seen in a very long time. Responsible for the even more pitiful arcade port of *Smashing Drive*, it seems to us that as far as creating GameCube titles goes, Point Of View is now down to its last strike. What's most worrying though is that with both *Smashing Drive* and *SpyHunter* under its belt, Point Of View is now in the process of porting across one of our favourite Dreamcast games to the GameCube – the epic RPG *Skies Of Arcadia*. Will the third time be a charm or are we in for even more bitter disappointment? Well, needless to say that if *Skies Of Arcadia* does turn out to be less than a perfect conversion, we'll be breaking out the pitchforks and marching angry mob-style to the Point Of View offices...



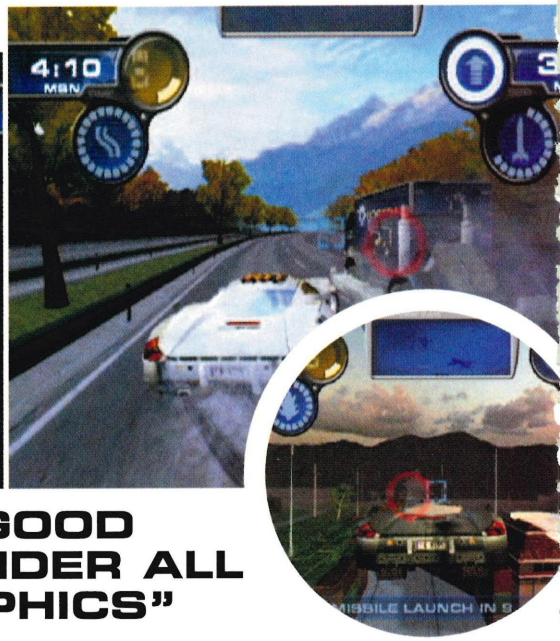


See this logo and tremble with fear – they are eeeee-vil!



Chase the enemies down this ravine and laugh at the abysmal frame rate...





"IT'S A SHAME... A GOOD GAME IS HIDDEN UNDER ALL THE HORRIBLE GRAPHICS"

COMMENT

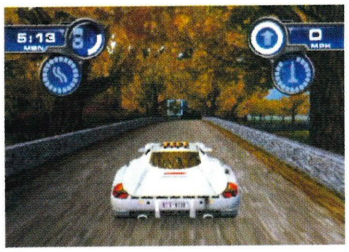
If we were to sum up our feelings about *SpyHunter* in a single word (that wasn't too insulting to print, obviously), that word would probably have to be 'disappointed'. Actually, perhaps 'disappointed' isn't a strong enough word... how about 'downright annoyed at how anyone could make such a mess of a really fun game'? Umm, yeah, that sums it all up quite nicely.

When Midway first announced that it was bringing *SpyHunter* to the GameCube, we got quite excited about the prospect. You see, having played the original PlayStation2 game to death when it came out last year, we knew that it was all good – after all, with the GameCube being a more powerful machine (and the game itself already being ace), things could only get better... right? Well, no – despite everything looking rosy, it seems that things have gone right down the pan and now, rather than the polished port we were expecting, we've got something that looks absolutely awful in comparison to the original game. Bugger.

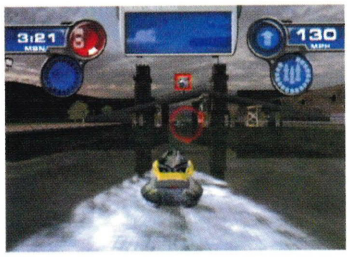
To be fair it's not the actual mechanics of the game we've got a problem with – after all, Paradigm Entertainment (the developer behind the original PS2 product) certainly came up with a top-notch adaptation of the classic *SpyHunter* arcade game. Everything you'd hope for from a car-based action game is here – you've got plenty of varied missions to play through (each offering different things to do and see), lots of cunning enemies trying to get in your way and some very nice weapons to blow them to pieces with. The inclusion of additional objectives that don't necessarily have to be completed, along with all the secret paths and short cuts for you to find just add to the depth of the game... so much so that you'll end up playing it for ages just to find and complete them all. Then there's all the hidden cheats that you can unlock by completing

VIDEO NASTY

DOES IT REALLY LOOK LIKE THIS?



Atrocious! We never knew that tree looked like that up close...



Appalling! Check out the wake from the back of the boat!

Right – we've established that *SpyHunter* as a game is actually quite cool... so how come we're so unhappy about it? Well, it's probably thanks to the fact that while the actual gameplay has made it across to the GameCube in one piece, the graphics certainly haven't – in fact, it looks like someone left half of them behind in the process of porting the game over. Now, you might think that they don't actually look that bad when you take a glance at the screenshots around this page, but that's because they're not moving – if they were, you see how much the frame rate stutters along (especially on the more graphically complex levels). The real kick in the teeth though is the absolutely hideous texturing that seems to cover everything that isn't your car... could it be any more pixelated? We don't think so. Considering the graphical power of the GameCube, this is just insulting. Check out some of these examples of just how poorly done it all is...

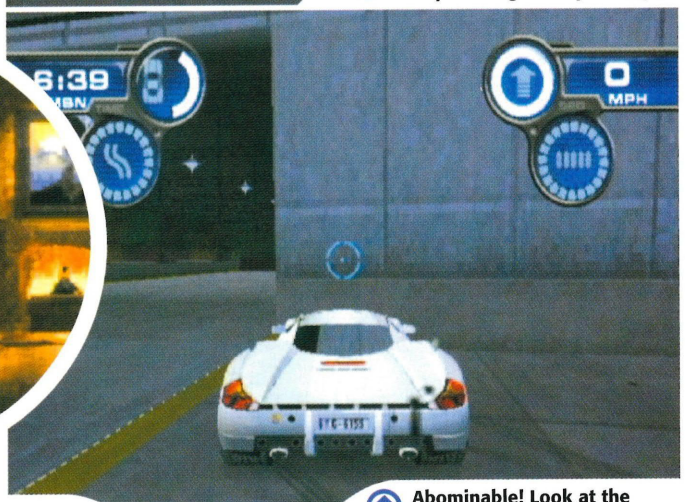


Abysmal! The fire effects are really bad... get the picture yet?



POP-UP VIDEO

Strangely, all the decent FMV pieces (like the 'Making Of' movie or the Saliva *Your Disease* video) are missing from the GameCube version. Why? We don't know.



Abominable! Look at the textures covering those walls!

the missions successfully within a time limit... but those are for you to discover.

Like we said though, *SpyHunter* on the GameCube is a disappointment – if we've got your hopes up by telling you how great the gameplay is, we'll apologise right now. We know that the GameCube is a powerful machine so of all the things to suffer through the conversion process, it's weird that the visuals end up being the victim – they've ended up looking rougher than a sandpaper sculpture of Shane McGowan. The reasons behind this are unclear (as is the subsequent dropping of all the decent FMV features) but it certainly doesn't do the game any favours and, as such, reduces what would be a game worthy of your attention to just another title that most people will pass on. It's a real shame, because actually playing *SpyHunter* makes you appreciate just how much of a good game is hidden under all the horrible graphics – but you might not get past the fact that the frame rate will make you feel ill after an hour, while everything besides your vehicle and the enemies looks like it was rendered up on an Etch-A-Sketch. What a pity; *SpyHunter* is a missed opportunity for Midway if ever there was one...

MARTIN

CUBE VERDICT: SPYHUNTER

A WASTED OPPORTUNITY ON THE GAMECUBE

VISUALS
A terrible frame rate with dodgy pixels everywhere... a PS2 conversion at its worst.

AUDIO
Typically James Bond-esque, along with plenty of atmospheric noise and the like.

GAMEPLAY
The interest lies in finding the secret paths and completing all the goals in one run.

LIFESPAN
This isn't the toughest game in the world – you'll have it all clocked in a week or so.

ORIGINALITY
There really hasn't been anything like this since the original *SpyHunter* games...

ALTERNATIVE

The only other game that Point Of View has done on the GC so far... though to be fair, it wasn't exactly that good to begin with...



SMASHING DRIVE

Format: GameCube Reviewed: Issue 5 CUBE Rating: 3.8

2ND OPINION

OUCH! "Has anyone told Point Of View that this wasn't supposed to be made for the N64? I don't think so... A very tardy conversion and a missed opportunity to do the original justice."

CHANDRA

FINAL SCORE

6.1

A GOOD GAME ABSOLUTELY RUINED BY A REALLY SHODDY CONVERSION – GET THE PS2 VERSION INSTEAD.

CUBE
INFORMATION

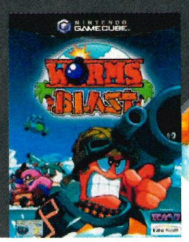
WORMS BLAST	
PUBLISHER:	UBI SOFT
DEVELOPER:	TEAM 17
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	3 BLOCKS

STATS

- ANIMALS AND GUNS!
- SPLIT-SCREEN MAYHEM
- WEAPONS APLENTY
- CLASSIC GAMEPLAY

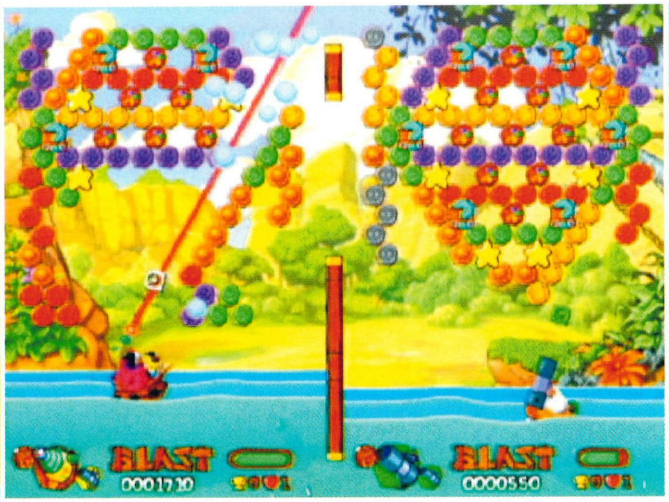
RELEASE DATES

OUT NOW	TBA	TBA



Worming its way onto GameCube

WORMS BLAST







READY... AIM...
The second the slides open you should get trigger happy. *Worms Blast* is as much about pummelling your enemy as it is about getting rid of blocks.

The little pinkies wriggle out of their holes and set the standard for every GameCube puzzle game to come

WHETHER OR NOT you class yourself as a 'gamer,' you can't help but have been caught up in the *Worms* hype when it arrived on the PSOne in the mid-90s. It became somewhat of a phenomenon (well, maybe that's exaggerating a tad), and one of the simplest ideas in history ended up selling millions across the globe. Now the time has come to branch out a little, after all, worms can only be stretched so far.

Worms Blast sees Team 17 trying its hand at a slightly different multiplayer experience in the general mould of the *Bust-A-Move* games. The whole concept is based on water, hence the reason why the characters move around in boats. While the Analogue Joystick moves you left and right on the water, it also affects the angle of the cursor (up and down). Once the cursor is at the desired angle, you can shoot off coloured grenades at the similarly coloured

"THE WATER IS VERY NICE – NEVER BEFORE HAVE WE SEEN SUCH SATISFYINGLY BOUNCY WET STUFF"

TOTAL BLACKOUT: Some of the special weapons don't do either of you any favours. The Blackout weapon cuts the lights on both of you!



Look out... here comes the giant squid. You know what to do – run away!





blocks above. A red grenade will take out a red block and any adjacent blocks. If a red grenade hits a green block it will change that block and any adjacent blocks red. Naturally, the blocks are slowly moving down towards you all the time. It's simple really, but the difference comes in the fact that there are weapons available!

Multiplayer mode is where *Worms Blast* really comes into its own. Against another player, any game can be completely turned around within a matter of seconds. Releasing Weapons Crates from the blocks above you will earn you special weapons such as Giant Squid, Piranha, Meteor Strikes and Acid Rain. These will all eat away at your opponent's energy bar. You can also beat your opponent into submission by shooting Grenades at him or her. The screen, which divides both players, opens up every ten seconds or so, allowing you to rain fury on your enemy.

Team 17 has done well to get that 'just one more go' gameplay factor in there.

There is only one aspect of the game that prevents it from scoring up there in the 9s, and that's the graphics. Yes – the stages are pretty, colourful, crisp and clear, and yes, this is a puzzle game. These things we know, but some extra graphical flair wouldn't have gone amiss. Credit where credit is due though – the water is very nice. Never before have we seen such satisfyingly bouncy wet stuff! Still, we would like to have seen some explosive effects to go with the frantic action. Bigger explosions/fireworks for combos, maybe sprays of water on the screen when the meteors hit? As it stands, you wouldn't really know that this was on a GameCube. This doesn't detract from the superb gameplay, and if you're after a challenging, multiplayer fun fest, this is it.

CHANDRA

LOST YOUR FRIENDS?

NEVER MIND – THE ONE-PLAYER MODE IS ROCK HARD



Multiplayer is where most of the fun is to be had, but the single-player mode isn't to be sniffed at either. This mode takes place in the *Worms* world, where every stop on the map is made up of a challenge of some sort. These range from speed challenges to target practice to boss encounters. The challenges increase in difficulty very quickly, so you can expect this mode to last for a while.

Certain challenges will require the skills of certain characters. In a clichéd style, the larger characters are more powerful and take less damage but they may not be quick enough to complete some of the speed challenges.





CUBE VERDICT WORMS BLAST

ASDF

VISUALS
Colourful and clean. They do the job but there could've been more graphical effects.

AUDIO
The tunes are suitably plinky-plonky – this sort of game's never going to excel sonically.

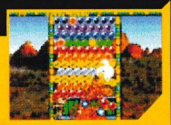
GAMEPLAY
A varied one-player mode backed up by inanely playable multiplayer modes.

LIFESPAN
Multiple gameplay modes will certainly keep you going.

ORIGINALITY
A slightly different take on the *Bust-A-Move* theme with plenty of original additions.

ALTERNATIVE

Extremely similar to Worms Blast but without the OTT weapons. Great fun in multiplayer and a perfect time-filler.



BUST-A-MOVE 3D

Format: N64 **Reviewed:** N/A **CUBE Rating:** 9.0

2ND OPINION

BLAST! "Surprisingly fun and horribly addictive... especially in the two-player Deathmatch mode. We want more of this!"

MARTIN

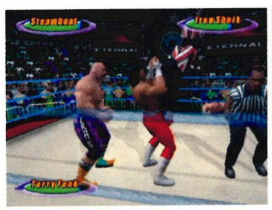
FINAL SCORE

8.0

A VERY PLAYABLE PUZZLER THAT WILL HAVE YOU COMING BACK FOR MORE – LET DOWN BY SIMPLE GRAPHICS.



Who needs the WWE when you can watch World Of Sport instead?







LEGENDS OF WRESTLING

CUBE

INFORMATION

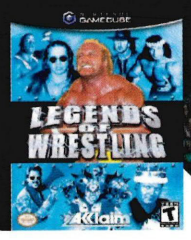
LEGENDS OF WRESTLING	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	THREE BLOCKS

STATS

- ACCLAIM'S NEW WRESTLING TITLE
- REVOLUTIONARY CONTROL SYSTEM
- OVER 40 DIFFERENT WRESTLERS
- CREATE-A-LEGEND MODE

RELEASE DATES

OUT NOW	TBA	OUT NOW





Koko B Ware's legendary *Kung-Fu Fighting* dance wasn't all that...

Retired, old or even dead – Acclaim doesn't care, as long as they can wrestle, dammit...

BACK IN THE DAYS when Acclaim held the rights to the WWF (now WWE) franchise, things were good; it could churn out anything with a WWF branding and still rake in the cash. Now, those days are sadly passed – well, sadly for Acclaim anyway – but all that lovely dough that wrestling fans seem to have so much of is just too much to pass up... especially as a lot of said fans are the perfect target audience for the GameCube (according to the cynics, anyway). This profit-led perspective is probably the main reason why Acclaim has chosen to port over its most recent wrestling title to the GameCube... after all, business is business and it's all about the money. When the game that's being ported across was pretty shoddy to begin with though, you've got to wonder how Acclaim expected anything more than a



BUSY DOING NOTHING
You'll see cards like this a lot – they appear every time the game needs to load in new data. Acclaim must have forgot that this isn't a PS2...

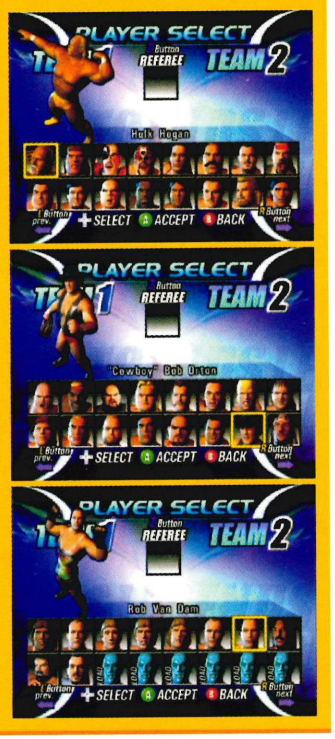




SORRY, DO I KNOW YOU?

Seeing as Mart's the resident wrestling expert round these parts (he's been watching it since he was a nipper), we put him to the test in seeing how many of the 42 wrestlers on offer in the game he'd heard of. Things were going well after the first selection screen, with only two of the characters slipping through his well-versed fingers. Come the second screen, though, it all started to go wrong. Unknowing grunts soon came from the poor bloke's mouth and by the final screen, he was well and truly stumped. Final recognition total: a disappointing 26 out of 42.

Now, seeing as Mart's been a wrestling fan for nearly fifteen years and knows quite a lot about it... well, does that give most of you younger fans out there a chance of knowing many of these people? No, it doesn't. So why would you be interested in a game that isn't any fun AND has hardly any characters you'd recognise? Answers on a postcard please...



damn good drubbing over *Legends Of Wrestling*. Talk about bringing it on yourself...

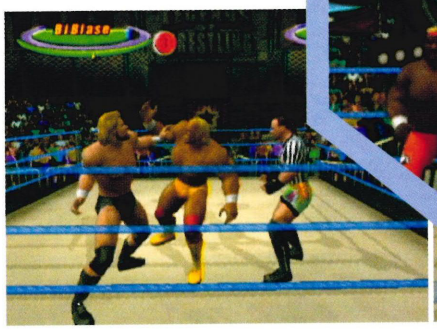
On paper, the concept of *Legends Of Wrestling* sounds quite promising – resurrect a whole bunch of wrestlers from the old school (including genuine legends such as Superfly Jimmy Snuka, Ricky 'The Dragon' Steamboat and, of course, Hulk Hogan), toss in a totally new and 'revolutionary' control system and bring the graphics up to next-gen standard. Of course, not everything that glitters is gold... or in this case, lycra. You see, while we wholeheartedly applaud the appearance of some of the greatest wrestlers that ever lived, it seems as if someone in Acclaim's marketing department didn't do their homework. Hasn't wrestling reached the heights of popularity that it's at now over the last five years? Doesn't that mean that most of the faces here won't mean anything to the target audience, meaning they won't give a damn? As the saying goes, 'hell yeah'.

Then there's the game itself – a plodding beast of a wrestling game that's been made even worse by the fact that the PS2-to-GC conversion process has rendered it almost unplayable. For starters, the new control system turns the whole thing into a seesaw match of button pressing until one person messes up rather than the fast-paced grappling action that you'd expect from a wrestling title. On top of this, the severe lack of game modes on offer and a lacklustre Create-A-Legend mode only go to put the dull icing on a rather uninspired cake of a game. Worst of all though is the terrible collision detection, total lack of response from the controller (the wrestlers just don't seem to do what you tell them... we pressed Attack, so why is he just standing there?) and really nasty animation. Yes, we know it used to be a PS2 game – that doesn't mean it has to look like one on a console that's almost twice as powerful, does it?

