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CUBE™

THE UK'S BEST GAMECUBE MAGAZINE NO.10

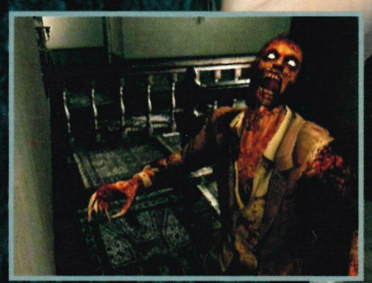
CUBE ISSUE 10 ■ RESIDENT EVIL ■ SUPER MARIO SUNSHINE ■ RARE FEATURE

RESIDENT EVIL

EXCLUSIVE PAL REVIEW!

The horror, the horror... We reveal the shocking, grisly truth...





MISSING IN ACTION!

RARE... WHERE?

Whatever happened to our heroes? **FEATURE**

MASSIVE US REVIEW

MARIO SUNSHINE

Want to know the facts? Read this! **REVIEWED**

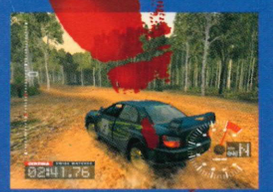
£5 GAMES VOUCHER INSIDE!

FEATURING



METROID PRIME

ACTION! It ain't just about guns, y'know...



COLIN McRAE 3

SLIDE! The most realistic driving experience ever...



ZELDA

ELFIN' Amazing new screenshots and info!

JAMES BOND: NIGHTFIRE

SHAKEN! He's returned and it's looking stirring

TUROK: EVOLUTION

SCALPED! For those about to Turok! We want you...



TIME SPLITTERS 2

GOLDEN! Love first-person shooters? You'll need this!



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PARAGON PUBLISHING

Four the quest, four the battle, four adventure.



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DARK LEGACY



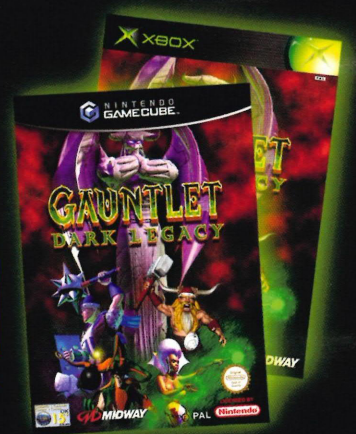
Spectacular Magic Attacks



Terrifying Boss Battles



1-4 Player Co-operative Action



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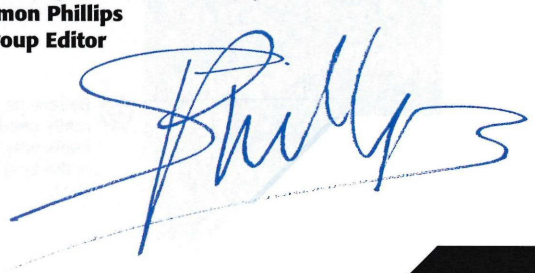
IT'S ALL CHANGE at **CUBE** Towers this month! Why? The games that we've all been waiting for have finally crawled out of the woodwork, vying for our attention and precious space in **CUBE** magazine, and it's about time! The big push has started in the run up to the Autumn season when traditionally and seemingly, quite inexplicably, all gamers somehow manage to have enough money to buy all those top-quality games that are released – well, that's what games publishers seem to think, or else they'd balance their release schedules to ensure that us gamers didn't have to rob a bank or take cripplingly costly bank loans between September and December every year.

That's pretty much the situation if you own a GameCube – there's simply too many must-have games on the way, starting with *Resident Evil*, which just happens to be our exclusive review this issue, which assuming you're old enough, is definitely the first of many games that you'll be needing to play. We've also managed to get our hands on *Turok Evolution* to bring to you a whopping 8 pages of exclusive shots and info about a game we're certain a good many of you will be selling your grannies to get.

Elsewhere you'll find a glut of previews and reviews gleaned from places as far-flung as Greece – Martin simply had to check out the finals of the Ladies Volleyball Championship (git) – and Ireland, where Activision held a rather large games show to show off all its lovely GameCube games. We also sent Byron to visit EA to see how games such as the inevitable *FIFA 2003* and the rather tasty-looking *James Bond: Nightfire* are shaping up. In fact, it's been a tough month for all the team, who have all been sent far and wide to bring you the very best in GameCube coverage. The same cannot be said of Gary, however, who was sent home with the a simple instruction: play *Super Mario Sunshine* and don't come back until you've completed it *and* put together the most comprehensive review possible. While we're mindful of the fact that we don't want to spoil one of the most highly anticipated games, we can assure you that nobody else has played this game and spent as much time on producing the very best review – you wouldn't want us to cobble something together at the last minute, would you?

Many of you guys on the **CUBE** forum have been discussing an apparent lack of quality titles on the GameCube (to join in the online debate point your Web browsers to **www.totalgames.net/forum** and click on 'GameCube'). Rest assured though, while it has been quiet, **CUBE** magazine smells a change comin', and if this issue is anything to go by, the future of the GameCube is looking even brighter than ever. Enjoy!

Simon Phillips
Group Editor



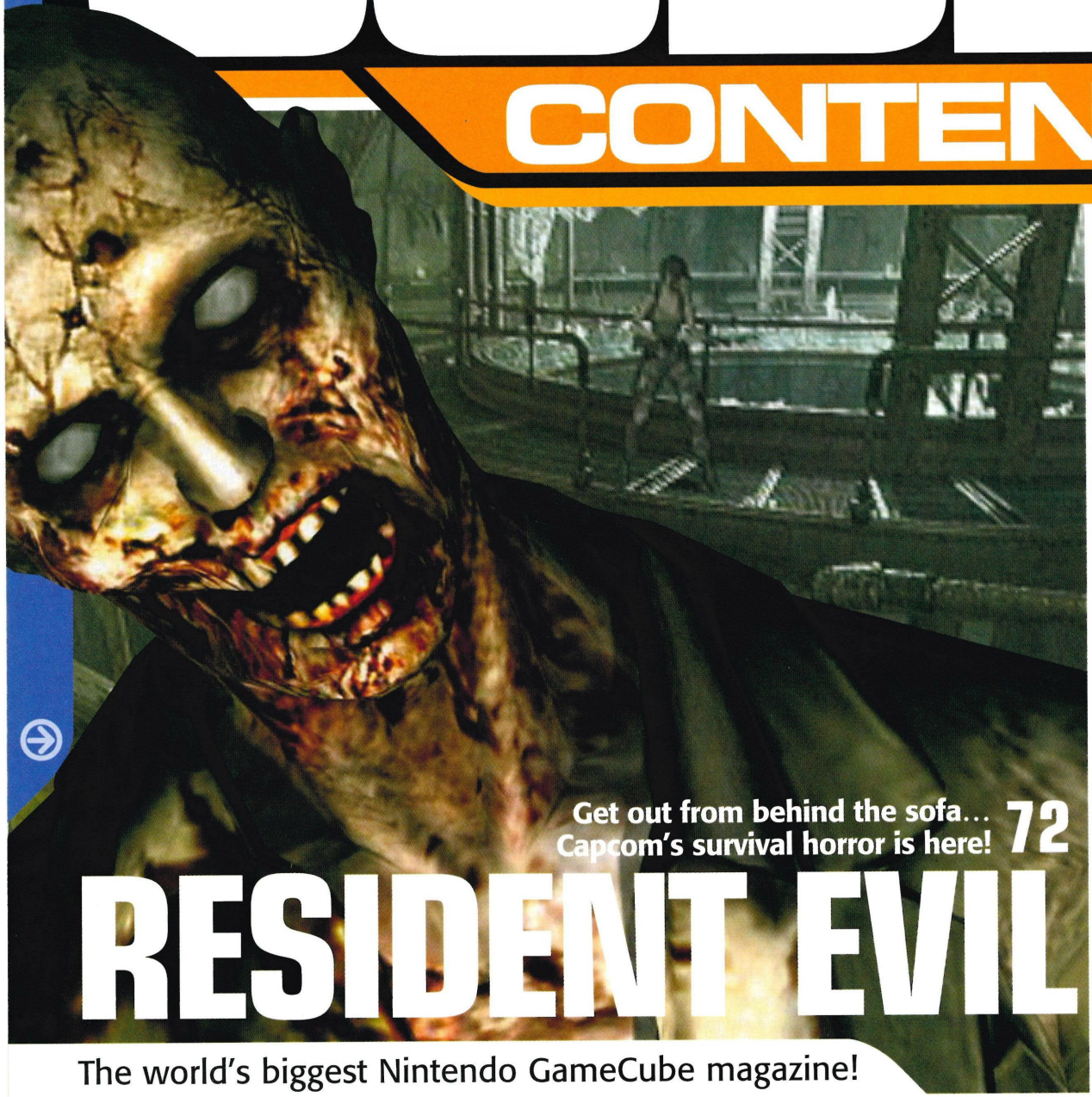
AT A GLANCE

Always, **CUBE** is packed to the rafters with the games that you all want to hear about. Check out this little lot!

Aggressive Inline (Master Class)	100
Aggressive Inline	80
Beach Spikers	76
Butt Ugly Martians: Zoom Or Doom	45
Capcom VS SNK 2: EO (Master Class)	98
Colin McRae Rally 3	10
Die Hard: Vendetta	12
FIFA 2003	47
Gauntlet: Dark Legacy	86
Go! Go! Beckham (GBA)	108
Harry Potter And The Chamber of Secrets	47
James Bond 007: Nightfire	38
Kelly Slater's Pro Surfer	41
King Of The Fighters (GBA)	109
Madden NFL 2003	43
Metroid Prime	08
Minority Report	51
MX Superfly	39
NHL 2003	43
NHL Hitz 20-03	46
Rally Fusion	40
Red Card (Master Class)	104
Resident Evil	72
Shaun Murray's Pro Wakeboarder	41
Shox	48
Speedball 2 (GBA)	110
Star Wars: The Clone Wars	44
Super Mario Sunshine (US)	64
Super Monkey Ball2	42
The Legend Of Zelda	06
TimeSplitters 2	36
Tony Hawk's Pro Skater4	40
Top Gun: Combat Zones	84
True Crime: Streets of L.A.	51
Turok Evolution	52
UFC: Throwdown	50
Virtua Striker 3 (Master Class)	102

CUBE

CONTENTS



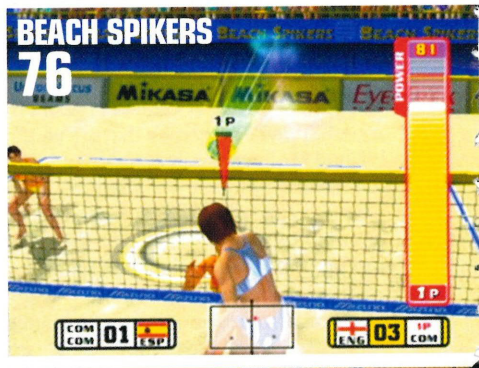
Get out from behind the sofa… Capcom's survival horror is here! 72

RESIDENT EVIL

The world's biggest Nintendo GameCube magazine!



80 AGGRESSIVE INLINE



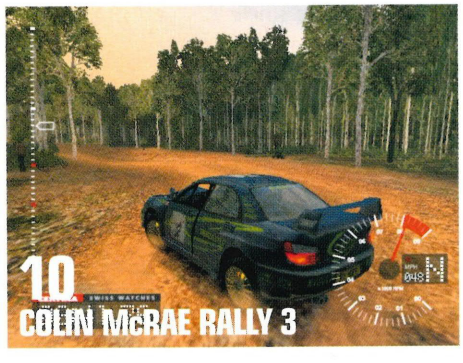
BEACH SPIKERS 76



GAUNTLET: DARK LEGACY 86



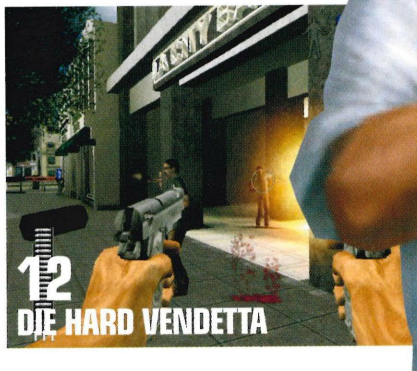
TOP GUN: COMBAT ZONES 84



10 COLIN McRAE RALLY 3

Colin and his mates take a hard right (with a slight incline) onto the 'Cube…

Believe us, you really need to know why this is the best FPS ever…



12 DIE HARD VENDETTA

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



UP FRONT

06
THE LEGEND OF ZELDA

So, cel-shaded graphics aren't the way to go? Bah, humbug!



REVIEW

SUPER MARIO SUNSHINE 64

We've played it, finished it and reviewed it to death!



IN-DEPTH

CUBE **GAME TO WATCH**

52
TUROK: EVOLUTION



36 TIMESPLITTERS 2

UP FRONT

The very latest GameCube games exclusively revealed

The Legend Of Zelda 06
Metroid Prime 08
Colin McRae Rally 3 10
Die Hard: Vendetta 12

GCN

The latest news and interviews plus the very latest information about your favourite console 14

PREVIEWS

We highlight the games that are coming soon. Get saving your money as these are the games that we'll all be playing sooner than you think!

TimeSplitters 2 36
James Bond 007: Nightfire 38
MX Superfly 39
Tony Hawk's Pro Skater4 40
Rally Fusion 40
Kelly Slater's Pro Surfer 41
Shaun Murray's Pro Wakeboarder 41
Super Monkey Ball2 42
Madden NFL 2003 43
NHL 2003 43
Star Wars: The Clone Wars 44
Butt Ugly Martians: Zoom Or Doom 45
NHL Hitz 20-03 46
FIFA 2003 47
Harry Potter And The Chamber of Secrets 47
Shox 48
UFC: Throwdown 50
Minority Report 51
True Crime: Streets of L.A. 51

IN-DEPTH

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

Turok Evolution 52

REVIEWS

Written by hardcore gamers, these are the *only* reviews you can trust. Forget the hype, read the truth!

Super Mario Sunshine (US) 64
Resident Evil 72
Beach Spikers 76
Aggressive Inline 80
Top Gun: Combat Zones 84
Gauntlet: Dark Legacy 86

NETWORK CUBE

The helpful bits like guides and cheats, interspersed with your feedback and the odd feature or two!

Viewpoint 90
Beat The Team 94
Cheating Monkeys 96
Capcom VS SNK 2: EO Master Class .98
Aggressive Inline Master Class 100
Virtua Striker 3 Master Class 102
Red Card Master Class 104
Peripheral Vision: Joypads 114
Directory 118
Horizon 120
Back Issues 125
Subscriptions 128
I ❤ Nintendo 130

ADVANCE

The best games on GameCube's little brother – the GameBoy Advance

Go! Go! Beckham 108
King Of The Fighters 109
Speedball 2 110



FEATURES

RARE-WHERE?

So... what exactly has happened to Rare, Nintendo's most important developer? CUBE heads for deepest, darkest Twycross to find out..... 28

STUDIO EYE

Once again we turn our beady eyes to the world of the developers. This month we check out Runecraft to see what they're up to.

..... 112

UP FRONT

CUBE GAME TO WATCH

THE LEGEND ZELD

Miyamoto-san proves that as far as Link is concerned, it's all in the eyes...

CUBE INFORMATION

THE LEGEND OF ZELDA	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- LINK IS BACK!
- MASSIVE NEW ADVENTURE
- GIANT BOSS CHARACTERS
- SUBLIME CEL-SHADED GRAPHICS
- STUNNING FACIAL ANIMATION

RELEASE DATES

APRIL '03 DEC '02 FEB '03



Some of the lighting effects really are rather lovely...

E3 MAY WELL have come and gone, but months later there are two games that still occupy our minds – one of those is *Metroid Prime* (another of this month's Up Fronts) and the other is *The Legend Of Zelda*. A few weeks ago, we had another opportunity to spend some quality time with the game and needless to say we jumped at the chance. Due to the sheer volume of positive things that we had to say about *Zelda* after E3, there may have been some things that we missed out of our eight-page In Depth. Interestingly enough, there were even some bits of the demo which we didn't get to see at E3, such as the giant red dragon for instance... but now we can show it all.

The most important aspect of Link's cel-shaded world is that Miyamoto-san has decided to go full-on with the cartoon style – Link as a character is overly expressive and it's amazing how much more compulsive the game is because of it. His eyes are huge and

"CHECK OUT THESE PICS, THEN TELL US THAT YOUR JAW ISN'T DRAGGING ALONG THE FLOOR"









Honestly, having a chin that size is only going to lead to trouble, isn't it?

CUBE NEW SCREENSHOTS

OF A







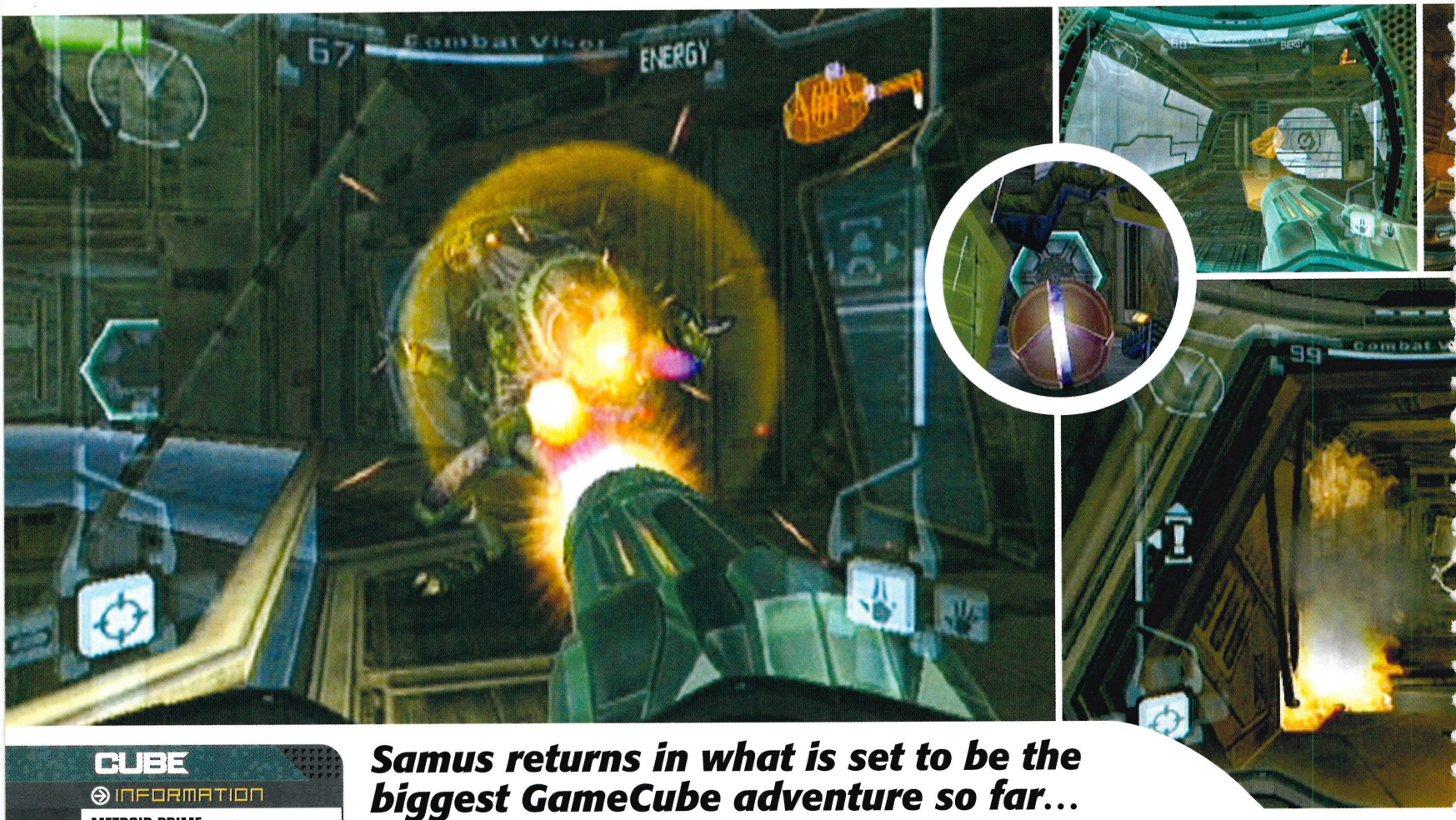
bright white – they even glow in the dark! When Link is looking for something in the distance, he squints his eyes. When he's using a telescope, he'll squeeze one eye shut. If you want to select an item, he fumbles around in his pocket with a comical, puzzled expression on his face. It's not just the eyes though. Indeed, it's his whole face that changes and when he's been successful, a huge, beaming smile will fill his face while his eyes open as wide as they'll go.

More apparent in these new shots is the massive scope of some of the levels. Check out the rope bridge shot – now tell us that your jaw isn't dragging along the floor. You can literally see for miles with no fogging. Everything is so crisp and clean, and the sky is blue and the sun is shining... it's almost too good to be true. There's also a new enemy in the shape of the phoenixes that live way up in the mountains, guarding the entrance to the fiery mountain entrance. After making your way through the interior of the mountain (defeating the larva-spewing bug inside) you'll gain access to very top of the mountain where the Red Dragon sleeps, where you'll get... ahh, but that'd be telling.

Quite simply, *Zelda* is shaping up to be better than we could have though... only three months to go, eh? CUBE



Eh? What's that, children? He's behind me? Oh, don't be so daft...



CUBE

INFORMATION

METROID PRIME	
PUBLISHER:	NINTENDO
DEVELOPER:	RETRO STUDIOS
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- FIRST GAMECUBE METROID GAME
- PUZZLE SOLVING ELEMENTS
- FIRST-PERSON SECTIONS
- HUGE ARSENAL OF WEAPONS
- SAMUS IS BACK! REJOICE!

RELEASE DATES

DEC '02 TBA NOV '02

CUBE NEW SHOTS

Samus returns in what is set to be the biggest GameCube adventure so far...

METROID

JUST WHEN WE are recovering from the genius of *Super Mario Sunshine*, another potential Nintendo classic glides into view. Nintendo invited the CUBE team to feast their eyes on the new *Metroid* adventure and playtest the beast, and we are rather glad to find that this latest instalment of the classic series keeps all of the elements that made the originals so brilliant, while using the GameCube technology to drag the saga shooting and screaming into the 21st Century.

There has been a lot of controversy surrounding *Metroid Prime* recently with many of the earlier screenshots suggesting that the series had been turned into a first-person shooter, thus maybe losing much of its charm. Fear not though, the game keeps all of the puzzle-solving and exploration elements intact, but just presents them in a way that ensures *Metroid Prime* will appeal to players new to the series almost as much as it will to *Metroid* veterans. Samus has never looked or played as good as she does in *Metroid Prime*!

As well as looking better, our heroine Samus also has a bigger and better arsenal at her disposal. Using her bounty hunter, er, bounty to purchase bigger and better weapons, her right arm holds all of the power and can morph at any time into the weapon of choice. Here, once again the simplicity and effectiveness of the GC joypad comes into its own, as after only a short amount of playing time, we were switching instinctively to the right weapons and blasting everything in sight.

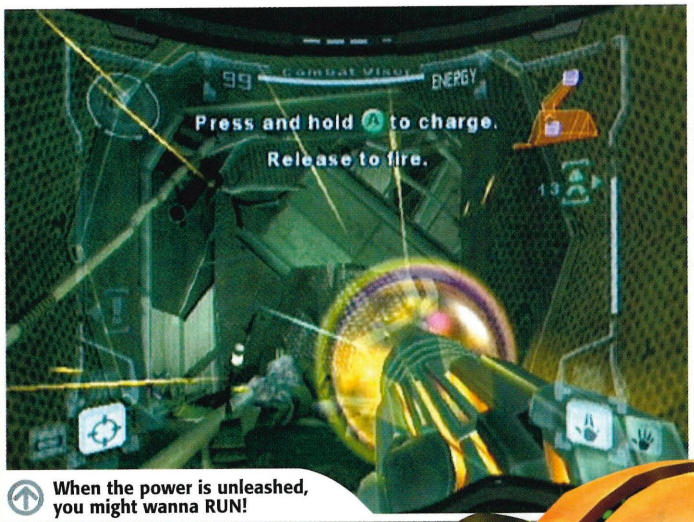
Of course, with *Metroid Prime* keeping many of the platform elements of old, there are a fair amount of cavernous gaps to get over during the adventure and so it is fortuitous that Samus is also armed with a Grapple Hook, which enables an electro-magnetic pulse to shoot from her left arm, allowing you to swing over the larger hazards. Left arm, hook, right arm, weapons – a simple system and one that fits in perfectly with the fast paced gameplay on offer throughout *Metroid Prime*.

CUBE is already counting the days until we get complete code of this beauty – check out this avalanche of stunning new screens and we think you'll agree that this is worth getting worked up over. CUBE



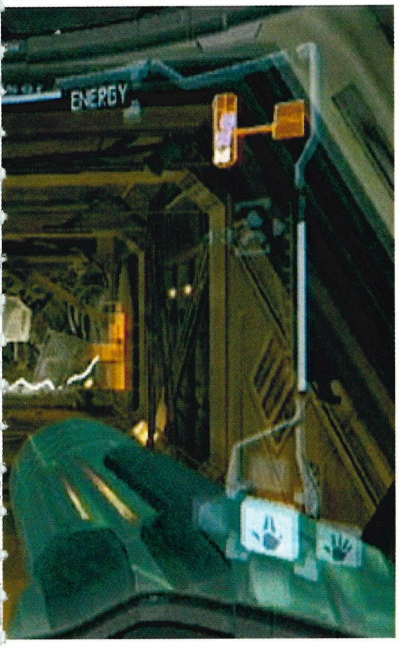
"SAMUS HAS NEVER LOOKED OR PLAYED AS GOOD AS SHE DOES IN METROID PRIME!"





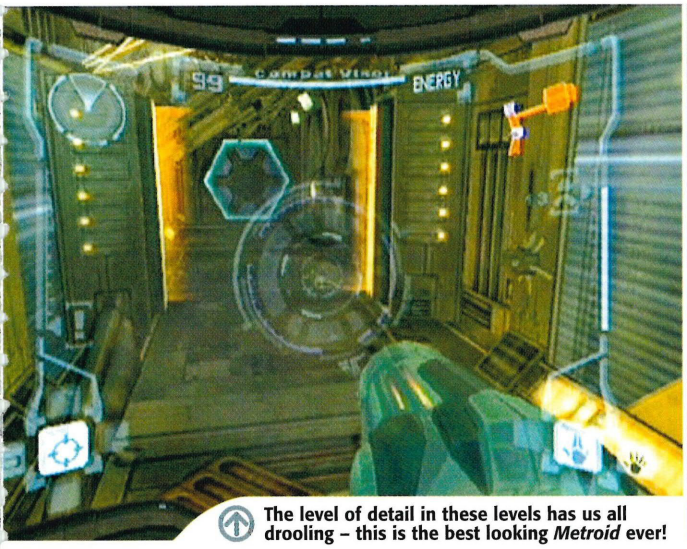
When the power is unleashed, you might wanna RUN!

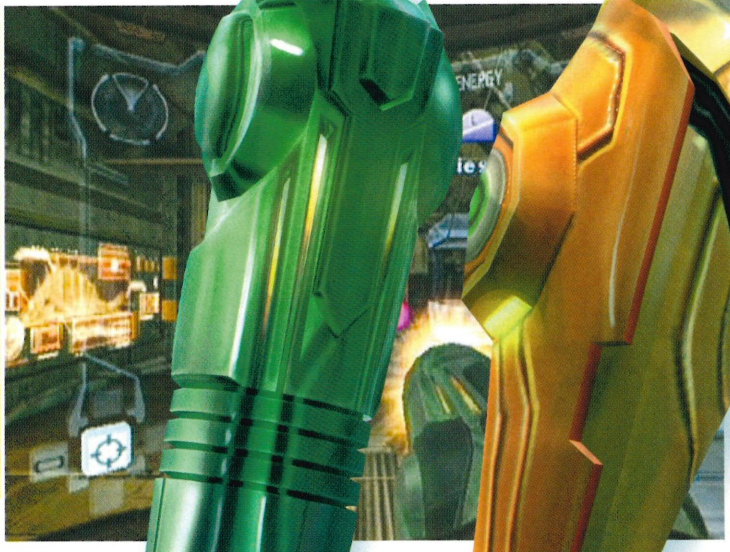






PRIME





The level of detail in these levels has us all drooling – this is the best looking *Metroid* ever!

UP FRONT

CUBE INFORMATION

COLIN MCRAE RALLY 3	
PUBLISHER:	CODEMASTERS
DEVELOPER:	IN-HOUSE
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- IT'S COLIN MCRAE!
- IT'S COLIN MCRAE!!
- SURELY, THAT'S ENOUGH?
- HAVE WE POINTED OUT THAT IT'S...
- COLIN MCRAE!!!!!!

RELEASE DATES

TBA	TBA	MAR '03





The damage model's looking sophisticated and realistic, but will it have any effect on car definition or framerate?





Hold onto your helmet – it's time for the ride of your life!!

COLIN MCRAE RALLY 3



RALLY GAMES ARE like buses it would seem. Not slow, smelly and full of twisty-faced idiots; more that you wait and wait and then four of the blighters turn up at once. Certainly the Ubi Soft, SCi and Activision forays into this genre will be noteworthy, but only one of them has a real-life Rally drivers' endorsement – and that's *Colin McRae Rally 3*.

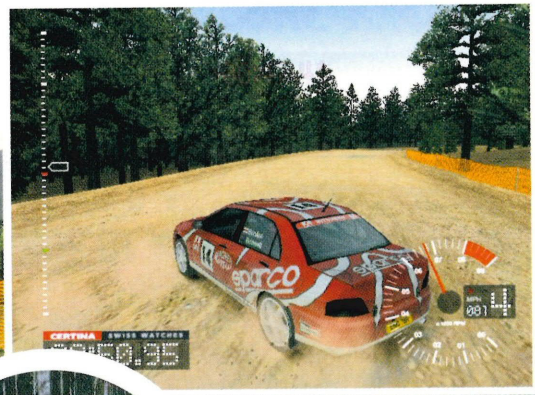
Up until recently, the much-loved Colin McRae series was the sole preserve of the PlayStation, but it's all change with rumours of some underhand Sony deal have been scotched with the announcement that Codies are bringing the best game ever that features a Scotsman in the title to the GameCube. Excited? You should be – even your seasoned videogame hacks at **CUBE** are!

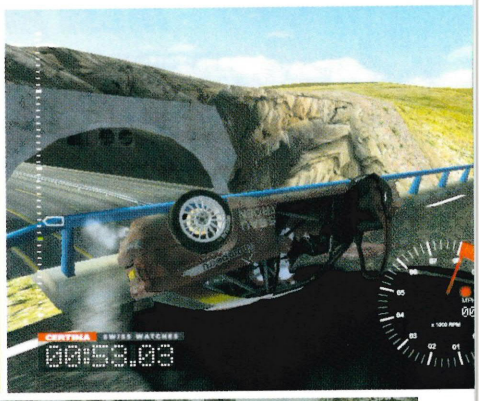
Taking place over eight different international rallies, ranging from the typically rain-sodden stage in the UK to the blistering heat of Spain and Greece, *CM3* puts you behind the wheel of some of the tastiest turbo-charged petrol-guzzlers to have skidded round a rally circuit. Most will favour Colin's car but there's even a Fiat Punto (not the nasty little shopping-car runabout version with the plastic interior, but rather the Super 1600) the sizzling Impreza WRX 445, the Mitsubishi Lancer EVO 7 – all handle like a dream. In fact, with the seven cars on offer to start with and a whole load more to unlock it should ensure that only the catatonic will fail to be impressed.