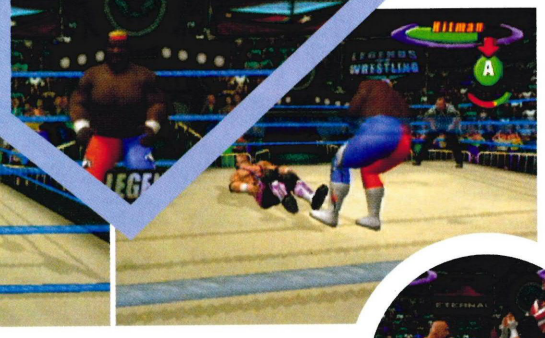
While Acclaim should certainly get a B+ for effort in terms of trying to reclaim the genre as its own, Legends Of Wrestling fails miserably in providing anything near an enjoyable game. People in dire need of some lycra-clad action will have to hang on for a decent game just that little bit longer...

DARREN





MAKING AN ENTRANCE: The wrestler entrances are just plain bad – seeing as it's supposed to be about pizzazz, Acclaim could have jazzed them up a bit...

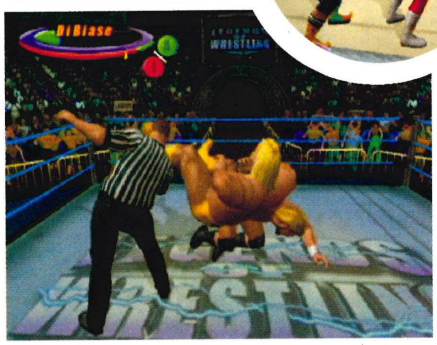


TOTAL LACK OF CONTROL

REVOLUTIONARY DOESN'T MEAN GOOD

So, the game makes such a big thing of this 'revolutionary' control system – exactly what's it all about? Well, you've still got your usual buttons for things like running, attacking, blocking and grappling but now the new control system allows for much easier countering of moves inflicted on you (and vice versa). When an attack is performed on you, a meter appears beneath your energy bar with a green section in it. All you have to do to counter the attack is press the relevant button on the pad when the marker on the meter reaches the green section... easy. Of course, the fact that the computer is incredibly good at hitting these marks means that most attacks are bounced back and forth until you mess up – to be honest, it's a bit cack and only goes to slow down the already sluggish action... shame.





Since when did Ted DiBiase do the Rock Bottom? Bah... now we're just angry.

"THIS IS A PLODDING BEAST OF A GAME, MADE WORSE BY THE FACT THAT THE PORTING PROCESS HAS MADE IT ALMOST UNPLAYABLE"

CUBE VERDICT

LEGENDS OF WRESTLING

WHAT IS THIS... 'CRAP PS2 CONVERSION' MONTH?

VISUALS
The cartoon style is quite cool, but the animation is so poor that it doesn't mean anything.

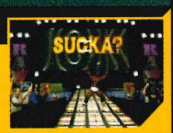
AUDIO
Horrible generic rock music and rather obvious 'men beating each other' noises... bah.

GAMEPLAY
Dodgy collision detection, awful control and a totally lacking wrestling experience – why?

LIFESPAN
With crap gameplay comes a limited lifespan. You'll be fed up with this within a week...

ORIGINALITY
Well, we suppose they had to come up with something to milk the fans of their cash.

ALTERNATIVE



Quite clearly, this is the game you want to be waiting for if you're any kind of wrestling fan – it's looking to be really great.

WRESTLEMANIA X8

Format: GameCube **Reviewed:** N/A **TGN Rating:** N/A

2ND OPINION

NOOOOOOO! "The PS2 version was pretty lame, but this is just embarrassing. Acclaim does know that it's working on the GameCube... doesn't it?"

MARTIN

FINAL SCORE

4.7

NOT EVEN ENJOYABLE TO A WRESTLING NUT LIKE MART... NOW THAT'S A BAD SIGN.

SSX on GameCube... someone's taking the piste

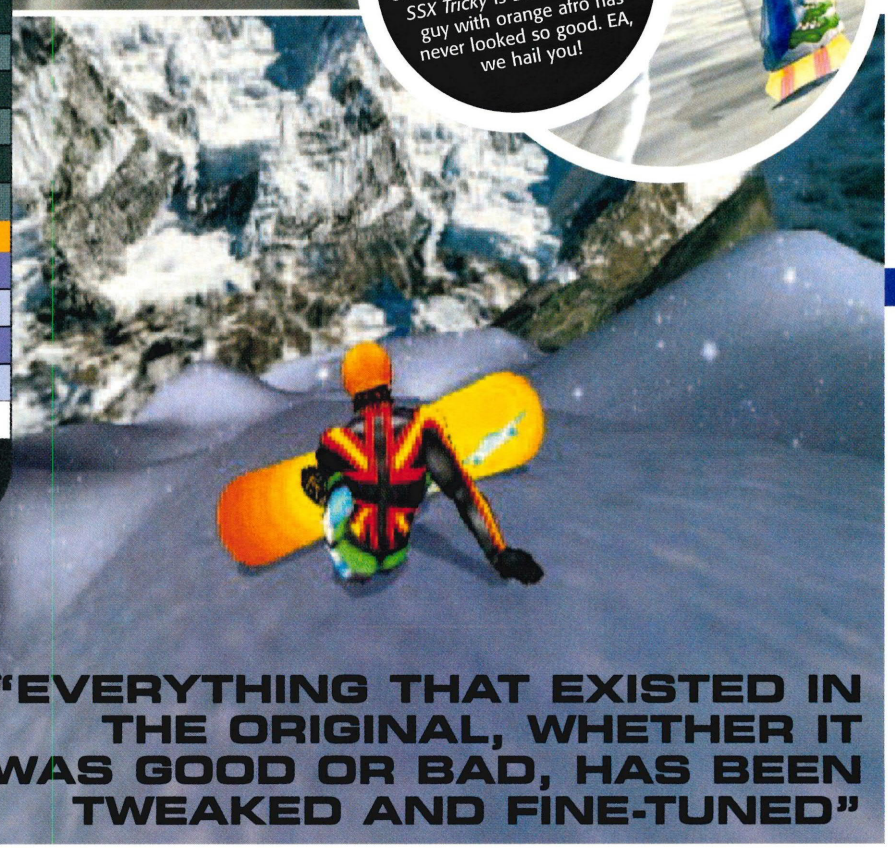
SSX TRICKY







WELCOME ADDITION
One of the newest additions to *SSX Tricky* is Eddie. A white guy with orange afro has never looked so good. EA, we hail you!



"EVERYTHING THAT EXISTED IN THE ORIGINAL, WHETHER IT WAS GOOD OR BAD, HAS BEEN TWEAKED AND FINE-TUNED"

CUBE

INFORMATION

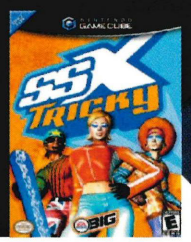
SSX TRICKY	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	EA BIG
PRICE:	£44.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	5 BLOCKS

STATS

- BASED ON THE GREAT ORIGINAL
- IMPROVED GRAPHIC AND MUSIC
- LOADS OF SECRETS
- BIGGER LEVELS

RELEASE DATES

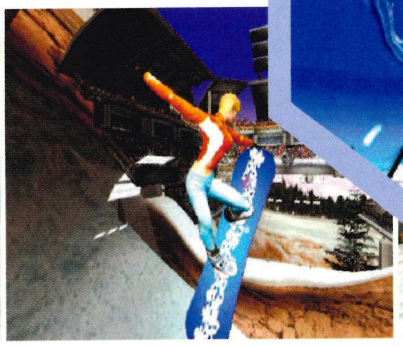
21 JUNE	TBA	OUT NOW



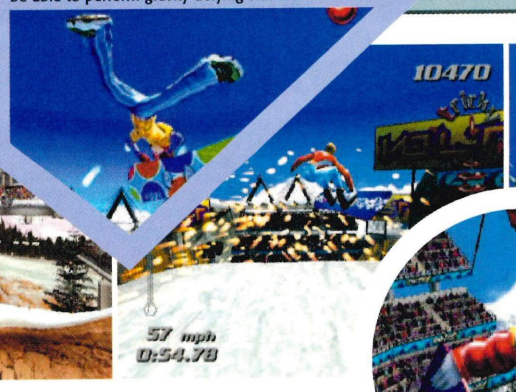
Yep, it's finally here – EA's snowboarding sequel hits the Cube this summer looking better than ever

PICTURE THIS, you're in Aspen, you've just purchased yourself a new snowboard, some thermal clothing and the obligatory bobble hat. As you take your first step outside you see the mighty piste in front of you, 800ft high, glistening with pure white snow and the thought of broken bones comes to mind. However, this does not deter you as you hop onto the lift and make your way to the peak. Ok, so you're there, you look down, close your eyes and then... you're off. The wind's in your face, the adrenaline's pumping and then you realise something, you realise that you're actually dreaming, or are you? Your Dolby 5.1 speakers have tricked you once again; with your





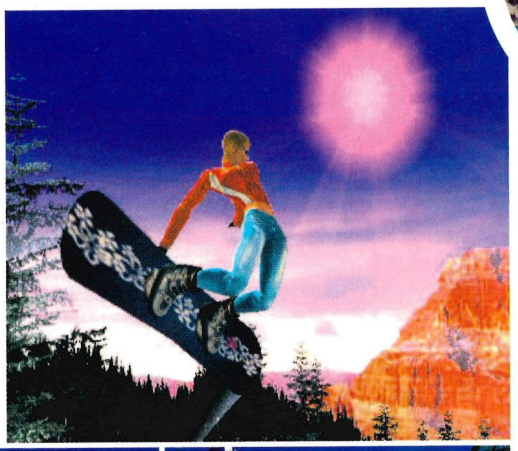
CUNNING STUNTS: EA has now updated the Boost meter to a Tricky meter. Build this baby up and you'll be able to perform gravity-defying stunts...





TRICK TRICK BOOST

In line with the original, EA has kept and enhanced the control system used in *SSX*. Performing the various tricks in *Tricky* is now made even easier, taking full advantage of the analogue thumb sticks and shoulder buttons. Even if you managed to master the original, there are now hundreds of new tricks to learn, again making this a game in its own right rather than just another cash-in sequel. As with the original, *Tricky* uses the same styled (but enhanced) version of the Boost meter. This can be increased by pulling off tricks and combos – once the bar is full you will can activate a turbo, which will not just increase your speed, but give you better air for performing big tricks. Oh baby!









GameCube pad firmly grasped in your hand, you have in fact been playing *SSX Tricky* all along.

That's right, EA has done it again, except *Tricky* is more than just a sequel. Everything that existed in the original, whether it was good or bad, has been tweaked and fine-tuned. Newcomers and even players who hated the original will find much to appreciate, whilst succumbing to an all-new addiction to boot. EA has added new features, characters, tricks and an enhanced version of the Boost meter.

One of the few disappointments of the game is the tracks that are on offer. In fact, of the many circuits available in *Tricky*, only two of them are not from the original, which may have some gamers feeling that they have been somewhat cheated. Well, don't! Each of the circuits has now had a face-lift, with improved visuals and a few added extras. The way in which you look at *SSX Tricky* is entirely up to you; do you just go for speed and hammer your way around the circuit, or do you fancy yourself as a bit of a Shawn Palmer and choose to go for the high scores by performing huge tricks as you gun for the finish line? Decisions, decisions...

Plain and simply, *SSX* is a pretty special game on the GC – it's not perfect but as far as ports go, but this is one of the better ones we've experienced. EA should feel proud... at least, it should until *1080°: White Storm* arrives.

ROB

CUBE VERDICT: SSX TRICKY

LET IT SNOW, LET IT SNOW, LET IT SNOW... OH YEAH!

VISUALS
Could snow look any better? Polished, flawless presentation – a job well done!

AUDIO
Run DMC, Hybrid, Macy Gray, shall we continue? From the screams to the themes it's top-notch.

GAMEPLAY
Fast, fun, furious and highly addictive, *Tricky* pulls out all the stops. You'll lose sleep over this one!

LIFESPAN
Plenty of modes and secret to unlock and you weave your way down the slopes.

ORIGINALITY
Not exactly original, but nevertheless a winner in its own right.

ALTERNATIVE

If you're keen on fast and furious racing action (but have a phobia of snow), then this is an ideal replacement.



EXTREME G3

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 8.4

2ND OPINION

GNARLY! "Considering it's nothing but a direct port of the PS2 version, *SSX Tricky* is mighty impressive. There really is nothing like the smell of freshly raced snow in the morning..."

MARTIN

FINAL SCORE

8.8

A FINE EXAMPLE FOR THE GAMECUBE – EVEN IF YOU'RE NOT A FAN, IT'S WELL WORTH A LOOK

Midway brings the arcade experience to the home

CUBE
INFORMATION

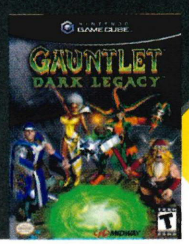
GAUNTLET DARK LEGACY	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
PRICE:	£64.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	EIGHT BLOCKS

STATS

- UPDATE OF THE PS2 GAME
- BRAND NEW POWER-UPS
- FOUR-PLAYER GAME
- BIGGEST GAMECUBE GORE FEST

RELEASE DATES

TBA | TBA | OUT NOW





Finally! Some more four-player action for the GameCube. But is it worth forking out for more joypads? Read on...

GAUNTLET DARK LEGACY



MANY YEARS AGO a game appeared in the arcades that had been developed by Atari. Going by the name of *Gauntlet*, it proved to be extremely popular due to the relentless hack 'n' slash action and four-player co-operative mode. Twelve years on, the legacy continues.

An earlier release on the PS2, this is a slight update for the GameCube; new items and power-ups are included, as well as stereo sound and a slight tweaking of the graphics.

Taking an isometric view of the action, your task is to scour eight different realms in the search for eight elusive shards, which must be used to break the seal of the demon Skorne, who has hidden himself away in an ancient temple. There are eight characters to choose from, each having their own strengths and weaknesses. You must travel the lands collecting the crystals that allow you to access the next area, defeating hoards of monsters that help raise your experience and beating the bosses that carry the shards. Another thing to look out for here are the Runestones; there are 13 of them in total to collect.

As well as these, you can also find items and weapon power-ups. Sometimes left lying on the floor and sometimes shown only once an enemy has been defeated, they vary from the obvious to the plain bizarre. X-ray vision is useful, as is five-way fire. Turning into a chicken, however, is slightly odd.



Beware of the red: See the red barrel? Hit that and you'll have an explosion in your face. Green barrels are similar, but poison hisses out instead.





HIT MY BUTTON

Every once in a while you will come across simple puzzles. Usually they involve hitting a switch, which in turn opens a door on the other side of the level. Occasionally things will get more complex, for instance one switch making another appear, which in turn ejects water that will extinguish some flames that previously hindered your progress. You can also find keys, which are used to open certain chests and gates. There are never enough to go around, so you have to choose what chests to open wisely.

These puzzles are a welcome addition to the game, serving to break up the gameplay a bit and give your fingers a bit of a well-earned rest.



"THE FOUR-PLAYER MODE IS A HUGE BONUS ON TOP OF THE NON-STOP KILLING AND ACTION"



FOUR-PLAYER FROLICS

Something that always adds a lot to any game is a four-player mode, and happily *Gauntlet Dark Legacy* includes this option. Teaming up with three other friends, you can make the game a lot more fun. However, things start to get even more interesting when you start delving a little deeper. Setting different rules lets you have the option of stunning, or even hurting your team mates. Adding a whole new dimension to the game, you will have to learn to trust your friends in melee affairs, and be careful yourself. Accidentally slashing the head off of a powerful wizard during a boss battle is not a good idea – you will need all the help you can get.





LET'S ZOOM OUT

In most games, one screen plus four players usually equals irritation. Not so here. The camera will zoom out for miles in order to keep you together.






THAT'S MAGIC

COME ON BABY, LIGHT MY FIRE

Any good adventure game needs a healthy dose of magic attacks. Luckily, *Gauntlet Dark Legacy* delivers by the bucket load. Lightning and fire are rampant as flashes and bangs fill the screen. Some enemies can only be defeated with magic, whilst others are oblivious to it. Of course, to stop you from decimating every monster you come across with a field of flames, it is all in short supply.

It's a simple button press to activate, and the magic is only active for a short amount of time. It's always best to wait until you are totally surrounded by hordes of foul beings, letting them get close enough to make them think they have you, then BAM! Show them what you've got!

Look at the screenshots above; see how the character lashes out with her awesome flames! Far more interesting than your usual hack 'n' slash actions, you have to agree.

WARRIORS AND MAGES

Initially there are only eight characters to choose from. These are the more generic choices – for instance, you have your basic warrior. Hailing from the mountain kingdom, he is an adept fighter and is super strong, but slow. He is a match for the dwarf, who has similar attributes.

The wizard and the sorceress are both quick movers, with high magical abilities. You can also choose an elvin archer, a knight, a valkyrie and a jester. Like the warrior, they all have their own particular strengths and weaknesses, so it's certainly wise to try them all out before choosing a favourite.

There are also several mystery spaces, reserved for the more outlandish characters such as the giant lizard. These have to be unlocked before you can choose them. They help add variety to the game, as you can see who works best in what realms.









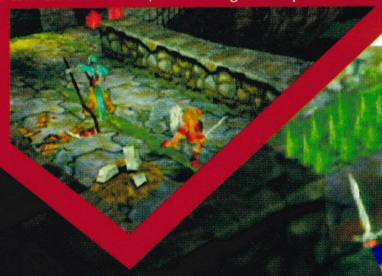




COMMENT The minute you arrive in your chosen realm, the action begins. There is no letting up – the first thing you have to do is clear the area of generators. These are the things that create a non-stop flow of monsters and take the form of gravestones, human carcasses and other such things. Taking them out after eliminating the initial batch of enemies is recommended.

Moving on to the next area, perhaps after finding a key or tripping a switch, results in more of the same. All the way through. This is the game's biggest problem – whilst the non-stop action is extremely compulsive, there is just nothing to keep you going for any length of time. Similar titles have gotten round this problem using different ways. For instance, SEGA's *Phantasy Star Online* had a Chao breeding option for starters, and the online abilities only helped. The PC has *Diablo 2* , which has so many thousands of weapons that just trying to see them all is enough to keep you playing for hours. *Gauntlet Dark Legacy* does contain a few interesting variants on the basic gameplay, like the magic, but it's extremely limited. Admittedly, the genre of the game and the heritage of the title dictates that the gameplay should be done in this fashion. Yet expansive arenas with the character leaping and swirling about, magic blazing through their

RUN BOO RUN: Some monsters' weapons have quite a long range. A good tactic here is to run away, turn around and fire, then run again. No problem!





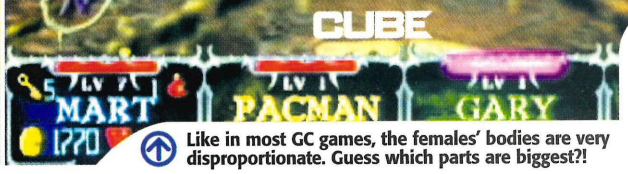


EX PLUS

Like most RPGs, experience points are gained when you kill enemies. These boost your characters' stats. A small tip: try to hit close range, you get more experience points this way.







Like in most GC games, the females' bodies are very disproportionate. Guess which parts are biggest?!

fingertips, sending out sparks that ricochet through enemies' heads at insane speeds is not what the series is about, however much it would add to the gameplay. But this is what the developer should have looked at; maybe *Gauntlet* should remain a fond memory, as nowadays the essentially 2D areas, plodding gameplay and medieval weapons are starting to get tiring. It's been done before so many times now.