More impressive still is the marriage of the game and graphics. Known for its realistic gameplay, what Colin McRae

"CODIES BRING THE BEST GAME EVER THAT FEATURES A SCOTSMAN TO THE GAMECUBE"



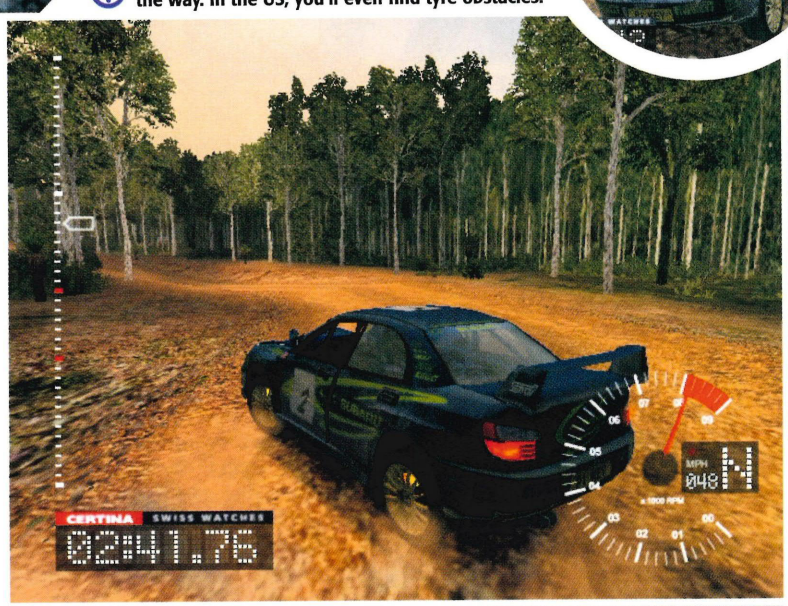






It's not just trees, gravel and snow that get in the way. In the US, you'll even find tyre obstacles.











games in the past lacked in looks, they more than made up for in every other department. *Colin McRae 3* though, is a very different proposition. Lighting effects, in-car view, even the rain on the windscreen is sheer poetry, quite literally, in motion. If there's one downside to the game, and there really is only one downside, it's that we'll have to wait at least another six months to get our hands on it; and with three other rally games hitting the streets before Christmas it's going to be hard to resist their charms... CUBE

John McClane goes on the rampage in the GameCube's most impressive shoot-'em-up extravaganza yet





CUBE GAME TO WATCH

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

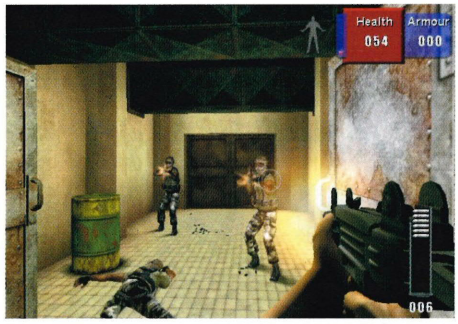
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AT-A-GLANCE

- OFFICIAL LICENSE
- MATURE CONTENT
- UNIQUE, PUZZLE ELEMENTS
- LIP-SYNCHED SPEECH
- LURVELY TEXTURES

RELEASE DATES

NOV '02	TBA	NOV '02





The fella covered in ketchup's an innocent hostage – don't do the terrorists' job for 'em!

HAVEN'T WE GIVEN this enough coverage already? Two pages in issue 2, two pages in issue 4, eight pages in issue 7... We haven't got a secret fetish for filthy vests, the thing is, Bits's debut GameCube title looks and plays so beautifully that we simply have to pass on any new shots we get. These latest shots are from the same build as the version we played a few months back, but they show you some different areas. If you've missed out on all the hype (it wouldn't be hard – publisher Vivendi Universal isn't saying anything at the moment) then here's the low-down. John McClane's daughter Lucy recently joined the Police Academy but has been kidnapped by Hans's mentally unstable son. The crazed terrorist will do anything to get to the man who killed his father, which is bad news for you.

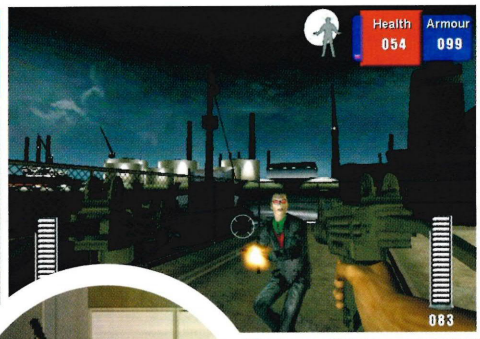
Featuring innovative new ideas such as the Stealth/Standard mode, unique puzzle elements and full, sub-character interactivity (you can talk to everyone), *DHV* will undoubtedly be at the top of everyone's wish-lists towards the end of the year. These new shots show off the detail on the character models and some of the impressive outdoor sections. One of the shots shows a squad of LAPD officers using their cars for cover as their buddies give them vital backup from the nearby chopper.

The whole adrenaline-packed scene comes with voiceovers (presented in Dolby Pro Logic II) and runs very smoothly. Another of the outdoor scenes takes place outside the LA City Bank, which even comes complete with embossed lettering. Civilians run everywhere, knocking over bins and other interactive items. The marble texture on the pillars is particularly sweet. What really comes across in this batch of shots is the facial expression and lip-synching techniques – enemies cringe and scream out in pain as you shoot them. Their eyes even squeeze shut emphasising their pain.

With less than two months to go, the wait for this game is becoming quite unbearable. Soon my pretties, soon... CUBE

"DHV WILL UNDOUBTEDLY BE AT THE TOP OF EVERYONE'S END-OF-YEAR WISH LISTS"

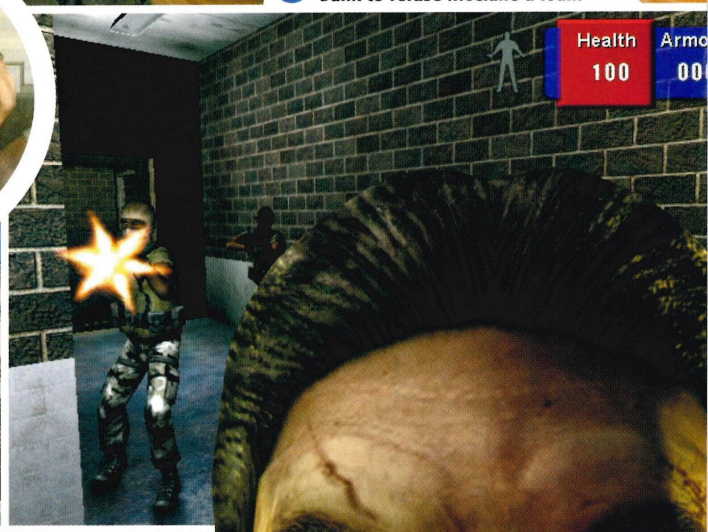


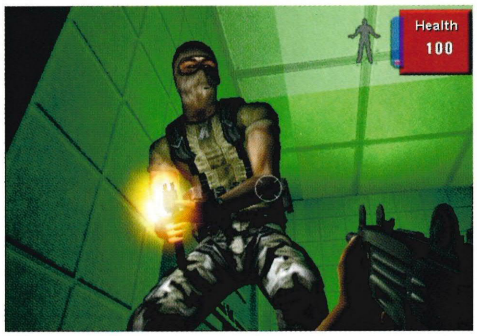


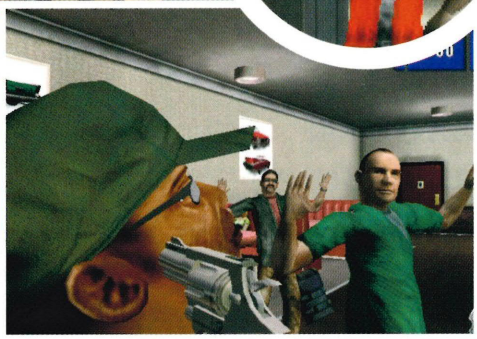


Yippie-kai-yay! That'll teach the bank to refuse McClane a loan!









Cybill Shepherd's pretty angry that she became the kitsch gay icon while Bruce's career went meteoric.



GCN GAMECUBE NEWS

NEWS CONTENTS
AT A GLANCE

HEADS ON (THE) LINE
Nintendo finally makes a concerted push for online gaming and unveils a ton of UK dates.

PAGE 014-015

24 HOURS IN HELL
Are you ready for the fright of your life? **CUBE** speaks exclusively to the seriously disturbed creators of *Asylum*.


PAGE 016-017

REIGN OF FIRE
We get hot under the collar with BAM!'s lizard-fest and cruise through Mute City with new shots of *F-Zero*.

PAGE 018-019

MMMM, SOULFUL
CUBE goes hands-on with the finished arcade version of *Soul Calibur II*. So close yet so far...

PAGE 020-021

FREE STUFF!!
Even more exclusive goodies including new fascia art, £5 GAME vouchers and *Resident Evil* watches!


PAGE 022-023

TOTALGAMES.NET
All the latest from the **CUBE** forums as well as release dates and all the latest sales charts.


PAGE 024-025

HEADS ON (THE) LINE

Nintendo finally makes a concerted push for online gaming

AFTER ASSURING THE public and developers alike that it would have some sort of online strategy in place in the near future Nintendo has announced plans to team up with MultiTerm. The Japanese network entertainment company will license its Massplayer System to Nintendo in a similar way to how it has with Sony and the PS2. Development tools have reportedly already been shipped to a number of development houses. Despite having repeatedly stated that it is not in direct competition with Microsoft, Nintendo's bold moves have obviously come as a direct response to Mr Gates' unveiling of Xbox Live at this year's E3. As we reported back in Issue 8, SN Systems already has its Network Development Kits in place, thus allowing developers the world over to get to grips with the new technology that much quicker.

Despite this we very much doubt that you'll see online gaming in a significant capacity until early next year. *Phantasy Star Online* Episodes *I* and *II* will be the GameCube's first online game, shipping in Japan on 13 September, but we'll need to look to other avenues to keep us entertained in the UK. Set your minds at rest – shortly after the online announcement Nintendo of Europe revealed its plans for the coming







IT'S A DATE

Read them, read them again, then whack them in your diary.

GAME NAME	GENRE	DATE
TUROK EVOLUTION	SHOOT-'EM-UP	6 SEPTEMBER
RESIDENT EVIL	SURVIVAL HORROR	13 SEPTEMBER
DISNEY'S MICKEY MOUSE	ADVENTURE	13 SEPTEMBER
DOSHIN THE GIANT	RPG	20 SEPTEMBER
MEMORY CARD 251	ACCESSORY	20 SEPTEMBER
SUPER MARIO SUNSHINE	ADVENTURE	4 OCTOBER
ETERNAL DARKNESS	PSYCHOLOGICAL HORROR	1 NOVEMBER
DIE HARD: VENDETTA	SHOOT-'EM-UP	8 NOVEMBER
STARFOX ADVENTURES	ADVENTURE	22 NOVEMBER
WAVEBIRD	ACCESSORY	22 NOVEMBER
MARIO PARTY 4	PARTY PUZZLER	29 NOVEMBER
TONY HAWK'S 4	SPORTS	29 NOVEMBER
WARIO WORLD	ADVENTURE	6 DECEMBER

months. Now that Nintendo has shifted one million GameCubes in Europe in just 11 weeks it is readying itself for a massive onslaught of gaming goodness. The biggest surprise is that *Super Mario Sunshine* has been brought forwards by nearly a fortnight to 4 October. That puts it only six weeks after the US version and is in keeping with Miyamoto-san's recent comments that inter-territory conversion times would become far shorter from now on. *Mario*'s advance has meant that something has had to be sacrificed and *Eternal Darkness* will see a one-week slip to 1 November. The hugely anticipated *StarFox Adventures* will follow three weeks later on 22 November with *Mario Party 4* and *Wario World* arriving a week and two weeks later respectively. Another pleasant surprise was the news that *Mickey Mouse* and *Doshin the Giant* will be available very soon indeed. Both will be out within weeks of you reading this article! It isn't just games that you have to look forward to either– the Memory Card 251 will hit the shelves on 20 September while the WaveBird will appear on the same day as *StarFox*. Something that has just been announced in the US (and that we won't see over here for some time) is a special edition Platinum GameCube. If you liked the look of the Platinum GBAs or even the Panasonic Qs, perhaps this will appeal to you. We have to admit, it does look gorgeous. No doubt there will be one in the office very soon... CUBE

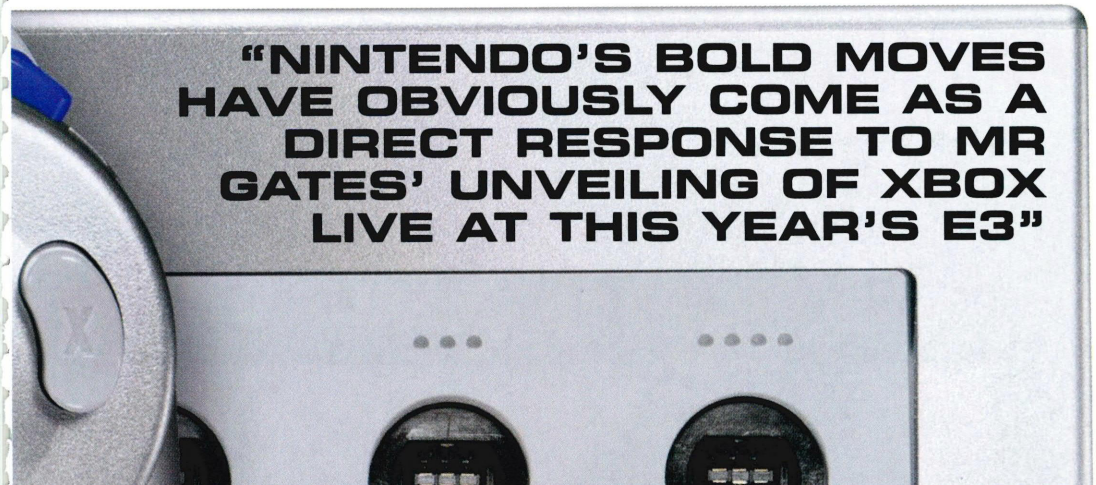
Could this be Rare's last game for the GameCube? We think not...

CUBE THINKS...

FIRST IMPRESSION

■ There are more than enough quality titles to keep anyone happy over the next few months and there are still dozens of other third-party offerings to add to this list. There is one game missing though – *Metroid Prime*. Nintendo still maintains, however, that it will be here in December. If you manage to get through all of these you can look forward to the advent of GameCube's online birth in the new year. It's a very exciting time. CUBE

"NINTENDO'S BOLD MOVES HAVE OBVIOUSLY COME AS A DIRECT RESPONSE TO MR GATES' UNVEILING OF XBOX LIVE AT THIS YEAR'S E3"





CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



SKY HIGH

As well as having upgraded graphics the GameCube version of Skies Of Arcadia *will now have an extra character. The new girl is a bounty hunter of some sort called Pistol. The game is still due to hit Japan later this year.*

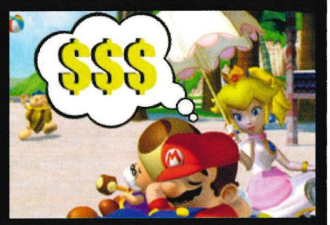
WELCOME BACK

Two old favourites and one brand-new character have been confirmed for Soul Calibur II. *Cervantes, Yoshimitsu and Charade will all appear in the GameCube version early next year.*



MARIO CLIMBS

Super Mario Sunshine *sold over 400,000 copies in the first three days of being on sale in Japan. The game received a Platinum Award from both Famitsu Weekly and Famitsu Cube.*



00 HEAVEN

EA has announced that despite 007 Nightfire *not being a film-based Bond game, Pierce Brosnan's face will still appear in it.* Nightfire *is being worked on by* The World Is Not Enough *developers, Eurocom.*



24 HOURS

Are you ready for the fright of your life?



CUBE EXCLUSIVE NEWS

IT VERY RARELY happens that you get a chance to see a potentially huge game and speak to the developers before the publishers jump all over you and stop you seeing anything, but that's just what happened this month. UK-based developer DarkBlack Ltd is underway with a survival horror project that will leave you as a shaking wreck in the corner of the room. When we spoke to the company the game didn't have a publisher, but literally days after screenshots of the game went public a deal had been struck. Proof that the game is very promising.

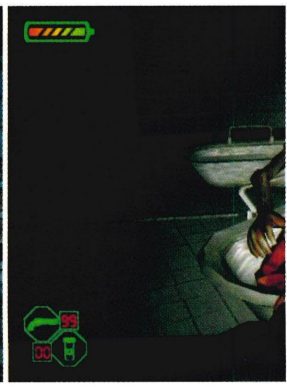
Going by the name of *Asylum*, the game starts off as a gameshow, 'Fright Of Your Life', which is broadcast live on primetime from Wolfborough Asylum. Four contestants are locked in the abandoned and haunted residence for 24 hours – whoever makes it through to the end without retiring to the 'safe area' wins a cool $10 million. It all goes wrong, naturally, and the entire crew soon realise that this is much more than an abandoned asylum. It's a gateway to the very bowels of hell. The plot is all very *House On Haunted Hill*, but it makes a smart basis for a game as far as we're concerned.

Asylum takes the form of a first-person shoot-'em-up – from the screenshots you'll immediately draw comparisons to the *Silent Hill* series. Like Konami's survival horror games, *Asylum* is very dark, the exteriors are filled will low lying fog and everything is modelled in 3D as opposed to *Resident Evil*'s 2D, pre-rendered backgrounds. Hopefully this means that the majority of the objects in a given area will be interactive. In all we'd say that the game is a mixture of *Doom*, *Silent Hill*, *Resident Evil* and *Eternal Darkness*, encompassing the fear, confrontation, backstabbing and pure evil from all these games.

The game is quite early at the moment but the team has very high expectations from the hardware and this shows in the early shots. Already there are bump-maps, shadows and skinned character models apparent. Some of the textures are a little dodgy but you can expect these to be changed as time goes







IN HELL!



The dark and brooding visuals set the scene for smoe very scary moments...

on. Little gameplay information is known at this stage but what we do know is as follows. The physics engine will be based around DarkBlack's Ragdoll engine. You can read more about that in the interview on these very pages. It basically means that everything in the game reacts realistically to being hit. Time in the game will be displayed via a counter in the corner, counting down from 24 hours to zero. Remember that the displays in these screens will more than likely be changed as time goes on. When you play the game your first priority will be to find a torch, as most places in the asylum have no power. Your torch has a limited battery life, the level of which is shown in the top-left corner. If it runs out you're in big trouble.

That's about all we know at this early stage but you can expect more information to dribble out over the next few months. CUBE





CUBE THINKS...

FIRST IMPRESSION

■ This is yet more proof that developers and publishers worldwide no longer see Nintendo as a kids' console manufacturer. GameCube now has a wide selection of mature games in the works and *Asylum* is an extremely welcome addition. Initial impressions would suggest that DarkBlack is one of those developers that really tries to push the boat out. Other developers that we'd put in that group are Crawfish (*Street Fighter Alpha 3* GBA) and Bits (*Die Hard*) – we think that statement speaks for itself, right? CUBE



IN THE CUBE WITH...

RICHARD BESTON

NAME: RICHARD BESTON
POSITION: FOUNDER/CREATIVE DIRECTOR
COMPANY: DARKBLACK LTD

CUBE: How did you get into the games industry?
RB: I've been in the industry for 16 years (since I was 14).

CUBE: What are your Top 3 games of all time?
RB: *Halo*, *Mario 64* and *ISS 64*.

CUBE: What's your favourite band/song of all time?
RB: Soundgarden, Faith No More and Fear Factory. At the moment I'm listening to a band called Kill Switch Engage.

CUBE: Favourite food?
RB: MEAT!

CUBE: How long has *Asylum* been in development?
RB: *Asylum* has been in development for about three months, before that we worked on numerous technology demos and refining our engine.

CUBE: *Asylum* looks pretty f***ed up! Did you guys have disturbed childhoods?
RB: Ha! Yeah we all have pretty twisted imaginations, which helps when you're designing f***ed up horror games.

CUBE: Asylum looks to have drawn from many different games; *Doom*, *Resident Evil*, *Eternal Darkness*, *Silent Hill*... what would you say has been your main influence?
RB: We look at everything – games, films and books, for influences. We all love the *Silent Hill* and *Res Evil* games but I would say our main influence, if I had to pick just one, would have to be old horror movies (not the new soulless crap that's out at the moment).

CUBE: Hehe, what's your favourite scary movie? Okay, so maybe we didn't ask that. That'd be cheesy, right? Ahem...

CUBE: Can you tell us more about the 'RagDoll' system?
RB: In layman's terms the RagDoll system makes in-game characters react as they would would in real life. When the player shoots a zombie it will fly off its feet, limbs flailing as it goes. When it hits the ground it will tumble, twist and bend realistically (depending on how much force was applied).

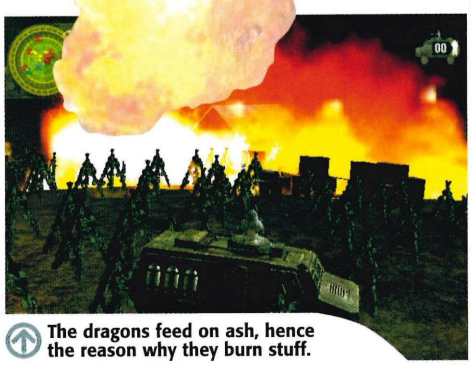
CUBE: Does the game run in real-time, ie will there be 24 hours of gameplay?
RB: No, the clock overlay is there to indicate how much time is allocated to certain tasks. The player can expect to have around 10 to 12 hours worth of gameplay.

CUBE: Is the game sectioned off into levels or is it just one big game?
RB: The game is a huge, open environment that is full of the un-dead, hunting for human flesh. The game also has tasks to complete that will keep players on their toes. It's our intention to shock, scare and amaze the player into submission.



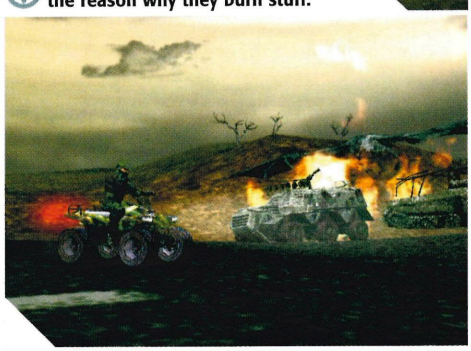
REIGN OF FIRE

Enter the Dragon...



The dragons feed on ash, hence the reason why they burn stuff.









RIDING ON THE back of the hype surrounding the upcoming *Reign of Fire*, this game of the film initially pits you as dragon slayer in a post apocalyptic 2024. Given the futuristic setting, expect to battle the brood of winged beasts with more than just a broadsword and a bottle of Listerine– as a resistance fighter you have an arsenal of destructive military weapons and a wealth of multi terrain vehicles from which to launch them. The transport at your disposal ranges from 4x4 quad bikes to jeeps through to armoured tanks, all of which are essential to navigating the scorched earth battlefields, in which you need to not just fight and avoid a flame grilling, but also put out fires – saving crops and humans. The most novel twist in the tail of this game though, is the ability to play dragon missions. Switching sides brings the advantage of being able to hover, dive bomb and pick up objects, as well as the ability to breathe fireballs and spit liquid napalm. As you play more missions using the dragon, its abilities evolve from being able to initially lift livestock or humans to lobbing around jeeps and armoured personal carriers like a true berserker. *Reign Of Fire* will launch in January 2003.

CUBE







IN THE CUBE WITH... MATT WILKINSON

NAME: MATT WILKINSON
POSITION: MANAGING DIRECTOR, BAM! STUDIOS (EUROPE) LTD.
COMPANY: BAM!

CUBE: Favourite film ever?
MW: *The Usual Suspects*, or possibly *Heat*.

CUBE: Favourite type of fish?
MW: Haddock

CUBE: Potato or Potarto?
MW: Potato, definitely...

CUBE: First impressions from *ROF* are that it draws heavily from games like *Body Harvest* on N64. Did you ever play that game and what games have you used for inspiration, if any?
MW: Although all game designs draw on previously played games, *Reign Of Fire*'s design came first and foremost from the film script, which BAM! had at a very early stage in the film's development. It was immediately obvious from reading the script that this was going to make a fantastic game, and the variety of vehicles in the film made the design choices and direction quite straightforward really.

CUBE: Will the GameCube version have any special features over other versions?
MW: The game design will remain the same across all versions, but the GameCube version will maximise the areas that the GameCube is good at – multi-pass texturing, fast load times, Dolby Surround Sound – and also the controls will be adapted to make the most of the GameCube's excellent pad.

CUBE: When you play the game as the dragon do you eventually get to control the bull dragon? If not, will he be included as a secret character?
MW: You get to fight him when you play as a human, but when playing as the dragon you play as one dragon all the way through. You start as a young dragon, and get older and nastier as you progress through the game. Your dragon can launch fireballs, has Napalm Breath, and can pick things up with his claws.

CUBE: The story line of the game doesn't follow the film as you have things like the baby dragons in there. How much new material has been added to the game?
MW: The game was based around the core of the film, on the human side you begin the game as one of the Kentucky Irregulars, a resistance group led by Denton Van Zan (Matthew McConaughey in the movie). The group has arrived in Britain and met up with another group of survivors led by Quinn Abercromby (Christian Bale in the movie). Together the two groups must defend themselves from the hordes of dragons which attack their stronghold at a castle in Northumberland, before heading off to London for the ultimate conflict with the father of all dragons and the key to the survival of the species - the Bull. This loosely follows the movie's story line with the addition of Dover as one of the game's main locations to add to the variety of gameplay. On the dragon side of the game we used much more artistic licence, there were many dragon characteristics which were in early film scripts such as the young dragons, or jakyls as they're called, which never made it into the final cut of the film, but we decided to keep in the game.



GET THE F OUT... ER, IN



SEGA sends more F-Zero goodness our way

JUST WHEN IT'S been looking like things can't get any better (after all, any month when we get new screens of *Zelda*, *Metroid* AND *StarFox Adventures* is a good month), SEGA goes and tosses us something incredibly nice indeed – a whole new batch of *F-Zero* GC screenshots. Looking astoundingly high-res and detailed, this is just more proof that Nintendo has most certainly made the right move placing such an anticipated game in SEGA's hands... not that we doubted for a second, that is.

Of course, information has also been release that's rather interesting to go along with the screenshots; Amusement Vision has confirmed that previous speculation of the GameCube and arcade versions of the game being compatible via the GC Memory Card is indeed correct. Apparently, players will be able to transfer Time Trial records and other bonus data between the two versions through the Memory Card – it's most likely that high-scoring data will unlock new cars and options within the game. However, the likelihood of this facility making it out of Japan is rather slim, given that it's never reached the UK in the past. We can but hope, eh? CUBE



This is looking so sweet. Depth cueing and translucencies save the day!

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Official Nintendo Magazine



5 Out Of 5
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CUBE Magazine

DIAL THIS NUMBER FOR A CHANCE TO WIN!!

☎ 09050 081 088

What is the name of Sega's Blue Hedgehog?

a) Mario b) Lara Croft c) Sonic

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> Please ensure you have permission from the bill payer before calling.
> The winning entry is selected each month from ALL entries entered from start date of competition 17th July 2002.
> Once a winner has been selected, the prize will be awarded within 28 days.
> The winner shall be chosen at random on the ending date for the competition, which is 30th October 2002. The winner will receive ONE GameCube unit complete with a 5.6 inch colour TFT monitor within 28 days.
> The winner shall be notified by phone or SMS text message.
> The winner shall agree to have their name added to the winners list on the Total Video Games Website.
> The decision of the promoter is final and binding and no correspondence will be entered into.
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> Calls cost £1.50 a minute and should last no longer than 2 minutes, and should cost no more than £3.00.
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TOP 5 CUBES

CUBISM

The cube's route through history has seen it take the form of a solid figure, a mathematical product, an artistic movement, and now Nintendo's latest and greatest console. All of which has given us a penchant for things cube-like, so, we've decided to square the circle and come up with our very own top five cubes. Take it away, Tony from *Bullseye*:

THE ICE CUBE



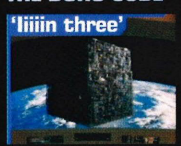
Keeping drinks wet, filling ice cube trays, giving rappers a cool name and giving Eskimos a home, this solid block keeps the tesseract – a four dimensional cube that our design people are still looking for a picture of – from entering the top five.

THE RUBIK'S CUBE



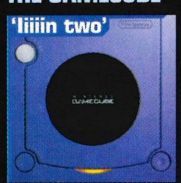
Beloved treasure of early Eighties geeks who avoided having their lunch money nicked by being able to 'do' the cube in thirty seconds flat. This Russian toy was the *Tetris* of it's day. Until that is, someone realised you could cheat by prising of the stickers and putting them back in the right place.

THE BORG CUBE



'Your culture will adapt to service us. Resistance is futile'. Words spoken by the Borg from their cube-shaped vessel. *Star Trek* fans now had a new ship to learn the stats of, and a further costume in which to attend conventions and salivate over autographs of unemployed actors. Berks.

THE GAMECUBE



Nintendo's box of delights has given, is giving and is about to give the very best in electronic entertainment. Launched in Japan back on 14 Sep 2001, its cube shape ensures it won't roll away from under your TV when you aren't looking. .

THE OXO CUBE



Made from a beef extract that contains BSE (a Bit of Something Extra), more than two million OXO cubes are sold daily. It was invented by a German, over a hundred million were consumed by our troops between 1914 and 1918, making it our choice for number one as it's the only cube to have won the first world war.



MMM, SOULFUL

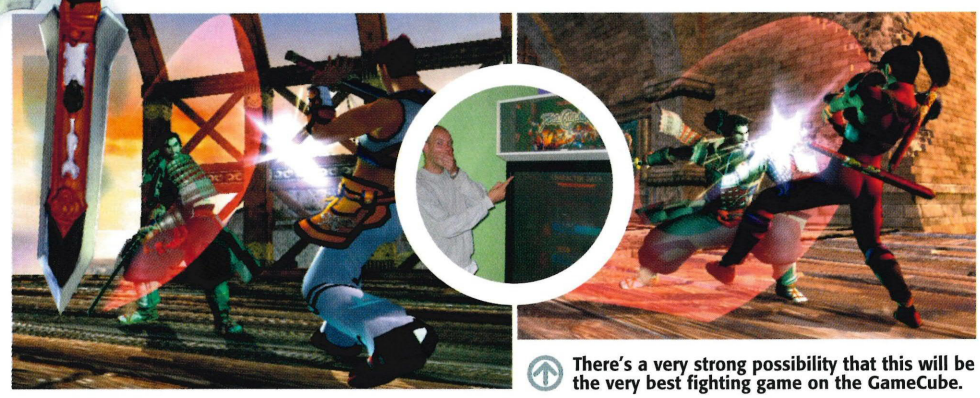
We go hands-on with Soul Calibur 2

IT'S TYPICAL – ABSOLUTELY typical. You're ready to call it a day on the news section of your magazine... and then the local amusement centre gets in the arcade version of one of the most anticipated fighting games for the GameCube ever. Blimey. That's why we raced down there, camera in hand, to get a first look at the wonder that is *Soul Calibur 2* just for you – ain't we just the greatest?

Having sat down with the machine for a fair amount of time (stuck in the corner of the arcade... why?), we can assure you that first impressions are good... very good. Visually, the game is stunning with some impressive animation and lighting effects, while the background music to each stage is very nice indeed (although we're not so sure about the addition of Western voices, as it takes away some of the style). Technically, the game is similar to the first *Soul Calibur* title but with some minor enhancements that affect gameplay (such as the timing of moves and attack priorities... like we said, it's very minor). The pace of the game has also been improved to remove the rather scrappy feel of the original, with each character having their own style and speed – for example, Maxi is nippy but can find himself in trouble because of it, while new fighter Raphael is much more methodical and precise with his graceful rapier sword. It's now much harder to force people out of the ring than it was before, meaning that people who prefer to rely on button-bashing and brute force will have to rethink their strategy.

What makes things even better though is that the arcade version is currently running on technology based on the PlayStation 2 – that means that when the game makes it to the GameCube early next year, it's going to look even better. Right now, we can hardly stay away from the arcade because of *Soul Calibur 2*... if that's not a good sign for the GameCube version, we don't know what is.

CUBE

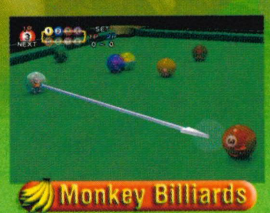


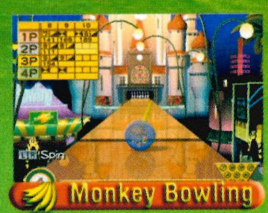
There's a very strong possibility that this will be the very best fighting game on the GameCube.

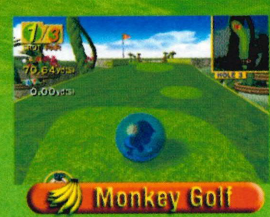
SUPER MONKEY BALL™

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

HEY PARTY ANIMALS!


Monkey Billiards

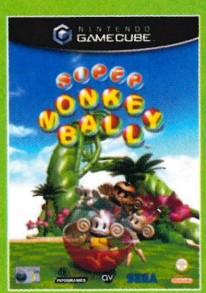

Monkey Bowling


Monkey Golf


Monkey Fight


Monkey Race


Monkey Target



www.infogrames.com

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SEGA

NINTENDO GAMECUBE

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO



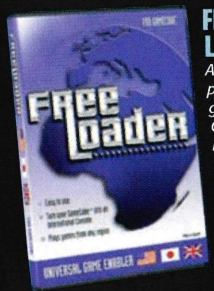
TOMB RAIDER

It has been rumoured that LucasArts will be bringing Indiana Jones and the Emperor's Tomb *to the GameCube. Already in development for the Xbox and PS2, the game uses a third–person viewpoint and is set in China circa 1935.*

MARIO SUNSHINE 2 IN 2003?

In an interview about Mario Sunshine, *Miyamoto-san has said he wants to keep the interval between a game and its sequel as short as possible. This sounds good – but we're hoping it doesn't mean games become rushed or too short on content.*



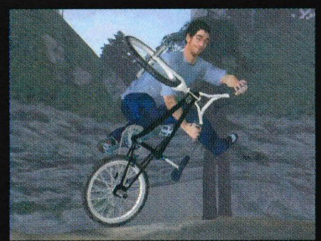


FREELOADER LAUNCHED

Allowing you to play Jap and US games on a British GameCube, the Freeloader has been delayed until the end of August meaning that it should be out when you read this.

BMX: RIP

Two games featuring bikes have been canned. Gravity Games Bike: Street, Vert, Dirt *by Midway and* Toxic Grind *published by THQ will not be hitting the shelves anytime soon. Disappointed? Nope, neither are we…*







CIRCLES OF POWER

Even more artwork to go with last month's free gift

ALL OF YOU who bought issue 9 of **CUBE** will no doubt have immediately customised your GameCube by using our free inlay replacement disc. We've had a massive response by email, letter and on the forums and it seems that you want even more artwork. Some of you have even gone as far as creating your own Web sites dedicated to inlay artwork. We only have space for three more this month and have based the designs on what you've asked for. We've even gone and put them on the back of an advert so that you don't have to ruin valuable pages of the magazine. Enjoy!

FEELING LEFT OUT?

Missed out on our amazing free gift from last issue? Better get to page 125 and get yourself a copy of issue 9!



GAME
www.game.uk.com

Subject to the terms and conditions listed below:
1. Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.
2. Voucher is redeemable at any Game store in the UK or Eire.
3. This voucher is not recoverable and is not exchangeable for cash.
4. This voucher is redeemable against GameCube games only.
5. Only one voucher may be used per product.
6. This voucher cannot be redeemed against a pre-owned purchase.
7. This offer may be withdrawn at any time without prior notice.
8. This voucher is valid until 8 October 2002.

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£5 OFF VOUCHER

ANY GAME PRICED £39.99 OR OVER

GAME ON!

We've teamed up with those fine people at GAME to offer you this lovely £5 off voucher to help you stretch your pennies even further!

So, what are you waiting for? Get it cut out and race as fast as your little game-addled legs will carry you to your nearest GAME store!



STOP PRESS!

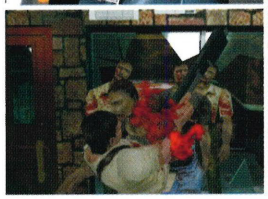
THE EVIL THAT MEN DO

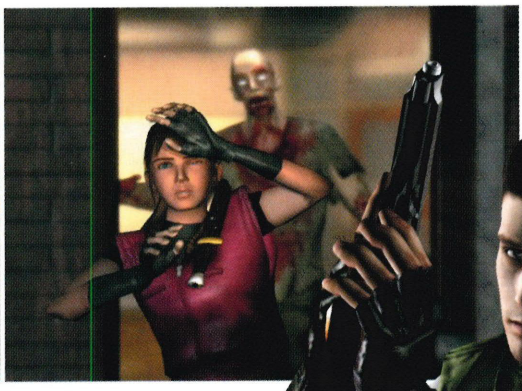




RESIDENT EVIL 2





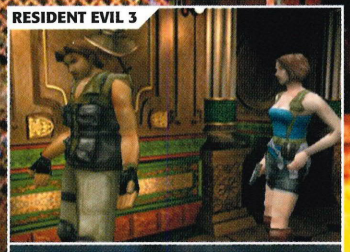


World first GameCube screens of Resident Evil 2 and 3

JUST AS WE were about to go to press this month, a blood-soaked email landed in our inbox filled the very first screenshots of *Resident Evil 2* and *Resident Evil 3: Nemesis* running on the GameCube. While we knew that these games weren't going to get the visual overhaul that the enhanced version of *Resident Evil* recently received, these screens show that the game is NOT going to be a direct port of the original PSone versions – instead, Capcom is using the improved Dreamcast versions of the game as a base for its conversions.

As reported last issue, both games are due to be released at a suitable budget price when they arrive on the GameCube. Although nothing has been confirmed for the UK as of yet, both *RE2* and *RE3:N* will appear at a pocket-friendly $19.99 in the US. They might not be new games, but they're still both great – we'll bring you more info as it reaches us.

RESIDENT EVIL 3





TIME TO DIE

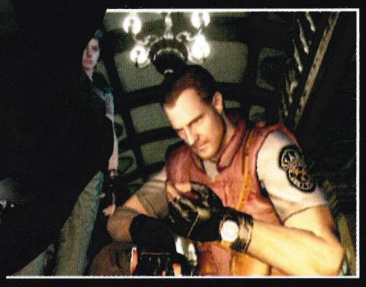
THE MORE DISCERNING readers amongst you will know that with a big game launch like the recent release of *Resident Evil* comes a big **CUBE** competition... and oh boy, have we got a prize for you. Yes, we went all the way to the land of the rising sun to pick up something very special – a pair of limited edition *Resident Evil* watches, available only in Japan! We've also got five copies of the game on offer as well. The two winners will get an Umbrella watch (worth £150!) and a game each, while the three runners-up will get a copy of the game. Only one question stands between you and these lovely prizes:

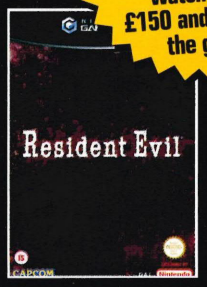
Q: HOW MANY GAMES HAVE BEEN RELEASED IN TOTAL IN THE RESIDENT EVIL SERIES? THE NEW GC VERSION AND THE ORIGINAL PSONE GAME COUNT AS SEPARATE TITLES, BUT DIRECT PORTS (FOR EXAMPLE, PSONE TO N64) ONLY COUNT ONCE.

Once you think you've got the answer – think about it... it's not five! – write it down clearly on the back of a postcard or sealed down envelope (don't send us a letter, as they'll just be discarded) and send it along to the following address before 31 October 2002:

WHAT'S THE TIME, MR ZOMBIE?
CUBE Magazine,
Paragon Publishing
Paragon House, St Peter's Road
Bournemouth, Dorset BH1 2JS

WIN!
An incredibly limited edition Resident Evil watch worth £150 and copies of the game!





Employees of Paragon Publishing Ltd, Capcom, their agents, wholesalers, retailers and/or their relatives may not participate in this competition. Entries are limited to one per person. No purchase is necessary. The submitting of duplicate or multiple entries will result in instant disqualification. The editor's decision is final and no correspondence will be entered into. A list of the winners will be available from Paragon Publishing Ltd by post on request. There is no cash alternative for any prize offered. Proof of postage cannot be accepted as proof of delivery, and no responsibility can be accepted by Paragon Publishing Ltd for lost, delayed or damaged entries. From time to time, you may be sent news about exciting new products and opportunities that may be of interest to you. If you would prefer not to receive this information, please indicate this clearly on your postal entry.

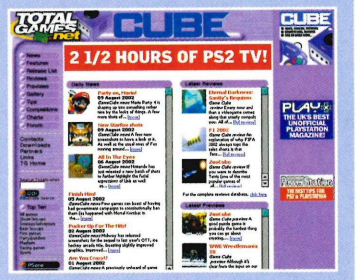
GC TOTALGAMES.NET

THE PLACE TO BE FOR THE LATEST IN NEWS, REVIEWS, TIPS AND GOSSIP!

WE KNOW, IT'S hard waiting for the next issue of CUBE to hit the shelves every month… that anticipation and anguish can often be too much to bear. Don't panic though because help is at hand – you can get your daily fix of videogame news, previews and reviews at the all-singing, all-dancing cube.totalgames site. The site's content is produced by the same good folk who write for this magazine, so you can be assured of its quality.. There's tons there, including forums – a hotbed for the latest gossip and rumours!

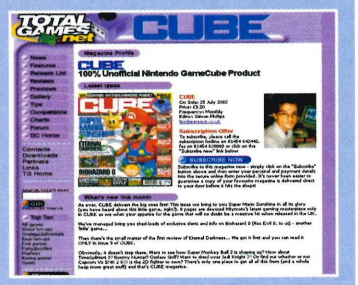
UP-TO-THE-MINUTE NEWS

From the front homepage, you're just a mouse click away from all the latest videogame news. The easy to understand user interface and nifty search engine mean that you'll be able to find what you're looking for in just a few seconds and what's more, it's updated on a basis so regular, you'll think we've been eating laxatives all day. Make sure you come here at least once at day to find out what's going on in the world of the GameCube…



CUBE, WITHOUT THE PAPER

Missed an issue of CUBE, did you? Honestly… and there were thinking that you were the loyal type. We won't ask what you were doing to commit such a sin, but rest assured that you won't miss out on everything – all the previews, reviews and other goodies inside each issue can also be found on the cube.totalgames site. If it's advice on which GameCube game is right for you, this is where you need to be.



THE HOTTEST CHEATS IN TOWN

Stuck on a game? Don't know what to do? No monkeys to hand? Well, never fear – you can get all the latest cheats, tips and walkthroughs simply by visiting the cube.totalgames tips index. The chimps on our sister magazine CUBE Solutions keep it packed full of helpful hints on games both old and new. If you ever find yourself in need of a helping hand on a game, then this is the ideal place to look for guidance.



NEW FRIENDS AT THE TOUCH OF A BUTTON

Hoo boy, that GameCube forum sure is pretty darn hot. With literally hundreds of posts every day from people all over the world (yes, the world!), this is most certainly the liveliest GameCube message board around. Heck, even the CUBE team go on there regularly, so pop along and you might just be able to chat with the lads online!



"EVERYTHING YOU NEED ABOUT GAMES UNDER ONE ROOF... ER, SITE. IT'S THE MUTT'S BITS - YOU'D BE MAD TO MISS IT!"

TOTAL GAMES.net

www.totalgames.net

RELEASE LIST

CUBE's at-a-glance guide to what forthcoming games you can expect in the latter half of 2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
UK	Turok Evolution	Acclaim	Shoot-'Em-Up	6 September
UK	Top Gun: Combat Zones	Titus	Shoot-'Em-Up	12 September
UK	Resident Evil	Capcom	Adventure	13 September
UK	Disney's Magical Mirror	Nintendo	Platform	13 September
UK	Street Hoops	Activision	Sports	13 September
UK	Need For Speed: Hot Pursuit 2	Electronic Arts	Racing	13 September
UK	Doshin The Giant	Nintendo	Adventure	20 September
UK	Freekstyle	Electronic Arts	Racing	20 September
UK	GameCube Memory Card 251	Nintendo	Hardware	20 September
UK	Tetris Worlds	THQ	Party Puzzler	24 September
UK	Kelly Slater's Pro Surfer	Activision	Sports	27 September
UK	Mat Hoffman's Pro BMX 2	Activision	Sports	27 September
UK	Madden NFL 2003	Electronic Arts	Sports	27 September
US	StarFox Adventures	Nintendo	Adventure	27 September
UK	Eggo Mania	Kemco	Puzzle	September
Jap	Biohazard Zero	Capcom	Adventure	September
Jap	Gold Star Mountain	From Software	Adventure	September
Jap	StarFox Adventures	Nintendo	Adventure	September
US	Vexx	Acclaim	Adventure	September
UK	Dragon's Lair 3D	THQ	Adventure	September
US	Die Hard: Vendetta	Vivendi Uni	Shoot-'Em-Up	September
US	Turok Evolution	Acclaim	Shoot-'Em-Up	September
US	Vexx	Acclaim	Adventure	September
UK	TimeSplitters 2	Eidos	Shoot-'Em-up	September
UK	Barbarian	Virgin	Beat-'Em-up	September
UK	Race of Champions	Activision	Racing	September
UK	Super Mario Sunshine	Nintendo	Adventure	4 October
UK	MX Superfly	THQ	Racing	4 October
UK	NHL 2003	Electronic Arts	Sports	4 October
UK	Crash Bandicoot: Wrath Of Cortex	Vivendi	Platform	4 October
UK	Medal Of Honor: Frontline	Electronic Arts	Shoot-'Em-Up	11 October
UK	FIFA Football 2003	Electronic Arts	Sports	11 October
UK	The Scorpion King	Vivendi	Adventure	25 October
UK	Rocket Power: Beach Bandits	THQ	Kids	25 October
US	Resident Evil Zero	Capcom	Adventure	October
UK	Mario Party 4	Nintendo	Party	October
UK	Rally Fusion	Activision	Racing	October
UK	Eternal Darkness	Nintendo	Adventure	1 November
UK	Bomberman Generation	Vivendi	Party Puzzler	1 November
UK	WWE Wrestlemania X8	THQ	Sports	1 November
UK	Die Hard: Vendetta	Vivendi	Shoot-'Em-Up	8 November
US	Harry Potter: Chamber Of Secrets	Electronic Arts	Platform	15 November
US	Metroid Prime	Nintendo	Shoot-'Em-Up	18 November
UK	Star Wars: Bounty Hunter	Activision	Adventure	19 November
UK	StarFox Adventures	Nintendo	Adventure	22 November
UK	James Bond 007: Nightfire	Electronic Arts	Shoot-'Em-Up	22 November
UK	GameCube WaveBird Controller	Nintendo	Hardware	22 November
UK	Mario Party 4	Nintendo	Party Puzzler	29 November
UK	Tony Hawk's Pro Skater 4	Activision	Sports	29 November
UK	Ty The Tasmanian Tiger	Electronic Arts	Platform	29 November
UK	Scooby Doo: Night Of 100 Frights	THQ	Adventure	29 November
UK	Knockout Kings 2003	Electronic Arts	Sports	29 November
UK	Spyro: Enter The Dragonfly	Vivendi	Adventure	29 November
UK	Jimmy Neutron: Boy Genius	THQ	Adventure	29 November
UK	Hot Wheels: Velocity X	THQ	Racing	29 November
UK	Jedi Knight 2: Jedi Outcast	Activision	Shoot–'Em–Up	November
UK	Batman: Dark Tomorrow	Kemco	Adventure	November
UK	Black And Bruised	Vivendi	Sports	November
UK	Bloodrayne	Vivendi	Adventure	November
UK	Minority Report	Activision	Adventure	November
UK	Dave Mirra XXX	Activision	Sports	November
UK	Aggressive Inline	Activision	Sports	November
UK	X-Men: Next Dimension	Activision	Beat-'Em-Up	November
UK	Rayman 3	Ubi Soft	Adventure	November
US	Legends Of Wrestling 2	Acclaim	Sports	November
UK	Wario World	Nintendo	Adventure	6 December
UK	Galleon: Islands of Mystery	Interplay	Adventure	December
US	Resident Evil 2	Capcom	Adventure	December
Jap	The Legend Of Zelda	Nintendo	Adventure	December
UK	Wario World	Nintendo	Adventure	December
UK	Mario Party 4	Nintendo	Party Puzzler	December
UK	X-Men: Wolverine's Revenge	Activision	Adventure	December
UK	Metroid Prime	Nintendo	Shoot-'em-up	December
Jap	1080°: White Storm	Nintendo	Sports	January
US	The Legend Of Zelda	Nintendo	Adventure	Feb '03
Jap	Soul Calibur II	Namco	Beat-'em-up	Feb '03

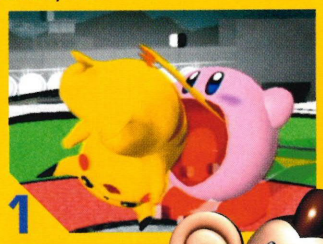
SUCH 'EM UP!

SUPER, SMASHING

SUPER SMASH BROTHERS: MELEE

GO ON, PUNCH THE PLUMBER

Surprise, surprise – Nintendo's beat-'em-up extravaganza is still perched in the #1 spot, which is where it's been since being released on May 24. Surely you must all be slightly bored of it by now?



1

BALLS TO IT

MONKEY MAGIC

SUPER MONKEY BALL

ROLLIN', ROLLIN', ROLLIN'

Even though virtually every GameCube owner has got *Super Monkey Ball*, it's still comfortable in the middle of the chart. The sequel is currently storming through Japan, so we can't wait for a PAL release.



6

CUBE ChartTrack

UK CHART

TOTAL GAMES net

Week ending 3 August 2002

All information compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

POS	LAST	TITLE	PUBLISHER
1	1	Super Smash Brothers: Melee	Nintendo
2	2	Pikmin	Nintendo
3	3	Star Wars: Rogue Leader	Activision
4	4	Luigi's Mansion	Nintendo
5	5	007: Agent Under Fire	Electronic Arts
6	6	Super Monkey Ball	SEGA
7	8	Sonic Adventure 2: Battle	SEGA
8	7	Spider-Man	Activision
9	9	F1 2002	Electronic Arts
10	10	Burnout	Acclaim

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	–	Super Mario Sunshine	Nintendo
2	–	Jikkyou Powerful Pro Baseball 9	Konami
3	–	Beach Spikers	SEGA
4	–	Disney All-Star Sports Soccer	Konami
5	–	Bomberman Generation	Majesco

US CHART

POS	LAST	TITLE	PUBLISHER
1	–	Super Mario Sunshine	Nintendo
2	–	Super Smash Brothers: Melee	Nintendo
3	–	Super Monkey Ball	SEGA
4	–	Madden NFL 2003	Electronic Arts
5	–	Eternal Darkness	Nintendo

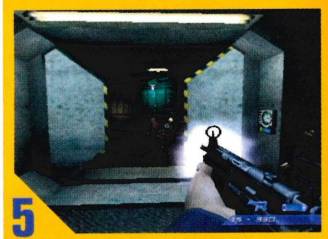
HISS HISS

STILL SHAKEN

JAMES BOND 007: AGENT UNDER FIRE

NOT EXPECTED TO DIE...

No, we all know that it's nowhere near as good as *GoldenEye*... but that hasn't stopped EA's James Bond shoot-'em-up from proving rather popular with you lot. We're just hoping that *007: Nightfire* ends up being more enjoyable than this.



5

SWINGIN'

LICENSE TO KILL

SPIDER-MAN: THE MOVIE

THE SPIDER-SENSE IS MINGING

With *Spider-Man* sitting at the bottom of the Top Ten for the last three weeks now, it's proof that you don't need a decent game to sell copies – just a popular license. A disappointment in every way possible.



8

MOST PLAYED

THE GAMES THAT KEPT US ENTERTAINED... WHEN WE'RE NOT WRITING THE MAG



SUPER MARIO SUNSHINE

We actually had Mario's first GameCube adventure in the office in time for last issue, but we didn't want to rush through it – that's why we waited until this month to bring you our massive review. Mart's actually finished it with a perfect 120 Shines... bloomin' showoff.



BEACH SPIKERS

The arrival of pretty ladies in bikinis at CUBE Towers is always a high point for the testosterone-crammed boys here – unfortunately though, they came in the form of *Beach Spikers* this month rather than actual ladies. Still, it's better than sweaty wrestlers any day of the week.



RESIDENT EVIL

Even though we've had the import versions of Capcom's blood-soaked survival horror for ages, Chandra just had to have a go when the PAL game finally arrived in the office. Needless to say, we're now having trouble getting him out from behind the sofa after playing that and *Eternal Darkness*...

MOST WANTED

IF WE DON'T GET THESE GAMES SOON, THERE'S GOING TO BE TROUBLE...



TIMESPLITTERS 2

Yes, it surprised even us when we discovered just how incredible *TimeSplitters 2* is on the GameCube – that's why we're chomping at the bit to get Eidos to let us play it all over again. Can you say 'best first-person shoot-'em-up ever'? You know you want it... oh yes, you know you do.



SOUL CALIBUR 2

When we found out by chance that our local arcade had managed to get in a *Soul Calibur 2* machine, we went straight down there... and didn't come back to the office for hours. It looks great and plays wonderfully, so the Jap release date of January 2003 is a bit far away for us now.



STARFOX ADVENTURES

By the time you read this, the US release of *StarFox Adventures* will be just under a month away; as we've been anticipating it for very a long time, we're getting rather excited indeed. We'll be picking it up on day one, so expect to see some extensive coverage next issue...

GALLEON SETS SAIL





Toby Gard's latest epic is finally docking

IT'S BEEN HIT by delay after delay, but is finally due for a release this December in America and the UK. Created by the designer of Lara Croft, it has been in the making since 1997. Last time we spoke to the developers back in issue 2 it was reported that this was 90 percent complete, and was looking good. But pouring over these latest screenshots it's hard to see why it was delayed so badly; nothing much seems to have changed, at least graphically.

However, who knows what's been added to the gameplay – perhaps the Jet Li-inspired hero has even more tricks up his sleeve? Or maybe the gameplay has undergone some huge changes. We can't help but notice that the latest press release boasts that you can: 'Add to your Crew! Different characters bring different skills and advantages to conquer challenges, move obstacles and defeat your enemies.'

The last we heard was that the adventure was to be primarily land based. This addition may emulate the ship battles in *Skies of Arcadia* to some extent. December looks to be an awesome month for the GC – let's just hope that this doesn't hit more delays.

IT'S HIP TO BE SQUARE!

Nintendo and Square move even closer together

AFTER AN EIGHT-year absence Square has finally returned to the Nintendo fold. Four games are to be released on GC/GBA, all published by Nintendo.

Final Fantasy Chronicle will be one of them, and also the first game to make use of the 'Q Fund', a special pool of money set up by Hiroshi Yamauchi (former Nintendo president).

Details are scarce, but what we do know is that it will be a GBA/GC title, and multiplayer will be possible using linked Game Boy Advances. Data will be displayed on a TV screen, and the emphasis will be on communication and teamwork

Another GBA title is to be a new *Seiken Densetsu* title. (*Secret of Mana* in the West) Square will be co-developing this with Nintendo subsidiary Brownie Brown (who worked on the original SNES title) to produce what is sure to be a classic game. Two other GBA games that have been announced are a new *Chocobo* game and a re-make of *Final Fantasy Tactics*.

For GameCube owners, this can only be a good thing. As if the news that a multiplayer *Final Fantasy* game wasn't exciting enough, the fact that Square and Nintendo are back together for real can only mean more GameCube titles in the future for us.



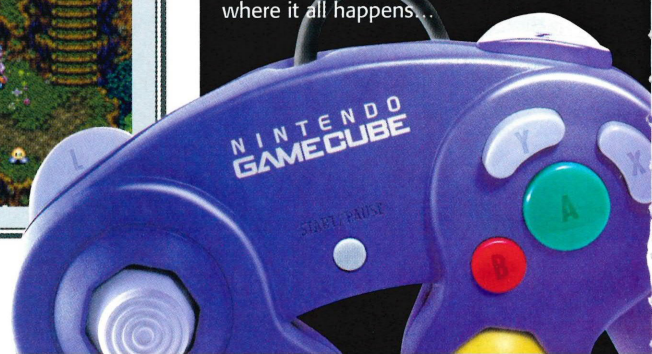


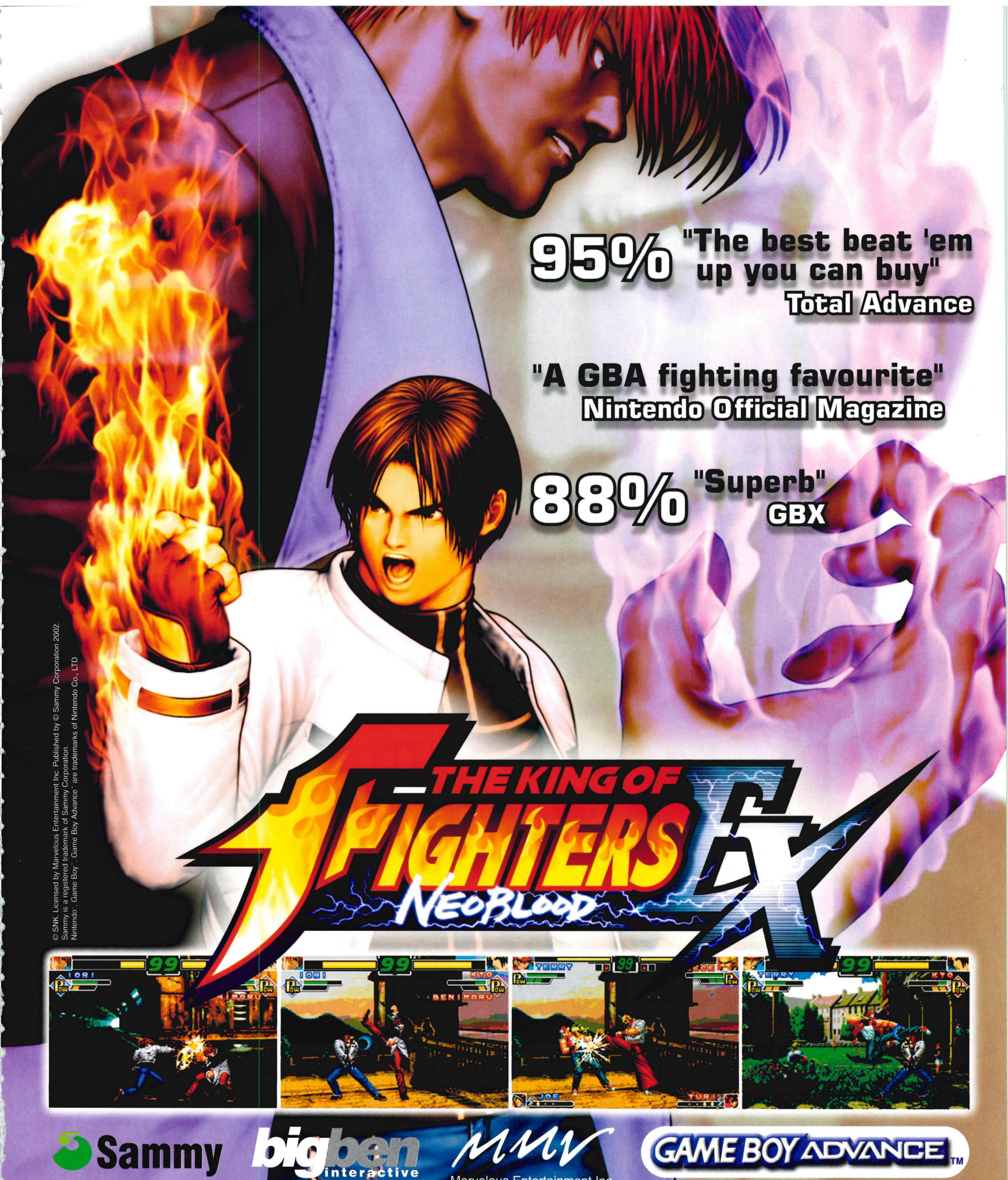

GCN GAMECUBE NEWS

FINAL THOUGHT...

WELL, WE'VE DONE it; we've survived through the so-called 'drought' of the summer months. From here on in everything goes a little mad. If you look at past years, this summer has been comparatively fruitful. We've had a fair selection of games, enough to keep you occupied at least, but you'd better be ready for what is about to hit you. At the very least you'll have two amazing shoot-'em-ups, two gory horrors, four epic adventures, two multiplayer funfests and more sports titles than you can shake two massive sticks at... all within the space of 14 weeks. GameCube is most definitely a serious contender in the race for console supremacy.

Recent reports suggest that Nintendo's machine has sold over one million units more than Xbox on a worldwide basis. In Europe alone one million units have been shipped in just 11 weeks! These sales translate directly into boosted publisher confidence and a wider target demographic. In plain English, we will see a more varied range of products from publishers, none of whom will be able to resist the potential earnings that a GameCube title will offer. Take Squaresoft for instance; with the news that *Secret of Mana* and *FF Tactics* are dead certs for GBA it's only a matter of time before we start hearing more details on their GameCube plans. *FF Chronicle* is a start but we have a sneaking suspicion that the RPG giant has something far more significant up its sleeve. Keep your eyes peeled – September's Tokyo Game Show is sure to be the place where it all happens...





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RARE-

Cube risks life and limb to unearth the secrets behind the planet's most tight-lipped developer.

WARNING!

CUBE is an experienced ninja team trained to disappear into thin air and evade the evil eye of security devices. We DO NOT recommend that you travel all the way to Twycross and attempt to infiltrate Rare HQ in the dead of night. **CUBE** takes no responsibility for readers getting arrested if they try this.

RARE IS CERTAINLY the hot topic at the moment. Mention the name on any gaming forum and a whole slew of responses will fly back at you. Some are very positive, some are extremely negative but the one thing they all have in common is that they are backed with passion. The Nintendo second-party developer has played a big part in many gamers' lives – it's not a company that you can ignore or forget, hence the reason why its rumoured defection from the Nintendo camp is such a big deal.

Will it? Won't it? Can it? More importantly, should it? Of course, these are all rumours and there is very little evidence to substantiate them, but just the possibility of Rare developing for other consoles is enough to get the entire industry in a frenzy. Here at **CUBE** we have access to a little more information than the average person on the street but we thought we'd take a day trip to Twycross to find out exactly what is going on under the covers.



WHERE??