It doesn't help that it's a lazy port either. What can be done with the GameCube's hardware so far has amazed, and *Gauntlet Dark Legacy* clearly hasn't optimised it. The jerky frame rate is unforgivable and not tweaking the game engine to account for the extra grunt behind the GC is something that Midway should acknowledge as a huge mistake. However, if you're looking for an action game you could do worse. The four-player mode is a huge bonus on top of the non-stop killing and action. Worth a look but there's a lot better out there.

GARY

"MAYBE GAUNTLET SHOULD REMAIN A FOND MEMORY"

GOLDEN GLORY

A GOLDEN SHOWER OF ITEMS





Every now and again you will come across a small boss that needs taking out. Once you do, all of the enemies and enemy generators will still be around you, so the priority here is to get rid of these first. These bosses take quite a lot of hits, but once gone they leave behind a golden item for you. There are three mini bosses and three different items. Defeating the snake gargoyle will give you the Golden Fangs, taking down the lion gargoyle will grant you with a Golden Claw and killing the eagle gargoyle will fetch you a Golden Feather. A certain number of each type of item is required before you can unlock anything. Check out the beastie above. You have to be quick, as his attacks are projectile ones and stay on the same course once released. Once they are let loose, run in to the side and slash away with short range attacks – you will gain more experience points this way.

CUBE VERDICT

GAUNTLET DARK LEGACY

A WASTED OPPORTUNITY

VISUALS
They serve their purpose – but everything seems a little plain and dull.

AUDIO
Very moody and edgy, which suits the game style down to the ground.

GAMEPLAY
Very compulsive, but there's nothing to work for and you actually feel your brain dying.

LIFESPAN
The environments are huge, so there's plenty of scope to explore, but it's all very samey.

ORIGINALITY
Gameplay concepts as old as the hills – which is no bad thing. But the genre has moved on.

ALTERNATIVE

Not on the GC yet – but if the Dreamcast version is anything to go by then it will certainly be worth waiting for. It's astounding.



PHANTASY STAR ONLINE

Format: Dreamcast **Reviewed:** N/A **CUBE Rating:** N/A

2ND OPINION

ARGH! *"Gauntlet* has always been more about multiplayer action rather than solo playing, so it's no shock that this is still the case on the GameCube. Fun, but not if you're a loner…"

MARTIN

FINAL SCORE

6.5

FUN FOR A WHILE, BUT YOU WON'T BE WARMING UP THE CHAIR. FAR BETTER GAMES ARE OUT THERE.

A quest to rid Japan of evil











LINK'S ADVENTURE
A GBA version of *Battle Houshin* was released simultaneously – using the link cable, it's possible to connect the two games for data-swapping interaction.

CUBE

INFORMATION

BATTLE HOUSHIN	
PUBLISHER:	KOEI
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- FOUR CHARACTERS SELECTABLE
- GBA LINK-UP OPTION
- THREE LEVELS OF DIFFICULTY
- PROGRESSIVE SCAN SUPPORT

RELEASE DATES

TBA	OUT NOW	Q4 '02



Koei has put a comical spin on the feudal themes that dominate its releases – but will it work?

BATTLE HOU



THERE'S SOMETHING about 'Old World' Japan that's really appealing. Maybe it's the architecture, or perhaps it's the profusion of madly dressed citizens. Either way, Koei has long since realised the value of the historic Japanese setting that acts as the basis for so many of its releases. *Battle Houshin*, however, is not a typical Koei effort...

After a scene-setting FMV intro, *Houshin* is fronted by a bold title screen that establishes the tone of what is to come. Like Konami's *Goemon* games, *Battle Houshin* presents a slightly deformed version of Japan, one that gives it a more distinct look than that of its strictly realistic peers. And *Battle Houshin* certainly does look the part – solid in structure, with a never-faltering frame rate and fine, atmospheric use of lighting.

Since it relies heavily on action elements to involve players – there is an indecipherable plot, but this plays very much a secondary role – the enjoyable nature of *Houshin*'s gameplay is something of a relief. Koei has crafted a control method that's both accessible and difficult to master. When faced with a squadron of soldiers and a few wolves, and when you are at the same time being shot at by three budding Robin Hoods crouching like despicable cowards in the distance, being able to effect a few tornadoes is a particularly



FMV – DONE WELL: *Battle Houshin*'s opening movie is an example of how lovely FMV can be – it's an intro that links damn well with the actual game.

Magic attacks are suitably chaotic and usually result in a whole bundle of bodies piling up...

"THE APPEARANCE OF SOME TRULY NASTY BOSSES SERVES TO POP A SPRIG OF PARSLEY ATOP BATTLE HOUSHIN'S CHAOTIC STAGES"

JSHIN

welcome gameplay feature.

But *Battle Houshin* boasts little in the way of variation. The concept is precise and sound, but the 'clear the field' maxim is repeated constantly throughout. It eventually becomes a dizzying mantra. Having said that, it's impossible to deny that every moment of the experience is an enjoyable one. And the climactic appearance of some truly gruesome bosses serves to pop a sprig of parsley atop *Battle Houshin*'s superbly chaotic stages. It's a bit manic.

There are a few things that would have elevated *Battle Houshin* from merely 'competent' to 'excellent'. Most obviously, it could have been significantly improved by the addition of a multiplayer mode. Since battles are entered as a team of four (albeit with only one of the quartet under human control) the potential for some co-operative play along similar lines to *Jet Force Gemini* has, unfortunately, been overlooked. Still, there's always the sequel.

This title offers us toned-down content and boldly colourful style; this is *Onimusha* without the spleens. *Battle Houshin* is not going to change the world of games, primarily because it offers nothing new, but it is a perfectly respectable title. Regardless, those who are seeking a little disc that is coded with incessant action will find *Battle Houshin* to be a sumptuous little treat.

JONTI

HELLO, NASTIES

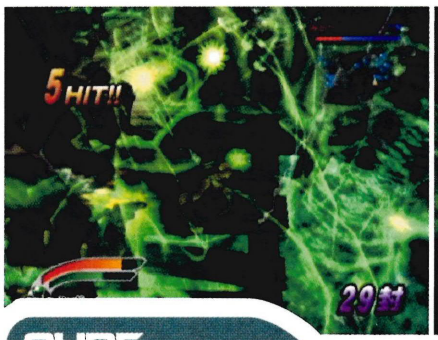
Each of *Battle Houshin*'s stages is full of soldiers, wolves, birds (as in tweet-tweet) and other baddies. Since overcoming these is the primary goal, *Houshin* can (at times) be overwhelming. Soldiers roam in packs and wolves move as battalions. Until the level is upped from Easy to Difficult, via Medium, however, most enemies will not attack unless provoked. Houshin's end-of-level bosses are a different story: they will actively seek you out and then use all of their considerable might to knock you senseless. Because of the sheer volume of enemies, though, *Battle Houshin* is never less than intense. Sweaty palms...





BIFF! SOCK! POW!

Each of *Houshin*'s four characters has a couple of unique abilities, as well as being endowed with strengths (and cursed with weakness) that are particular to them. The A Button is *Battle Houshin*'s common offensive denominator, effecting a thwack no matter which character is being controlled. But the X and Y Buttons are key – combinations of which perform all sorts of magical moves. Tsugi (the lead character, who bears some resemblance to Goemon) has a tornado up his sleeve, so to speak, which remains our favourite of all the special attacks on offer. Each character carries a standard weapon, too, which can prove especially useful in less crowded areas. Suffice to say, *Battle Houshin* is brimming with pyrotechnic loveliness.





CUBE VERDICT — BATTLE HOUSHIN

A FURIOUS ROMP THROUGH FEUDAL JAPAN... LOVELY

VISUALS
Solid, indicating that Koei has learnt how to handle the GameCube appropriately.

AUDIO
So-so. No particularly catchy tunes but plenty of atmospheric sound effects.

GAMEPLAY
Relentless action and easy to play through thanks to an intuitive control system.

LIFESPAN
Challenge mode adds much to the long-term appeal, while its main game is quite lengthy too.

ORIGINALITY
Curiously similar to the *Dynasty Warriors* games, with influence from the 3D *Goemon* titles too.

ALTERNATIVE

Okay, so maybe it's not exactly what you'd call an alternative but as far as battling across Japan goes, this is about it.



ADVANCE WARS

Format: GBA **Reviewed:** N/A **CUBE Rating:** 8.7

2ND OPINION

BRILLIANT! "Although a little bit on the repetitive side, you'll be too busy slaughtering enemies to notice. Action freaks are in for a real treat with this totally frantic blast..."

MARTIN

FINAL SCORE

7.0

A COMMENDABLE EFFORT FROM THE CONSISTENT KOEI. IT'S NOT SPECTACULAR, JUST MINDLESS FUN.

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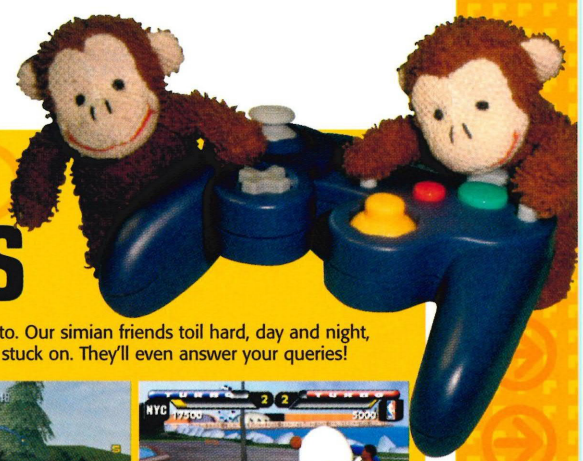
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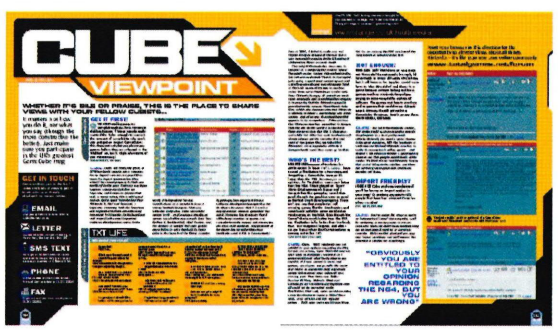
If it isn't a review, news or a preview, chances are you'll find what you looking for here. We're still developing this section so keep 'em peeled as changes are coming!



YOUR LETTERS

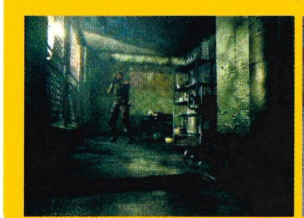
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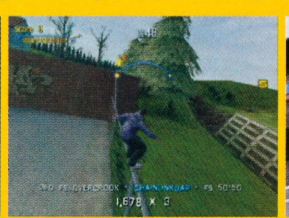
94 You've asked and we've listened. Viewpoint has been extended to include even more of the choicest cuts from the forum and now includes a chance to win some top prizes!

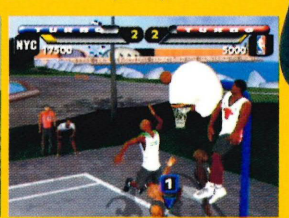


CHEATING MONKEYS

98 They play the games so you don't have to. Our simian friends toil hard, day and night, to find cheats for the games that you're stuck on. They'll even answer your queries!







ADVANCE

114 Nintendo gaming isn't confined to the GameCube, thanks to the power of the GBA. Each month we select the very best games on offer and put them through our gaming mincer...



STUDIO EYE

118 Every month we travel to the leading developers to find out what they're up to. In this issue we catch up with the guys who made the *Worms* franchise what it is today...

PIKMIN



102 Miyamoto has done it again! An incredibly involving and original game. However, it can prove a tad tricky so we've worked day and night to produce this comprehensive guide for the less green-fingered amongst you...

BEAT THE TEAM

page 100

So, you think you're good at games, eh? Well, we've devised some devilishly tricky challenges for you to complete – and there's prizes on offer if, and only if, you can beat the CUBE team...

HORIZON

page 122

We're jetting off to LA to find out what's in store for the GameCube. Check out our massive report from the show filleted in there amongst the usual exclusive reviews, previews and news that only CUBE can deliver!

SUBSCRIPTIONS

page 128

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

IN CLOSING...

page 130

Saving the best 'till last... Wario gets pushed under our rather large microscope and examined by several dietitians. Yup, he's a plumper alright, but he's also the star of some rather tasty games.

CUBE VIEWPOINT

WHETHER IT'S BILE OR PRAISE, THIS IS THE PLACE TO SHARE VIEWS WITH YOUR FELLOW CUBISTS...

It matters not how you do it, nor what you say (though the more constructive the better). Just make sure you participate in the UK's greatest GameCube mag.

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 07866 620761.

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Call the **CUBE** team any time between 4pm and 6pm weekdays on 01202 209342

FAX

Or you can send your letter to us by fax on 01202 299955.

SAD GAMERS

GET IT FIRST!

I'M FED UP reading peoples' complaints about how Nintendo dislikes Europe. If these people really wanted the Cube enough to warrant the amount of complaints why don't you just get an import GameCube; this does not only let you play many games before they are released in the 'disliked' UK but it might shut some of you moaners up!

SHAUN HENDRY, VIA EMAIL

CUBE: ***That's not really the point, is it? Why should people pay a premium for an import console and pay £50 or more for import games when they should be served properly in their own territory? In the past, Nintendo has been seen as a company that has put Japanese and American gamers first and, to some extent, this is with good reason. Quite apart from the fact that Nintendo is, first and foremost, a Japanese company, both the American and Japanese markets are massively important to Nintendo. As its heartland, and arguably the most important software development centre in the world, it is important for any manufacturer of a console to have a strong foothold in Japan. That way software companies there will create games for it – and Japanese-developed games are vital for any console (see: Soul Calibur 2, Resident Evil, Final Fantasy and the amount of weight Microsoft placed upon trying to get a foothold in Japan prior to the launch of the Xbox). America is, perhaps, less important from a software development perspective, but its sheer size means that it is such a huge potential revenue generator that again Nintendo has to ensure that it shifts huge numbers of games and consoles to make money and ensure the life cycle of its consoles. Any producer of hardware has to make these two territories work if it is to be successful –***

» Hello, Simon@CUBE [LOG OUT] TOTALGAMES BULLETIN BOARD » GameCube

Topic	Topic Starter	Replies	Last Post
Well I've done it, got me xbox this morning	Johny Sides	20	30 April 2002 01:46 PM
Black cubes (It's bad news)	gamefreaks	3	30 April 2002 01:44 PM
Finally played the Gamecube! My opinon on it!	Gamesmaster2000	7	30 April 2002 01:37 PM
Sonic Adventure 2: Battle is now mine!	Gamesmaster2000	4	30 April 2002 01:36 PM
Who is buying Universal Studios?	weinberg2002	13	30 April 2002 01:34 PM
Game Cube Club T-Shirt up 4 grabs!	Sian_Raven	38	30 April 2002 01:33 PM
favourite pokemon	starwolf	28	30 April 2002 01:29 PM
Most anticipated game	Cuboid_5000	9	30 April 2002 01:28 PM
When Did You Pre-Order Yours	Theory Of Games	9	30 April 2002 01:23 PM

LET'S TALK ABOUT TXT

TXT LIFE

We want your text!

Gamecuboid!
CUBE: Yes...

Which one is the most powerful console the game cube or the xbox, ps2
CUBE: The GameCube is more powerful than you can possibly imagine...

WILL THERE EVER BE A DONKEY KONG OR A BANJO GAME ON GC P.S. YOUR MAG IS GREAT
CUBE: You can bank on it and thanks!

Do u know if there will be a perfect dark game on GC? Cheers
CUBE: Of course there will be!

Can you please tell me if Killer Instinct will b coming out on the gamecube cause I think it is a excellent game
CUBE: There's been no official word. E3 might reveal the odd surprise or two...

I think kid chameleon from the mega drive should b re-worked 4 cube!
CUBE: As is the case with many games...

Will the RF unit which came with the N64 work on the GAMECUBE?
CUBE: Surely you want to take advantage of SCART loveliness?

I've just heard on game network that capcom has said if game cube sales don't pick up then they'll take the resident evil series back 2 PS2. Is the cube gonna b a flop?
CUBE: Err, we think that the GameCube is going to be very successful, worry not...

IS IT WORTH GETTING SONIC ADV 2 FOR THE GC WHEN I HAVE IT FOR THE DREAMCAST.
CUBE: Possibly not... But then there's the lovely GC to GBA link-up fun...

GAMECUBE iz wkd & so iz ur mag
CUBE: Aye!

Just seen new gc for only 130 bucks! Could dis b tru or am I going mad?
CUBE: Quite probably!

IS THERE ANY CHANCE SEGA WILL B BRINGING VIRTUA FIGHTER 4 TO GAMECUBE?
CUBE: There is, but it's a slim one...

DO YOU THINK THAT SEGA COIN-OPS LIKE DAYTONA USA 2, PLANET HARRIERS OR SCUD RACE WILL EVER BE PORTED TO THE GAMECUBE?
CUBE: Time will tell, but Planet Harriers would be an ace addition to the GameCube line-up!

Will quake3 be on the cg – the ps2 version is great, just think what the cube version would be like!
CUBE: We're sure that, given time, Quake will make an appearance but not just yet...

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look at SEGA, it failed to make any real impact in Japan in spite of the fact that it was reasonably popular in the US and so it ultimately suffered an early death.

That said, if Nintendo has been seen in the past as a company that fails to deliver the goods across Europe, this understanding has to be re-evaluated. Thanks to the superb price point, a good-sized market spend and a sterling commitment from Nintendo (look at the back issues of CUBE to see how many times we've interviewed senior bods from Nintendo Europe) all prove how much more amenable and committed the company is to ensuring that the Nintendo gospel is preached to the masses. Then there's Cube Club, which also demonstrates that Nintendo is working to foster a relationship with older gamers and, of course, the advertising that appears to be everywhere... If it were true that Nintendo was less committed to Europe than the rest of the world it is clear that there are sure signs that this is changing – and whilst the other two main territories will almost always get the consoles first and most of the games first, we think that Nintendo's more aggressive attitude to Europe should more than make up for that.

WHO'S THE BEST?

I AM WRITING because of the letter by Jamie Moore in issue 5 of **CUBE**. I have owned a PlayStation for a few years and I'm getting a GameCube because it's better than the PS2. However, in my opinion, the PlayStation was much better than the N64. I have played on *Super Mario 64* at someone's house and I thought that the gameplay wasn't that good, though the graphics were as good as the first *Crash Bandicoot* game. There isn't any way that people can call amazing games like the *Crash* series and *Metal Gear Solid* the same standard as most games on the N64. Even though the GameCube is much better than the PS2, the PlayStation is far better than the lowly N64. Your magazine is great, and also – do you know when *StarFox Adventures* is coming out in the UK?

HUGH OLIVE-BESLY, VIA EMAIL

CUBE: ***Okay... Well, obviously you are entitled to your opinion regarding the N64, but you are wrong! Super Mario 64 may not have been to everyone's taste but as a demonstration of what the hardware was capable of it was second to none and gamers, developers and pundits the world over rate it as one of the most important games to have ever been released on a console, ever. Then there was Zelda: Ocarina Of Time, Majora's Mask and GoldenEye; all are massively respected and all could not be recreated on the PlayStation. That said, we're not discounting a machine that was home to Metal Gear Solid, Gran Turismo and the WipEout games... Both were very capable machines, but for our money the N64 outclassed the PlayStation at virtually every turn.***

NOT ENOUGH!

WHAT CAN I SAY? Well done on your price cut Nintendo! It's not exactly the reply I'd have made to show Bill Gates who's boss, but it will have to do. My plan would have been to take 20 quid off and throw in a game because anyone forking out for a games machine obviously begrudges paying an extra 40 quid for a piece of software. The games cost less to produce and to gamers that would mean 60 quid saved. Anyway, it's still gonna be a GameCube Christmas. Rest in peace Xbox.

GRANT LIDDELL, SCOTLAND.