SONY
AUSTREY
2
4
MICROSOFT
4
ACTIVISION
MEASHAM
6
RARE
RAREWARE

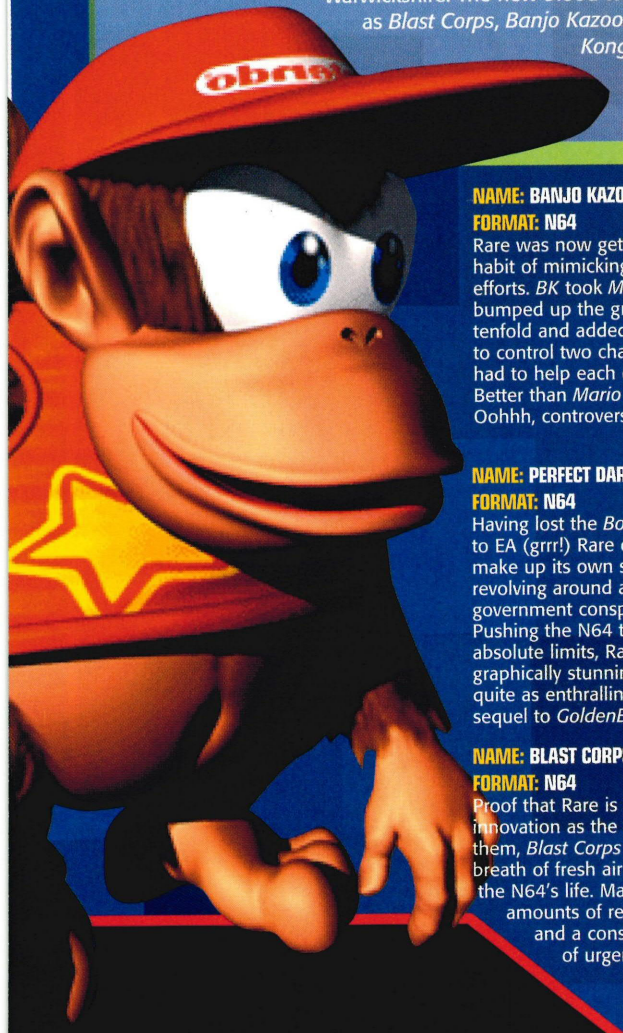
PRIME CUTS

So what exactly is the big deal?

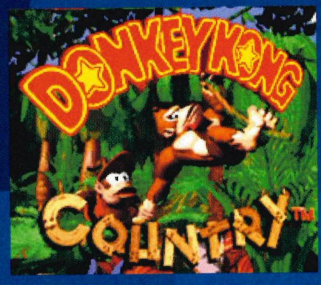
WHAT? YOU DON'T know what Rare is? Okay, here's a brief history of Rare along with the very best games that it has created (as far as we're concerned).

Once upon a time, many years ago there was a company called Ultimate – Play The Game. We won't go into the finer details, but UPTG was founded by the Stamper brothers and was responsible for games like *Jetpac*, *Atic Atac* and *Sabre Wulf* on the systems of old. Various problems saw the company changing its name to Rare, under which name it developed countless hits for the NES and SNES such as *Battletoads* and *Marble Madness*.

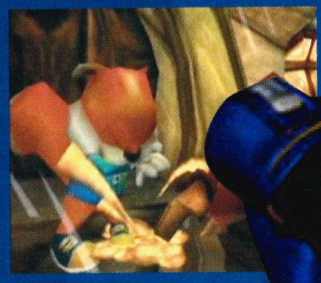
Rare then began working on a new technology (Advanced Computer Modelling) that would allow hi-res workstation-quality graphics to appear on the SNES. The results were *Donkey Kong Country* and *Killer Instinct*. Nintendo was so impressed by Rare's efforts that it bought into the company, making it an official second-party developer. This extra funding allowed the company to expand considerably and new offices were set up in Twycross, Warwickshire. The new blood was used to churn out massive hits such as *Blast Corps*, *Banjo Kazooie*, *GoldenEye*, *Perfect Dark*, *Diddy Kong Racing* and *Conker's Bad Fur Day*. Nintendo now holds a 49 percent stake in the company.



NAME: DONKEY KONG COUNTRY
FORMAT: SNES
Ground-breaking in terms of graphics and gameplay, *DKC* did on the SNES what nobody had even dreamed possible. When it was first shown, onlookers assumed that the game was running on the then unannounced next-gen hardware.



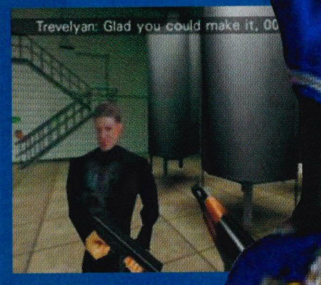
NAME: CONKER'S BAD FUR DAY
FORMAT: N64
Ahhh, the memories. Intent on shifting its 'kids only' image Nintendo allowed the release of a game that wouldn't have got through two years beforehand. Fantastic toilet humour wrapped up in a neat adventure package. Squidgy on the inside...



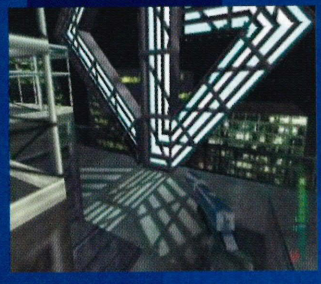
NAME: BANJO KAZOOIE
FORMAT: N64
Rare was now getting into the habit of mimicking Nintendo's efforts. *BK* took *Mario 64*, bumped up the graphics tenfold and added the ability to control two characters who had to help each other out. Better than *Mario 64*? Oohhh, controversial...



NAME: GOLDENEYE 007
FORMAT: N64
It didn't seem like much of a big deal when Nintendo announced that it had acquired the *Bond* license – little did we know that Rare would go on to produce one of the landmark games of the century. Still played today. Superb.



NAME: PERFECT DARK
FORMAT: N64
Having lost the *Bond* license to EA (grrr!) Rare decided to make up its own story revolving around a government conspiracy. Pushing the N64 to its absolute limits, Rare created a graphically stunning but not quite as enthralling semi-sequel to *GoldenEye*.



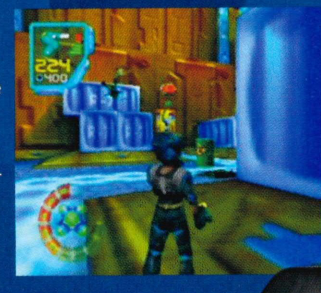
NAME: DIDDY KONG RACING
FORMAT: N64
Announced about nine weeks before it was launched, this has to be Rare's best-kept secret yet. *DKR* combined two genres (adventure and racing) together seamlessly and filled it with some memorable characters.



NAME: BLAST CORPS
FORMAT: N64
Proof that Rare is just as full of innovation as the best of them, *Blast Corps* was a breath of fresh air early on in the N64's life. Massive amounts of replay value and a constant sense of urgency. Ace!



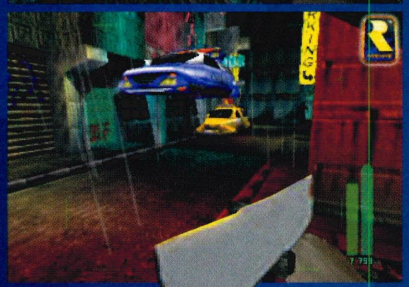
NAME: JET FORCE GEMINI
FORMAT: N64
You either loved it or you hated it, and we adored it. The controls were a little weird to start with but it soon became second nature. Non-stop, *Starship Troopers*-esque, alien-blasting action. Shame about the Americanised character design though.



WHERE R THEY NOW?

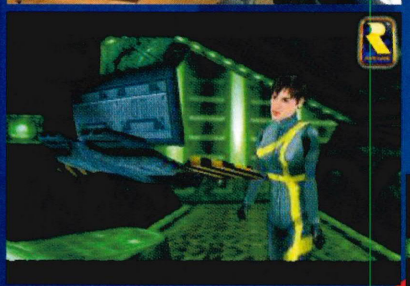
We look into what happens to the people who leave Rare...









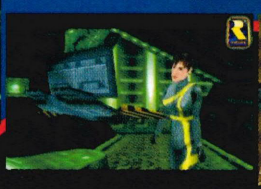


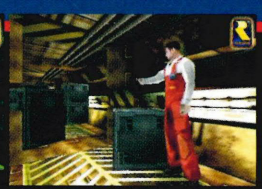
ONCE YOU ARE incorporated into the Rare collective you are there for life. You cannot escape. You cannot... ever... leave. Maybe.

People do leave Rare. Despite what you may think developing games for Rare isn't the dream job that you might think. Having built up such a reputation for itself, the pressure is always on to come up with the best of the best. Triple A? Pah – we want AAAA quality games from now on. *Perfect Dark* is probably the best example. How could Rare have improved upon *GoldenEye* aside from a few graphical tweaks? *Perfect Dark* was the attempt – despite being a massive accomplishment, it was never going to live up to the public's overblown expectations. This pressure, along with constant pressure from Nintendo and a constrictive development environment means that people don't generally stay at Rare for more than two or three projects. It must wear them out. If you want to work for a games company you must be a creative person and this creativity will eventually cause most people to explore other avenues.

A number of the *GoldenEye* team decided that it was time to move on after completing *Perfect Dark*. Steve Ellis left with Karl Hilton and others to form their own company, Free Radical Design. They then went on to develop *TimeSplitters*, one of the first games on the PS2. They are also responsible for the awesome *TimeSplitters2*.

A number of the Acclaim Cheltenham staff have spent some time at Rare. For example Paul Weaver, who worked on *Donkey Kong Country 3* (SNES) later moved on to work for Acclaim as a Senior Producer. He looked after *XG3* amongst other things. In fact, there are ex-Rare employees all over the country and most of them are continuing to come up with the goods. This is probably because Rare doesn't base its recruitment around qualifications as much as it does around people with talent and great ideas. You get into a certain mind-set working at Rare, and once you've worked on an AAA title, it's difficult to make anything less.





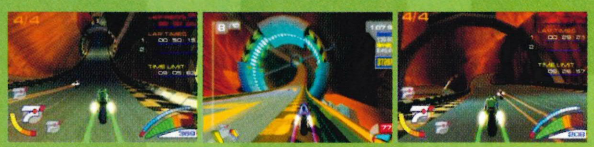
PHOENIX RISING

LEAVING RARE ISN'T THE END OF THE WORLD YOU KNOW. CHECK OUT WHAT THESE GUYS ARE UP TO...

NAME: PAUL WEAVER
POSITION: SENIOR PRODUCER
COMPANY: ACCLAIM STUDIOS CHELTENHAM



"Rare had just brought out *Donkey Kong Country*. I applied as a designer and they offered me a job as a tester. They told me that if I proved myself as a Quality Assurance tester, they'd give me a chance. I was there for about nine months – then they offered me the position of co-designer on *Donkey Kong Country 3*. This studio (Acclaim) was set up in July '99, and I was offered the position of Project Manager. It worked out pretty well!"



NAME: STEVE ELLIS
POSITION: DIRECTOR
COMPANY: FREE RADICAL DESIGN



Steve left Rare to establish Free Radical Design

"I spent every spare minute programming since I was eight, then went to Uni and did a Computing degree. Graduated four years later and joined Rare's *GoldenEye* team."

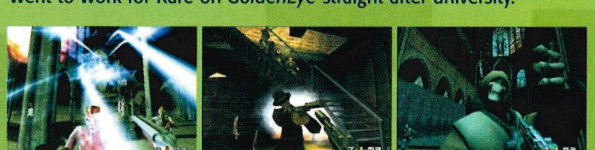


NAME: KARL HILTON
POSITION: DIRECTOR
COMPANY: FREE RADICAL DESIGN



Karl was the first artist to work on *GoldenEye 007*. He continued in the role as Lead Artist on *Perfect Dark* before moving to FRD.

"I did an MA in Computer Visualisation and Animation and then went to work for Rare on *GoldenEye* straight after university."



THE RARE W

Rare encounters of the Cube kind...

WHAT HAPPENS WHEN...

... YOU RING RARE?

Well, the conversation goes something like this (actual names withheld, similarities to people either living or deceased are purely coincidental):

Cube: Tap-tap-tap-tap-tap, tap-tap-tap-tap-tap-tap (that's us dialling the number).

Rare Receptionist: Good morning Rare Ltd, how can I help you?

Cube: Hi, can I speak to Dirk Benedict in PR please?

RR: Can I ask who is speaking please?

Cube: It's Chandra from **CUBE**.

Narrator: The receptionist cringes at the thought of another journalist trying to speak to them and give them lots of FREE advertising.

RR: Okay, I'll just put you through...

Narrator: Cue *Banjo Kazooie* music, the best part of the phone call by far. Meanwhile in another room Dirk gets the message that **CUBE** is on the line.

Dirk: (speaking to the receptionist and obligatory Nintendo of Japan rep in the corner of the room behind a screen) "Mwahahaha... the mighty Rare? Speaking to the people that give their games coverage? Just who do they think they are!? Jenny, tell them I'm not here."

Narrator: Just as you start to groove to the music, the receptionist cruelly cuts in.

RR: Hi, I'm afraid Dirk isn't in the office at the moment. Would you like to go through to his voicemail?

Narrator: **CUBE** leaves a message to go with the other 67 that they have left over the past few months.

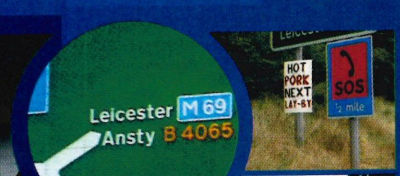
RARE RUDENESS IN RURAL ENGLAND

WHERE DOES RARE GET ITS INSPIRATION FROM?

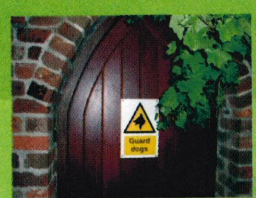
Ever wondered where the inspiration for games like *Conker's Bad Fur Day* comes from. As we approached Rare it became all too clear. You'd have to walk around with your eyes closed to avoid being in a rude frame of mind.

- **HOT PORK**
- **M69**
- **THE COCK**
- **MUFF DISINFECTING (??)**











WHEN LOOKING FOR RARE...

... WHATEVER YOU DO, DON'T GET THE WRONG BUILDING!

Hey, we're all prone to mistakes, right? Twycross is a small village. It's unusual to have a multi-million pound installation in such a place so when we arrived in Twycross and discovered a pair of large blue gates plastered with security cameras and motion sensors, *and* called Manor Farm, we figured that we had found Rare. As it happens there are two multi-million pound installations in Twycross, both next to each other. As you can see, the security for Manor Farm is none too friendly. What could be so important that it needs such heavy security? We'll mark this file with 'X' for now.



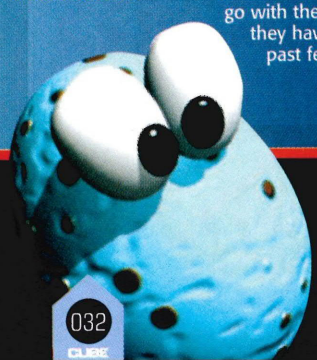
STAKEOUT!

SOMEONE MUST KNOW SOMETHING...

Haha, we haff vays of making you talk. When in Twycross, do as the Tycrossians do. It seems that the only means of communication in this village is via the village notice-board. As soon as we arrived we placed posters all over the said board in the hope that someone would know something. Information was scarce, but eventually an old lady who had been around since the beginning of all creation gave us some riddled directions. And so it was that we spied Rare HQ from afar.







ITCH PROJECT

EARS TO THE GROUND

COLUMBO AIN'T GOT NOTHING' ON US

Right. So we know roughly where Rare is thanks to the word on the village grapevine. You'd be amazed how difficult it is to actually find the entrance though, especially at night. Equipped with our night vision goggles and fully aware of astrological positioning, we searched for clues. You'd be amazed at what we found...

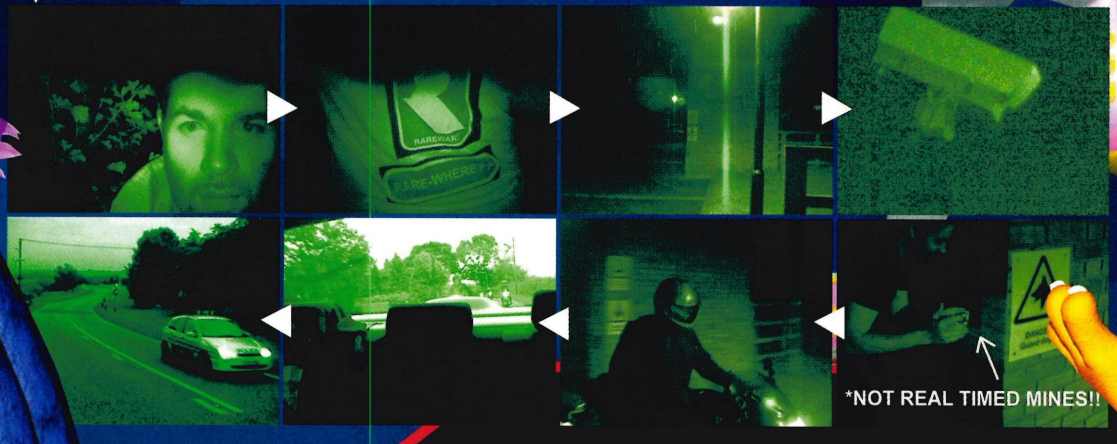
- A copy of *Blast Corps* on N64!
- A GameCube pad!
- Ha, you fools! Signposts to Conker's house!



THE INFILTRATION

WITH RARE PINPOINTED, THE TEAM MOVES IN...

We have now located Rare's front entrance. Plastered with warning signs and with three sets of security cameras surrounding the gates we get the feeling that visitors aren't welcome. As soon as we get close the cameras click into gear and follow our every move. Fearing that the gates may be electrically charged we decide to keep our distance... for now. We soon come up with the ingenious plan of pretending to place timed mines on the foundations in order to get the security guards' attention. Our plan is successful to a point. The gates slowly open, but a fleet of security vehicles come towards us. We leg it (naturally) and jump into our semi-camouflaged hire-car only to be chased out of Warwickshire *Mad Max* style. Final objective incomplete. Mission failure!



*NOT REAL TIMED MINES!!

WHAT HAPPENS WHEN...

... YOU KNOCK ON RARE'S DOOR?

Well, the conversation goes something like this (actual names withheld, similarities to people either living or deceased are purely coincidental):

Cube: Dzzzzzzzzzzzzzt... (that's us buzzing the intercom)

Rare Security: Yes, who are you?

Cube: Hi, my name's Chandra. I'm here to see Dirk Benedict. Is he around?

RS: Who sorry?

Cube: Dirk Benedict.

RS: No, I'm afraid he's not here at the moment.

Cube: Are you sure?

RS: Yes, he's not here.

Narrator: Thinking that he may give in if they ask him enough times, the **CUBE** team keeps trying.

Cube: Are you really sure? We've come a long way to see him.

RS: Hold on, I'll see if he's here.

Narrator: Ha ha! The guard's years of training are no match for our professional questioning techniques.

RS: Yes, I've spoken to Dirk. He knows you're here and he says that there is no need for an interview at this time.

Cube: But I don't want an interview – I just want to say hello... oh forget it.

Narrator: Filled with rejection and exhausted from using his Jedi questioning techniques, Chandra pulls a moony to the camera and strolls off.

THE CONCLUSION...

Fresh Off The Forum: So what do you think about the Rare situation?

IS TROUBLE BREWING?

WHAT DO YOU THINK IS HAPPENING WITH RARE?

- "Rare is leaving Nintendo and will develop games for all the next-generation platforms. Hard to take but it's for the greater good I think." **–PETE–**
- "I just think it is messing everybody about and nothing is going on." **SUPER AI**
- "I think it is going to go multi-platform. All of the massive acclaim it has received hasn't translated into hard cash. It knows that a multi-format move will prove hugely lucrative." **ALBOINHOLLAND**
- "The company is deciding upon whether or not to move its games onto other platforms, and it's a choice that could affect its entire future as a games developer. I do think that something is happening at Rare and that the rumours have a basis . I do not think that anything (as yet) has been decided." **KEZA**
- "I think it has being going through a quiet spot lately and this is just a media campaign to keep the attention on it. It's working! Even though it has been years since it has released a game, people are watching Rare's every move and it has even got Xbox and PS2 fans interested in its games. All without spending a penny!" **CHARLES**

IS NINTENDO SCREWED?

IF THE WORST COMES TO WORST, CAN NINTENDO DO WITHOUT RARE?

- "Naturally Nintendo can do well on its own, but the loss of Rare's exclusivity might affect its bottom line in the long term (think how many N64 consoles were bought just for *GoldenEye*)." **FOUNTAINHEAD**
- "The amount of third-party support Nintendo has received for the GameCube is large enough to allow for Rare's absence. The loss of Rare in the N64 days could have seen Nintendo follow through the hardware exit door along with SEGA. The story with GameCube is different – with massive support from SEGA, Capcom, Ubi Soft and many more third-party developers, Rare will be a tiny loss to Nintendo." **DARK REAPER**
- "I didn't buy a GameCube for *StarFox* (although I may buy it) or *Donkey Kong Racing* (which I probably will buy). My point is that Rare isn't a necessity anymore." **ANONY**
- "I seriously doubt that losing Rare would be such a blow to them. As E3 has shown, Nintendo has plenty of quality titles due and I'm sure many more secret ones in production. With other developers such as Retro, SEGA and Squaresoft now creating games for it, I doubt Rare would be hugely missed." **BECKS**

WE LOVE RARE!

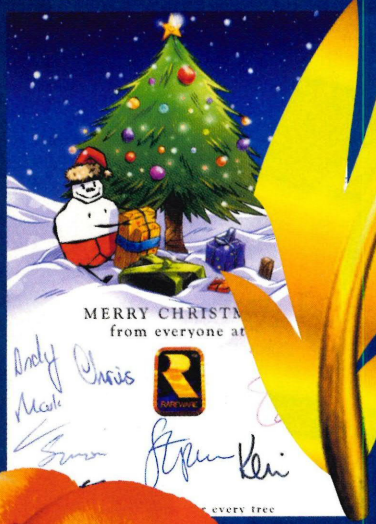
LOOKS LIKE IT CAN DO NO WRONG IN YOUR EYES...

- "I love Rare. I think it is very inventive and is never afraid to take new directions with games. Under the guidance of Nintendo it has evolved into a near perfect development company that is seemingly incapable of making a bad game." **MOUTIER**
- "Ultimate – Play The Game was renowned for its abilities long before Nintendo started dictating it." **GARY@CUBE**

WE HATE RARE!

BLIMEY, NO NEED TO BE QUITE SO HARSH!

- "I think that without Nintendo Rare is going to have to brace itself. Sure, going multi-format will probably make Rare a van-full of money, however it can't milk this forever and soon it will have to come up with some new gaming ideas, concepts, or even a damned miracle... " ■



CUBE THINKS...

PROBLEMS RISING OR JUST FREE ADVERTISING?

It's amazing how much of a stir Rare has caused even though it has said absolutely nothing. In order to figure out what exactly is going on, we need to go back to the incident that started the whole thing off – that damned Christmas card. Last year Rare sent out Christmas cards to members of its mailing list. On the front of the card was a Christmas tree with five presents under it. Though wrapped it was obvious that the presents were in fact an Xbox, a PS2, a GameCube, a GBA and a mobile phone. People automatically assumed that this was symbolic and that Rare was planning on developing for all viable platforms. Why? Because we're human, of course.

It has been a snowball effect from that point onwards. As people search deeper and deeper they start to read into anything. The most insignificant comment can end up being linked to Nintendo's downfall. The truth of the matter is that there is no truth, i.e. nothing has definitely happened.

This hasn't stopped people from coming up with their own opinions though...

THE RUMOUR MILL

• Rare is fed up of the constriction that second-party status carries and wants out.

It must be hard work to have Nintendo as a boss. Standards are very high, especially when you're working with Nintendo franchises and the Nintendo fan-base is extremely fickle (which is fair enough after all). However, Rare does have freedom – just look at *Blast Corps*, *Conker's* and *Jet Force* for proof of that.

• Rare needs to develop for other consoles as it hasn't had a hit game for years.

Surprisingly this is true. While *Jet Force*, *Banjo Tooie* and *Conker's* were stellar games they came out towards the end of the N64's life. The fact is that not one of these games sold in large enough quantities to make the company a significant amount of money.

• Rare is looking for an alternative publisher such as Microsoft or Activision.

There are two schools of thought on this.

1) Because of the lack of sales, Rare is desperate for the money that other publishers can offer it. Just think of the amount of money that Rare could make if it released *Perfect Dark 2* on PS2.

2) It's ridiculous to think that Rare would leave one publisher just to get in bed with another. If Rare really is feeling constricted, the last thing it would do is jump into another 'relationship.'

• Rare is using the situation to its advantage in order to gain free advertising.

It is entirely possible that after seeing the reaction to its innocent Christmas card, Rare is saying nothing simply to gain publicity. By saying nothing it has the world in a frenzy. Rare's PR department must love it.

• The Stamper Brothers have decided that it's time to pack it in.

Having been in a company together for 20 years now, it may be that Tim and Chris Stamper want to sell up and chill out. The company could become a Nintendo first-party, a third-party or could be sold on to another publisher.

THE FACTS

Seeing as there are no definite answers to the big question, we've highlighted the facts and can only suggest that you take in the information and come to your own conclusion.

• Rare has seen very little sales-based income over the past four years.

Regardless of whether Rare can afford to do this, Nintendo must be fuming. It has a fair chunk of money invested in the company and has seen no financial return in many years. By the time *StarFox Adventures* hits the shelves Rare will have gone for three years without releasing a console game. It's entirely possible that Nintendo has given Rare an ultimatum: get your arse in gear or get out.

• Neither Rare nor Nintendo has said anything.

When questioned at E3, Nintendo simply said "We will be showing the game *StarFox Adventures* from Rare but that doesn't mean that there isn't other stuff on the way." Neither company admits, denies or even acknowledges the fact that there is a problem.

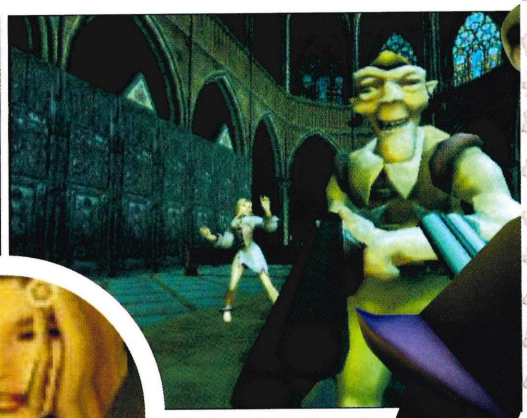
You know what? Maybe, just maybe, there isn't.





Gotta get back in time...





Save these damsels from the French.



TIMESPLITTERS 2

Prepare yourselves, folks – it looks like someone's finally come up with a shooter that bests even the mighty GoldenEye...

HONESTLY, YOU WAIT ages for one decent first-person shoot-'em-up to come along and then a whole heap of them appear at once; *Die Hard Vendetta*, *Metroid Prime*, *007: Nightfire*, *Jedi Knight 2*, *Medal Of Honor* and *XIII* are all coming to the GameCube in the next six months, as well as *Turok Evolution* which is out already (but then we are talking about decent FPS games here...). However we think that in spite of all of these, there's one FPS that stands head and shoulders on the GameCube above the rest... even though it's the sequel to a game that helped launch a rival console. That game? Why, *TimeSplitters 2* of course...

Rather than creating a single-player first-person shoot-'em-up with a deep plot that features an additional multiplayer mode (ala *Die Hard Vendetta* or *007: Nightfire*), Free Radical has concentrated just as much on the multiplayer aspects of *TimeSplitters 2* as it has the main Story mode. The result is a game that feels perfectly tuned, without the sense of certain parts being tacked on just for the sake of the genre (cough, *Turok*, cough). Put simply, *TimeSplitters 2* is meant to be played with friends – there's just so many game styles to enjoy, plus spot-on controls and silky smooth framerate to boot, even when you've four people playing at once. Sure, the central Story mode is pretty damn special (running through nine different mission-based time zones with a quality plot) and there's even an Arcade League mode to play through too, but the fact that Free Radical has spent so much time perfecting the multiplayer aspects as well proves where the firm's priorities lie. We might be sticking out necks out here, but it looks like someone's finally come up with the game to topple the mighty *GoldenEye* itself – will wonders never cease? We hope not... CUBE

"TIMESPLITTERS 2 IS A GAME THAT FEELS TOTALLY BALANCED AND PERFECTLY TUNED, WITHOUT THE SENSE OF CERTAIN PARTS BEING TACKED ON..."

CUBE

INFORMATION

TIMESPLITTERS 2	
PUBLISHER:	EIDOS
DEVELOPER:	FREE RADICAL
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- THE BEST SHOOT-'EM-UP EVER?
- NINE HUGE ONE-PLAYER LEVELS
- 140 (!) MULTIPLAYER CHARACTERS
- MINI-GAMES, LEAGUES AND MORE
- COMPREHENSIVE LEVEL EDITOR

RELEASE DATES

17 OCT '02 | TBA | TBA

PREVIOUS

FROM THE MAKERS OF...

TIMESPLITTERS



■ Like you needed us to tell you that the first *TimeSplitters* game on the PS2 was done by the same company...

TOTALGAMES.NET RATING: 8.6





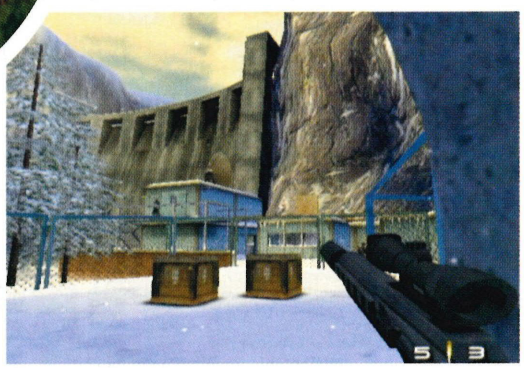


OOH BANANA!

OOH! AHH-AHH!

Some of the characters in the game are really cool – as well as large-breasted ladies and monsters, you've also got an octopus, an lion and... err, a monkey. Yay! Monkeys!

Mmmmm... cool, blue bullet effects, grrrr. We'll just dribble for a little while longer...





CAN'T MAKE YOUR MIND UP?

So, you like your first-person shoot-'em-ups to feature top-of-the-line multiplayer modes as well do you? Well, then you're in luck with *TimeSplitters 2* – not only does it have some rather spiffing multiplayer action that'd make *GoldenEye* blush, but it's also got more arenas and playable characters than anything else we've ever seen. Obviously, some of these battle stages and character looks have to be unlocked by completing various episodes of the single-player Story mode – well, what did you expect eh? But once you've managed to do everything, you'll be in possession of up to 50 levels and a whopping 140 characters to choose from. What's more, there's also an absolutely huge selection of game styles in the Arcade mode – you've got perennial favourites like Deathmatch, Team Deathmatch and Capture The Bag, plus totally new modes like Virus (touch players to transmit the virus, last person alive wins), Flame Tag (set as many people as you can on fire in the time limit) and Monkey Assist (where the person in last place gets help from a gun-toting monkey). Top stuff indeed...





CUBE THINKS...

FIRST IMPRESSION

■ We'll be accused of heresy for saying it but having played *TimeSplitters 2* loads, we're convinced that it's even better than *GoldenEye*. Everything about *TimeSplitters 2* (whether it's been blatantly nicked from *GoldenEye* or not) has been so finely tuned that it's totally smooth; the controls, the weapons, the level design, the multiplayer modes... everything. With so many first-person shooters coming out on the GameCube over the next few months, you're going to have to make a tough choice if you can only get one... CUBE

KISS KISS, BANG BANG

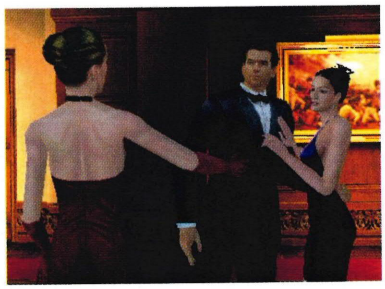
AHH, WE'VE BEEN EXPECTING YOU MR... ERR... TIMESPLITTER?