CUBE: ***You want the moon on a stick! Not content with such an amazing console drop in price to a level pretty much affordable to all, you want a game thrown in for good measure! With the hardware at such reasonable level Nintendo now has to make its money back selling games – and even if it did officially bundle a game with it, chances are that people would baulk at the choice. It's kind of best that Nintendo leaves that sort of thing to the retailers and there are certainly some great and affordable bundles out there.***

IMPORT FRIENDLY?

I HAVE A US Cube and was wondering if you'll be having an import section in your mag? Or printing any ads for US people that have had a import Cube for a few months?

KARL SMITH, VIA EMAIL

CUBE: ***Just to make this clear: as we're an independent GameCube magazine, we'll be reviewing as many games as we can cram into each and every issue whether they are on Japanese, American or European consoles. We know that plenty of you guys own import machines and we'll ensure that everyone is catered for accordingly.***

"OBVIOUSLY YOU ARE ENTITLED TO YOUR OPINION REGARDING THE N64, BUT YOU ARE WRONG"

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

www.totalgames.net/forum

Author	Topic: my crazy mum!!
McCloud Junior Member Member # 2213 Rate Member	posted 29 April 2002 08:31 PM about 4 days ago (i just remembered) my mum said she had this dream where i bought my gamecube and got mugged outside eb. she now is so worried that shes going down for me while im at school, is she kool or what??? and wierd... --- Life is a joke so don't stop laughing. Posts: 83 | From: england | Registered: Apr 2002 | IP: Logged

Author	Topic: Finally played the Gamecube! My opinon on it!
Gamesmaster2000 Member Member # 1387 Rate Member	posted 30 April 2002 12:57 PM Today during my lunch break i went to my local toys'r'us and finally had a go on the gamecube. The game i played was Rogue Leader, i could of played more but the blimmin guard said i had to go because it was school hours. Anyway..... on about Rogue Leader and Gamecube. I have to admit the controller for gamecube is very comfertable especially the L & R buttons and i also looked properly at the Gamecube and it is tinchy. As for Rogue Leader, it is very hard especially the controls but it is game you have to get used to. I done the death star level and the graphics are genre defining. Overall it is a great and so is Gamecube! Bring on May 3rd NOW!!! Anyway what are your opinions on Gamecube and the games that you have played on it? From Gamesmaster2000 ---

You just couldn't wait to get hold of a GameCube, could you? Why don't you join in with the forum fun?

Author	Topic: Most anticipated game
Cuboid_5000 Member Member # 1561 Rate Member	posted 30 April 2002 08:44 AM Which would yours be? Personally, I can't wait 4 Eternal Darkness, and all the Mario games. Only 3 days to go! --- He who likes Gamecube, wins. Posts: 99 | From: England | Registered: Mar 2002 | IP: Logged
Koocha Member Member # 1059 Member Rated: ★★★★★	posted 30 April 2002 09:13 AM I can't wait for F-Zero --- I'm a small off duty czechoslovakian traffic warden! Posts: 91 | From: East Yorkshire | Registered: Feb 2002 | IP: Logged

CUBE

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READER REVIEW

THE NINETY PERCENTERS...

Okay, so here's the deal – You send us a 200-word review and we, in return, send you a whole glut of peripherals? As ever, you can send your reviews to us on the Forum, via email or even through the post, it couldn't be simpler. So what are you waiting for? Get cracking!



SUPER MONKEY BALL

DEVELOPER: SEGA
PUBLISHER: INFOGRAMES
ISSUE REVIEWED: 6
CUBE RATING: 9.3

9.0 READER'S SCORE

OK, LET'S FACE it, it does sound a little bit different (by different I mean stupid), but as soon as you pick up the controller you will be hypnotised by this game. The point of this game is basically to move a monkey inside a ball around various tracks (90 of them). *Super Monkey Ball* will last you a long, long time and it is one of those legendary games that will have you coming back for more. If you've had enough of the single-player mode then there's still more to come. For every 2,500 points you earn in the single-player game you will be able to unlock one of the great multiplayer games. These include Monkey Bowling, Monkey Billiards, Monkey Golf, Monkey Battle and Monkey Race. The graphics aren't excellent but you won't even notice it since you will be too busy concentrating on keeping the monkey on the track. *Super Monkey Ball* is simple, easy to play and is absolutely great for playing with friends. This game is also great if you enjoy a challenge, as the 90 levels will last you a lifetime.

LOREN BEITRA, BUCKINGHAMSHIRE




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CUBE

ISSUE SEVEN

CHEATING MONKEYS

Once again, those over-excited monkeys have pulled apart all the latest software. It's a good thing those nearby baboons haven't caught a whiff of our banana store – otherwise something rather unsavoury could end up being 'spread' over the pages!

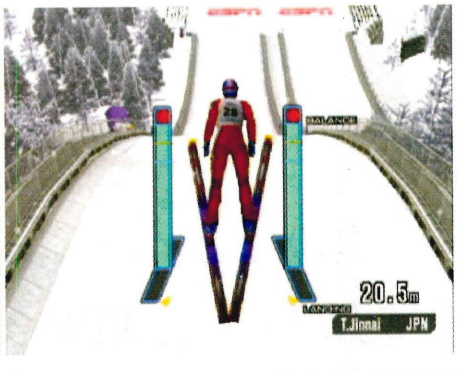
ESPN INTERNATIONAL WINTER SPORTS 2002

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

(Use Left and Right Trigger Buttons to access these)

ACTION	UNLOCKS
Complete Men's Championship with overall 1st	Bear
Complete Women's Championship with overall 1st	Penguin
Earn a gold medal in Trial mode in all events	Robot





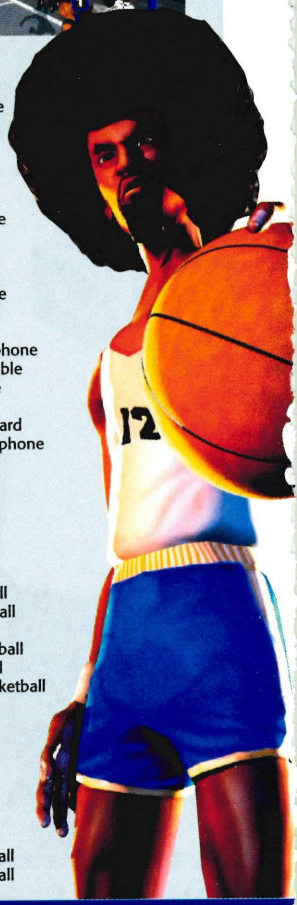
NBA STREET



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

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

NO CHEATS	basketball, shoe, basketball, shoe
CASUAL UNIFORMS	basketball, shoe, megaphone, megaphone
AUTHENTIC UNIFORMS	basketball, shoe, turntable, turntable
PLAYER NAMES	turntable, turntable, basketball, turntable
NO AUTO REPLAYS	turntable, turntable, turntable, turntable
NO HUD DISPLAY	turntable, turntable, shoe, turntable
NO PLAYER INDICATORS	turntable, turntable, backboard, turntable
SUMMERTIME JOE	turntable, turntable, megaphone, turntable
SPRINGTIME JOE	turntable, turntable, turntable, basketball
ATHLETIC JOE	turntable, turntable, turntable, shoe
NO SHOT INDICATOR	turntable, turntable, turntable, backboard
EXPLOSIVE RIMS	turntable, turntable, turntable, megaphone
ABA BALL	basketball, basketball, turntable, shoe
WNBA BALL	basketball, basketball, shoe, backboard
NUFX BALL	basketball, basketball, back board, megaphone
EA BIG BALL	basketball, basketball, megaphone, turntable
BEACH BALL	basketball, basketball, turntable, turntable
MEDICINE BALL	basketball, basketball, shoe, shoe
VOLLEYBALL	basketball, basketball, backboard, backboard
SOCCER BALL	basketball, basketball, megaphone, megaphone
TINY PLAYERS	shoe, shoe, shoe, turntable
BIG HEADS	shoe, shoe, shoe, backboard
TINY HEADS	shoe, shoe, shoe, megaphone
ABA SOCKS	shoe, shoe, shoe, shoe
NO SHOT CLOCK	shoe, shoe, shoe, basketball
LESS GAME BREAKERS	shoe, turntable, turntable, basketball
MORE GAME BREAKERS	shoe, backboard, backboard, basketball
NO GAME BREAKERS	shoe, megaphone, megaphone, basketball
NO JUICE	turntable, backboard, backboard, basketball
UNLIMITED TURBO	turntable, shoe, shoe, basketball
EASY DISTANCE SHOTS	basketball, backboard, backboard, basketball
HARDER DISTANCE SHOTS	basketball, turntable, turntable, basketball
MEGA DUNKING	basketball, megaphone, megaphone, basketball
ULTIMATE POWER	turntable, shoe, backboard, basketball
MAD HANDS	shoe, backboard, turntable, basketball
SUPER SWATS	backboard, turntable, shoe, basketball
STICKY FINGERS	backboard, shoe, turntable, basketball
CAPTAIN QUICKS	shoe, turntable, backboard, basketball
NO DUNKS	turntable, backboard, shoe, basketball
LESS BLOCKS	basketball, turntable, shoe, basketball
LESS STEALS	basketball, shoe, backboard. basketball
NO ALLEY-OOPS	basketball, backboard, turntable, basketball
NO 2-POINTERS	basketball, turntable, backboard, basketball



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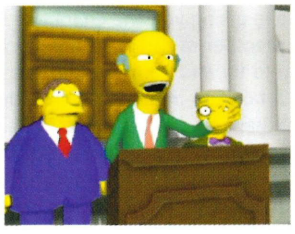
THE SIMPSONS: ROAD RAGE

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

(Enter these codes in the Options screen whilst holding the L and R Buttons down.)

CODE	EFFECT
X,X,X,X	2D mode
A,B,B,A	Boost option (hold and release Y to activate)
B,B,A,A	Debug mode
Y,Y,Y,Y	Extra money
B,B,B,B	Extra camera angles
A,A,A,A	Night-time mode
Y,B,B,X	Get rid of map
B,B,Y,X	Red box car
B,B,Y,Y	Use Smithers
B,B,X,B	Christmas Apu
B,B,X,A	Halloween Bart
B,B,X,Y	New Year Krusty
B,B,Y,A	Use nuclear bus
B,B,X,X	Thanksgiving Marge





BATMAN VENGEANCE

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

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

CODE	ACCESS
L,L,X,X,Y,X,L,R	All FMV
L,R,Y,X	Infinite Baterangs and Electric Baterangs
Y,X,Y,X,L,R,L,R	Infinite Weapons except Baterangs
L,L,R,R,L,R,L,R	Master cheat – unlocks everything
L,R,R,L,R,R,L,R,L,R,R,L + Hold L when selecting level	Play as Bruce



CHIMP'LL FIX IT

Some games can be tough nuts to crack – but luckily the monkeys are equipped with special cracking hammers, nabbed from those pesky Hammer Brothers from *Mario 3* no less! So if you want them to go a-thwacking a particularly frustrating game then drop them a line at **CUBE** Monkeys, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.

FEAR CAN'T KILL YOU...

Dear Cheating Monkeys,
Wow! *Biohazard* is remarkable. Despite it being a remake though, there are some new puzzles that are quite a challenge. In particular, the one with the stained-glass windows... I'm really stuck – help!
Mark Jones, via email

The monkeys say...
'It's a variation of the original puzzle. You have to change the colours of the windows. The sword painting must be red (on both sides), the middle painting must be purple, and the final painting green. Press the painting of the lady and you can finally get that object you saw glinting earlier.'





TICKET TROUBLE

Dear Cheating Monkeys,
I've had *Tony Hawk's Pro Skater 3* for a while now, and have got quite far. But there is a task in the Airport level that I just cannot do – I have to give some tickets to a buddy. I can find my buddy, but not the tickets...
Derek Lloyd, via email

The monkeys say...
'This can be quite difficult to do at first, but once you know what to do it's a cinch. Firstly, grind the reception desk on you left in order to get the tickets. Go down the escalators (be wary of the guard) until you get to the metal detectors. Jump these (if you go through them your tickets will become void) and then turn left. Hug the seats on the right side of the room until you find your buddy.'

CRAZY CABBIES

Yo Cheating Monkeys!
I decided to make a crazy dash for *Crazy Taxi* some time ago and it's brilliant. But those 'S' mini-games are tough, aren't they! Any tips on how to get around the city in less than four minutes?
Sarah Merton, via email

The monkeys say...
'This is VERY tough but, of course, not impossible. There are several things that you have to keep in mind when doing this, for instance: Always cut across grass if you can, and try to drive on the pavements rather than the roads to avoid traffic. Don't cut through the mall either, it's longer than the normal route.

Here is a quick rundown of the route that you should take: Go down the hill and onto the beach road. Go past the Pizza Hut, cutting through the grass and onto the car park. Fly off of the ramp here in order to get back to the road. Near the KFC, drive across the grass towards the helipad. Cut through the parking area of the baseball stadium and then drive onto the freeway, going through the middle in order to avoid the cars and lorries. Go left at the police department and take the road that goes around the mall. Take a left after this, drive over the fountain then go left again and you've done it!'



SHARE YOUR GAMING GENIUS!

If you have any tips or cheats that you would like to share with our monkeys, then feel free to send them into: Paragon Publishing. Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Who knows, you may even win a prize!

BEAT THE TEAM

ISSUE SEVEN

AT THEIR OWN GAME

WIN! A whole bundle of Joytech peripherals and goodies!

HERE AT CUBE TOWERS, we play games – a lot of games. In fact, you might say that aside from the piddling task of putting together a 132-page magazine every month, all we do is play games for a living… ahh, it's a hard life. Because of this momentous stroke of luck on our parts though, the side effect of such a lifestyle is that we're rather good at them – there aren't many games out there that don't crumble before the mighty hands of Simon, Mart and Chandra. Of course, there's a saying that goes 'There's always someone better than you'; not happy with the thought of there actually being better gamers than us out there in the world somewhere, we're out to prove it wrong. Think you're better than us? We seriously doubt it… gwahahahaha!

In any case, we're giving you the chance to show us what you're made of – each member of the team has set a little challenge of their own for you to try and hammer into the ground. If you think you've got what it takes to beat a CUBE gamer, then come and have a go; all you have to do is prove your abilities in the form of either a photo or videotape. Heck, we're so confident that you can't beat us that we're offering a massive pack of Joytech goodies (including pads, memory cards and other lovely stuff) to the reader who beats us with the best score in each challenge. Still, we probably won't have to actually give any away… or will we?



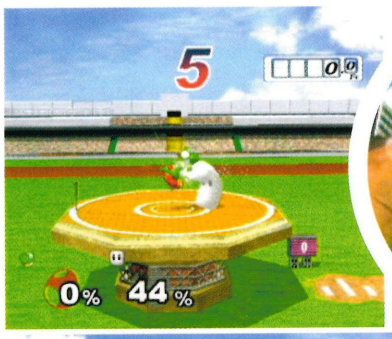
CHALLENGE ONE

HIT THE SANDBAG AS FAR AS YOU CAN

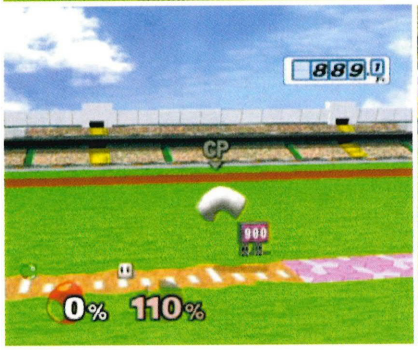
SUPER SMASH BROTHERS MELEE

Hit the sandbag as far as you can!
Being the pacifist that he is, Simon opted for the rather docile Home Run Contest mode of *Super Smash Brothers Melee* – after all, a sandbag can't fight back. Using any character you want (including the secret ones), all you have to do is smack the bag as far down the course as possible; it's not too tough if you know what you're doing. Beat Simon's score, then just snap the final winning distance.

SIMON'S RECORD DISTANCE: 451.8 METRES









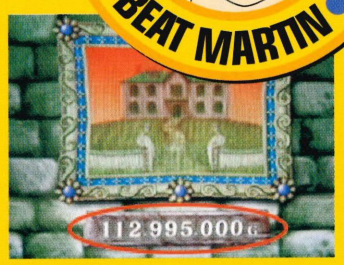
CHALLENGE TWO

COLLECT AS MUCH CASH AS YOU CAN CARRY

LUIGI'S MANSION

Not surprisingly, we're not worried about catching ghosts or saving Mario – it's all about the cold, hard cash! Take as long as you want in completing the game – we don't mind what grade you get, as long as you find plenty of money. Search everywhere and remember to water the plants to find secret cash, then snap a picture of the screen at the end of the game that lists your final cash total.

MART'S HIGH SCORE:
112,995,000G



BEAT MARTIN



WHAT A PICTURE

Right, so you've played like a madman and finally managed to beat one of our challenges... so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

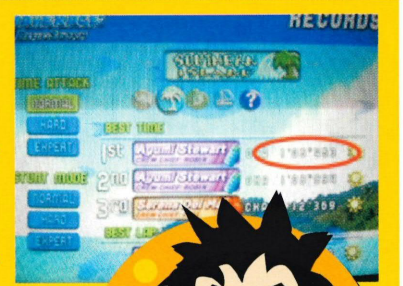
- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash of your camera – the light from the TV will be more than enough to illuminate the picture – and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned though – photos sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages.

CHALLENGE THREE

FASTEST THREE LAPS AROUND SOUTHERN ISLAND WINS

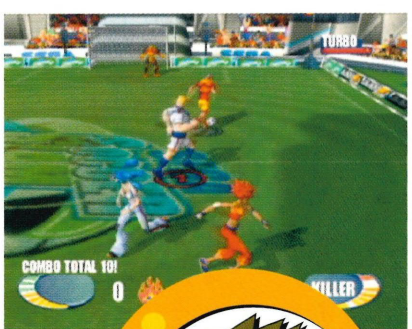
WAVERACE: BLUE STORM



Our boy Chandra reckons he's a bit tasty on a jet ski, which is why he's done his best to come up with an unbeatable time on Nintendo's latest wet racing wonder. All you need to do is pick your favourite character and then race around the Southern Island course as quickly as you can. Use as many of the short cuts as you can find (hey, Chandra certainly did), then just take a picture of the Race Finish screen to qualify.

CHANDRA'S FASTEST TIME:
01:06.453

BEAT CHANDRA





IMPORT CHALLENGE

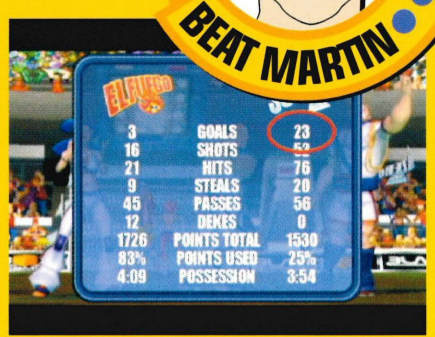
SCORE AS MANY GOALS AS YOU CAN

SEGA SOCCER SLAM

For those of you with import GameCubes, we thought we'd put out a special challenge on the top sports game *SEGA Soccer Slam*. You'll need to be playing an eight-minute game (four minutes each half) against a computer-controlled team of your choice set on Normal – blast as many goals past them as you can and then snap a picture of the End Of Match screen, listing both yours and your opponent's stats.

FINAL SCORE: 23-3 TO MART'S SUB ZERO TEAM

BEAT MARTIN





YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us – no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE TEAM!
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PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS

THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS 1 JULY 2002 SO YOU'D BETTER GET CRACKING!

PIKMIN

CUBE PART ONE

Captain Olimar is stuck on a strange planet. He must find the missing parts of his spaceship, but he's not alone in his quest – the Pikmin are here to help!

CONTROLS

CONTROLLING CAPTAIN OLIMAR



Captain Olimar has many different features at his disposal. Here's a rundown of the many moves and tricks...