Just in case you didn't know, the team at Free Radical who are behind the development of *TimeSplitters 2* once worked at Rare on a game that you might have heard of... can you guess what it was? If you said *GoldenEye*, well done – two points to you. However, you probably could have guessed that if you'd played *TimeSplitters 2* simply because so many elements of the game have been used as inspiration, developed or just downright stolen direct from the Rare classic. Some of the music, several weapons, the shield and energy meters... heck, even the opening Siberian Dam level looks suspiciously familiar as it begins, leading us to believe that there's some serious industry ribbing going on here. Of course, imitation is often thought of as the greatest form of flattery... but do we really care? Of course not – seeing as *GoldenEye* was such a great game back in its day, it makes sense for someone to just use all the top ideas to create something new (in fact, we're surprised no-one's done it before). Besides, this is the same team that developed *GoldenEye* in the first place... so doesn't that mean they're only being self-referential? Hmm...









007: NIGHTFIRE

An Aston Martin, countless gadgets and a suave British super-spy. Have EA got a licence to thrill?

THE LOUCHE LOTHARIO is about to return. Although not based on any Bond film, *007: NightFire* will all the same contain every element you'd expect from an Ian Fleming creation. It seems for EA that the world is not enough – having already sold enough copies of *Agent Under Fire* to sink a cat stroking villains' floating island hideout, EA have gone and created an original Bond story. Taking in locales ranging from the Austrian Alps to a zero-gravity space station, *NightFire* includes all the silenced pistol and head shot action we've come to expect from the suave Mr Bond. Also included are arch-villains, exotic locations, guns, girls, gadgets and garrotting – yep, its all here and in pretty much that order. In fact from the code we've played, EA seem to have included most of the elements from all the Bond games and first-person shooters most recently made (yes, *GoldenEye* included). As well as all this, there's snowspeeders, helicopter gun battles and so much more – we haven't even mentioned the upgradeable gadgets. Come November, *NightFire* could even give *Die Hard: Vendetta* a run for its money. CUBE

"ARCH VILLAINS, EXOTIC LOCATIONS, GUNS, GIRLS, GADGETS AND GARROTTING"

CUBE INFORMATION

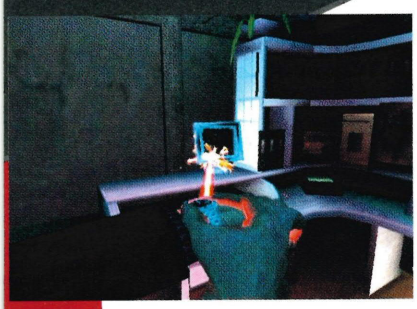
JAMES BOND 007: NIGHTFIRE	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	EUROCOM
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

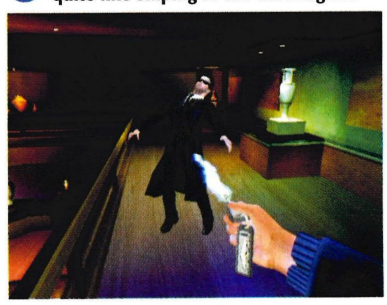
RELEASE DATES

NOV '02	TBA	NOV '02





Mmm, night vision. There's nothing quite like sniping in the moonlight...



THIS TIME ITS (THIRD) PERSONAL

GET BEHIND THE SPY...

On the very first level, Bond needs to reach a heavily guarded castle (it's visible in the background) and go undercover at swish party. Having parachuted and touched down in the snow just outside, you'll need to decide how you're going to get in. Those who want to keep their tuxedo clean may notice the nearby bridge that allows you to jump onto the back of an approaching truck and pass undetected through the front gates. Alternately, there's a route around the perimeter of the castle, which if you avoid the occasional guard and enemy helicopter, will see the camera zoom to a third-person viewpoint as you traverse a chasm via a rope, arriving at a second storey window just in time for a vodka martini. Although many of you will revel in using the sniper rifle then launching a shotgun assault on anything with pulse, we've been told that later levels will have to be completed stealthily.

Look ma... no hands!





We don't remember this kind of thing happe on *Kick Start*... honestly, kids today eh?

CUBE INFORMATION

MX SUPERFLY	
PUBLISHER:	THQ
DEVELOPER:	PACIFIC LIGHT
ORIGIN:	US
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

4 OCT	TBA	OUT NOW



MX SUPERFLY

What's this... THQ with the GameCube's first decent motocross game? On yer bike, son...



IF YOU LIKE a bit of excitement in your racing games, you should forget all about cars – according to THQ, motorbikes is where it's at. With the flop that was *Jeremy McGrath's Supercross World* still lingering in our minds though, you can understand that we're more than a little unsure about giving the genre another run through the mill... or at least, we were until we had a go on *MX Superfly*.

You see, when it comes to bike games it's all about control – unless you feel like you're in command of your vehicle, the game doesn't stand a chance.

Thankfully, THQ's *MX Superfly* manages to avoid the huge pit that Acclaim's previous effort fell right into and offers up a tight-handling and playable example of how motocross games should be done. It's just not the control that's been worked on here though; the overall presentation (crisp visuals and some hard-rocking tunes) as well as the package of numerous riders, tracks and game modes makes for a pleasing and enjoyable game. Fingers crossed that THQ will add the final bit of polish and have the game ready for our full PAL review next issue... CUBE

"CONTROL IS ALWAYS AN ISSUE,, BUT MX SUPERFLY FEELS LIKE YOU'RE ACTUALLY IN CONTROL OF THE BIKE"





101 USES FOR A BIKE

While a majority of the game is dedicated to realistic motorcross and supercross racing (well, it IS a motorcross game), there's also a section containing a whole heap of mini-games to have a go at. Ranging from the rather obvious – such as a Crazy Taxi-style pizza delivery mode and a jump contest to see how long you can keep clearing a growing row of buses – to the more bizarre Balloon Bopping, Wheelball and even Moto-Golf, there's something on offer for everyone and most of them are quite fun to play... especially as they help you to improve your skills for the main race modes as well.



This is one sequel we're actually quite pleased to see...

TONY HAWK'S PRO SKATER 4

CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

Q4 '02 (UK) TBA (Japan) Q3 '02 (US)



Expect new bail animations to make you bite the kerb!

Swap your knee–pads for a game pad – slack jawed and baggy-trousered millionaire Mr Hawk is here to fall off a stick...

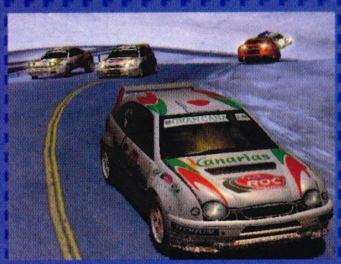








THE FRANCHISE BEGAN life as a sketchy looking but hideously playable skate title. By game two we'd witness the manual – a flatland trick linking moves across the ground – the third gave us a revert that saw combos linked to ramps, and now, by episode four the most playable skate title ever has had the timer removed! (what the...?) Yep the clock has gone. What this means though is that there's a non-linear career mode where you can now choose what goals you want to tackle such as challenging a pro, becoming a pro, or just exploring. Although more like *THPS* version 3.5 than a fully–fledged *Hawk* update, incarnation number four will all the same ruin what's left of our social lives. We can't wait. CUBE



RALLY FUSION: RACE OF CHAMPIONS

CUBE INFORMATION

RALLY FUSION: RACE OF CHAMPIONS	
PUBLISHER:	ACTIVISION
DEVELOPER:	CLIMAX
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

OCT '02 (UK) TBA (Japan) TBA (US)

Dirt. (Gear) Box. Derby.







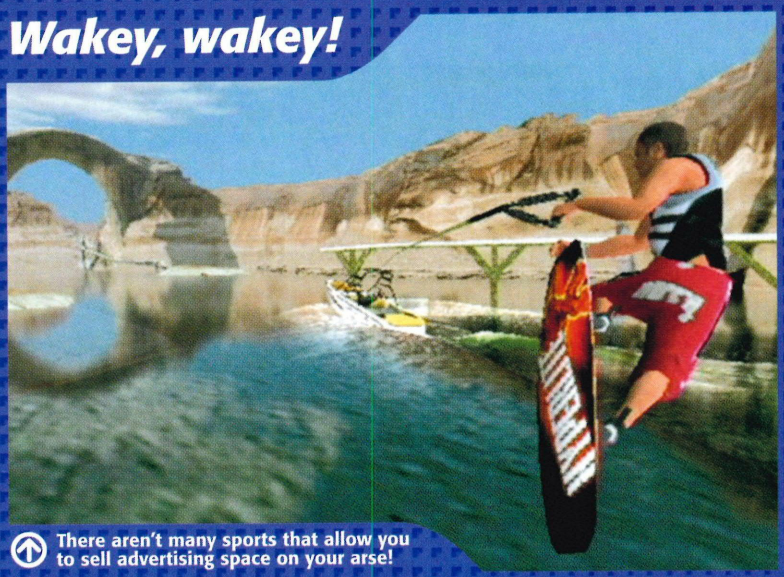




Smash your windscreen, pile headlong into a tree and then blame the co-driver for giving you the wrong directions...

COMING ACROSS LIKE *Destruction Derby* meeting *Colin McRae Rally* in an accurately modelled head-on crash, *Rally Fusion* is coded by programmers that worked on *Burnout* and most definitely shares their love of carnage (but thankfully not their admiration for action replays of every crash). Expect though not just real-time scrapping of wing mirrors etc, *Rally Fusion* also conceals under its bonnet nine environments and twenty tracks – ranging from the blistering heat of the desert to the snow laden skid-pans of the Arctic. Add to this, twenty cars all of which handle uniquely and more game modes than you could shake a gear stick at, and you'll get the idea why we think this could be rally, rally good. CUBE

Wakey, wakey!



There aren't many sports that allow you to sell advertising space on your arse!

SHAUN MURRAY'S PRO WAKEBOARDER

The only time you'll get on your knees for Activision

ANOTHER DAY, ANOTHER extreme sports game from Activision, but this one looks a little more interesting than the usual offerings. Wakeboarding has increased in popularity over the past five years, and out of all the new extreme offerings it makes the best videogame translation. Taking place on huge lakes and river networks, your character will get dragged along by a speedboat while using ramps, rails, cliff faces and any other obstacles that you can find to perform stunts on. It's also possible to let go of the line and use your momentum to carry you over awkward ramps after which the boat will pick you up again. Should be pretty smart.

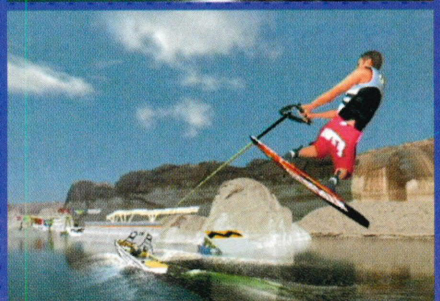
CUBE





Stunt Combos add to your score in the familiar way.





CUBE INFORMATION

SHAUN MURRAY'S PRO WAKEBOARDER	
PUBLISHER:	ACTIVISION
DEVELOPER:	SHABA GAMES
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

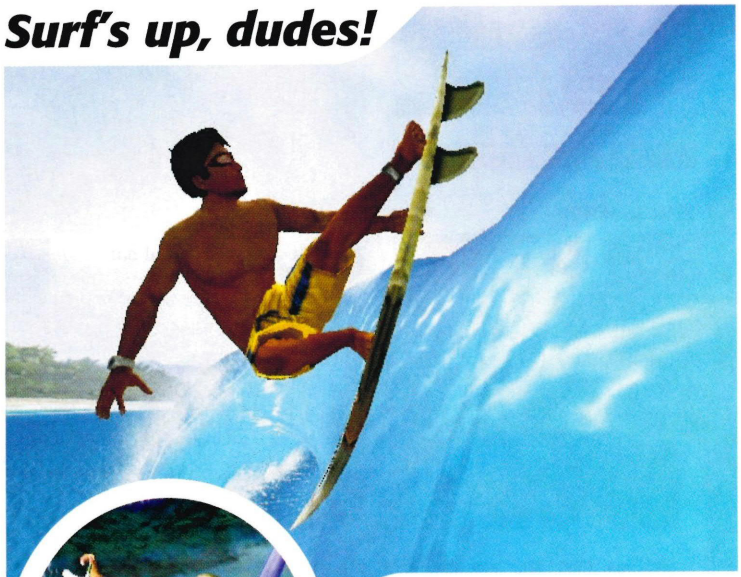
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RELEASE DATES

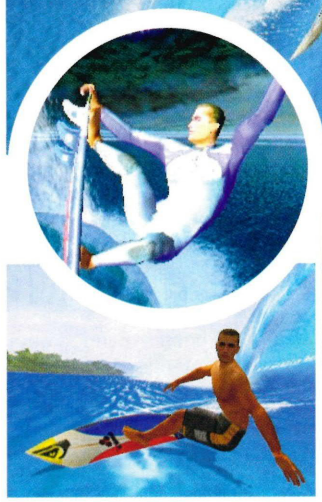
Q4 '02	TBA	Q4 '02

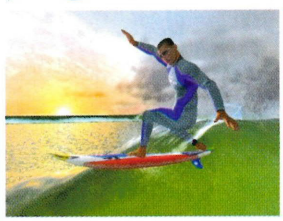
KELLY SLATER'S PRO SURFER

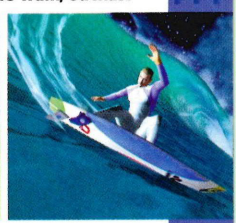
Surf's up, dudes!



If you wear High Street surf clothing, now's time to walk the walk, suckas!







Come on in, the water's luuuuvverly!

WELL, WE'VE HAD inline skating, skateboarding, BMXing and wakeboarding so how long did you think it would be before surfing turned up? Activision's latest extreme sports sim lets you ride the waves of the world in the search for the perfect wave. The world-renowned (erm, are you sure?) Kelly Slater heads up the character list along with eight other established surfers. In all honesty, *Kelly Slater Pro Surfer* is more or less *Tony Hawk's* on a surfboard. The soundtrack, trick style and game structure are all very similar. The board itself takes a bit of getting used to as the controls are actually in reverse to what you would expect, but it becomes second nature after a while. Definitely one to look out for if you're an extreme sports fan.

CUBE

CUBE INFORMATION

KELLY SLATER'S PRO SURFER	
PUBLISHER:	ACTIVISION
DEVELOPER:	TREYARCH
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

Q4 '02	TBA	Q4 '02

Getting down to some monkey business

CUBE INFORMATION

SUPER MONKEY BALL 2	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	PARTY PUZZLER
PLAYERS:	1-4

PERCENTAGE COMPLETE

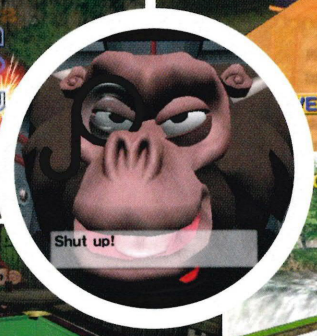
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RELEASE DATES

NOV '02 AUG '02 OCT '02

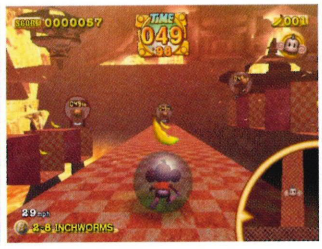


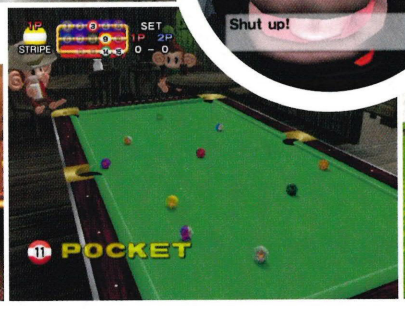




We can't wait to find out what an inchworm is...









SUPER MONKEY BALL 2

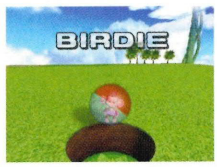
MULTIPLAYER MONKEY MADNESS

Despite the fact that the one-player mode has been expanded upon considerably, there's only one thing that we're interested in; the multiplayer. Tees have been included in Monkey Golf (sounds like nothing, but it made us smile) and with weapons now available in games like Monkey Target, the action is going to get pretty frantic.

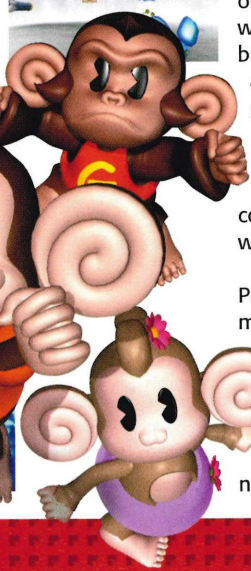












Whoever came up with the phrase "monkey see, monkey do" was a fool. These monkeys have a mind of their own!

WE'RE AT THAT stage now where we're twiddling our thumbs and scratching frantically. Yes, we may well have *Mario Sunshine* and *Eternal Darkness*, but that's different – they're single player games, and since we've got friends, we want multiplayer games. *Super Monkey Ball* and *Bomberman* rule the roost at the moment but we need something new; *Super Monkey Ball 2* is that game. We keep dreaming of what new mini-games SEGA could come up with, but then screen crammed with ideas that we'd never thought of appear.

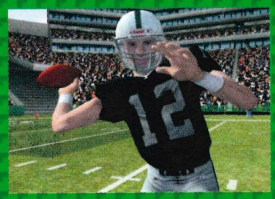
Flying monkeys with missile launchers in a Point Blank-style shooting extravaganza, a Story mode culminating in an evil (and quite rude) monkey boss fight and weapons in the simultaneous, four-player Monkey Target... the new additions just keep coming, but we still have a month to wait until the game hits Japanese shores. Grrr, time has never moved so slowly – argh!

CUBE

MADDEN NFL 2003

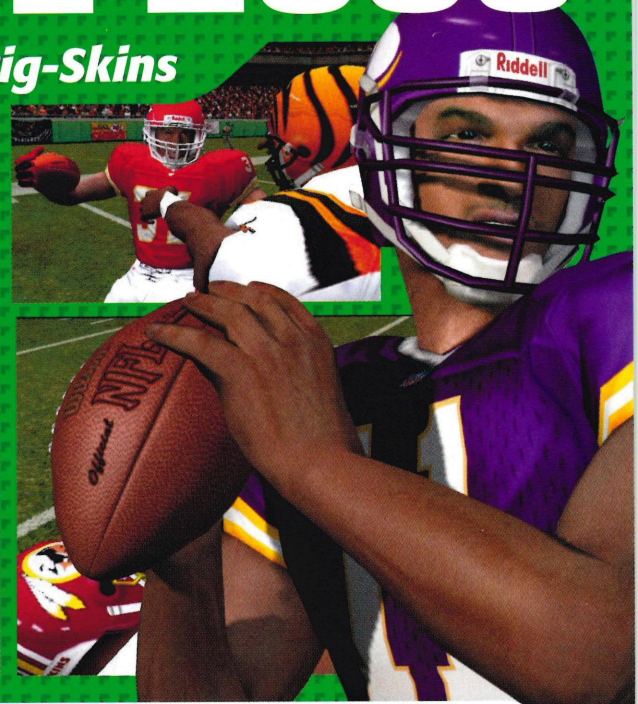
Fun-Filled Pig-Skins

Another shoulderpad game – but this wussy lot don't need 'em!









ANOTHER YEAR, ANOTHER *Madden* game – EA's *Madden* franchise has always lead the field as far as American football games go, with Acclaim's *Quarterback Club* edging ahead in the graphics department in the N64 days it looks EA is working hard to raise the stakes. EA Tiburon did a pretty good job with last year's GameCube version so it's unsurprising that it's the same team that is behind the sequel. Improvements to this sequel include updated graphics, animation and AI as well as the inclusion of newbies, the Houston Texans. Rest assured, it will be a satisfying experience for any fan of the sport, but will it really be worth shelling £45 out for if you have *Madden 2002*? Hmmm... CUBE

CUBE INFORMATION

MADDEN NFL 2003	
PUBLISHER:	EA
DEVELOPER:	EA TIBURON
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

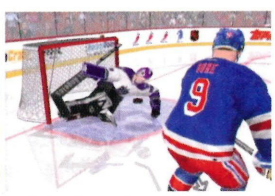
OCT '02	TBA	SEPT '02



NHL 2003

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

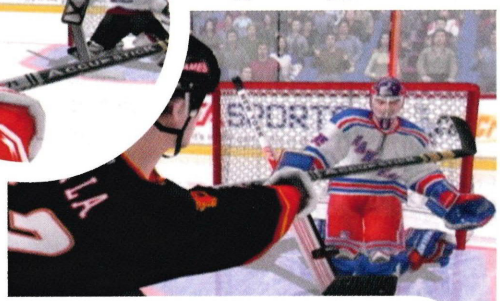
The only reason why men should ever wear shoulderpads... maybe



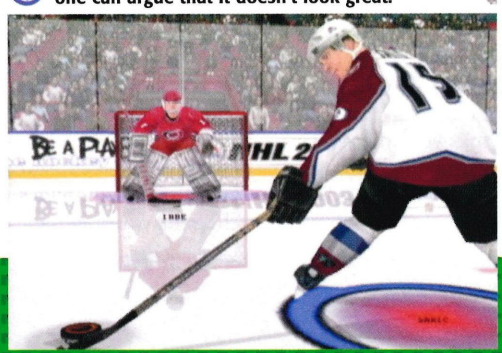




IT'S ICE HOCKEY isn't it? Is there really anything more to say? NHL 2003 has always been a simulation but with this latest instalment EA is trying to add more of the edgy elements into the game. As with another EA game, NBA Street, NHL will now include a Game Breaker option. Perform impressive dekes or outstanding goals and your Game Breaker meter will fill up eventually resulting in you having improved speed, accuracy and one-on-one abilities. NHL has always been the market leader for hockey sims and this doesn't look set to change any time soon. CUBE



It might not be our national sport but no one can argue that it doesn't look great.



CUBE INFORMATION

NHL 2003	
PUBLISHER:	EA
DEVELOPER:	EA CANADA
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

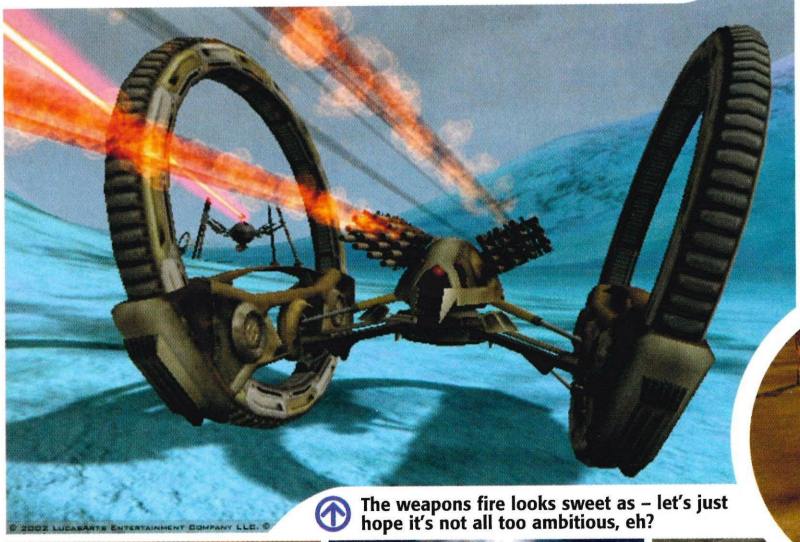
PERCENTAGE COMPLETE

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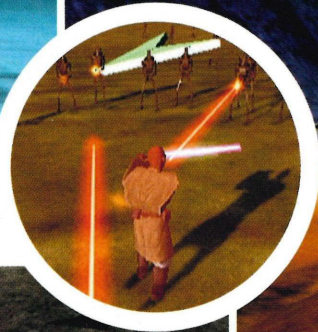
RELEASE DATES

Q4 '02	TBA	SEPT '02

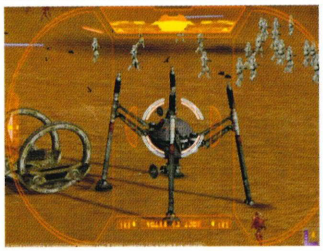
"Galactic-scale battles anyone?"





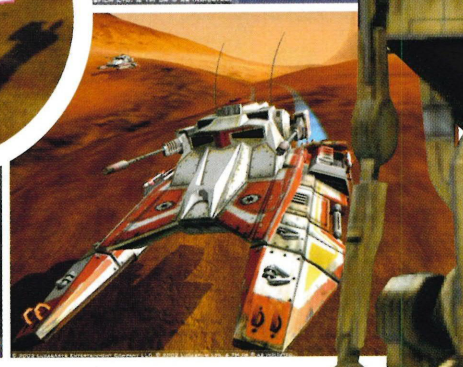


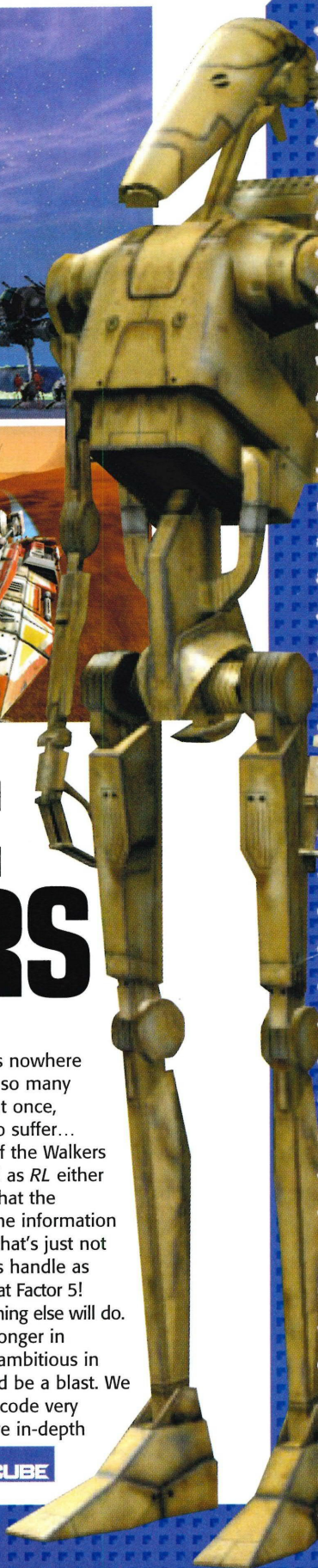
The weapons fire looks sweet as – let's just hope it's not all too ambitious, eh?











STAR WARS: THE CLONE WARS

CUBE INFORMATION

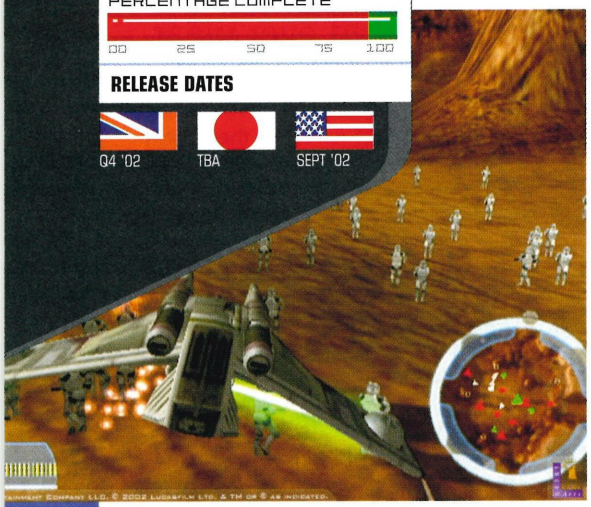
STAR WARS: THE CLONE WARS	
PUBLISHER:	ACTIVISION
DEVELOPER:	PANDEMIC STUDIOS
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

Q4 '02	TBA	SEPT '02



Ground troops are everywhere! It's all very Battle Of Hoth... except the ground is brown, not white.

Can LucasArts provide the goods for a second time?

YOU'VE ALL SEEN *Attack Of The Clones*, right? Well, *Clone Wars* follows the story of the battle that kicks off towards the end of the film. The game is an unofficial prequel to the smash-hit *Rogue Leader* – it uses the same basic game engine, albeit with a few additions in the form of updated lighting techniques. Out of all the LucasArts titles in the works, this is the one that we're a little worried about – it seems quite obvious that LucasArts is trying to ride the wave of success created by Factor 5's offering, while not actually providing a title that is up to the job. Admittedly, the game looks very impressive and the ability to jump into a plethora of different vehicles (air and ground-based) as well as mix up some trouble with a lightsaber are both extremely exciting propositions, but the game is nowhere near as polished as *RL*. With so many ships and troops on screen at once, you'd expect the framerate to suffer... and it does. The animation of the Walkers and other ships isn't as good as *RL* either – this seems strange, given that the developer has access to all the information it needs. There's something that's just not right about the way the ships handle as well. Damn the perfectionists at Factor 5! They've spoilt us and now nothing else will do.

If *Clone Wars* had a little longer in development and wasn't so ambitious in what it wanted to do, it could be a blast. We should be receiving finished code very soon, so you can expect more in-depth gameplay impressions hopefully next issue. CUBE

BUTT UGLY MARTIANS: ZOOM OR DOOM

It's certainly not what you think...

CUBE INFORMATION

BUM: ZOOM OR DOOM	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	RUNECRAFT
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-4

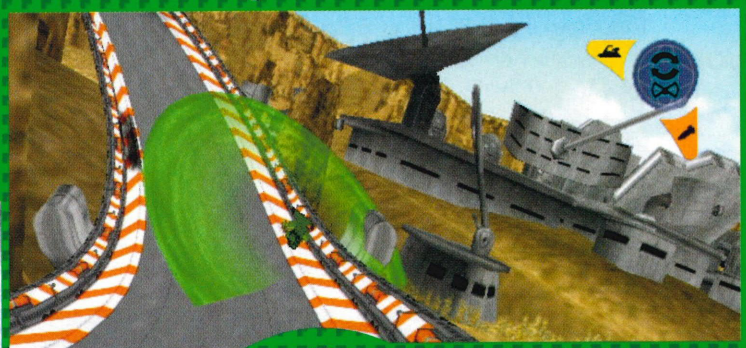
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

NOV '02	TBA	TBA

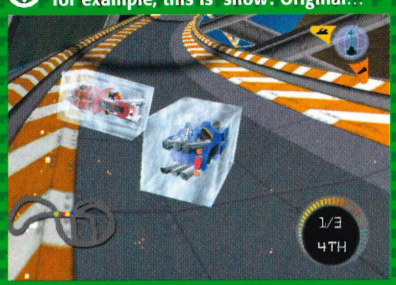


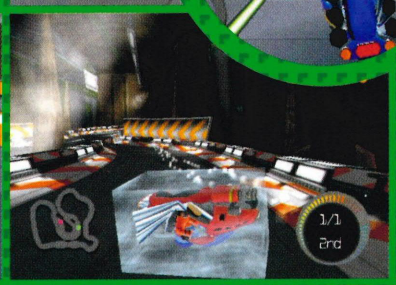






The track settings are rather obvious – for example, this is 'snow'. Original...









What's the best way to help save Earth from Martian invasion? By racing around a track on a bike of course...

WE KNOW WHAT you're thinking – with *Butt Ugly Martians* being a children's cartoon show on CiTV, there's no doubting that a videogame based on the license would end up being some kind of bog-standard 3D platform adventure (á la *Harry Potter*, *Toy Story 2*, *Shrek* and every other license of that type), right? Well, you're wrong; certainly in the case of the *Butt Ugly Martians*, Runecraft have come up with something that surprised even us when we saw it recently. A super-fast racing game in the same style as *XG3*? Well, blow us down with a feather...