CONTROL STICK: Movement: This moves Captain Olimar, and also moves the pink targeting circle. This movement is analog, so you can choose whether to walk or run, depending on how hard you tilt the stick.

C STICK: Pikmin Movement: When you have Pikmin under command, they will naturally obey and follow you, but their movement can also be controlled with the **C STICK**. Try and get used to using the two sticks to move both yourself and the Pikmin: it will help a lot in some of the tougher battles.

A BUTTON: Your main action button, it allows Captain Olimar to do various physical tasks.

ATTACK: Press **A** when you have no Pikmin under your command and Captain Olimar will punch. This can damage enemies, but it's not recommended because the damage dealt is very small and, of course, there's a very good chance you will be attacked in retaliation! The best use for your attack is on plants that hold seeds. Attacking will make the seed drop from the plant, ready for harvesting.

PLUCKING PIKMIN: Position yourself over a Pikmin sprout and press **A**. You'll pull the Pikmin out of the ground, ready for action! If there are many sprouts around, press the **A** button repeatedly to pluck them from the ground quicker.

THROWING PIKMIN: When you have Pikmin following you, pressing the **A** button will throw a Pikmin to the pink aiming circle. Different effects will depend on the colour of Pikmin you throw. This is one of the most important skills you'll learn in *Pikmin*, and thankfully it's one of the easiest to master.

B BUTTON: Whistle: Captain Olimar will whistle and transmit a signal from his antenna, creating a ring. This will summon any stray Pikmin to you. The longer you press the button the more you will increase the size of the ring. Use smaller whistles to gather specific Pikmin to you and use longer whistles when there are lots of stray Pikmin in the area. Whistling will override ANY other Pikmin action, be it transporting a ship part or carrying a bomb rock, so it can be useful when a change of plan is needed!

X BUTTON: Dismiss Pikmin: When you have more than one type of Pikmin in your battalion, press **X** to split them up into their own colours. It will also separate bomb rock-carrying Yellow Pikmin from normal ones.

Y BUTTON: Map/Radar: When brought up, it lets you see the numbers of Pikmin that you have at your disposal. And when you manage to collect the Whimsical Radar part of Captain Olimar's ship, you can see a map of the whole area. It also displays the location of all your Pikmin, which is handy if you've lost a bunch!

Z BUTTON: Camera Angle: Pressing this will alter the angle of the view. The overhead can be particularly handy at times.

L TRIGGER: Centre Camera: Holding this down makes the viewpoint always be behind you, tracking slowly, whilst clicking it will centre the camera behind you immediately.

R TRIGGER: Camera Height: Press this and the height of the view will adjust. The highest one is useful for negotiating tricky pathways, and the closest is good for checking out the amazing graphics!







INFORMATION

PIKMIN	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	PUZZLE
PRICE:	£49.99
PLAYERS:	1

THE PIKMIN

There are three different colour-coded Pikmin types to be found. You have to find the Onions first before you can grow them though. Once found, these homes of the Pikmin will follow Captain Olimar wherever he chooses to go.

RED PIKMIN

The Red Pikmin Onion is found at the very start of the game, at the **Crash Site.** Red Pikmin are the strongest attackers out of the three colours, so should be used to deal with the majority of enemies. They are the only kind that are immune to fire as well, so if the heat is on, be sure to bring in the reds!







A herd of yellow flower Pikmin. These little fellas can carry bomb rocks to destroy things.

YELLOW PIKMIN

You find the Onion for the Yellow Pikmin in **The Forest Of Hope**. These Pikmin can be thrown a lot higher than the other colours, and can reach a lot of places the others can't. If something is just out of reach, try getting a yellow up there. The other major use of Yellow Pikmin is that they can be armed with **bomb rocks**. When carrying them, these will be thrown at any would-be attackers – and the Pikmin can be thrown at destroyable objects, where they'll use the explosive charge.



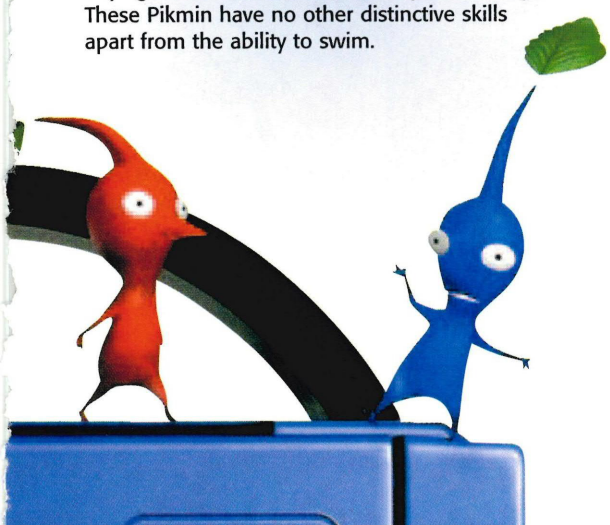






BLUE PIKMIN

The last of the Pikmin colours you find. Their Onion is located in the **Forest Navel.** Blue Pikmin are the only type that can go in the water. This means that you'll be relying on them a lot in the latter part of the game. These Pikmin have no other distinctive skills apart from the ability to swim.



STAGES OF PIKMIN

The Pikmin have three levels of evolution, which will be noticeable by the change in appearance on their heads. The three stages are: **Leaf**, **Bud**, and **Flower**. Pikmin will evolve into higher stages by being left in the ground to grow, or finding nectar from patches of grass or the Nectar Wasps. Pikmin will also grow when they've been alive for a long time. As the Pikmin evolve they get stronger faster and smarter – Flower Pikmin have a much better chance of standing up to a boss than a bunch of baby Leaf Pikmin! However, Pikmin can also devolve as well if they take damage, so be careful!



GARDENING BASICS

How does your garden grow? Very well with these green-fingered hints and tips.

SOWING THE SEEDS

HOW TO HARVEST PIKMIN SEEDS

Throughout the game you'll find round coloured objects with numbers on them. These are **Pikmin Seeds** that can be harvested in the Onions to produce more of the flower people. The numbers represent how many Pikmin are needed to lift the seed. This is also how many will be produced, but if taken back to the Onion of the same colour, you'll get bonus Pikmin on top!





A DAY IN THE LIFE

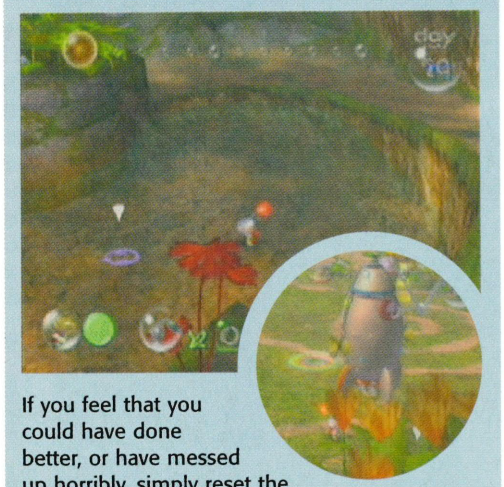
KEEP AN EYE ON TIME!



Pay close attention to the sun gauge at the top of the screen. This lets you know how much time you have left in the day. This is important because at sundown you'll get a cut-scene of Captain Olimar returning to his ship. Any Pikmin left outside overnight will become easy prey to the native monsters! When it tells you to 'Hurry Up', it's a good idea to do so, rounding up as many stray Pikmin as you can. A day on the Pikmin planet is about 15 minutes long, so while it pays to be careful, too much time wasting could cost you Pikmin lives, even ship parts in the long run. You only have 30 days on the planet, so don't be disheartened or ashamed if you fail to finish the game on the first play through. Have hope!

GROUNDHOG DAY

IF AT FIRST YOU DON'T SUCCEED



If you feel that you could have done better, or have messed up horribly, simply reset the game and play again from the start of the day. This can save you a lot of time as well – keep replaying a day and come up with an exact plan of action.

I'VE ONLY GOT 101 PAIRS OF HANDS!

DON'T BE LAZY!

Another thing you should get used to is doing more than one thing. If there's a group of Pikmin carrying a part back, there's no need to sit around and wait for them. Take out another bunch – you can harvest Pikmin seeds in the meantime, clear an area of its enemies, or even all of the above!



THE UNTHINKABLE

STAY HEALTHY!

Should Captain Olimar's life drop to zero, he'll pass out until the end of the day. This is very bad for your Pikmin, as they'll all die. If you're running low on health, simply return to the ship for it to be refilled. You should always do this before tackling a boss, as losing 100 Pikmin can be devastating.



DON'T THINK... FEEL!

IT'S UP TO YOU...





Although there are certain things you must do before others, the game is not totally linear. If you feel like doing something in a different order, and can, do it! This guide is here to help you, but *Pikmin* is a unique experience to enjoy.

REPAIRING THE SHIP

For Captain Olimar to be able to return to his home, he must recover the 25 essential parts of his ship. These parts are scattered around the planet of the Pikmin, and you will need to have a good understanding of your Pikmin friends to be successful. Although the order that you acquire them is not completely linear, here's how to obtain them in the quickest (and safest) way! There are 30 ship parts altogether – as mentioned before, only 25 are needed for Captain Olimar to escape, but you will have to get all 30 if you want the best ending!

THE SHIP PARTS

REQUIRED:

ITEM	LOCATION	PAGE
MAIN ENGINE	Crash Site	109
POSITRON GENERATOR	Crash Site	109
ETERNAL FUEL DYNAMO	Forest Of Hope	110
THE SAGITTARIUS	Forest Of Hope	111
EXTRAORDINARY BOLT	Forest Of Hope	111
SHOCK ABSORBER	Forest Of Hope	111
WHIMSICAL RADAR	Forest Of Hope	111
GEIGER COUNTER	Forest Of Hope	113
RADIATION CANOPY	Forest Of Hope	113
AUTOMATIC GEAR	Forest Navel	Issue 8
1ST IONIUM JET	Forest Navel	Issue 8
GRAVITY JUMPER	Forest Navel	Issue 8
ANTI-DIOXIN FILTER	Forest Navel	Issue 8
THE LIBRA	Forest Navel	Issue 8
ANALOGUE COMPUTER	Forest Navel	Issue 8
OMEGA STABILISER	Forest Navel	Issue 8
GUARD SATELLITE	Forest Navel	Issue 8
REPAIR TYPE BOLT	Distant Spring	Issue 8
INTERSTELLAR RADIO	Distant Spring	Issue 8
GLUON DRIVE	Distant Spring	Issue 8
ZIRCONIUM ROTOR	Distant Spring	Issue 8
PILOT'S SEAT	Distant Spring	Issue 8
2ND IONIUM JET	Distant Spring	Issue 8
CHRONOS REACTOR	Distant Spring	Issue 8
BOWSPRIT	Distant Spring	Issue 8

NON-ESSENTIAL:

ITEM	LOCATION	PAGE
NOVA BLASTER	Forest Of Hope	112
SPACE FLOAT	Forest Navel	Issue 8
MASSAGE MACHINE	Distant Spring	Issue 8
ULTRA-VIOLET LAMP	Distant Spring	Issue 8
SECRET SAFE	Final Trial	Issue 8



SECRET

PIKMIN CHALLENGE!

Upon completion of the first day, a new option will appear in the main menu. This new mode lets you replay any of the areas you have unlocked, but unlike the regular game, the goal isn't to find parts of your spaceship, but to gather as many Pikmin as possible before the sun sets. This is a good way to practise growing your Pikmin if you're having trouble in the Story mode, or if you want to learn about the new areas that have been unlocked.



THE ENEMY!

Sadly, the Pikmin aren't alone on the planet. There are fierce predators that want to eat or just bully them! Know your enemy...



BULBORBS

These strange-looking creatures are always alert, which makes it hard to evade them. They are easy to defeat, though, with a pack of Pikmin. Simply charge them to make short work of them before they start to nibble away!

GIANT BULBORBS

Exactly the same as the normal Bulborbs apart from one thing: the size! These large beasts are generally docile and often will be seen sleeping. If they are not in the way, you can leave them and they shouldn't cause you any problems. When awake, they are hungry for Pikmin, and can munch away on large groups of them, so take them down with a fairly large force. Throwing Pikmin onto their backs is a good way to deal damage safely without the danger of any being devoured. If you're feeling really sneaky, you can get your Yellow Pikmin to throw bomb rocks at them from afar.

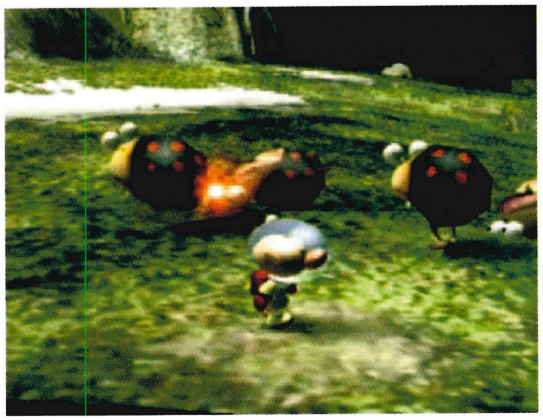




THE ENEMY! CONTINUED

BLACK BULBORBS

They are very tough customers that put the regular Bulborbs to shame. Pretty much the same, but much stronger, and can deal a lot of damage to you and your Pikmin friends. Usually found in packs too, so make sure you have enough Pikmin to take them out quickly.





GIANT BLACK BULBORBS

Fear them! They can swallow your Pikmin in one go, and don't give up until every last one is gone! Avoid if you can, but if you have to take one on, be sure to have a very large group of Pikmin on you, as they are incredibly strong.

PIK POINTER

PLAYING DEAD!

Press down on the D-pad. Captain Olimar will lie down on the floor, making him invulnerable. Handy if you're in a fix! Also, if you have Pikmin under your command, they will carry you off. If left to it, they'll send you to a Pikmin Onion and beam you up, followed by some impressive fireworks!

SHEARWIGS

These are bugs that come in two forms: grub and flying. On their own, Shearwigs are weak, but they like to burrow out from under the ground in large groups – when you least expect it – to feast on your flowery friends. The grubs can be attacked normally on the ground, but the flying ones have a habit of flying off. If this happens, take them out of the air with a flying Pikmin! You should deal with all of them, as they can roll up bridges. Shearwigs will drown in water too, so use this to your advantage if you can.



SNITCHBUGS

Flying pests, they swoop at your Pikmin and carry them away where they will inconveniently plant them. If you're unlucky, they may also be dropped into the water to their deaths! Simply throw a lot of Pikmin at these bugs as they try and snatch them. Hit them enough times in the air and they'll drop to the ground, allowing the rest to move in for an easy kill.





Throw some Pikmin at this Blowhog before it blasts them away!

PIK POINTER

RAINING PIKMIN!

To throw Pikmin faster, rotate the C stick while pressing A to throw. This makes the Pikmin swarm around Captain Olimar, thus always having one ready behind him to launch! This tactic is very useful for boss fights, where speed is everything.

BLOWHOGS

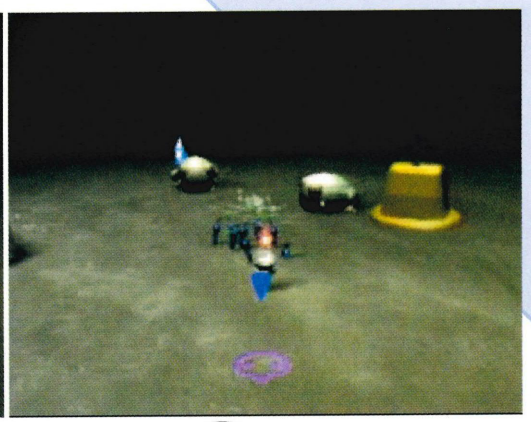
Large colourful creatures that float above the water at the Distant Spring. As they are floating, you have to throw Pikmin at them. They don't take kindly to this and like to retaliate by blowing your Pikmin away! This will often stun them and get them lost, so if they do happen to get scattered by the blast, whistle around to get the group back together for another attack. The Blowhog will also be knocked to the floor if enough Pikmin are stuck to them in mid air – so if this happens, move in quick.

FIRE BLOWHOGS

Pig-like in appearance, they inhabit the lower areas in the Forest Navel. They have a similar blowing attack to the Blowhogs, but instead of air they blast out flames! These flames are extremely damaging to Captain Olimar, so it's a good idea to stand well back and constantly rain Pikmin down on them.







WATER DUMPLINGS

Swarm these water-dwelling creatures with your Blue Pikmin and they should be no trouble. They tend to like feeding off stragglers though, so make sure that all of these in an area are killed. If the Water Dumplings are in packs, they are slightly more dangerous, but still shouldn't pose a serious threat.



WOLLYWOGS

These frogs are one of the tougher enemies in *Pikmin*, as their jumping bellyflop attack kills Pikmin instantly and has a very long range, so be alert when they are nearby. The only way to deal with Wollywogs effectively is to rush them with a very large group of Pikmin (about 70 or so) as they land. They sheer size of the Pikmin onslaught will have the monster pinned to the ground and unable to squash anything! The Wollywogs come in two colours: yellow and grey, the latter being stronger.

PIK POINTER

SWARM!

Circle the C stick when attacking an enemy and your Pikmin will swarm around them. Not only does this cause more damage, it also keeps them mobile, possibly saving their lives!



SNAGRETS

Found only on the high ground in The Forest Of Hope, these giant birds' heads pop out from the ground and peck ferociously at the Pikmin. Whatever you do, don't try and swarm them as this makes them easy targets for the bird's beak. Keep your distance and aim for the head for the best results (and fewest casualties).

BEETLES

Even though they're not actually a threat to you or the Pikmin, they will still attack! They'll run away scared when you disturb them. Although invincible at first, throwing Pikmin at their back will turn them over, enabling you to surround them and do damage.





GOOLIX

This watery foe will drown Yellow and Red Pikmin instantly, so move in for the kill with the Blues. Direct them towards the core of the enemy, and it will be dealt with in no time at all. You only have to face one of these in the entire game.

NECTAR WASPS

Another non-dangerous creature type, they appear out of nowhere like ghosts, carrying nectar. If you can manage to hit the blob by throwing your Pikmin, the nectar will be dropped and ready to be eaten. It's a good idea to do this as much as possible, as the importance of stronger Pikmin grows as you progress through the game, and it's also good to improve on your targeting skills!