Yes, what we have here has very little do with the *Butt Ugly Martians*... aside from the characters actually doing to the racing, that is. Instead, what *Zoom Or Doom* offers is a really fast and enjoyable racing experience across nine different tracks – featuring wonderfully smooth graphics, subtle vehicle handling and pumping dance music throughout, it's almost like having *WipEout* on the GameCube. Surprised? So were we. Hopefully when the game arrives in November, we'll have even more reason to be as well... CUBE

BUTT TO BUTT

On top of all the butt-kicking racing that you'll be experiencing in *Zoom Or Doom*, there's also another extra touch for people who own a Game Boy Advance as well. Pick up a copy of the GC game and the GBA *Butt Ugly Martians* title (called *BKM Battles*, a madcap shoot-'em-up frenzy), then play through the GBA version until you come across one of the many hidden crystals scattered throughout the levels. Once you've collected it and finished the level you're on, you can go into the Options screen and link up to the GC game via the GC/GBA Link Cable – from here, you can upload your collected crystals to unlock new tracks and characters in the GameCube version. Many of the secrets in the GC game can only be unlocked using this method, so it's well worth your time hunting them down.



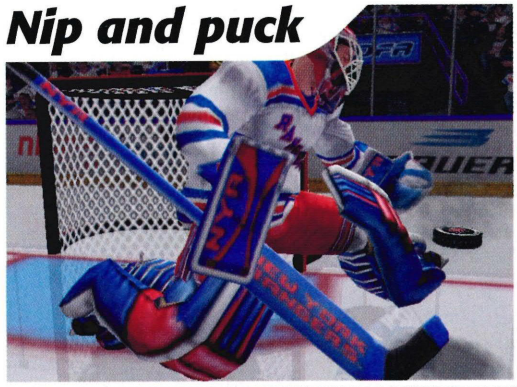
"WHAT ZOOM OR DOOM OFFERS IS A REALLY FAST AND ENJOYABLE RACING EXPERIENCE... IT'S ALMOST LIKE HAVING WIPEOUT ON THE GAMECUBE."

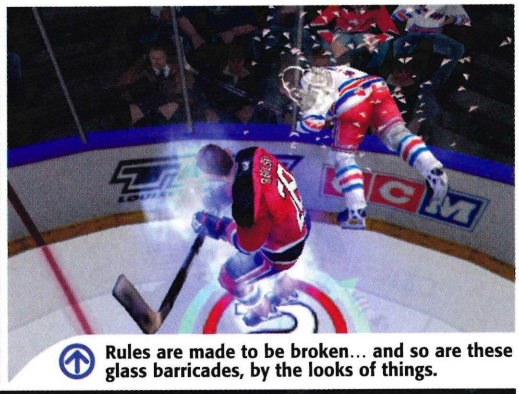
NHL HITZ 20-03

It's just like golf – only with big razor blades strapped to your soles and some mulleted hulk ramming you through a plate of glass...

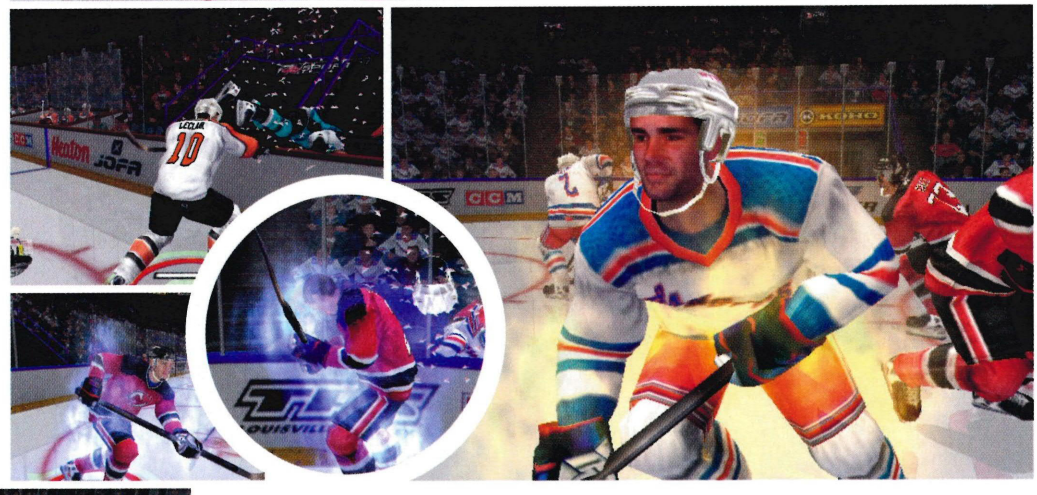
Nip and puck

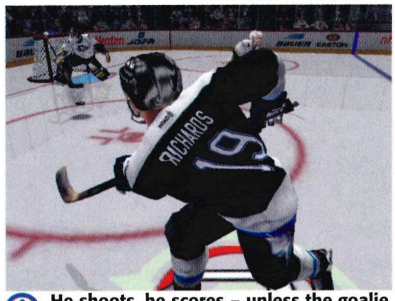
WHEN A SPORTS game carries an unnecessary 'Z' in the title, you know that's it's not going to play by the rules. *NHL Hitz* has only three players and a goalie making up any one side and players who score three consecutive goals end up (literally) 'on fire', granting superior skills and an ability to slog the puck even harder. If you're a novice to the ice then *20-03* offers a hockey school tutorial to teach you targeting, the deke (swerve), one-timer shots, and bone crushing shoulder barges. The violence is not just restricted to gaining the puck though – rival players can be shoved straight through the glass, while vicious attacks that don't send them into the crowd result in a proper side–on scrap with punches, grabs and blocks. Considering the sport though, this is actually quite realistic. Also in keeping with the sport is the appearance (excellently rendered) of the real NHL teams and athletes – now add improved goalie logic, better animations, crowds, arenas and more mini games and this second instalment looks to be tw–ice as nice...



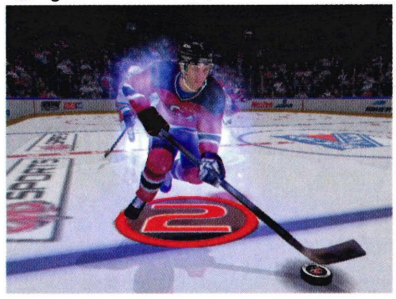


Rules are made to be broken... and so are these glass barricades, by the looks of things.





He shoots, he scores – unless the goalie gets hold of it first, of course. Duh.



CUBE INFORMATION

NHL HITZ 20-03	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | SEPT '02

"VISCOUS ATTACKS THAT DON'T SEND PLAYERS INTO THE CROWD RESULT IN A PROPER SIDE-ON SCRAP"

FACE –OFF

WHY BUY JUST THE PADS WHEN YOU CAN HAVE THE WHOLE PLAYER?

Complementing the deft crafting of players faces is the option to rearrange the features (by the way, we know these are Xbox shots but it looks just as good on GameCube). From head to toe, players can be customised in both appearance and attributes.

You can facially mess with the nose, ear, and head shape but more cosmetic alterations can be made to your kit. Everything from your skates, pads and helmet can be altered – heck, you can even create your own complete team made up of your mates...







CUBE INFORMATION

HARRY POTTER	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

NOV '02	TBA	TBA

It's a kind of magic. Again.

HARRY POTTER AND THE CHAMBER OF SECRETS

Time to return to Hogwarts



Mmm, nice jumper. Don't know about the ginger hair though.

THE SECOND HARRY POTTER book and the accompanying movie are a lot darker than the first adventure and the GameCube tie-in looks set to be just as sinister. Our hero has been warned by a house-elf that he should not return to Hogwarts or disaster will strike, but of course the scarred wonder ignores these warnings and soon Harry is struggling against malevolent forces as he, along with Ron and Hermoine, attempt to unravel exactly what the hell is going on.

You'll need to cast spells, but if these are not orchestrated correctly there may be terrible consequences for all involved. We're guessing there will be a fair amount of people being turned into toads...

Fans of the series can expect the world of Hogwarts to be perfectly recreated and no doubt we will all be going Quidditch crazy when this arrives towards the end of November.

CUBE



CUBE INFORMATION

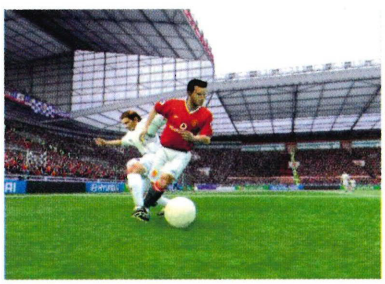
FIFA FOOTBALL 2003	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-4

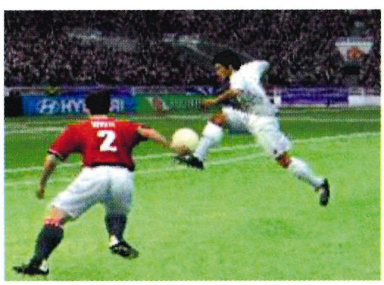
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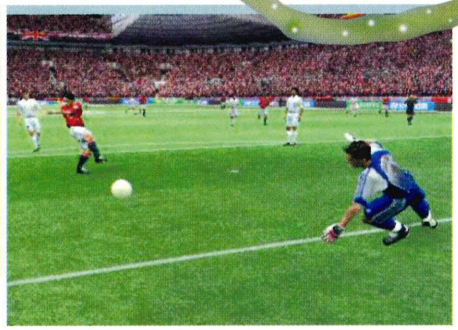
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RELEASE DATES

NOV '02	TBA	TBA







Get ready to invade the pitch

FIFA FOOTBALL 2003

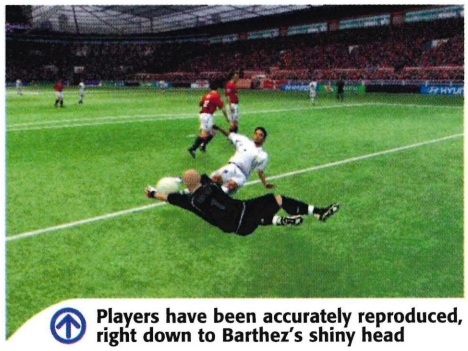
Oh look, more footy festivities...



THE FOOTBALL SEASON has started again, so it must be time for another *FIFA* title – this time, the 2003 model boasts a new AI system which promises to make this the most realistic *FIFA* so far. Players will have far more freedom when it comes to set pieces, allowing the on-screen characters to behave exactly like their real life counterparts. *FIFA 2003* boasts over 10,000 players from around the world, representing 450 world class teams. Blimey.

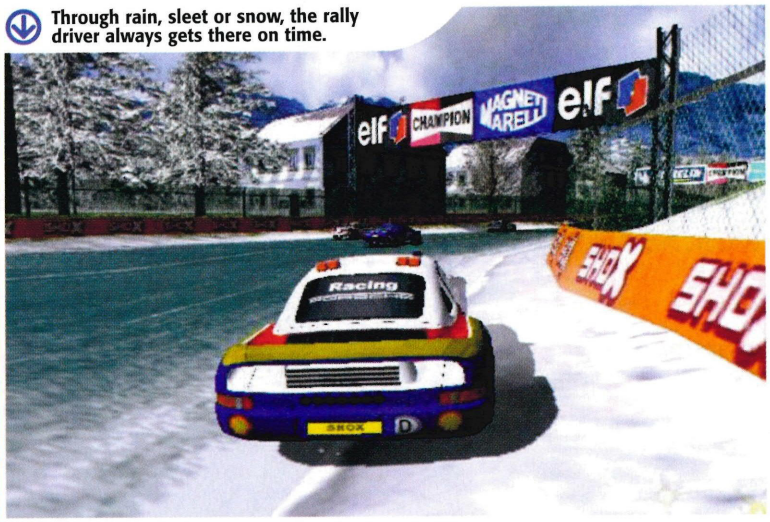
The Club Championship mode allows you to take on the best in Europe and will include real stadiums and club specific crowd chants – minus the rude ones though, presumably. FIFA has always sold by the bucket load so there is no reason to believe it won't repeat past glories on the GameCube. Of course, we'll find out in November...

CUBE



Players have been accurately reproduced, right down to Barthez's shiny head





Through rain, sleet or snow, the rally driver always gets there on time.

CUBE INFORMATION

SHOX	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

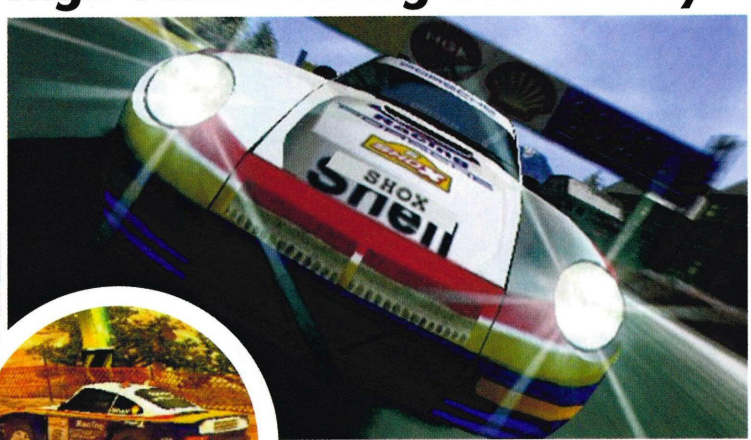
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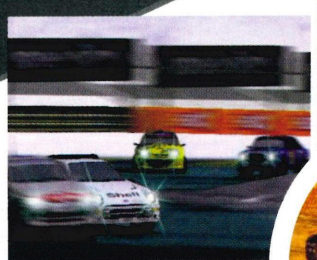
RELEASE DATES

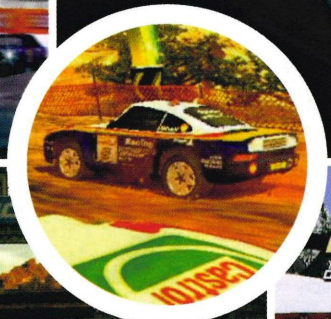
04 '02	TBA	OCT '02

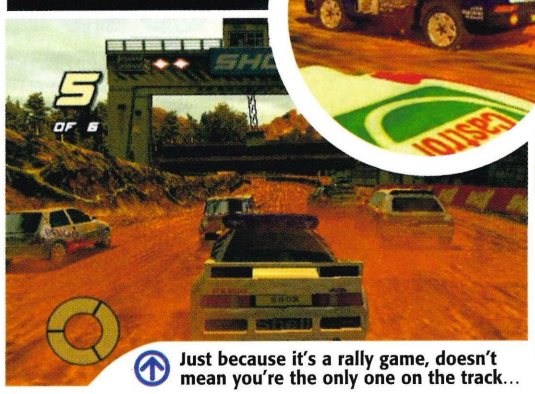
SHOX

High octane racing action ahoy









Just because it's a rally game, doesn't mean you're the only one on the track...



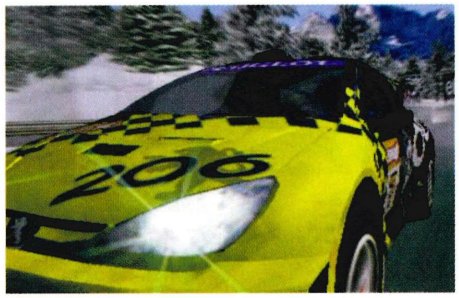
EA bring more BIG action to the GameCube

RALLY RACING IS set to get the EA Sports BIG treatment with *Shox* – a race spectacular set to put players in jungles, snow and desert landscapes as they race for the gold. As with other games in the BIG series, the main point of *Shox* is that it is easy to pick up and play and instead of the ultra-realism of most rallying games, *Shox* features insane courses and imaginative challenges. Each race will feature seven cars, so there is none of that *Colin McRae* style tedious solo racing.

On each circuit, there are 'Shox Zones' to contend with. Here, your vehicle "catches air" and everything comes to a standstill – either you'll watch as your car glides back down to victory, or you'll witness a mangled mess as it orchestrates a huge pile up.

If this manages to be anywhere near as fast and furious as previous BIG effort *SSX Tricky* then *Shox* could be one of the Gamecube's speediest treats.

CUBE



YOU CAN BET ON IT

As well as trying to cross the finishing line first, *Shox* also sees you trying to build up the best collection of off road vehicles for your garage. Instead of the usual route of using money to buy them, you can put your car up as collateral in special races where victory allows you to acquire your rivals' cars.

CHEATS • TIPS MAPS • CODES & EXPERT GUIDES!





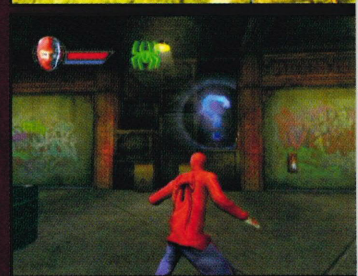
- 132 pages packed full of GameCube goodness!
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ISSUE 2 OUT NOW

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007: AGENT UNDER FIRE
SPIDER-MAN • PIKMIN
LOST KINGDOMS • SSX TRICKY
SPY HUNTER AND MORE!

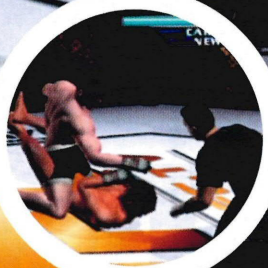
Note: Cover and content in Cube Solutions are subject to change

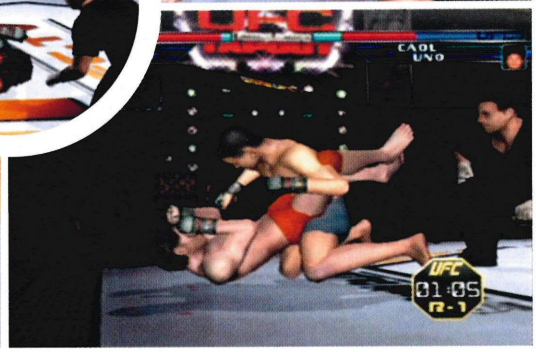
THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE

Are you ready? Then let's get it on!









UFC: THROWDOWN

CUBE INFORMATION

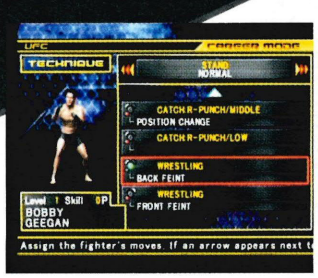
UFC: THROWDOWN	
PUBLISHER:	UBI SOFT
DEVELOPER:	CRAVE
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

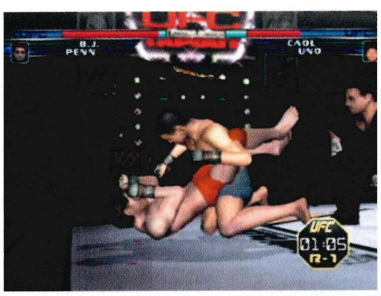
PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

OCT '02 | TBA | OUT NOW







No, no, no – it's pivot, duck and THEN step. Do it again!



There's probably a foot odour joke here, but we'll be damned if we can think of it...

The most violent legitimate sport known to man finally makes the transition to the GameCube...

WHILE MOST BEAT-'EM-UPS tend to offer a more fantastical take on the art of hitting people, there are some people that prefer their fighting games a bit more realistic. For that, you've got to turn to sport-related violence such as boxing, wrestling or even martial arts... or you could go for a game that manages to offer all three at once.

Based on the real life, Ultimate Fighting Championship – a sport approved by numerous martial arts governing bodies – *UFC: Throwdown* is the follow-up to the first Dreamcast *UFC* game and manages to improve both the already impressive visuals, fighter count and game modes offered in the original. As with the sport, the premise of the game is simple: beat your opponent into the mat and attempt to knock him out or try to make him tap out (that's 'give up' in layman's terms) using an array of grapples and holds. With tons of fighters on offer and a comprehensive Career mode to boot, this is looking to be something rather special indeed. We'll have a full review for you next issue.

CUBE

Call the cops ... Oh, you have!





MINORITY REPORT

Hand-to-hand combat meets electro pulse grenades on the back of a jet pack...

CUBE INFORMATION

MINORITY REPORT	
PUBLISHER:	ACTIVISION
DEVELOPER:	TREYARCH
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	1-4

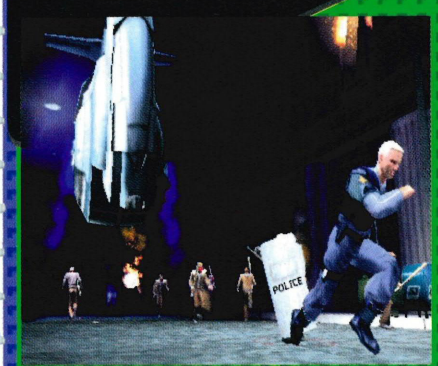
PERCENTAGE COMPLETE

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RELEASE DATES

NOV '02 | TBA | TBA

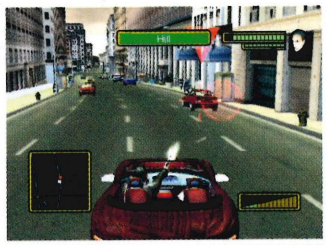
PUTTING YOU IN control of the films homicide officer John Anderton – a 'Pre–Cog' cop with an eye on the future thanks to his job of getting doped up and lounging around in time revealing fluid – *Minority Report* the videogame sees you on the run from the law having been implicated in a murder, whilst also attempting to prove your innocence. All of this means you can expect a third-person action adventure featuring guns, gadgets and locations from the film. At this early stage and considering it's being coded by Treyarch (of *Spider-Man* fame), our own pre–cognition of events leads us to suspect that this title has, how can we put it... potential? CUBE





Could you possibly go for medium rare? We like our soldiers pink in the middle.

TRUE CRIME: STREETS OF L.A.





Mean streets...

With a .44 Magnum clasped in each hand, cop Nick Kang is about to have a very bad day.

PAYING 'HOMAGE' TO *GTA3*, *The Getaway* and the movies of John Woo, *True Crime* sees you take the role of hard–boiled Nick Kang – an LA cop with a penchant for taking down crime syndicates. What this entails is ploughing through criminals using cars, shooting the perps *Max Payne* style (yes, bullet time) and when all else fails, slapping the wrong doers with the Kung-Fu skills of a drunken master who's been drip–fed absinthe. With more than twenty missions that branch out according to performance (messing up can get an informant killed) and a four hundred square mile of LA in which to buy weapons, improve your skills at the dojo or simply buy donuts, *True Crimes* is one to watch out for. CUBE

CUBE INFORMATION

TRUE CRIME: STREETS OF LA	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUXOFLUX
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA | TBA | TBA









How did he fail the audition for *Fame* with a kick like that, eh?

CUBE

INFORMATION

TUROK: EVOLUTION	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

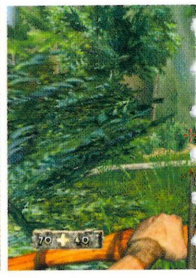
RELEASE DATES

DEC '02	TBA	NOV '02









Q. What's green and red and roars a lot? A dinosaur in a blender...

CUBE GAME TO WATCH





TUROK:

IT HAS TO said that the *Turok* series, while highly acclaimed, is very hit and miss. Out of the four main games in the series, two have been excellent and two dubiously mediocre. That's half and half, maths fans.

So why is this? Well it's pretty obvious to followers of the series that it's the conflicts the game has with itself. One side of the game takes its theme from the originals title – *Turok: Dinosaur Hunter* and the other seems to be a student of H R Giger. (Character designer for the movie *Alien*, among other horrific things). These two vastly different themes sometimes mixed well – but more often than not its clear that the series has trouble deciding what direction it wishes to take.

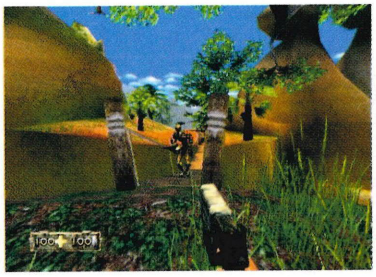
The muted reception of the fourth game on the Nintendo 64, which was heavily based around a sci-fi story that spanned

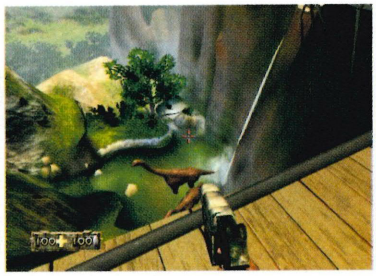
"OF COURSE, IT WOULDN'T BE TUROK WITHOUT THE TRADITIONALLY AWESOME ARSENAL OF WEAPONS AT YOUR DISPOSAL"















COUNTER ACTIVE

LEARN TO FOCUS ON TWO THINGS

■ These two counters tell you how much health you have, and the amount of ammo you have for your currently selected weapon. Obviously, it's wise to keep an eye on these.

VISION OBSCURED!

DUST FLIES IN MY EYES

■ Remember to keep moving. If a powerful gun is fired at you but misses, a huge explosion is still unavoidable and the resulting waves of smoke and fire can make aiming difficult.

GET ANGRY

3 COLOURS RED

■ Whenever you get hit, a red mist seeps onto the screen to indicate your injury. As well as obscuring your vision slightly, the red veil makes you even more bloodthirsty!

PREVIOUS

FROM THE MAKERS OF...

TUROK: RAGE WARS

Near-extinct shooter that eschewed the one player game in favour of solid deathmatch action. Still worth a blast even today.

TOTALGAMES.NET RATING: 9.0

EVOLUTION

huge alien cities was a good indication of what the fans wanted, and so it's no surprise to see the GameCube version taking on the form of a complete antithesis to the last adventure. Steamy jungles, vast green plains, roaring waterfalls, cliff faces that rise as far as the eye can see and deep green lakes filled with wildlife are the main ingredients to the levels now.

Of course, it wouldn't be *Turok* without the traditionally awesome arsenal of weapons at your disposal, and later levels see you flying through alien cities. However, the game leans in the distinct direction of the original Nintendo 64 adventure – and we applaud this. It's been a while since we've turned the body of a 'Raptor inside out with an explosive arrow.



UP THE ARSENAL

As ever, the weapons are the real highlight of this Turok outing. You have 10 basic weapons, most of which have a secondary or tertiary firing option. Here's a quick rundown of what ordnance is on offer.

01



WAR CLUB

This is the weapon you start off with, alongside your trademark bow, of course. It's very good for bludgeoning enemies on the head with – just remember to wipe the gobbets of blood and oozing grey matter from it occasionally.

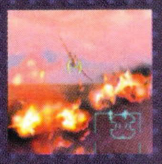


FLETCHER GUN

It's the darling of this year's real-life arms fairs, but about as good as your average British Army SA80. The default mode of this is next to useless, although very rapid, the stopping power of the shots is as effective as throwing stones. The secondary option though is a minigun, which is not at all bad.



"IT DOESN'T TAKE LONG FOR A SEASONED FPS FAN TO FEEL RIGHT AT HOME"





TEK BOW
Your common bow and arrow set. Comes in three distinctive flavours – vanilla waffle wooden arrows, poison pear arrows (which make your targets throw up if you don't kill them first) and explosive kaboom Strawberry arrows. It's a good idea to keep your twine taut at all times, Robin Hood!



PISTOL
You get this quite early on in the game. It has a slow firing rate and is not very good as a stopper, so your best bet is to try and take the head off a target to stop it (dead) in its tracks rather than go for the larger body. The secondary fire option is a zoom feature – handy for scouting as well as shooting.



MINES
Simple enough, the name says it all – they belong to you, yes, but they also blow stuff up in an entertaining and effective fashion. You also have the choice of 'Spike Mines' which stick to any surface you throw them against – go try it against a moving surface like a Tyrannosaurus Rex.



SHOTGUN
The meaty shotgun is excellent for clearing out corridors, as any deranged 'Nam vet'll tell you. The reload isn't as slow as you might think, but it's still not recommended for large skirmishes. The secondary option allows you to fire four shells in one, which gets you out of tight corners in a hurry.



ROCKET LAUNCHER
Multiple rockets, just like *Unreal Tournament*! The third option is the most fun. In this, you fire a set of bores at your target (as in earlier Turok games) and hear the buzzing of them doing their work. Then your target's arms fall off, followed by their legs and head – all in a flurry of blood, of course.



PLASMA RIFLE
A good all-rounder – fire a single concentrated beam that causes devastating damage, select multiple targets and fire at them all at the same time, although with weaker effects, or even encase an enemy in a glowing blue orb, which then shoots out electricity at any nearby enemies.



LURING DEVICE
You fire a small robot spider onto the ground, which you then control. You have 3 minutes before it explodes to scuttle around (though you can set off an explosion any time). You can make noises to confuse enemies, and they'll also follow you (into a trap?) or send toxic clouds wafting through a room.

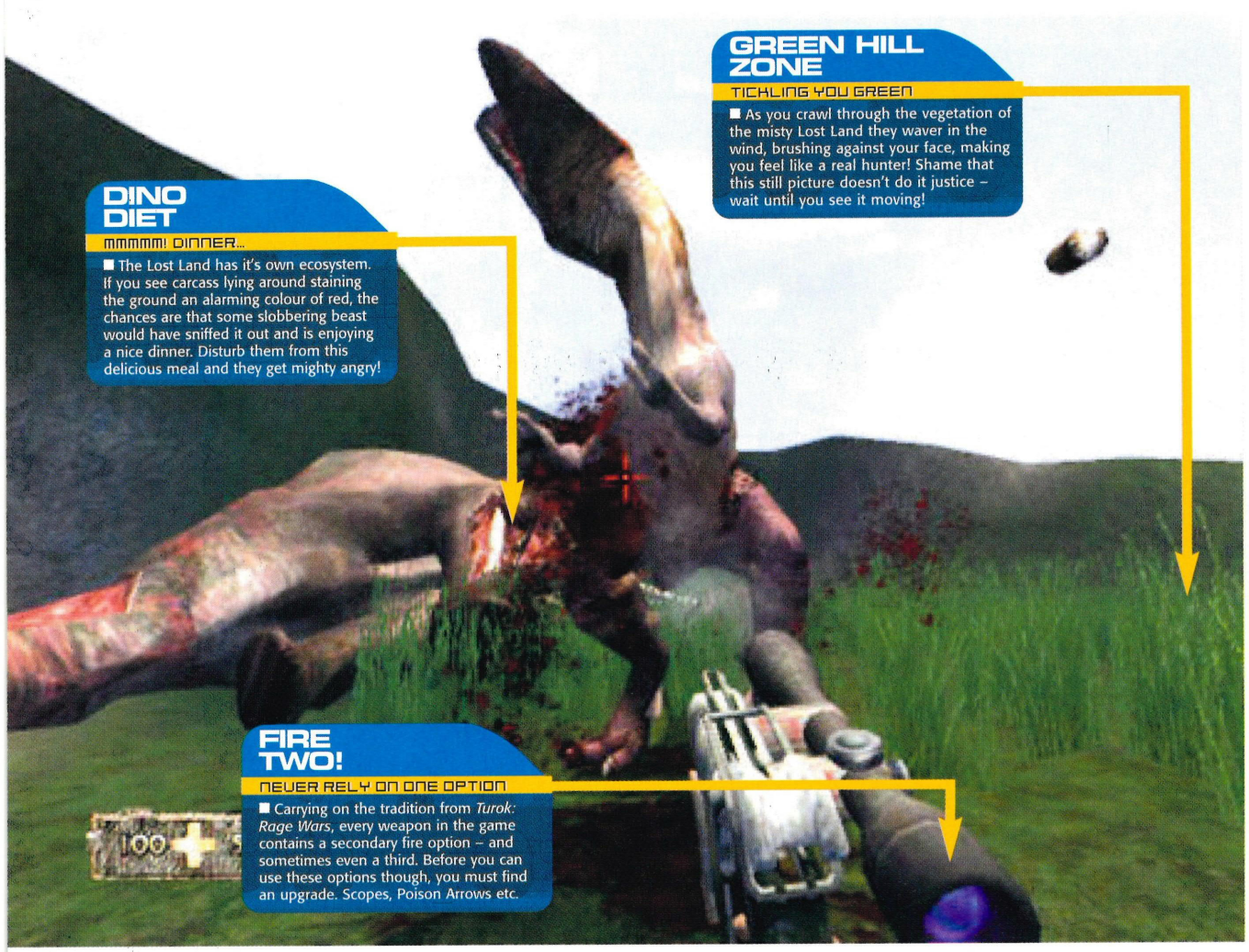


DARK MATTER CUBE
Most powerful weapon – ridiculously so. Throw it outwards like a mine, only this is much more powerful. There are two fire modes. Mode 1 creates a neon blue explosion lasting up to a minute, lashing everything with a terrible wind. Mode 2 engulfs anything around it in a sphere of high pressure of black hole-like intensity.