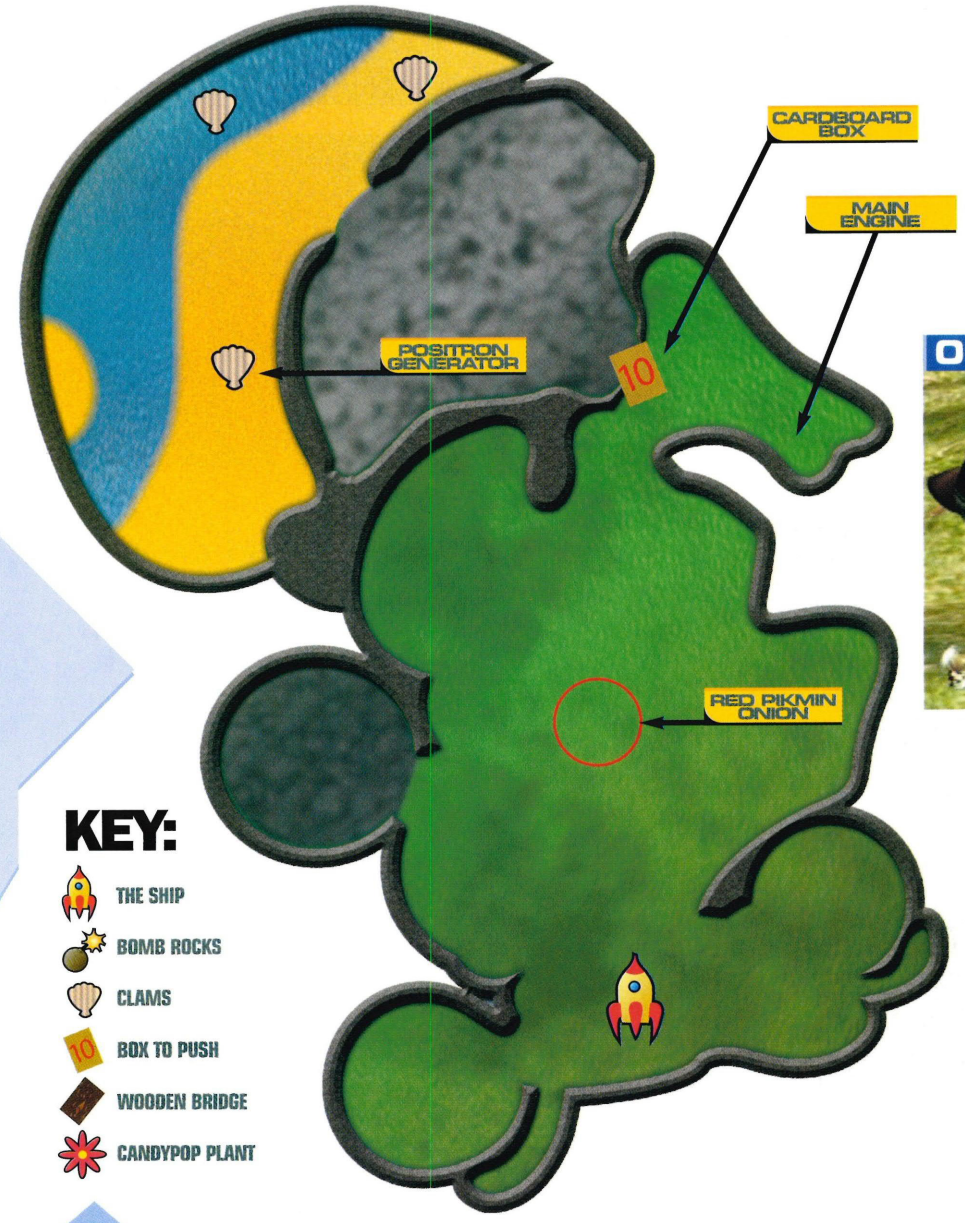






HOW TO USE THIS GUIDE

The game is non-linear, so the order in which you collect parts can vary. For simplicity's sake, we've grouped them by area, complete with maps to help you find all the parts.



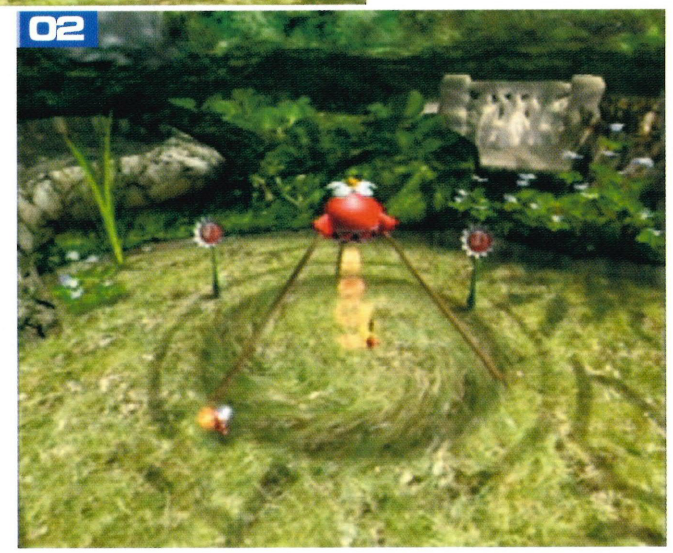
THE CRASH SITE

THE FIRST AREA CAPTAIN OLIMAR ENCOUNTERS ON HIS QUEST, THIS PLACE IS RICH WITH PIKMIN SEEDS AND FAIRLY SAFE - A GOOD PLACE TO START OR RAISE THE PIKMIN...

GET THE RED ONION!



Not far from your ship is a strange circular object **[01]**. Simply walk up to it to activate the first **Pikmin Onion** **[02]**. This will be the home for your Red Pikmin, and will follow you from area to area after each day. Any seeds or monsters carried by a specific-coloured Pikmin will be automatically returned to that colour Pikmin's Onion to be processed into new Pikmin.









MAIN ENGINE

PIKMIN NEEDED TO CARRY: 20

This ship part is by far the easiest to obtain, as the first day on the planet is endless. After you've spent some time growing your Red Pikmin, and when you have 20 or more, take your Pikmin over to the cardboard box near the bushes. Walk your Pikmin towards it using the C-stick, and they'll easily push it out of the way. In this clearing you'll notice a large shiny object **[03]**. This is the **Main Engine**, the first part of Captain Olimar's ship, and is easily spotted near the stump. When your Pikmin have returned this part to the ship, the day will come to an end automatically, so it's a good idea to get used to the controls and gather as many Pikmin as possible, as once you have this ship piece you have access to the next area – **The Forest Of Hope**.

Take the counters back to your base to create more Pikmin.





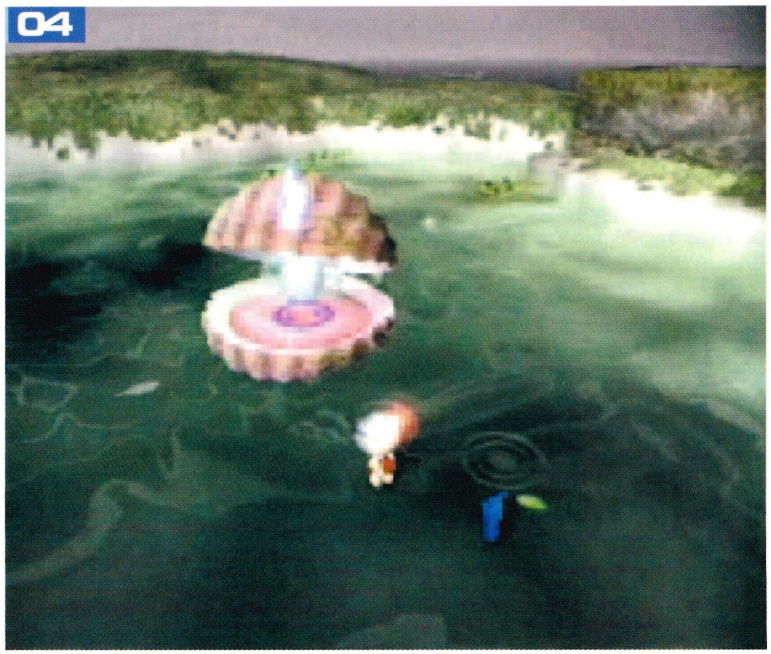


POSITRON GENERATOR

PIKMIN NEEDED TO CARRY: 20

Another fairly simple ship part to get to, but acquiring it is a bit trickier! Get together a group of about ten Yellow Pikmin and 50 Blue Pikmin. Head over to the clearing where the **Main Engine** was found. Inside the cardboard box there are plenty of **bomb rocks**. Arm your team of Yellow Pikmin with the explosives, and carry on up the cardboard box ramp. Be careful, as there will be one of two enemies waiting for you on the stump – either a Goolix or Yeti. The latter is pretty docile and you can direct you Pikmin around it without any hassle. The Goolix, however, must be dealt with by the Blue Pikmin.

Use the **bomb rock**-toting Pikmin to blow up the wall, then have them wait. Only your Blue Pikmin should go into the next area, as there is a lot of water around. In this area are three Clams **[04]**. The one on the furthest **left** holds the **Positron Generator**. Throwing your Blue Pikmin will cause damage, and when the damage counter reaches zero the part will be spat out, ready for your Pikmin to carry back to the ship. You can use any leftover Pikmin to knock down the barrier to the left of the clam pool to speed things up, if you wish.





THE FOREST OF HOPE

THE FIRST AREA IN WHICH YOU MEET THE BULBORBS, THIS IS WHERE THE DANGER REALLY STARTS FOR CAPTAIN OLIMAR...

GET THE YELLOW ONION!

Get together a large group of your Pikmin and approach the barrier on the north end of the landing site. Direct the C-stick towards the wall and your Pikmin will start to break it down. You may want to keep a few Pikmin behind to gather some of the seeds on the plants in the area.

When the wall is destroyed, rally your Pikmin with a quick whistle and go into the newly opened area. There are Bulborbs around, but if you swarm them they shouldn't pose too much of a threat. Follow this area around to the right (careful not to stray too far north as any Pikmin that aren't Blue will drown). A Giant Bulborb is sleeping in front of another barrier. You can choose to take it on, but don't be surprised if you suffer a few casualties! It may be safer to leave it be for the time being. Just behind is another barrier **[01]**, beyond which lies the **Yellow Pikmin Onion**. Beware though, as a Bulborb and Giant Bulborb guard it. Even though the larger of the two is sleeping, it'll probably wake up from all the commotion.

Once the Onion is activated, the ability to grow yellow Pikmin is yours! Start to build up your Yellow Pikmin population as soon as possible, as you'll need them to use **bomb rocks** for most of the game.

ETERNAL FUEL DYNAMO

PIKMIN NEEDED TO CARRY: 40

Out of the **north exit** from the landing zone, and on the around to the right of the large lake you'll see a shiny metal object near the water, and close to the tin can full of **bomb rocks**. This is the **Eternal Fuel Dynamo**. A large group of Pikmin is needed to carry this part but colour doesn't matter. As the Pikmin are transporting it back to Captain Olimar's spaceship, make sure there are no stray Bulborbs around to cause you any problems!

KEY:

- THE SHIP
- BOMB ROCKS
- CLAMS
- BOX TO PUSH
- WOODEN BRIDGE
- CANDYPOP PLANT





THE SAGITTARIUS

PIKMIN NEEDED TO CARRY: 30

Gather as many Blue Pikmin as possible, and your destination is out of the **north side** of the landing area. The most important thing to do when trying to recover **The Sagittarius** is to make sure that this area is clear of monsters. A whole menagerie of beasts roams this area, including Shearwigs, Giant and Regular Bulborbs and Snitchbugs. When clear, the next thing that's needed is to lower the two rolled-up bridges in the area. The first is straight ahead as you come out of the landing zone; the second is a small way ahead, through the pool and up on a ledge – this is where you find **The Sagittarius**. Throwing your Pikmin onto the ledge will allow them to roll it down, and when that's done you can lead the whole group onto the ledge to collect **The Sagittarius** ship part **[02]**. Remember: if you haven't cleared the area of enemies, they'll hinder your progress!



WHIMSICAL RADAR

PIKMIN NEEDED TO CARRY: 20

In the small area where the Yellow Pikmin Onion was found, there is a wall that you can destroy with **bomb rocks**. Head over there with your Yellow Pikmin and get them to use the ones nearby and destroy it. In the next area there are a lot of monsters, including Sheargrubs, so be sure to have the Yellow Pikmin fall back, while plenty of Red Pikmin get stuck in! You should make sure all of the monsters are defeated before proceeding, or they may cause you some trouble when transporting goods!

On a cliff next to you is the **Whimsical Radar**. Throw 20 Pikmin up to carry it back. This part of your ship isn't essential to finish the game, but it's well worth getting as it activates the **map** feature, which can be used by pressing the Y-button. This handy map is invaluable if you get lost, or for finding lost Pikmin. It also allows you to track down the pieces of Captain Olimar's ship, saving a lot of time – even days!

EXTRAORDINARY BOLT

PIKMIN NEEDED TO CARRY: 30

Close to where you find the **Whimsical Radar**, you'll see a dark-coloured wall protecting an alcove **[03]**. Beyond the wall is the **Extraordinary Bolt**. This dark wall is a lot stronger than the lighter-coloured walls, and will take nine **bomb rocks** to demolish. You may have to explore a bit to gather that many bombs, so set some Pikmin to do other tasks while you get a troop of Yellow Pikmin armed. If you are on another day, watch out for patrolling Giant Bulborbs, particularly the one that likes to hang around the junction to this part! The **bomb rocks** will be needed, though, so don't waste them. When the wall is destroyed and the route is secure, bring in 30 Red Pikmin to clear out the route and recover another piece of your ship. If you have enough time in the day, have the Yellow Pikmin harvest any bodies of enemies that may be lying around to boost your Pikmin numbers.

SHOCK ABSORBER

PIKMIN NEEDED TO CARRY: 30

First of all, gather about 50 Red Pikmin. The reason for such an amount will become apparent later. Lead them out of the landing zone through the **north side** to the lakeside area, and over to the left, where there's a small pool and a ledge. Throw all your Pikmin onto the ledge (you should be able to see a Giant Bulborb sleeping). When all of the Pikmin are up, swim through the small pool of water and up the ledge, and into the open area. Carefully creep around the side of the Giant Bulborb and rejoin the Pikmin. Now rally together your Pikmin, ready for an assault **[04]**! Expect some casualties, but because of the large number of Pikmin, you'll still have enough to lift up the nearby ship part. Once the monster has been defeated, get your Pikmin to pick up the nearby **Shock Absorber** for collection.

PIK POINTER

EASY EVOLUTION!

The patches of grass dotted around the game can be dug up by the Pikmin, unearthing nectar that makes the Pikmin evolve into a higher stage. It's a good idea to search for these before large fights, as the more evolved Pikmin will pack a bigger punch and take more damage.









NOVA BLASTER

PIKMIN NEEDED TO CARRY: 30

Again, take a large group of Red Pikmin (50 or so) and a small group of Yellow Pikmin (about five). Take the whole group out of the **north gate** and head to the ledge on the left again. Throw all of them onto the ledge by the small pool **[05]**, climb up via the water and lead them to where you found the **Shock Absorber**. A little further down you can see the **Nova Blaster** flashing next to a tin full of **bomb rocks [06]**, but don't attempt to pick up the part yet. Unfortunately, the other noticeable thing is another bunch of Bulborbs and Giant Bulborbs slightly further down. Equip your Yellow Pikmin with **bomb rocks** and pick off the enemy so you secure the route back to the landing area. This is the back route of the forest and if you haven't already done so, there may be a few barriers for you to destroy on the way – any leftover Yellow Pikmin with **bomb rocks** can be assigned to do that. Swarm the **Nova Blaster** and any Bulborb carcasses with as many Pikmin as possible for a speedy return back to camp.





Your Blue Pikmin can move the box so you can use it as a bridge.

PIK POINTER

CANDYPOP PLANTS!

In some of the areas, you'll notice plants that are the same colours as your Pikmin. These are **Candypop Plants**. Throw any colour Pikmin into one and the plant will spit them back out as its own colour. This is useful for levelling out your Pikmin numbers, and on a couple of occasions it's essential to use these plants.

GEIGER COUNTER

PIKMIN NEEDED TO CARRY: 15

A large group of Pikmin will be required to get this part, as it has been swallowed by a strange bird-like enemy called a Snagret, and these can gobble up your Pikmin friends at an alarming rate! First off, head out of the landing area at the **north side** with five or so Yellow Pikmin. Follow the lakeside to the right and head towards the area where you found the **Eternal Fuel Dynamo**. Arm your Pikmin with **bomb rocks** from the tin can by the lake. Make a note of the ledge on the left of the bombs **[07]**, as this is your target area. If there are any Giant Bulborbs that you think may cause problems, be sure to deal with them. The **bomb rock**-carrying Pikmin will help here.

Move into the clearing where the Yellow Pikmin Onion was first found and break down the wall to the left, which will take three **bomb rocks**. Again, if there are any Bulborbs or Giant Bulborbs in the way, blow them up too! More **bomb rocks** can be found nearby if you are running low on them. When you see a **cardboard box** and a pool of water, it's time to call in the Blue Pikmin. Gather at least ten of them and take this group all the way to where the Yellow Pikmin are and throw them over to the closed side of the box **[08]**. While the Blue Pikmin are at work, return to base and form an attack squad of as many Red Pikmin as you can take out. By the time you have joined this group with the others at the pool, the Blue Pikmin will have moved the **cardboard box** forward into position, creating a bridge for you to lead all of your Pikmin up, onto the area above. Be careful not to accidentally lead any Pikmin off the edge of the box into the water!

When you are on the level above, be prepared. The Snagrets will burst out from the ground and start to feed on your flowery friends **[09]**. There are a total of three in the area, but you don't have to fight them all. The one that holds the **Geiger Counter** is the one closest to the ledge that you saw when getting armed with the **bomb rocks** below. When the Snagret with the **Geiger Counter** is defeated, it will drop it, ready for 15 or more of your Pikmin to return it to the ship (providing that enough are still alive to carry it!).

RADIATION CANOPY

PIKMIN NEEDED TO CARRY: 30

A dangerous boss creature in the depths of the forest is guarding this piece of Captain Olimar's ship, the **Radiation Canopy [10]**. However, you do not need to kill it to obtain this part [☞ Boss: Armour Beetle].



BOSS ARMOUR BEETLE

As the name suggests, this enemy will be a tough nut to crack. You'll need about 20 Blue Pikmin and the rest of the 100 should be Red Pikmin. Head out of the landing area, via the **south side**. If there are any Bulborbs lurking, take care of them now. At the south of the clearing you'll see a ledge. Split your Pikmin into the different colours. The only way to get your Red Pikmin to the boss area is to throw them onto the ledge **[01]**. Now take the team of Blue Pikmin around the corner to the right, where there's a barrier submerged in water **[02]**. Once they have destroyed it you can regroup them with the reds. The dark wall **[03]** is all that stands between you and the Armour Beetle, so now would be a good time to decide which tactic you are going to use...

ATTACKING METHOD

The Beetle's main form of attack is to spit a large rolling boulder in your direction. This must be avoided at all costs, as not only do the Pikmin die when they come into contact with it, but Captain Olimar will be damaged badly if it touches him. The boulder moves fast as well, so be sure to keep your Pikmin alert with whistles, and use the C-stick to help dodge. The Armour Beetle sucks in air before firing a rock **[04]**. Just before this is when you should throw Pikmin at his mouth. If successful, the Pikmin will be inhaled and the bug will start to choke, opening its rear wings. Quickly run around to its hindquarters and unleash as many Red Pikmin onto its abdomen as possible. This is the only effective method to harm this enemy – you certainly shouldn't try and swarm it! Repeat the process until defeated, and then your Pikmin will be free to carry the **Radiation Canopy** back to the ship.

DECOY METHOD

Take a deep breath, and run as fast as possible to the back corner of the area with all of your Pikmin **[05]**! Quickly use the C-stick to get them to pick up the part. The Beetle will most probably have spotted you by now, so run in the other direction, luring its attention away from you. Keep him distracted while the rest of your Pikmin are clear of the area, and then make a quick escape yourself. Be careful that a boulder doesn't crush you from behind while fleeing, though!



Onto the ledge with the reds.



Bring in the blues!



Be prepared...



Attack when it inhales.



Run to the alcove!

CONTINUED NEXT MONTH!

WELCOME TO ADVANCE...

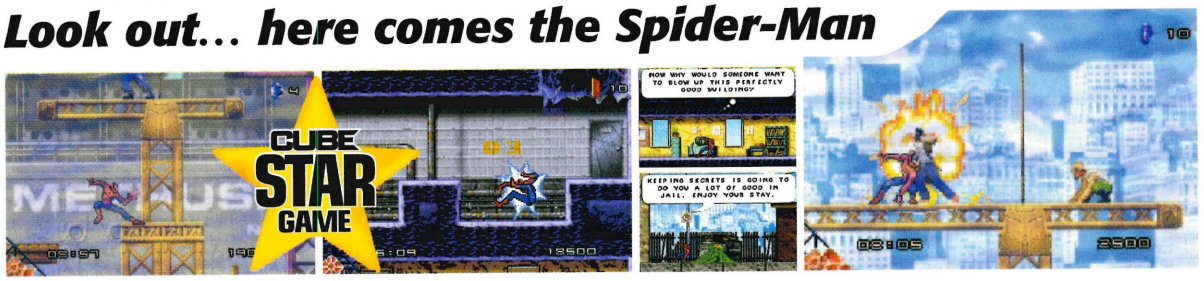
So, movie-based videogames... usually rubbish, aren't they? Well, you can put your fears to rest for at least one month thanks to the rather splendid nature of both *Spider–Man: The Movie* (which plays like a proper cartoon more than a movie) and *Star Wars: Attack Of The Clones*, a game that takes us back to the quality SNES games of our childhood. It's good to see that in a world where some developers tend to rush out handheld software for a quick buck – especially film-to-game conversions – we've actually got some decent titles on our hands for once. In fact, if we had to make a recommendation then we'd suggest you go out and get the GBA version of *Spider-Man* over the GameCube one... but then that's just the spider in us talking.