CONTINUED *Turok: Evolution* is set for a release on all three major next-generation platforms, and when we first played, this was obvious. Take a look at the screenshots of this, and then look at some from *Metroid Prime* or *Die Hard Vendetta*. The difference is enormous. Failure to even try and max out the GameCube hardware and base the engine around the least-most powerful console (PlayStation2) has given everything a half-hearted impression. That's not to say that everything is awful – the sense of scale is impressive – especially when you stand on top of a cliff and look downwards – and the leaves that rustle in the wind give an organic element to everything. However, the textures could have been lifted straight from a Nintendo 64 game. The character models on the enemies are great, both in terms of their modelling and their various animations. A nice touch is the way that they will stick their hands behind their heads and get on their knees if you only wound them. Of course, the more humane people out there will be satisfied with this and get on with their journey – but just you wait until you see them decapitate a human! Even the most peace-loving gamer will want to execute the grovelling lizards by shooting the back of their heads off with a shotgun!

The controls themselves are as instinctive as you could hope for. The GameCube pad, just like the Xbox pad has two analogue sticks, the left higher than the right. Unlike the PlayStation2 Dualshock pad with its parallel sticks, this gives a much more natural feel to aiming and firing. Changing weapons, firing weapons and jumping are all handed by the face buttons you would expect, and so it doesn't take long for a seasoned FPS fan to feel right at home.





DINO DIET

MMMMM! DINNER...

■ The Lost Land has it's own ecosystem. If you see carcass lying around staining the ground an alarming colour of red, the chances are that some slobbering beast would have sniffed it out and is enjoying a nice dinner. Disturb them from this delicious meal and they get mighty angry!

GREEN HILL ZONE

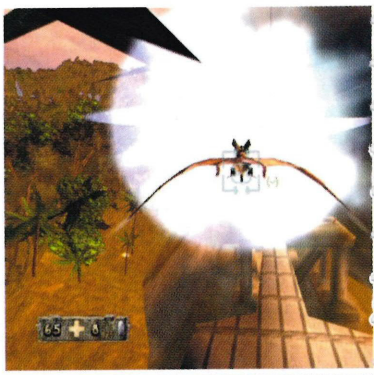
TICKLING YOU GREEN

■ As you crawl through the vegetation of the misty Lost Land they waver in the wind, brushing against your face, making you feel like a real hunter! Shame that this still picture doesn't do it justice – wait until you see it moving!

FIRE TWO!

NEVER RELY ON ONE OPTION

■ Carrying on the tradition from *Turok: Rage Wars*, every weapon in the game contains a secondary fire option – and sometimes even a third. Before you can use these options though, you must find an upgrade. Scopes, Poison Arrows etc.







Better keep an eye on your ammo – it won't last forever you know!

CONTINUED Where most FPS games stumble, *Turok: Evolution* excels, and this is variety. With an absolutely huge 78 levels to blast through, you'd think that walking around killing dinosaurs would eventually get boring, but this is not so. Of course, the majority of the levels are taken up by regular FPS-style action, but you also get to fly Pterodactyls. These sections see you weaving in and out of canyons, forests and cities. Sometimes you have to chase another flying beast, other times you will find yourself on the run yourself. There are also boss fights in these sections, too. There are also two levels that involve a Tyrannosaurus Rex. This munching monster chases you through a canyon at high speeds, and you have to escape.

It's obvious that the developers Acclaim Studios Austin have looked at the problems associated with past *Turok* games that were highlighted by past devotees of dinosaur dismemberment, and addressed them appropriately. The fogging and framerate issues have been resolved, (although there is still a significant drop in certain areas) and there is no fog to speak of.

What's great about *Turok: Evolution* though is the way that it builds up. The earlier levels introduce you to the moves you have and features elements that force you to think tactically. Logs are piled up in strategic places, just ripe for ducking behind and pools of water are just great for submerging yourself in, waiting for a patrol-man to march past you.

There are also John Woo-type moments to counter-balance this, where you'll find yourself running up winding mountain paths, mowing down the never-ending stream of enemies.

The version we played was near completion, and so we were able to experience a lot, but it was also worrying that there were some minor flaws that had not been addressed this late into development. Crashing is to be expected, but there were an unbelievable amount of occurrences of this as we delved further and further into the game. The AI of some enemies also fluctuated wildly between startlingly bright and so dumb you could fire an arrow through their armpit between body and arm, and they would just stand there blinking. Let's hope these inconsistencies are seen to before final code!

"PROBLEMS THAT WERE HIGHLIGHTED BY PAST DEVOTEES OF DINOSAUR DISMEMBERMENT HAVE BEEN ADDRESSED APPROPRIATELY"



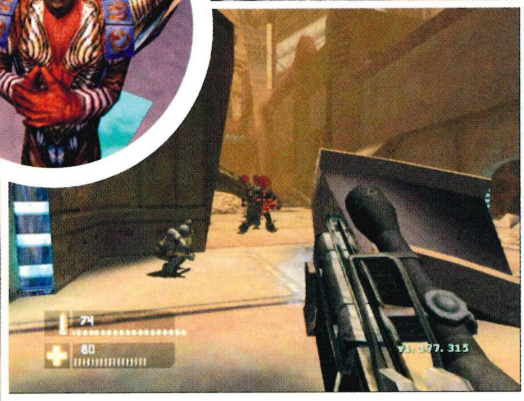




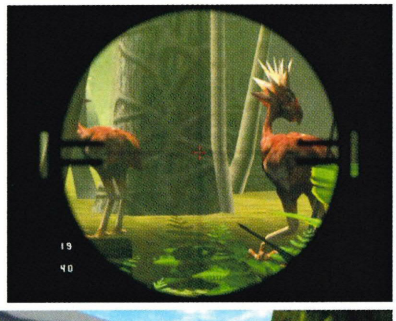


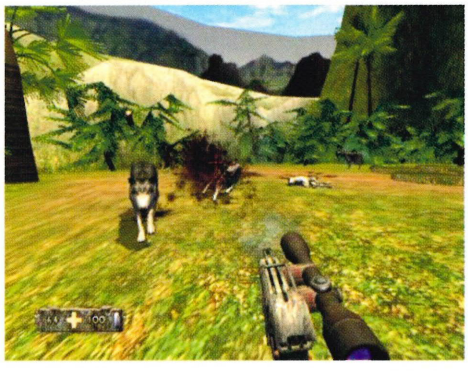
The cross hair shouldn't be that colour with this many enemies about!













SAFE BANKING

WEAVING THROUGH THE JUNGLE

■ There are moments when you'll have to manoeuvre your winged beast through heavy clumps of trees or around cliff faces. Helpfully, you can bank to the left and right, or even tuck your wings in with ease. UNfortunately, you enemies can too...

SMOKE ON THE WATER

RED LEADER, STAY ON TARGET!

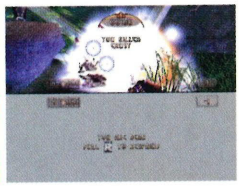
■ Just like *Starfox 64* and *Panzer Dragoon Orta* you can target enemies with your crosshair. The system in *Turok: Evolution* differs slightly though. Instead of keeping them locked on until you fire at them, you have to keep the enemy within targeting range if you want to score a hit.

FIRE IN THE SKY

WE WILL ROCK-ET YOU!

■ Similar to the more conventional weapons, your scaly steed has an alternate fire method. As well as your laser beams, you can also let loose a rocket which will home in on red targeted nasties. Be careful though – these are in short supply!





FOUR TIMES THE FUN

Nowadays, a first-person shooter won't even be registered by the picky playing public unless it contains a comprehensive multiplayer mode. The developers at Acclaim are no fools, and have taken this into account. There are an absolute ton of multiplayer modes, including:

DEATHMATCH

This pits you against your friends, and comes with variations of Beginner (which gives a handicap option for newer players) and Team Options. (you can have 2 on 2, or 3 on 1 with this.)

HUNTER

This is where every player is set against just one. Obviously there are no team options for this.

CAPTURE THE FLAG

This gives you and your team the aim of capturing the enemies flag and taking it to your base. The outcome of the match is decided depending on a pre-set number of points that have to be won. There are options of one on three or two on two player teams, as well as a 'Centre Torch' mode which places a single flag in the arena – and both teams have to go for it.

LAST MAN STANDING

Everybody against each other – just the way it should be. You can only afford to get hit once – this is a survival of the fittest – are *you* good enough?

TUROK FIGHT

Fighting in a dark ages style, you can only use a bow. You'll witness some very skilful games being played in this mode by people who want to be Legolas…

WARRIOR RAGE

This is a mode where the more enemies you bag, the tougher you get. Of course, if your streak of death is interrupted in any way by your own unfortunate demise, then the counter has to start all over again.

BLOODBATH

Simply a mode where you begin the match with every weapon and upgrade available – including the Dark Matter Cube Team options are included.

SNIPER MATCH

In this mode, only headshots go towards your body count. You will see a lot of skill from players while playing this mode, as play becomes very tactical.

MONKEY TAG

Whoever can hold the monkey for the longest wins the match. We said HOLD the monkey…

FLIGHT

You and your flying dino team up to clear the competition in this mode. Got your parachute?!



"WHILE THERE ARE MANY SINGLE PLAYER LEVELS, MULTIPLAYER MODE KEEPS TUROK: EVOLUTION FIRMLY AT THE FRONT OF GAMERS' MINDS"



It's always a good idea to use the terrain to your advantage, just like that dude over there is...

CONTINUED *Turok: Evolution* has actually been under development for a while – but whether or not this is because of the amount of effort that's been put into the game's part, or due to the three system conversions, it's hard to tell.

Turok: Evolution gets a lot more exciting later on in the game, as the story starts to make itself clear, and you get your hands on some of the more meaty toys. But it fails to grip you at the start. The opening levels are fair enough, but they lack any 'hook' to keep you playing, and if somebody has just walked into the room they could be forgiven for thinking that you were playing a generic PC game. This is unfortunate, as a lot of people do not have the time nor patience to see ten or so levels through before actually enjoying themselves in a game – and who can blame them?

What keeps *Turok: Evolution* up there though is the multiplayer. As always, the level design is top-notch and the amount of options you have is staggering. You can even fight atop Pterodactyls! As it is, while there are many, many levels to fight through in the single-player mode, it will be the multiplayer mode that keeps *Turok: Evolution firmly* at the front of gamers' minds.

CUBE THINKS...

FIRST IMPRESSION

After extensive play, we can only say that this needs to improve if it is to be taken seriously by gamers. While the flying sections make a welcome break from all the running around, a feeling of mediocrity is ever-present. The only element that we are not indifferent to are the weapons. But this won't cut it. The level design is uninspiring to say the least, and there is never any feeling of excitement. After all the hype, fans of the series could be in for a big shock. Wait for our review coming soon. CUBE





HISTORY LESSONS DON'T HAVE TO BE BORING!

TUROK: DINOSAUR HUNTER

RELEASE: SEPTEMBER 1996 **SYSTEM: NINTENDO 64**

The original, and some may argue, the best. Launching alongside *Super Mario 64* in PAL territories, it is a testament to its quality that it was even noticed at all! Thousands of players snapped it up, even with the hefty price tag of £70 – plus the prerequisite of a memory card – another £20. The excessive gore that was involved in shooting the head from a rampant Velociraptor with a shotgun attracted many a gamer.

TUROK 2: SEEDS OF EVIL

RELEASE: DECEMBER 1998 **SYSTEM: NINTENDO 64**

The hype for this game was enormous. The magazine reviews came in rated highly. Everybody was excited. Hey – it even came in a groovy black cartridge! However, extended play showed that the one player levels were simply too large and featureless to make for any exciting play. The multiplayer mode received the most praise over time, giving inspiration for...

TUROK: RAGE WARS

RELEASE: NOVEMBER 1999 **SYSTEM: NINTENDO 64**

Purely a Deathmatch-based game, this contained a massive 36 levels to play in, and including medals, player skins, characters and weapons to unlock which made for a satisfyingly tough game to crack. The one player mode relied solely on bots which made for a short-lived experience – but the four player mode ruled all and quickly gained a cult following.

TUROK 3: SHADOW OF OBLIVION

RELEASE: AUGUST 2000 **SYSTEM: NINTENDO 64**

Stepping as far away from the series' roots as possible, this iteration of *Turok* saw you running (well, hobbling along rather slowly anyway – poor framerate y'see) around dark and twisted corridors in the hunt for aliens. It was shunned by many fans; they wanted dinosaurs. We'll do you a favour and draw a discreet veil over the series of side-scrollers on the GB/Game Boy Color *Turok*s that were very much hit-and-miss affairs.



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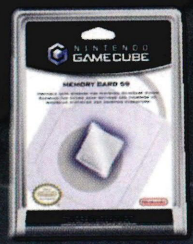
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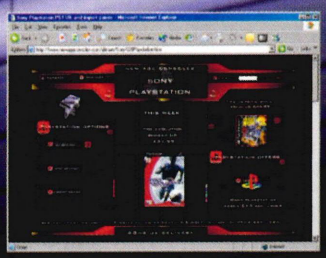
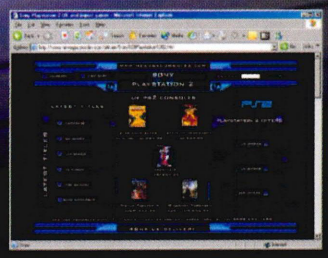
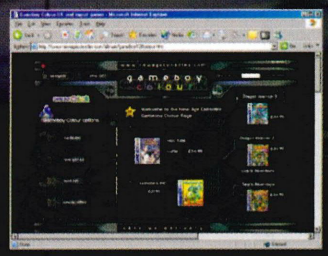
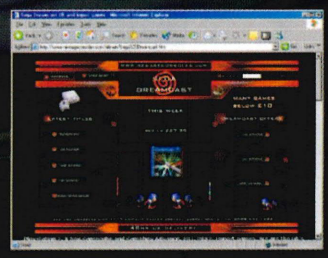
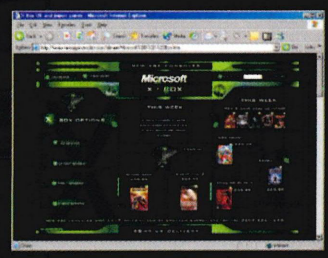


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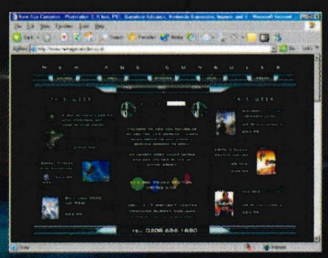
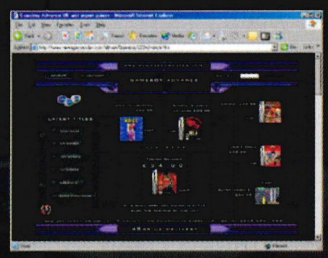
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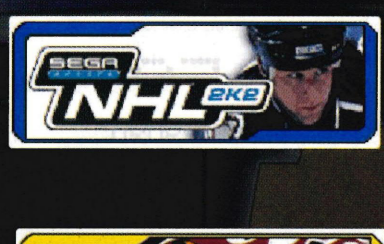
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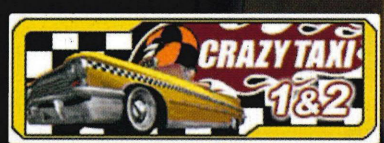
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DONT BE A MUPPET !!

NEW AGE CONSOLES IS

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CUBE REVIEWS



AWESOME AUTUMN

EDITORIAL

SUMMER'S END IS always a good time in the games industry – not only is it still warm enough to go and sit in the local beer garden, but it's also time to start bringing games out for the Christmas season. Sure, it might only be September but that leaves only... err... not many shopping days to go until the big day. The summer might not have had many titles, but now you'll start to see them flooding in...

And that's what we've got this issue, in the form of tons of exclusive and lovely reviews. Not only have we totally dissected the US version of *Super Mario Sunshine* for you (like we promised... nothing like playing it for more than three days, eh?), but there's also the first PAL reviews of *Resident Evil*, *Beach Spikers* and *Aggressive Inline* – all great games and well worth getting. And there's plenty more where they came from...

MARTIN MATHERS



SUPER MARIO SUNSHINE 64

Are you one of those people that had doubts about Mario's first adventure on the GameCube? Then be prepared to eat some incredibly humble pie – it's one of the best games out on the GameCube yet!

CUBISTS

Roll up, roll up – live for one night only, it's the amazing Cirque De **CUBE**! Lions, elephants and tumbling clowns not included...

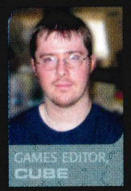
SIMON PHILLIPS



GROUP EDITOR, CUBE

LOVES CUBE BECAUSE: Of the yummy vending machine soup. **THIS MONTH:** A still dodgy foot (the doctors sewed it back on the wrong way round) and a bout of flu have meant that Simon's still been on the sympathy drive... although he was obviously well enough to go on a free binge to Ireland. Bah.

MARTIN MATHERS



GAMES EDITOR, CUBE

LOVES CUBE BECAUSE: It gets him out of the house. **THIS MONTH:** Having been 'King Of Press Trips' for a month (Greece AND the Royal Albert Hall in one month? Blimey!), Mart's got the travel bug – now he's just hoping that someone comes up with a QE2 world cruise game next.

CHANDRA NAIR



NEWS EDITOR, CUBE

LOVES CUBE BECAUSE: It's been like a mother to him. **THIS MONTH:** Despite nearly being mauled by guard dogs, beaten by security guards and arrested for breaking and entering during his raid of the Rare offices, Chandra's in high spirits... until next week's *Crimewatch*, of course.

BYRON WILKINSON



STAFF WRITER, CUBE

LOVES CUBE BECAUSE: No one here calls him 'Ron' for short. **THIS MONTH:** Unlucky Byron had a bit of a rough time of it – first he nearly lost an eye (he'd left it in his head and forgot), then his house got burgled and then on top of all that, he had to review *Gauntlet: Dark Legacy* as well. Poor chap...

GARY ADAMS



STAFF WRITER, CUBE

LOVES CUBE BECAUSE: He's not old enough to know any better. **THIS MONTH:** Good old Gary took an entire week off to spend some time with his new best friend – a personal copy of *Super Mario Sunshine*. Now he's looking even more pale than before and keeps telling us to 'Shine get!'... scary man.

MARK HATTERSLEY



FREELANCER, CUBE

LOVES CUBE BECAUSE: It's nothing to do with digital video. **THIS MONTH:** Having moved away from the Console department recently, Mark's now starting to calm down a bit and lose that greenish hue he had before. He's here for a bit now, but just don't make him angry... you wouldn't like him when he's angry.

DAWN ROBERTS



DESIGNER, CUBE

LOVES CUBE BECAUSE: She's that kind of girl. Oh yes. **THIS MONTH:** Dawn unwittingly helped fulfil the dreams of most of the hot-blooded males in **CUBE** Towers – we've now got our very company female netball team. Needless to ask, 'action' photos will be for sale on **Ebay.com** later this month.

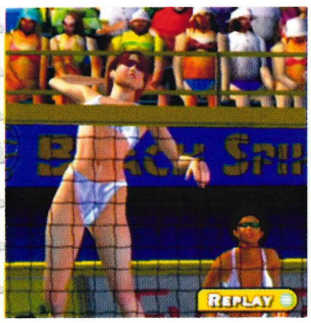
NICK TRENT



ART EDITOR, CUBE

LOVES CUBE BECAUSE: It's got a nice shiny wipe-clean cover. **THIS MONTH:** With another issue of **CUBE** now under his belt (and it's quite a big belt too), Trenty can now go back to his favourite pastimes – shouting at Dawn and hurling sharp objects at us from behind his rather large monitor.

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











RESIDENT EVIL

72 Patience is a virtue; you've waited absolutely ages for this game and now it's finally arrived. Better rush out and pick up a controller extension cable – this one needs to be played from behind the sofa...

BEACH SPIKERS

76 It might be based on the most unobvious videogame sport ever, but there's no denying that SEGA's latest GameCube effort is something a bit special and different. Oh, and it's got lots of semi-clad ladies in it.

AGGRESSIVE INLINE

80 If you're a fan of the great Tony Hawk, you'd better watch out – it looks like his number's finally come up, thanks to Acclaim's brand spanking new extreme sports extravaganza. Honestly, who'd have thunk it, eh?

TOP GUN: COMBAT ZONES

84 Plenty of planes, but no sign of Tom Cruise – not that we're going to complain. Yep, it's a sky-high dogfight for the GameCube and certainly takes our breath away... but probably not for all the right reasons.

GAUNTLET: DARK LEGACY

86 Sneaking a game onto the shelves when no-one's reviewed it is usually a sure-fire way of knowing it's not much good. Midway did it with this little number... can you guess what sort of score it's going to get?

WHAT DOES IT ALL MEAN?

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

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

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



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

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

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

THE BREAKDOWN

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

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

RATING 75 — **7.5 > 8.9**
Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 50 — **5.0 > 7.4**
Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING 25 — **2.5 > 4.9**
If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 00 — **0.0 > 2.4**
It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

CUBE

INFORMATION

SUPER MARI SUNSHINE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- 120 SHINES TO COLLECT
- HOURS OF GAMEPLAY
- FIRST GAMECUBE MARIO GAME
- MEET YOSHI IN 3D!

RELEASE DATES

4 OCT '02	OUT NOW	OUT NOW



Shine get!

It's been over six years in the making and now the moment has finally arrived!

THE MARIO FRANCHISE is one of the most beloved in videogaming history. With a new Mario title launching alongside every major console launch for Nintendo in the past, it was strange to see the GameCube take off without a brand new Mario adventure.

Under the Direction of Yoshiaki Koizumi (Director of *Super Mario 64, The Legend Of Zelda: Majora's Mask*, and character designer for *The Legend Of Zelda: Ocarina Of Time*) and Kenta Usui, (Course designer for *Donkey Kong '94, Super Mario World 2: Yoshi's Island, Super Mario 64,* and also responsible for the dungeon designs for both Nintendo 64 Zelda adventures) expectations for the long awaited title *Super Mario Sunshine* have been, quite understandably, very high. After all, the last true Mario title was *Super Mario 64* – over half a generation ago. Nintendo fans have been itching for the next adventure of the plump plumber since. However, fear not, as 10 months after the Japanese GameCube launch, *Super Mario Sunshine* has finally hit the shops.

In typical Nintendo style, very little had been shown of their new killer title before release. A couple of screenshots, a snippet of info here and there – and as such, sliding in the disc for Mario's latest adventure was a momentous moment. What could Nintendo possibly have in store for us?

CUBE STAR GAME

SUPER MA



Here's the entrance to the fourth world – however, it's not always this easy to access...

TUNNEL VISION

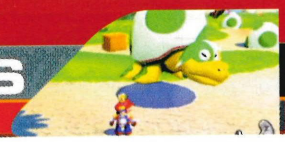
HOW MUCH TO DO?!

Just like *Super Mario 64, Super Mario Sunshine* can perhaps seem a little overwhelming at first. The gigantic town that acts as the 'hub' of the game (much like Peach's Castle) is absolutely packed with stuff to do. Its role is to act as a playground for you to learn your new moves in, and with all the different buildings to jump around on and the nooks and crannies to explore, getting those forty Shines that are hidden around this area will take a while.

This area also acts as an introduction for the underground tunnels. If you Butt-bash one of those sun tiles you see lying around, a remixed version of a classic tune accompanies you as you explore a vast network of tunnels that are filled with Coins. These are present in almost every world, and it's a good idea to explore them thoroughly – you never know where they might lead.

"THERE IS NEVER A MOMENT WHEN YOU THINK THAT GRABBING THAT SHINE IS IMPOSSIBLE, IF ONLY YOU GIVE IT THAT ONE MORE GO. A TRUE SIGN OF GREAT DESIGN"

RIO SUNSHINE



SPOILER ALERT!

SHINE SIX
IT'S THE TOXIC AVENGER

■ Someone's poisoned the water, so you need to get into this cave and sort things out...



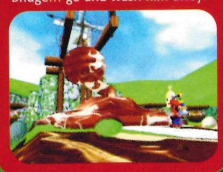
SHINE TWO
ON TOP OF THE WINDMILL

■ Climb up here to face a rather evil Piranha Plant – she's got an appetite and wants you for lunch!



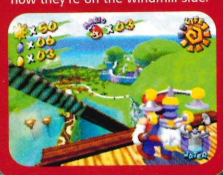
SHINE ONE
BRIDGE THAT GAP

■ One of evil Mario's poison paint plants has knocked down the bridge... go and wash him away!



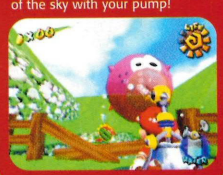
SHINE EIGHT
DOING IT ALL OVER AGAIN

■ Just like in Story Five, there are eight Red Coins to collect – only now they're on the windmill side.



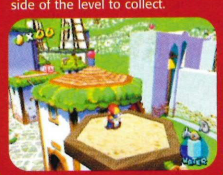
SHINE FOUR
OH NO, NOT AGAIN!

■ That pesky Piranha Plant is back, but now he can fly! Blast him out of the sky with your pump!



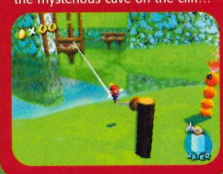
SHINE FIVE
EIGHT... RED... COINS!

■ You'll find eight Red Coins scattered throughout the village side of the level to collect.



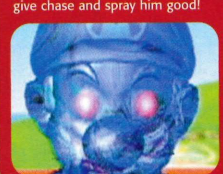
SHINE THREE
DARK AND DINGY

■ You need to cross the tightropes over the lake and make it over to the mysterious cave on the cliff...



SHINE SEVEN
CHASE THAT SWINE!

■ The seventh shine on every level is in the possession of evil Mario – give chase and spray him good!



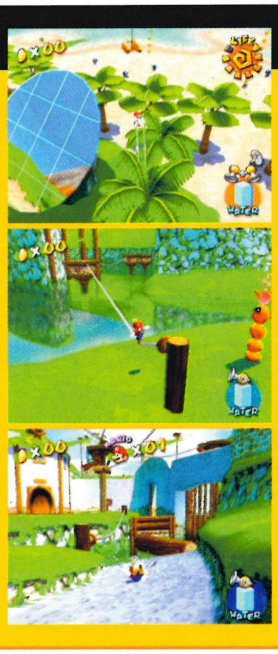
FIND THE SHINE

Believe us, *Super Mario Sunshine* is a pretty damn big game... so big, in fact that you might find yourself a bit daunted when you step into each level for the first time. Just to show how things break down, we'll guide you through the first level shine by shine...



I SEE RED: Those 8 Red Coins are back – but this time they are only around in certain Stories. They cover a much smaller area too, but are just as frustrating to find!

SMOOTH MOVER



As usual, Mario's podgy exterior hides a formidable athletic ability. Tapping A will give you a jump – three taps coupled with a run ends in a flying somersault that sends you soaring. Holding down the left trigger button will cause you to Butt-bounce while in the area, and at other times centre the camera. The B button acts as an action button. Picking things up, talking to people and pressing while in the air causes Mario to dive. He can also slide on water using his belly in conjunction with this, or jump up and deliver a powerful kick!

The Wall-kick moves are also in place, and a lot more intuitive in this instalment in Mario. There is also a 'Tornado' jump, which allows Mario to spin around in the air shooting water in all directions. Of course, that water-pack is there, and the controls are most pleasing. Holding down the right shoulder button will let forth a stream of water – but here's the clever bit – holding it down until you get to the 'click' locks Mario in place and allows you to aim the nozzle with ease. The X button switches between the spray nozzle and whatever power up you have at the moment, or if none, then the hover-jets. You can spray or hover for about 5 seconds at a time. After a single activation, you need to hit them again to repeat or continue, and each time you do so will use up 1/16 of the water-pack's total volume.

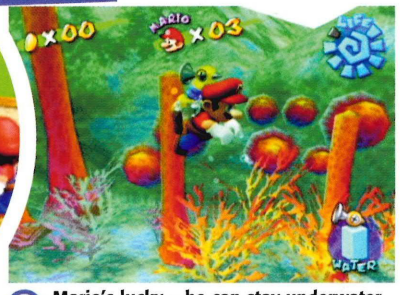
GOT THE BLUES?



SAVE GET!

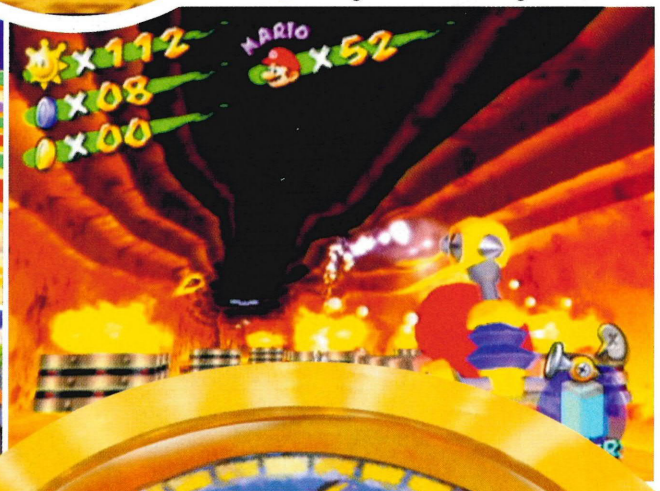
Every time you get a Blue Coin you get the option to save your game. Be careful when collecting all of the little blighters though – some of them only appear during certain 'stories' (read: missions).





Mario's lucky – he can stay underwater for ages and he doesn't get the bends.





SHINE GET!

Whereas in *Super Mario 64* you had to collect Power Stars, in *Super Mario Sunshine* 'Shines' are your goal. In total, there are 120 Shines to collect. The breakdown is as follows:

8 NORMAL SHINES PER LEVEL
2 SECRET SHINES PER LEVEL
1 SHINE PER LEVEL FOR 100 COIN COLLECTION
40 SHINES IN THE HUB AREA
1 SHINE FOR GETTING 100 COINS IN THE HUB
2 SHINES IN THE AIRPORT

There are thirty Blue Coins in each level, and you can swap every ten for a Shine.

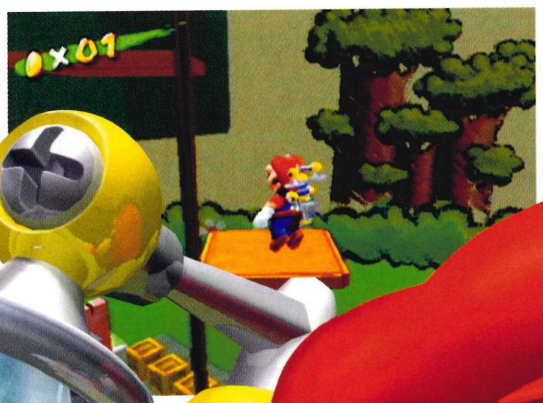
So far nobody has reported of any extras for getting 100%, aside from a slightly changed ending. However, Nintendo are sure to have hidden something away for the dedicated fans!