ADVANCE

Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...

Look out... here comes the Spider-Man



CUBE

INFORMATION

PUBLISHER:	ACTIVISION
DEVELOPER:	DIGITAL ECLIPSE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	JUNE

STATS

- BASED ON THE NEW HIT MOVIE
- BEAUTIFUL CARTOON GRAPHICS
- MIXTURE OF 2D AND 3D STAGES
- PLENTY OF FAMILIAR VILLAINS
- OVER TEN LEVELS TO EXPLORE

SPIDER-MAN: THE MOVIE

SNAPPY SPIDER

As you explore the various levels of the game, you'll be prompted to take a picture of yourself – usually while performing a fancy move or stunt. By hitting the Select Button as quickly as you can, you'll grab a snapshot with your handy camera. There are three photos to be taken in every level, with a special reward awaiting those of you who can snap them all...



WHAT WITH EVERYONE getting all excited about this month's big-screen appearance of your favourite web-slinging superhero, it's not surprising that Activision has a GBA game coming out to compliment the GameCube one. Mind you, what is a bit of a shock is that the handheld version is so much more fun than the big console game... surely that shouldn't be the case?

Well, it is – *Spider-Man: The Movie* on the GBA is a rip-roaring game full of action, exploration and plenty of surprises. What makes it so great is that, despite being based on the new movie, Digital Eclipse has taken a much more cartoon-style approach to the whole thing; for example, attacking enemies produces the 'Wham! Pow!' styling that you'd expect from the old Batman shows. The whole thing looks stunning and Spider-Man himself has plenty of animation, which makes the game that much more believable.

What's more, there's plenty of variety throughout the levels as they are split into two distinct styles – the obvious 2D platform stages and the more adventurous 3D levels where you have to swing through the skies of New York, taking out all manner of targets. Then there's the large range of enemies for you to face (including favourites such as Vulture, Scorpion, Shocker and Green Goblin himself) and a slew of secret movie clips and other surprises for you to discover.

Of all the movie-to-game titles we've played over the years, this one has impressed us the most – it's bags of fun and more that worthy of your attention. Even if you're not a huge fan, you'll love Spider-Man...

CUBE RATING 92

But it'd make their fur all wet, wouldn't it?

THE AMAZING VIRTUAL SEA MONKEYS

LET'S FACE IT – real Sea-Monkeys are pretty rubbish. All they do is float about, moving in that typical way that monkey-impersonating brine shrimp do… it's all so boring and pointless (especially if you bought them as a pet, which a lot of people do). Now though, these little aquatic freaks have got their own GBA game and, despite what we expected, it's really damn good. Instead of taking complete control of your Sea-Monkeys though, you're responsible for making sure that their path through the underwater kingdom is free from dangers as you take to the brine in your submarine.

Early levels may remind you of *Pac-Man* as you clear all of the fish out of the way. These levels may appear quite simple and make you think the game is going to be a disappointingly easy experience, but instead they are simply designed to ease you into the action gently before bringing out the big guns. Soon after this, you'll be dodging octopuses as well as nasty, aggressive eels and other predators. Luckily, there are power-ups dotted around later levels but *Sea Monkeys* is still an extremely challenging and tough puzzler likely to keep the most accomplished of players on their toes. Each level also includes an extremely tight time limit, piling on the pressure as your priceless pets meander closer to destruction.

Basically, puzzle fans should rejoice – anyone looking for the best and most addictive that the GBA has to offer should swim upstream and grab a copy of this now!

CUBE STAR GAME

CUBE RATING 9.0



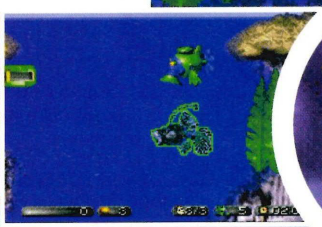
POWER EXTREME

Whilst most of the underwater kingdom seems to be against you, there are useful power-ups along the way to help. These range from the obvious ideas such as speed-ups to more innovative ideas – the best of these allows your submarine to act rather like a vacuum cleaner, sucking up enemies and placing them far away from your Sea-Monkeys. You can even freeze the Sea-Monkeys themselves, giving you more time to look for any other threatening critters!





Okay, so we'll admit it – we haven't got a clue what this is. Looks pretty though, eh?









Danger! Clam at six o'clock! Take evasive action!







CUBE INFORMATION

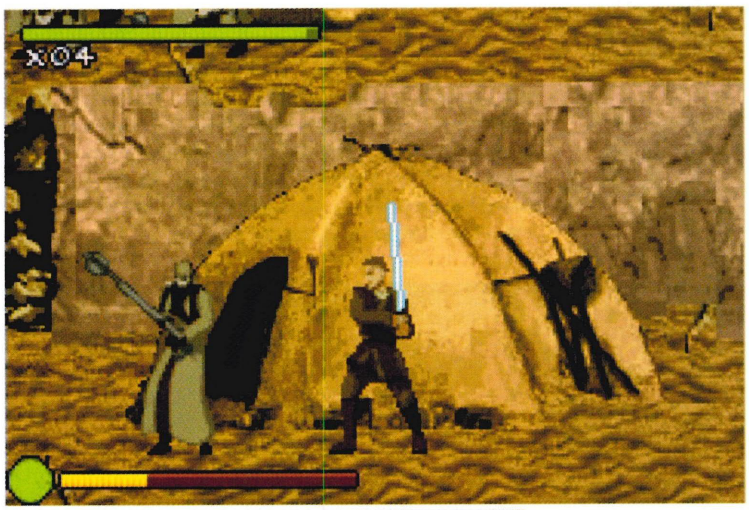
PUBLISHER:	SWING! ENTERTAINMENT
DEVELOPER:	ELO INTERACTIVE
GENRE:	PUZZLE
PLAYERS:	1
RELEASE:	JUNE

STATS

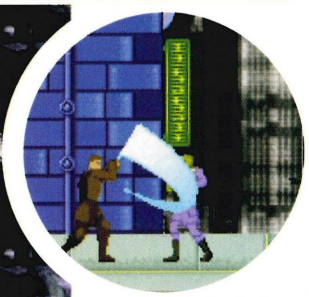
- A MASSIVE 70 LEVELS
- HIGHLY ADDICTIVE PUZZLE ADVENTURE
- CUTE MAIN CHARACTERS
- RECOGNISABLE ICONS… WELL, TO US
- CHALLENGING IN THE EXTREME

Can it be... a decent Star Wars game on the Game Boy? Amazing!

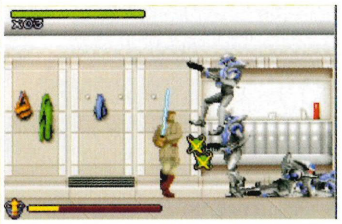
STAR WARS
EPISODE II: ATTACK OF THE CLONES

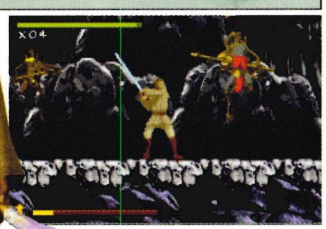






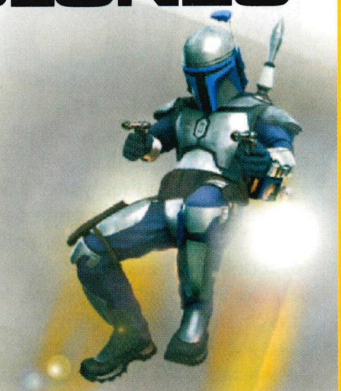






IF YOU WERE EVER lucky enough to own a SNES, you might remember the old *Star Wars* games – based on the original three movies and featuring exciting (and incredibly tough) 2D platform action, they were more enjoyable than most other film-based games. Considering how successful they were back then, it doesn't come as much of a shock that THQ has attempted to mimic them in the latest *Star Wars* GBA game... and what's more, it works pretty well too.

Following the storyline of the film pretty closely (which means we won't go into it too much, in case you don't want the whole thing spoilt), *Attack Of The Clones* sees you take control of Obi-Wan Kenobi, Anakin Skywalker and Mace Windu through 11 levels of force-related action. Naturally, much of it involves running from left to right and taking out anything that moves with your trusty lightsaber but it's the amount of action going on that makes the game more than just a plodding platform affair. More often than not, you'll be jumping and fighting like crazy and when you do finally get a breather, it usually means there's something particularly nasty ahead.



Most of the familiar characters make an appearance (including the wonderful Jango Fett, who we so badly want to be) but even if you're not a huge follower of the *Star Wars* saga, *Attack Of The Clones* is still a decent enough game to be worth picking up. Just make sure you go and see the movie first so that you don't end up spoiling it all for yourself...

CUBE RATING 82

CUBE INFORMATION

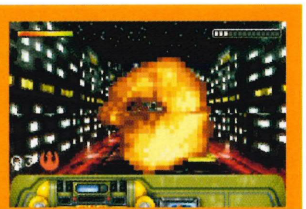
PUBLISHER:	THQ
DEVELOPER:	DAVID A. PALMER PRODUCTIONS
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- BASED ON THE NEW MOVIE
- 11 MASSIVE LEVELS TO EXPLORE
- TAKE CONTROL OF POWERFUL JEDI
- FIGHT EVIL IMPERIAL-ESQUE SCUM
- BETTER THAN WE IMAGINED...

AFTER HIM, ANAKIN!

Of course, it's not all running from left to right and taking out anything that gets in your way with a swift lightsaber swipe... good lord, no. On top of all the hack 'n' slash action, you also get the chance to pilot a number of vehicles in some rather cool 3D action stages. Whether it's racing through the skies of Coruscant in a speeder, chasing Jango Fett into space or heading off the evil Count Dooku with a Republican gunship, these stages break up the platform action nicely and give the game a nice twist.







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* mobee chart *

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2062364	Oasis - Hindu Times
2062365	Nickelback - You Remind Me
2062366	Shakira - Whenever, Wherever
2062367	X Press 2 - Lazy
2062368	Gareth Gates - Unchained Melody
2062369	Missy Elliot - 4 My People
2062370	Britney Spears - Not A Girl, Not Yet..
2062371	Ali G & Shaggy - Julie
2062372	J Lo - Ain't It Funny
2062373	Will Young - Evergreen
2062374	Blue - Fly By
2062375	Marilyn Manson - Tainted Love
2062376	Enrique Iglesias - Hero
2062377	R Kelly - Worlds Greatest
2062378	Kylie Minogue - In Your Eyes
2062379	So Solid Crew - Ride With Us
2062380	S Club 7 - You

the most wanted ringtones

Rock

2062381	Sum 41 - Motivation
2062382	System Of A Down - Toxicity
2062383	A - Nothing
2062384	Black Sabbath - Paranoid
2062385	Blink 182 - All The Small Things
2062386	Foo Fighters - The One
2062387	The Hives - Hate To Say I Told You..
2062388	Korn - Freak On A Leash

Old Skool Rave

2062389	2 Bad Mice - Bombscare
2062390	Prodigy - No Good
2062391	Prodigy - Out Of Space
2062392	Liquid - Sweet Harmony
2062393	Black Box - Ride On Time
2062394	Ratpack - Searchin' For My Rizla
2062395	Stone Roses - Fools Gold
2062396	Snap - Rhythm Is A Dancer

Hip Hop

2062397	Arrested Development - Everyday
2062398	Coolio - Gangsters Paradise
2062399	Wyclef Jean - Perfect Gentleman
2062400	Pras - Ghetto Superstar
2062401	2 Pac - California Love
2062402	2 Pac - Until The End Of Time
2062403	D12 & Eminem - Purple Hills
2062404	DMX - Ruff Ryders Theme
2062405	Dmx - Party Up
2062406	Dr Dre - The Next Episode
2062407	Dr Dre - Forgot About Dre
2062408	Eminem - Still Don't Give A F***
2062409	Eminem - Guilty Conscience
2062410	Eminem - Without Me
2062411	Pharoh Monche - Got You
2062412	Eve - Who's That Girl
2062413	Jay Z - Girls Best Friend
2062414	Missy Elliot - Get Your Freak On
2062415	Missy Elliot - One Minute Man

TV / Themes

2062416	Rosbarb & Custard Theme
2062417	X Men Theme
2062418	Dangermouse Theme
2062419	Muppet Theme
2062420	Rocky Theme
2062421	James Bond Theme
2062422	Mission Impossible Theme
2062423	Eastenders Theme
2062424	Scooby Doo Theme
2062425	Captain Scarlet Theme
2062426	Professionals Theme
2062427	Pinkpanther Theme
2062428	Sweeney theme
2062429	Snowman Theme
2062430	Bonanza Theme
2062431	Good, The Bad & The Ugly
2062432	Beverly Hills Cop Theme
2062433	Flintstones Theme
2062434	Dallas Theme

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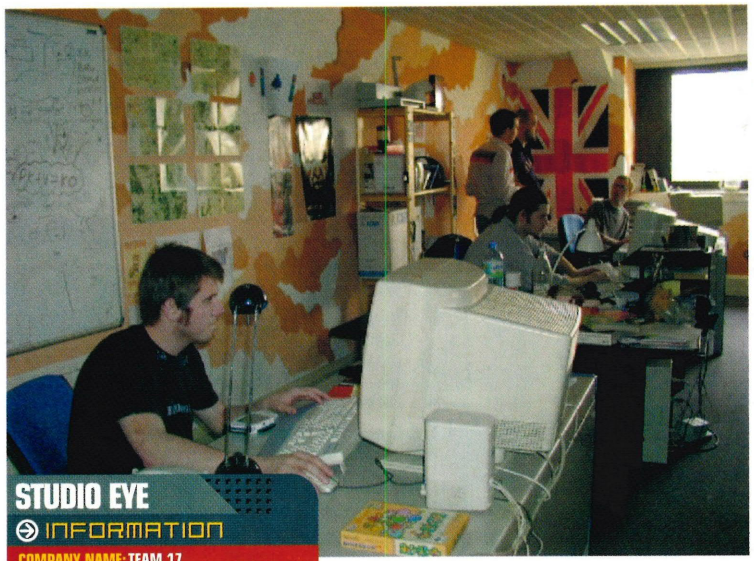
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CUBE DONS ITS TRENCH COAT AND SHADES, IN AN ATTEMPT TO INFILTRATE THE WORLD'S MOST HEAVILY GUARDED DEVELOPMENT STUDIOS...

STUDIO EYE

THIS MONTH... TEAM 17





STUDIO EYE

INFORMATION

COMPANY NAME:	TEAM 17
START UP DATE:	1990
FOUNDER:	MICK ROBINSON. DEBBIE BESTWICK, MARTYN BROWN
WEB-SITE:	WWW.TEAM17.COM
ADDRESS:	LONGLANDS HOUSE, WAKEFIELD ROAD, OSSET, WEST YORKSHIRE, ENGLAND WF5 9JS

PLATFORMS

- AMIGA, PC, MD, SNES, JAG, CDI, PSONE, SATURN, DC, PS2, GBC, GBA, N64, GC.

VACANCIES

- NETWORK/ONLINE PROGRAMMERS, LEAD PROGRAMMERS, PROGRAMMERS. SEE WEB SITE FOR FURTHER DETAILS.

Pontefract cakes, spiced buns and tea that is 'mashed'. This is the last place that you would expect to find the creators of Worms...



THIS MONTH IS probably the first Studio Eye we've done where you'll very probably recognise the developer. Team 17 has been going for 12 years now, having started out on the Commodore Amiga. In the first three years the development team became extremely prolific, releasing massive titles such as *Full Contact*, *Alien Breed*, *Assassin*, *Project X*, *Superfrog*, *Body Blows* and *Alien Breed 2*. Quite a good start we think you'll admit? The company garnered a reputation for producing top-quality, highly playable titles. Soon afterwards Team 17 teamed up with Ocean Software (another well-known company from that period) enabling it to move onto other platforms such as SNES, MegaDrive, Jaguar, CD32 etc. This opened up a whole new market of gamers – somehow it managed to read the market perfectly though, and *Worms* was released to the world. Even if you've never heard of the older games, there's no way that you wouldn't have heard of *Worms*. The graphically simplistic, but gameplay intensive, multiplayer title took the gaming world by storm. Low development costs and massive sales (currently the first game has sold over one million units worldwide) meant a nice bit of comeback for the company we'd imagine.

Since then the popular pinkies have pretty much taken over, with *Worms 2*, *Worms Armageddon*, *Worms: The Director's Cut*, *Worms Pinball*, *Worms Reinforcement*, *Worms World Party* and *Worms United* all on the shelves. Even the team admit that enough is enough – the *Worms* franchise is being taken in different directions with *Worms Blast* being the first example of this (see review on p 80). Then there's the news that the *Worms* will finally be venturing into a fully 3D arena sometime next year. About time too!

GameCube wise, Team 17 still won't tell us what it's up to, but after *Worms Blast* there will be several titles in development as well as a version of the new 3D *Worms* game. Could one of them be a completely original title? Watch this space.

TAKE A LOOK THROUGH THE EYE





IN THE CUBE WITH...

MARTYN BROWN

CREATIVE DIRECTOR, TEAM 17

CUBE: How did you first get into the industry?
MB: I was a hobbyist developer in the mid-80s and I developed a Spectrum game!

CUBE: What did you want to be when you were younger?
MB: A chemist. Honest! Not a dispensing one, but one who could mix bright-coloured bubbly liquids like you see on old films.

CUBE: If you could be any famous person who would it be and why?
MB: Billy Bremner. I'd have loved to have captained the famous 70s Leeds sides.

CUBE: Top three videogames of all time?
MB: *Zelda Ocarina Of Time* (N64), *Dungeonmaster* (ST) and *Civilisation* (PC). But only three is a bit harsh.

CUBE: Favourite food?
MB: Pizza when I'm not on a diet, steak when I am (I have a cool diet).

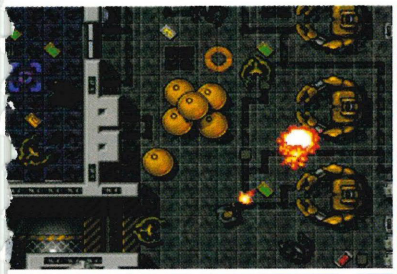
CUBE: What big games have you worked on in the past?
MB: I think we're best known for *Alien Breed*, *Project X*, *Body Blows*, *Superfrog* and, obviously, *Worms*.

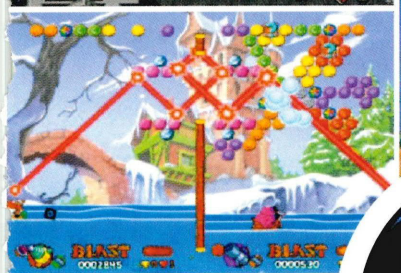
CUBE: What GameCube titles do you currently have in development?
MB: Currently we are just finishing *Worms Blast* due for release anytime soon. *Worms 3D* is being prototyped and another secret title is in the works, both are for release in 2003.

CUBE: What do you think of the GameCube hardware in general?
MB: We're big fans of Nintendo hardware and it's safe to say that the GC doesn't disappoint. It's a great design and incredibly powerful.

CUBE: How do you think the console war will pan out over the next year?
MB: I think the battle will be interesting, I'm not sure if there's room for three major formats – I guess the Xbox and GC will fight it out to run alongside the PS2.

"TEAM 17'S RELEASED FULL CONTACT, ALIEN BREED, ASSASSIN, PROJECT X, SUPERFROG AND ALIEN BREED 2"









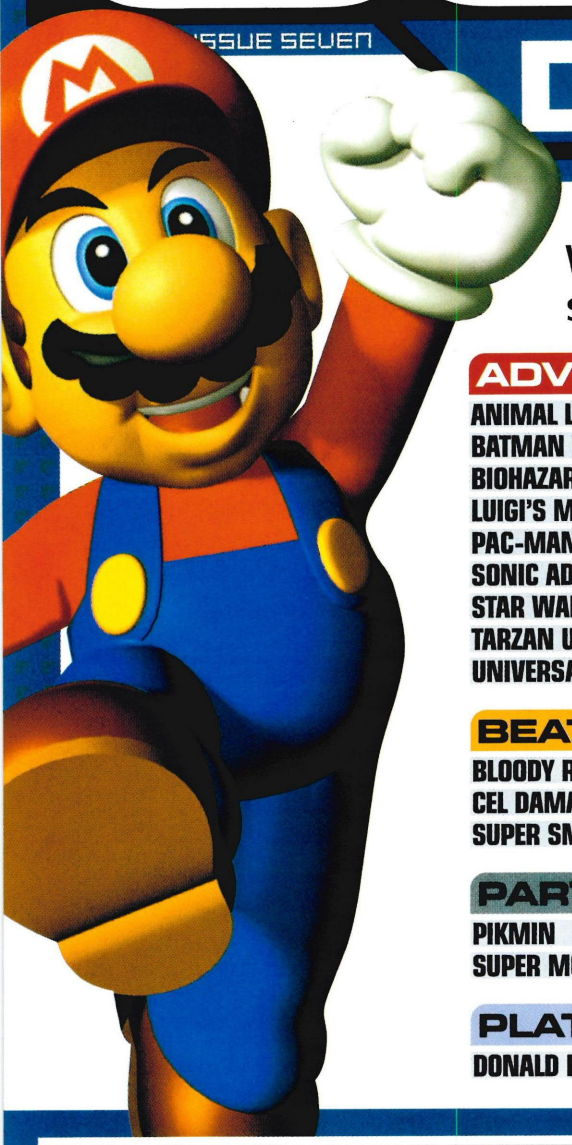
CUBE THINKS...

FIRST IMPRESSION

■ So there you go – they're normal people see? They play football and everything. Team 17 has a long-standing reputation as a developer dedicated to producing highly playable games. This doesn't look to be changing anytime soon and the studio will be a valuable asset to the GameCube community. All you have to do is look at what it has worked on in the past to know that pretty much anything it comes up with will be worth playing. CUBE

CUBE DIRECTORY

ISSUE SEVEN



We give you the only reviews that you can trust, so it stands to reason that this is the definitive guide...

ADVENTURE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL LEADER	Nintendo	Saru Brunei	1	✗	✗	21	05	NTSC	7.5
BATMAN VENGEANCE	Ubi Soft	Warner Bros	1	✗	✗	2	03	PAL	7.3
BIOHAZARD	Capcom	In-house	1	✗	✗	8	05	NTSC	9.5
LUIGI'S MANSION	Nintendo	In-house	1	✗	Issue 1	3	06	PAL	7.9
PAC-MAN WORLD	Namco	In-house	1	✗	✗	16	05	PAL	6.1
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✔	✗	11	03	PAL	8.5
STAR WARS: ROGUE LEADER	LucasArts	Factor 5	1	✗	Issue 2/3	3	06	PAL	9.2
TARZAN UNTAMED	Disney Interactive	Ubi Soft	1	✗	✗	8	06	PAL	5.2
UNIVERSAL STUDIOS	Nai'a Digital Works	Kemco	1	✗	✗	1	06	PAL	3.7

BEAT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	✗	✗	3	06	PAL	7.0
CEL DAMAGE	EA	In-house	1-2	✗	✗	2	04	PAL	4.5
SUPER SMASH BROTHERS MELEE	Nintendo	NCL	1-4	✗	✗	11	06	PAL	8.5

PARTY/PUZZLE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
PIKMIN	Nintendo	In-house	1	✗	✗	19	06	PAL	8.9
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	✗	✗	5	01	PAL	9.2

PLATFORM	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-house	1	✗	✗	6	06	PAL	6.5

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RACING

RACING	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
18 WHEELER AM-PRO TRUCKER	SEGA	AM2	1-2	✗	✗	3	05	NTSC	5.4
BURNOUT	EA	In-house	1-2	✗	✗	6	04	PAL	4.5
DRIVEN	BAM!	In-house	1-2	✗	✗	3	06	NTSC	7.0
CRAZY TAXI	Acclaim	Acclaim Cheltenham	1	✗	✗	4	02	NTSC	7.4
SIMPSONS ROAD RAGE	EA	Radical Entertainment	1-2	✗	✗	5	05	PAL	3.8
SMASHING DRIVE	Namco	Point Of View	1-2	✗	✗	3	05	NTSC	3.8
SPYHUNTER	Midway	Point Of View	1-2	✗	✗	2	06	PAL	6.1

RPG

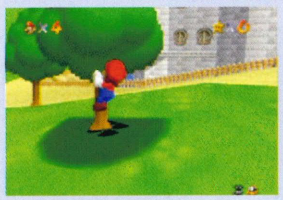
RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL FOREST +	Nintendo	In-house	1-4	✗	✗	57	04	NTSC	8.1

SPORTS

SPORTS	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DAVE MIRRA PRO BMX 2	Acclaim	Z-Axis	1-2	✗	✗	4	02	PAL	7.4
ESPN WINTER SPORTS 2002	Konami	In-house	1-2	✗	✗	3	04	PAL	6.4
FIFA WORLD CUP 2002	EA	EA	1-4	✗	✗	29	06	PAL	7.2
NBA COURTSIDE 2002	Nintendo	Let Field Productions	1-4	✗	✗	7	03	NTSC	6.1
NBA STREET	EA Sports Big	Nufx	1-2	✗	✗	10	05	PAL	8.9
NFL QUARTERBACK CLUB 2002	Acclaim	In-house	1-8	✗	✗	Various	04	NTSC	6.7
SSX TRICKY	EA	In-house	1-2	✗	✗	8	02	PAL	8.8
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	✗	Issue 4	6	06	PAL	8.5
VIRTUA STRIKER 3 V.2002	SEGA	Amusement Vision	1-2	✗	✗	7	04	NTSC	9.2
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	✗	Issue 5	3	01	PAL	9.3

CONSOLE TOP TEN GAMES... EVER!!!

N64



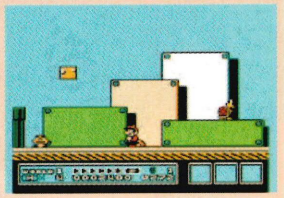
01. SUPER MARIO 64
1996/NINTENDO
02. THE LEGEND OF ZELDA: OCARINA OF TIME
2000/NINTENDO
03. THE LEGEND OF ZELDA: MAJORA'S MASK
1998/NINTENDO
04. GOLDENEYE
1997/NINTENDO/RARE
05. CONKER'S BAD FUR DAY
2001/NINTENDO/RARE
06. PAPER MARIO
2001/NINTENDO
07. PERFECT DARK
2000/NINTENDO/RARE
08. BANJO-KAZOOIE
1998/NINTENDO
09. MARIO PARTY
1998/NINTENDO
10. SUPER SMASH BROTHERS
1999/NINTENDO

SNES



01. SUPER MARIO WORLD 2: YOSHI'S ISLAND
1995/NINTENDO
02. ZELDA 3: A LINK TO THE PAST
1991/NINTENDO
03. SUPER MARIO WORLD
1990/NINTENDO
04. CHRONO TRIGGER
1995/SQUARESOFT
05. FINAL FANTASY 6
1994/SQUARESOFT
06. SUPER MARIO ALL-STARS
1993/NINTENDO
07. SUPER MARIO KART
1992/NINTENDO
08. STREET FIGHTER 2: TURBO
1993/CAPCOM
09. SECRET OF MANA
1993/SQUARESOFT
10. ILLUSION OF TIME
1992/ENIX

NES



01. SUPER MARIO BROS. 3
1988/NINTENDO
02. LEGEND OF ZELDA
1986/NINTENDO
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1983/NINTENDO
04. MICRO MACHINES
1991/CODEMASTERS
05. METROID
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GBA

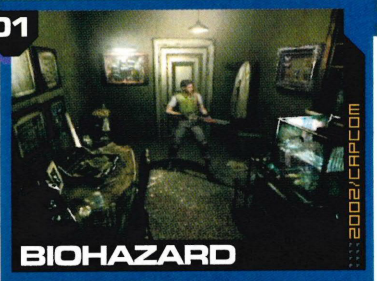


01. SUPER MARIO ADVANCE 2
2002/NINTENDO
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2001/NINTENDO
03. ADVANCE WARS
2001/NINTENDO
04. GOLDEN SUN
2002/CAMELOT
05. BREATH OF FIRE
2001/CAPCOM
06. SONIC ADVANCE
2002/SEGA
07. CHU! CHU! ROCKET
2001/SEGA
08. CASTLEVANIA: CIRCLE OF THE MOON
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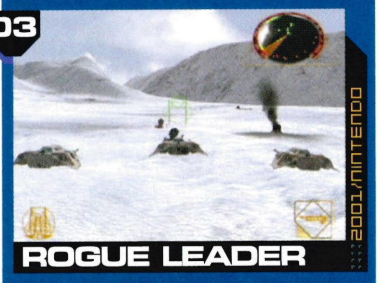
BIOHAZARD
2002/CAPCOM

02



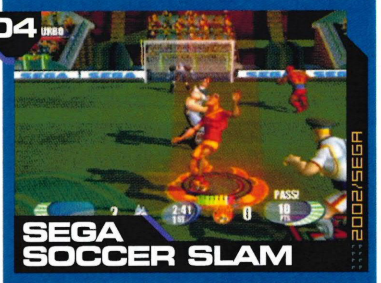
SUPER MONKEY BALL
2001/SEGA

03



ROGUE LEADER
2001/NINTENDO

04



SEGA SOCCER SLAM
2002/SEGA

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SUPER SMASH BROTHERS
2001/NINTENDO

06 LUIGI'S MANSION
2001/FACTOR 5

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2001/NINTENDO

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2001/NINTENDO

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2002/EA

10 SONIC ADVENTURE 2 BATTLE
2002/SEGA

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Next Month... Next Month... Next Month... Next Month...

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THE MISSING LINK

ZELDA NEWS

We've avoiding talking about Miyamoto-san's latest instalment of the *Zelda* series in CUBE... until now. Why? Because we've had the chance to play it for ourselves, that's why! Check out our massive report!

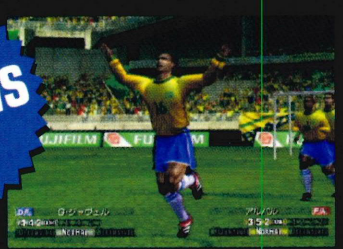
E3 – WE'RE BACK!

THE LOWDOWN

Having spent a week sunning themselves in the balmy climate of LA, the CUBE team is back with a full-on report from the world's biggest videogames show. You won't believe what they got up to over there...

Definitive reviews of ALL the latest GameCube lau

REVIEWS



VIRTUA STRIKER 3

If you doubted our import review, let's go over it one more time...



NBA COURTSIDE 2002

Nintendo shoots for the hoop – will it be a slam dunk or a foul?



DARK SUMMIT

THQ proves that there really is no business like snowbusiness. Cool!



SEGA SOCCER SLAM

Less soccer, more slam – it's another monster SEGA GC smash!

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IN-DEPTH



PLUS

FREE GIFT NEXT ISSUE

ETERNAL DARKNESS

IN-DEPTH

Scarier than a night out in the *Resident Evil* mansion? That's what Silicon Knights is hoping for, but we'll tell you exactly what's what!

All the latest information and screenshots for all the greatest games!

- Super Mario Sunshine
- Mortal Kombat: DA
- Wario World
- Mario Party 4
- WWE Wrestlemania X8
- Super Monkey Ball 2



INTERVIEWS

STUDIO EYE

DIGITAL INTEGRATIONS

Want to know exactly what goes on behind the doors of the people responsible for *Top Gun* on the GameCube? Well, we'll tell you...

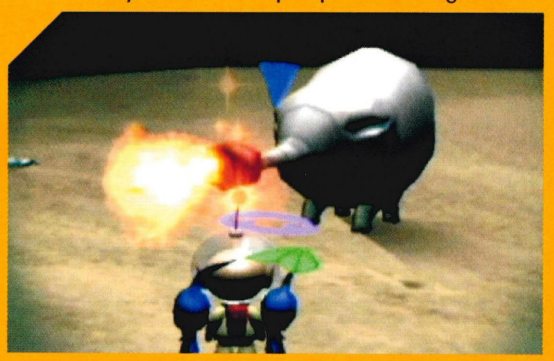


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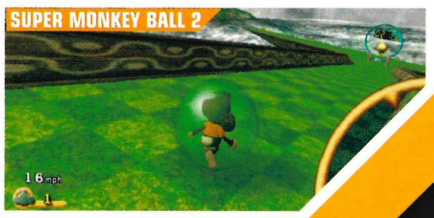
PIKMIN

We've only just scraped the tip of the iceberg this month... join us next issue when we'll finally be able to help Captain Olimar get home!









...nch titles, including;



DOSHIN THE GIANT

There's nothing quite like being a 20ft love giant... really, there isn't.

PLUS

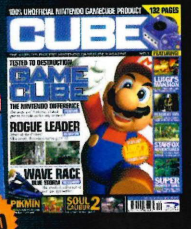
Kameo: Elements Of Power
ZooCube
Vexx
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XIII
Turok Evolution
Bomberman Generations
Toxic Grind
MX Superfly
StarFox Adventures

Plus all the latest cheats, tips and hints for the best GameCube titles!

Back Issues

MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...





ISSUE ONE
Huge hardware review, plus *Rogue Leader, Wave Race, Luigi's Mansion, Resident Evil, StarFox Adventures, Super Monkey Ball, FIFA 2002, Tony Hawk's 3* and more!
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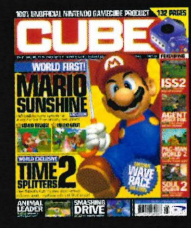
ISSUE TWO
30 reasons to buy a GameCube revealed, plus *Super Smash Bros Melee, Rogue Leader, XG3: Extreme Racing, Dave Mirra 2 NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage* and more!



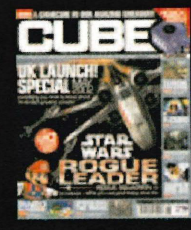
ISSUE THREE
The lowdown on Acclaim's GameCube releases, a world-exclusive look at *Vexx*, plus *Tony Hawk's 3, Turok Evolution, Sonic Adventure 2, Agent Under Fire* and more!



ISSUE FOUR
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!



ISSUE FIVE
A feature on the world's most famous plumber, Mario, the games we'd like to see on the Cube, plus reviews of *ISS2, Animal Leader, NBA Street, Pac-Man World 2, 18Wheeler* and *Smashing Drive*!



ISSUE SIX
Special 50-page feature dedicated to the UK launch of the GameCube, plus reviews of *Rogue Leader, Biohazard, Burnout, Super Smash Bros. Melee, Super Monkey Ball* and many more!

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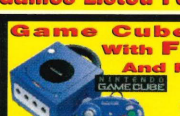


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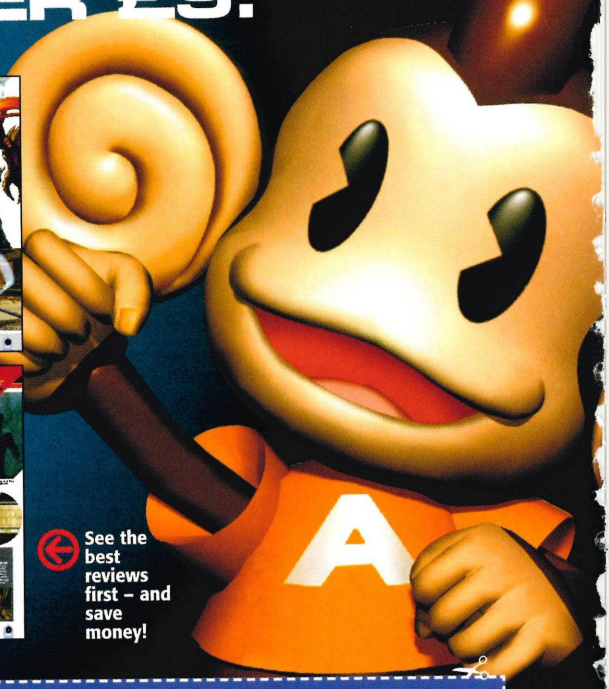
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PASS NOTES

NAME: WARIO

NICKNAME: Wazza, Bum-nose

IN A SENTENCE: Treasure-hunting portly plumber, cousin of Mario.

AGE: In early Nintendo comic strips Wario and Mario played together. They looked to be the same age, so you figure it out...

APPEARANCES: *Super Mario Land 2: 6 Golden Coins* on the Game Boy was Wario's first appearance, back in 1992. He was Mario's nemesis, having stolen and taken up occupation in his much-loved castle. It wasn't until 1993 that he starred in his own game, *Wario Land: Super Mario Land 3*. *Wario's Woods* was next up, a *Tetris* clone released on the SNES and NES in 1993. *Wario Blast* followed in 1994; a mix of *Bomberman* and *Wario*, it proved to be very addictive and was a firm favourite with Game Boy owners. 1996 saw Wario take a starring role in *Mario Kart 64*, and in 1998 he was in both *Wario Land 2* (Game Boy) and *Mario Party*, on the N64. 1999 and 2000 saw him in *Mario Party 2* and *3*, and *Mario Golf* and *Tennis*, again on the N64, as well as in *Wario Land 3*, on the Game Boy Colour. His most recent appearance is *Wario Land 4*, which was released on the Game Boy Advance earlier this year. His GameCube line-up includes *Wario World* and, possibly, GameCube *Mario Kart*. We will have to wait and see what happens, though.

HIGH POINTS: The original *Wario Land* will always be remembered fondly, and is the favourite of many on the Game Boy. However, he is probably recognised more for his cameo in *Mario Kart 64*. *Mario Tennis* is another top game on the N64 that marks a highlight in Wario's career.

LOW POINTS: *Wario's Woods* wasn't too hot, but that's about it. Most of Wario's games have been top so far.

DON'T MENTION: Mario! He has always been jealous of him, ever since they were children and picked turnips together. He has tried multiple times to overshadow Mario, but has failed every time. The final straw was in *Wario Land: Super Mario Land 3* when Mario took all of the credit for rescuing the golden Princess Toadstool statue from the brown sugar pirates. It was all Wario's work!

NOT TO BE CONFUSED WITH: Waluigi, Luigi's dastardly doppelganger, Mario, Bob Hoskins...

MOST LIKELY TO SAY: That Mario! I'll get you one day!

LEAST LIKELY TO SAY: Maybe I should just stay in bed and leave that gold for another day...



Looks happy here...must be those magic fumes from the mushroom kingdom.



Not sure who's attacking Wario with that giant die here.



"I'll get you next time!" Wario becomes a victim of his pie habit...again.



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Rogue Leader
S = 19
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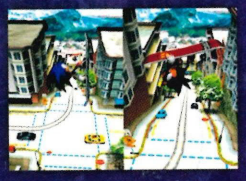
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