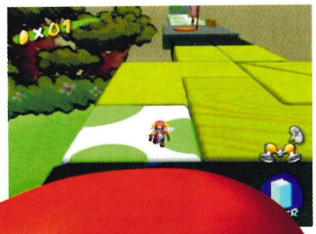








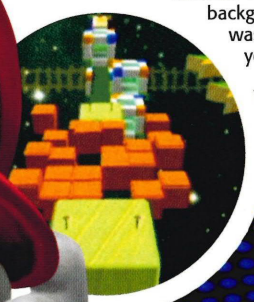




DA-DA-DA-DA-DA-DAAAH

BOOGIE TO THE REMIXED MARIO 'CHOONS'

Mario purists who complain about 3D game mechanics will writhe with joy at these areas. Jumping into a pipe or cannon will sometimes warp you to a strange world filled with strange retro-backgrounds. Here your backpack is taken by the evil water Mario, and only your old-skool jumping techniques can get you to that glittering Shine in the distance. Extremely tough, these sections will quickly have you cursing; even more so when you realise that later on you will have to collect 8 Red Coins during the process too! These sections are obviously aimed at Mario fanatics. The remixed music of a certain old tune and the backgrounds tug at the nostalgia nerves, and many a shiver was had up one's spine while playing. You'll also throw your joypad at the TV too, just like in the old days!



COMMENT

Before even entering the game, it's clear that this is a labour of love. From the FMV introduction (complete with voice acting) to the way Mario moves around on the file select screen, there is a slickness in the presentation that simply screams quality. It's easy to imagine the Nintendo employees debating over such things. This lavishing of care and attention on areas most developers wouldn't ever consider is what has always separated Nintendo from the rest of the development pack.

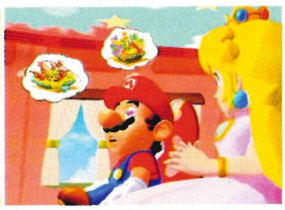
Once you have selected your game file and fiddled with the sound options (for some reason, the game selects mono speakers as default), you start your adventure for real.

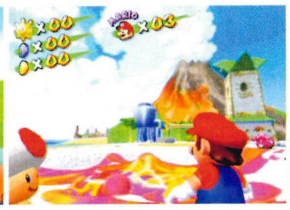
After a few sequences, you find yourself at a small airport. Running around, you are immediately in familiar territory. The triple jump, Butt-bounce – it's all here, and aside from a few changes in button configurations, everything is executed in the same way. This airport is in fact a small wooden pier in the sea, and so there is a lot of room for jumping around to test out your moves. There are also wooden crates to play on and a few locals to talk to.

After a while it's inevitable that you go for that famous water-pack, which is hiding in the distance. A quick cut-scene introduces you to it as FLUDD (Flash Liquidizer Ultra Dousing Device, or so it tells you in its Bart Simpson-esque voice) and shows you the operation controls. (when FLUDD is scanning Mario, look towards the bottom left of the screen for a gentle slap in the face for fans.) Then shock! A boss fight! Having to clean up a giant muddy piranha plant gives you ample opportunity to get your head around the controls, and sets the pace of the game perfectly. You have to shoot at the source of the mud first, and eventually the chomping beast roars upwards. Now you have to wait until it's mouth is open, which you must aim at with your water-pack. Three hits and he's out, and everybody breathes a sigh of relief. But what's this…? A strange water Mario has appeared, and he's running!

Mario is then accused of spraying graffiti all over the beautiful Dolphic Island, (pronounced 'Delfino') and as a result, sentenced to a giant cleaning operation. It's here that the game begins.








ONCE UPON A TIME IN THE LAND OF THE DOLPHINS

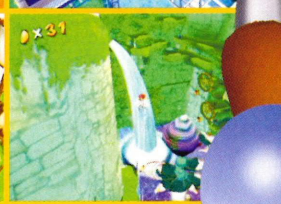
Unlike most Mario games, the story plays an essential part in *Super Mario Sunshine*. The story is that Mario, Peach and an old moustachioed Toad butler dude decide to go on a vacation to the beautiful Dolphic island – but oh dear! What's this? An evil water-Mario is on the rampage, shooting paint everywhere and making a mess. Naturally, everybody assumes it's our porky pizza-loving chum, and before you know it, you're assigned to clean up this mess. Who is this watery fellow? And why is he framing you? Only by completing the seventh Shine on each world will you be able to open the volcano and find out for sure.

PUMP UP THE JAM

CAUSE A FLOOD WITH FLUDD!

Your water-pack is a huge addition to the Mario series. No longer are you confined to the usual jumping distances! The hover ability takes a little getting used to at first but once you have it sorted, you'll be testing it to its limits. There is also the small point of the power-ups – the rocket pump which lets you travel vertically in huge distances and the propellor which allows you to run extremely fast or travel underwater at high speeds, thus giving you the momentum to break through certain doors and obstacles work extremely well and give a new dimension to the proceedings.





These fences can be traversed whether vertical or running overhead...

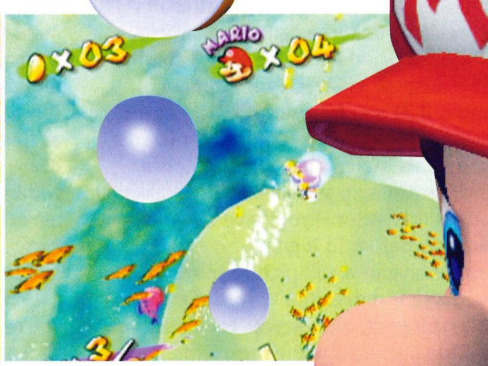
EGGCITING!

YOSHI!

When you see a Yoshi egg, a little bubble will show you what fruit it wants. Typically, certain fruits will take a while to find, but the result is always worth it. Each fruit makes Yoshi a different colour.



The party atmosphere is alive in Monte Village... soak 'em, Mario!

"A CHALLENGE THAT REQUIRES DEXTERITY OF THE FINGERS, A DEEP UNDERSTANDING OF THE GAME MECHANICS AND NERVES OF STEEL"

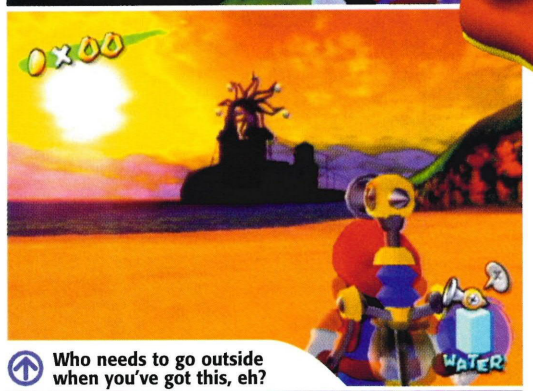
A WHOLE WORLD OF GOOD

There are a total of seven worlds in *Super Mario Sunshine*, which doesn't sound like much, but they are massive. The continuing theme of 'tropical' means that aesthetically, sometimes the levels lack variety. There are some elements that go towards fixing this, such as a Harbour theme, a spooky theme... but some people will be let down at the lack of desert/snow worlds. We thought that the continuity of the levels made the game feel more complete in a way, though.

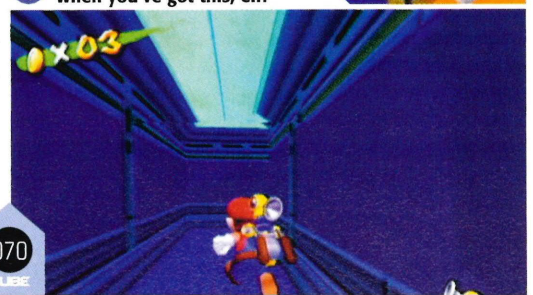
Those fearing a mere seven worlds should calm down too – each level contains so much stuff that it sometimes feels as if they are bursting at the seams. During certain levels this can cause problems with the camera, as it struggles on what to focus on. Thus, it's important to learn how to use the camera as effectively as Mario himself.







Who needs to go outside when you've got this, eh?





GOOD GOLLY! YOSHI!

EVERYONE'S FAVOURITE DINOSAUR NOT EXTINCT!

There was a lot of buzz about the prospect of riding Yoshi in 3D, and rightly so! Our lovable lizard pal can Tornado jump VERY high, (and you can always make Mario bail out at the apex of Yoshi's jump to gain even more height) he can squirt juice out, which cancels out evil-looking yellow sludge, and even eat sleeping Boos! Be careful though – if he runs out of juice, he will disappear in an explosion of paint.



COMMENT

Super Mario Sunshine is one of the most visually striking games out there. Not because of realistic textures, fantastic particle effects or other such fluff – it's striking because of its style. Bold primary colours jump out at you from every angle and like it's older brother *Super Mario 64*, its simple and bright clean visuals means that although on a technical level it will age, stylistically it will always look good. And the water – you have never seen anything like this before in a game on any platform. Impressive in a still picture maybe, but wait until you see it move. The waves glisten and sparkle in the distance, and as you get closer you can see individual splashes spray upwards. Take Mario for a little dip and your jaw will drop as his fat little body bops up and down to the motion of the waves. Even better is the way that you can clean him off when he happens to get a little dirty fighting all of those sludge monsters. However, visuals only take a game so far, and as it always is with a Mario game, it's the gameplay that's the real star of the show.

To describe this as the perfect evolution of *Super Mario 64* would be an accurate enough description. All of the old moves are present and correct, but the addition of the water pack means that there's a new angle to take into account. The Hover function, Booster and High-jump power-ups have all been taken into consideration with the level design, and every platform, grate and pipe is just within reach of Mario's chubby little fingers. There is never a moment when you think that grabbing a particular Shine is impossible, if only you give it that one more go – a true sign of great design.

With a grand total of 120 of these Shines to get, you're in for a long slog. Every single one is a challenge that requires dexterity of the fingers, a deep understanding of the game mechanics and nerves of steel. Much, much more difficult than *Super Mario 64*, to complete this game with 100% requires great dedication. It's worth it though – every Shine is a joy to collect, with hundreds of different tasks to carry through, such as racing through a harbour on a squid, battling a giant metal Bowser whilst on a roller-coaster, creeping through

STRETCH ARMSTRONG: Lots of fun with these. Hang below and squirt water, or jump up and down to reach new heights! There are always Coins hidden round these areas.



These firey Chain Chomps are a real pain in the arse...

the air duct system of a haunted hotel... the list goes on and on. These different tasks mean that the game always feels fresh, and you never know what to expect next.

Musically, *Super Mario Sunshine* stumbles somewhat. Although the tunes are the typical happy-go-lucky affairs of Mario adventures past, they lack that addictive sparkle of earlier tunes, and you're head will never be buzzing with a ditty all day long. The remixed ones are great though, and it's clear that a lot of thought has been put in for old-time Mario fans.

There is a lot more that can be said; every avenue of gameplay could be picked apart in these very pages, but we don't want to do that. We want you to explore this adventure for yourself. Mario has always been the king, and this game only goes to prove that more. This is totally essential stuff for any GameCube owner – and indeed any videogames player.

GARY

CUBE VERDICT

SUPER MARIO SUNSHINE

SUPER, WONDERFUL, FANTASTIC, DELIGHTFUL – IT'S MARIO!

VISUALS
Primary colours are a contrast to today's grimy realistic fashions – we love it! The water is amazing.

AUDIO
The accordion and remixed tunes are fair, but most of the tunes lack a certain something.

GAMEPLAY
It's Mario! Sublime controls will instantly hook you, and getting those Shines is so addictive!

LIFESPAN
Experiments and getting 120 Shines will take you ages – you'll play this until the next Mario game!

ORIGINALITY
Water-pack is new, 3D platforming isn't – but then Mario invented it all to start with anyway!

ALTERNATIVE



The often ignored Mario brother made it to the GameCube first, but he didn't quite offer the same longevity as Mario himself.

LUIGI'S MANSION

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 7.6

2ND OPINION

MMM, SHINY! "Mario's first GC adventure might not make a massive leap from the N64 one, but when the game is as great as this one... well, who cares, eh? Buy this immediately!"

MARTIN

FINAL SCORE

9.6

EVERYTHING WE'D HOPED AND MORE. NINTENDO'S BACK TO SHOW HOW GAMES REALLY SHOULD BE MADE.

Night Of The Living Dead

CUBE
INFORMATION

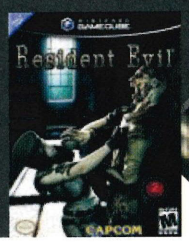
RESIDENT EVIL	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£44.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- HAIR-RAISING ACTION
- STUNNING GRAPHICS
- GRUESOME ENEMIES
- ALL-NEW AREAS AND PUZZLES

RELEASE DATES

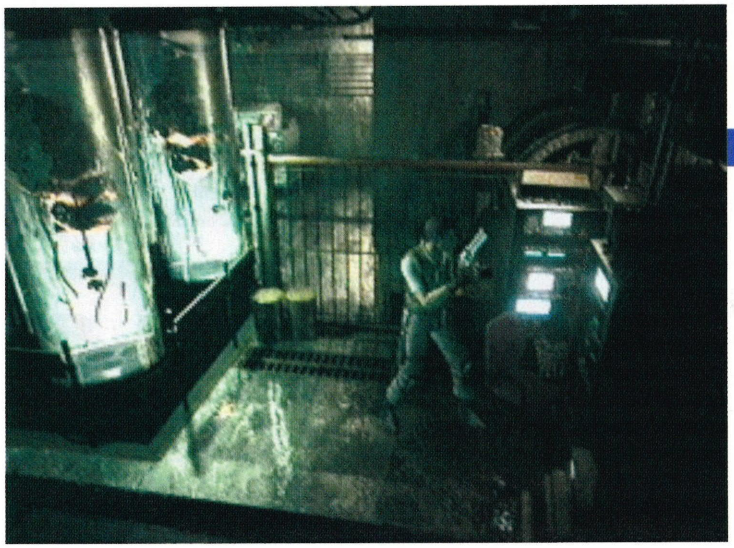
13 SEPT	OUT NOW	OUT NOW



CUBE STAR GAME

"DO YOU THINK YOU KNOW WHAT FEAR IS? YOU HAVE NO IDEA UNTIL YOU'VE PLAYED THIS GAME..."

RESIDENT EVIL



Ever had chunks of flesh dropping from your rotting corpse? Shame...

YOU CAN ARGUE that Sony diluted the videogames market with the PlayStation brand – heralding the birth of 'casual' gamers, graphics over gameplay and the 10:1 ratio of pap to quality don't help the defence; but you can't deny that the polygon-driven console was responsible for a new slew of genre possibilities. *Resident Evil* was one of these. Yes, Alone In The Dark came first but RE rewrote the third-person adventure script. The series may have gone downhill since the original, but that doesn't matter – it's the original game that Capcom has decided to revive for the GameCube.

Hang on – why should we be happy that an aging adventure game is coming to our system? Well, technically it isn't, it's just the general story. Minami-san and his team has gone completely over the top and rewritten the entire game. New plot, new puzzles, new rooms, new enemies... the result is arguably the best-looking game on the GC. So yes, you we're happy Capcom is bringing us *Resident Evil,* and even happier than *RE 0, 2, 3, Code: Veronica* and *4* are in the works exclusively for GameCube.

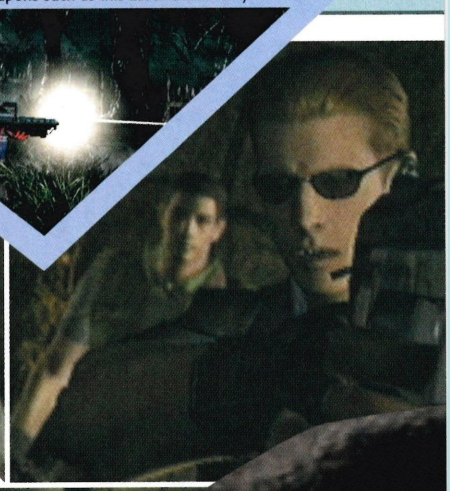
Do you think you know what fear is? You've no idea 'til you've played this. Sofas at the ready – we're going in!

FOR YOUR EYES ONLY

STARE INTO THE FACE OF EVIL

Capcom has managed to come up with unbelievably real main characters and enemies. Even the smallest detail, ie badges, straps and embroidery is modelled in full 3D. We doubt that we'll ever see anything more advanced than this on GameCube. The scariest part has to be the eyes. When Barry, Jill or Chris look around you can see their eyes moving in their sockets. It's decidedly unnerving. Some of the enemies have also been bump-mapped to give them a scaly, manky look. You can almost smell their stench just by looking at them.

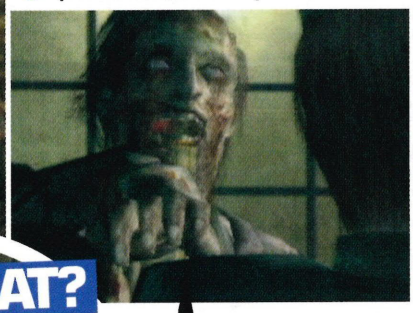


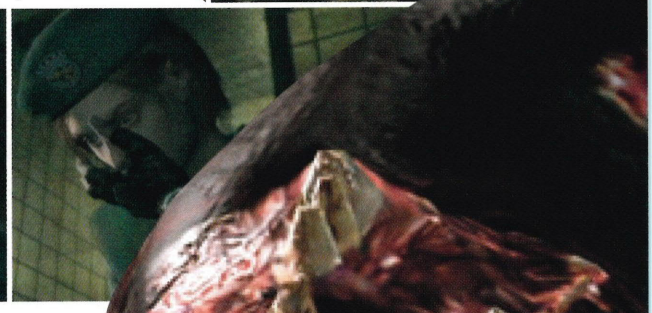


HIT ME WITH THOSE LASER BEAMS: Completing the game under certain conditions will earn you special weapons such as this Laser Gun. Toasty!

Could this gun be any more realistic? Don't think so, do you? Mmmm, it makes you want to stroke your GameCube.







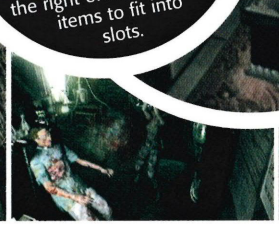
YOU WHAT?

PUZZLING STUFF

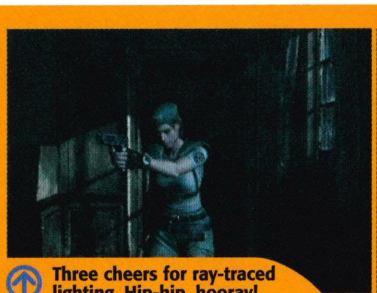
The puzzles in *RE* haven't become any more innovative over the years and consist of things like hitting switches in the right order or finding items to fit into slots.











Three cheers for ray-traced lighting. Hip-hip, hooray!

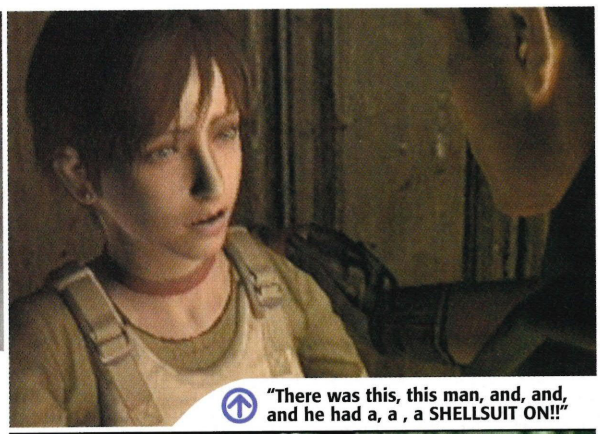
LEAVE A LIGHT ON FOR ME

DEEP INTO THAT DARKNESS PEERING, LONG I STOOD THERE WONDERING, FEARING...

The lighting in *Resident Evil* is amazing. Standing in a darkened corridor being able to see nothing is disconcerting to say the least. All of a sudden lightning will flash outside and the room will be flooded with light for a split second enabling you to see the silent zombie in the corner.

All of the candles cast their own, dancing shadows – indeed, some of the puzzles involve lighting them so that you can search a room. You'll even want to swap your gun for a torch...



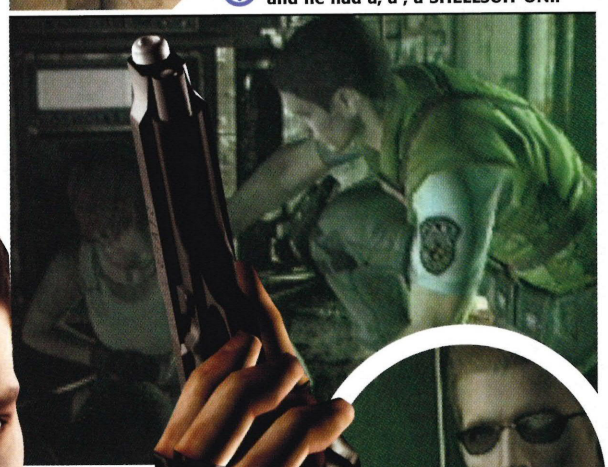


"There was this, this man, and, and, and he had a, a , a SHELLSUIT ON!!"

DRAMA QUEENS

CONVINCING PERFORMANCES FROM THE CAST

Any fan of the original will tell you how disjointed and cheesy the original script was and you'll be pleased to hear that the entire thing has been re-written and re-recorded. There's still a faint whiff of fromage in there, but it's miles better than it used to be. The characters' lips now synch up well with the voices and the whole thing is so much more believable than it was before. There is also a fair bit more body expression to go with the script, which makes a change coming from the standard 'raise your arm and point occasionally' school of acting.

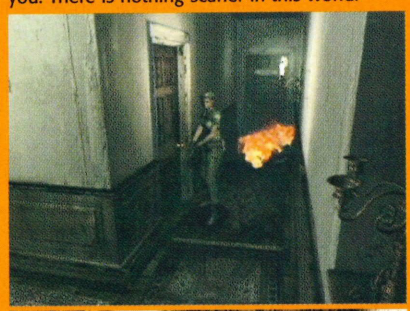


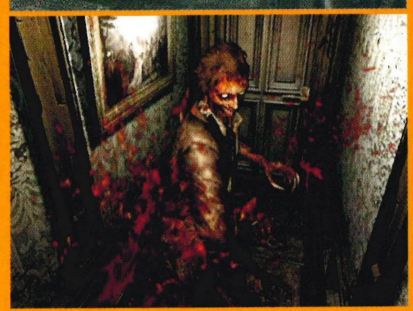
"NOT ONE OF THE CUBE TEAM WILL PLAY THIS ON THEIR OWN, IN THE DARK – WE JUST CAN'T DO IT!"

BURN BABY BURN!

ZOMBIE INFERNO

Minami-san's team obviously decided that the original was a little easy in the early stages of the game, so they added a little distraction. Previously downed zombies would stay down if you shot them enough times. This time though, there are only three ways of keeping the zombies down. You can either pop their heads off with a close-range shot from the shotgun (or larger weapon), stamp on their heads (if they grab your leg) or you can incinerate them. If you finish of a zombie without applying these three methods the said foe will soon return in Crimson form. Four times as fast and sporting foot-long talons, these guys will sprint after you. There is nothing scarier in this world.





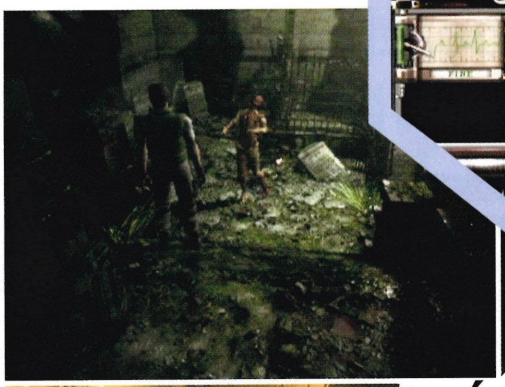
COMMENT

For those of you who are new to the land of Survival Horror, *Resident Evil* is a third-person adventure set in a seemingly deserted mansion. Assuming the role of a member of the elite S.T.A.R.S. police force, you have to figure out what the hell is going on in Racoon City. You soon discover that the bizarre murders of recent weeks are down to some sort of genetic mutation, which brings the dead back to life. There you go, storyline in a nutshell!

It's very difficult to recreate fear. The emotion shares a borderline with hilarity but *Resident Evil* manages to stay well away from the latter. Looking back it's hard to imagine why we were so scared by what now looks like a very rough game. Thank goodness then that the GameCube version has suitably upgraded graphics. Despite looking real, most of the backdrops, walls and items are 2D pre-rendered backdrops. This has allowed the developers to concentrate a huge chunk of the polygon count to the characters and enemies, hence the reason why the quality of Jill, Chris and Rebecca probably won't be bettered on the GameCube for a long time. Everything in the game is so real. Texture distortions have been used to fool you into thinking that water is flowing and grass is blowing in the wind. The developers have been so clever with the lighting and the result is an environment that looks like it has been modelled in full 3D.

Aside from the graphics there is another significant aspect to the fear factor – the feeling of the unknown. With the original you had no idea what was around every corner. How can the remake possibly scare you if you know what's coming. The answer is that you won't know what's coming. Capcom has very







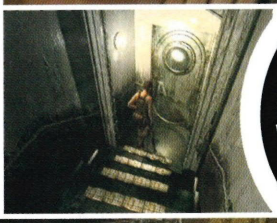
DROP 'EM!: Your inventory space is limited, so you may have to store items in chests in order to pick up extra ammo etc.

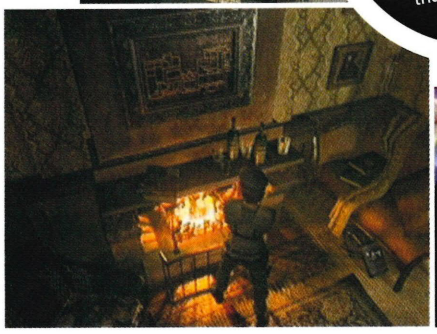
Cameras are placed for heightened fear factor. What the hell was *that*?

"HERE BOY"

CANINE FUN

A brand new intro movie has been made to replace the live action footage from the original. Eeeeuuww, could those dogs drip any more than they are right now?









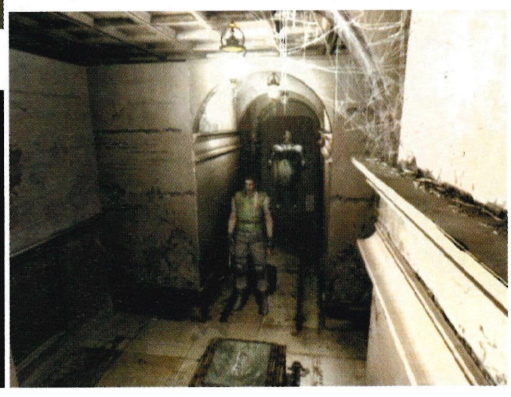
Fallen zombies are just asking to have their heads caved in. He-he!



DÉJA VU?

BEEN HERE BEFORE SON? IT'S DOUBTFUL

Some of the areas in the mansion have been kept for the remake but as well as additional rooms there are some areas that are completely new. A graveyard, a woodland path, new balconies – even the standard puzzles have been changed and the rewards swapped so that you have no idea what to expect next even if you're familiar with the series. It's in these new areas that the team has really gone to town on the graphics, using reflection effects on the water and distortion effects for the swaying grass.



cleverly redesigned the game so that there are very few incidences that are identical to the first game. We won't mention the changes here because that would just ruin it for you. We want you to dump your load just like we did. Suffice to say this may as well be a completely different game.

The percentage of the game made up of completely new areas is massive. Naturally there are puzzles to go with these areas. But what of the enemies? If you've played the original you'll already know that the Hunters are the top dogs, right? He-he, don't fool yourselves – there are brand new enemies in the depths of Umbrella's lair and they will paralyse you with fear.

There are some people out there who will not be able to play *RE*. We kid you not – not one of the CUBE team will play this on their own, in the dark. We just can't do it. Even when we're surrounded with certain safety and with the light switch within whacking distance, the bravest of warriors will still find this a most challenging task. Gulp!

You could always argue that the PlayStation control scheme drags the game back to the 32-bit days, but we think that it adds to the tension. Turning 90° only takes half a second but it will be the longest half-second of your life when you hear a Crimson Zombie legging it down the corridor.

You MUST experience *Resident Evil*. Swoon at the graphics, cringe at the gore and prepare your nerves for the ride of their lives. *RE* is not recommended for folks of a nervous disposition but if you love games and love your GameCube, you owe it to yourself to have this game.

CHANDRA

CUBE VERDICT

RESIDENT EVIL

ITCHY, SCRATCHY... MUST, CHEW, ARMS OFF...MMMM...

VISUALS
A glorious cocktail of mouldy textures, dripping corpses and lighting... ooohh, the lighting...

AUDIO
Goes bump in the night. Bowel-churningly sinister squelches, screams and orchestral scores.

GAMEPLAY
At times you'll switch the game off with fear but five minutes later you'll be straight back!

LIFESPAN
First time, it'll last you 15-20 hours. Each character has their own story too for even more gaming.

ORIGINALITY
Hardly original but who cares? We're not looking for originality – we just want to be scared witless.

ALTERNATIVE

An adventure that will drive you utterly insane. Compelling and spine-tingling, but in a totally different way to *RE*.



ETERNAL DARKNESS

Format: GameCube **Reviewed:** Issue 9 **CUBE Rating:** 9.5

2ND OPINION

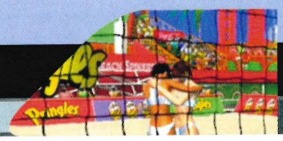
UUUHHHHH! "Not thinking of getting this? Then you're obviously a bit mental. If there's any justice in the world, this'll shift a ton of GameCubes all by itself. Go to the shops, NOW!"

MARTIN

FINAL SCORE

9.5

THE FIRST 'MUST HAVE' PAL GC TITLE SINCE ROGUE LEADER. YOU OWE IT TO YOURSELF TO HAVE THIS GAME.



Sets on the beach, anyone?

BEACH SPIKERS

CUBE INFORMATION

BEACH SPIKERS	
PUBLISHER:	SEGA
DEVELOPER:	AM2
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	3 BLOCKS

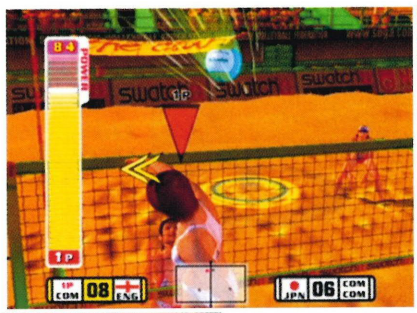
STATS

- UNIQUE WORLD TOUR MODE
- 16 TEAMS TO CHOOSE FROM
- TRAIN YOUR OWN PARTNER
- MADCAP MULTIPLAYER ACTION

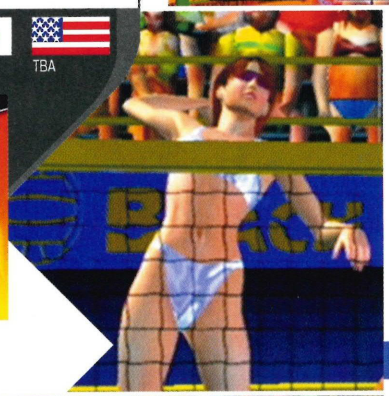
RELEASE DATES

06 SEPT '02	OUT NOW	TBA













SCORE!

LAY ON FIVE

Every time you successfully score a point, you'll get a scene of your players celebrating by either high-fiving, hugging or... err, rubbing their heads together. Er, right.

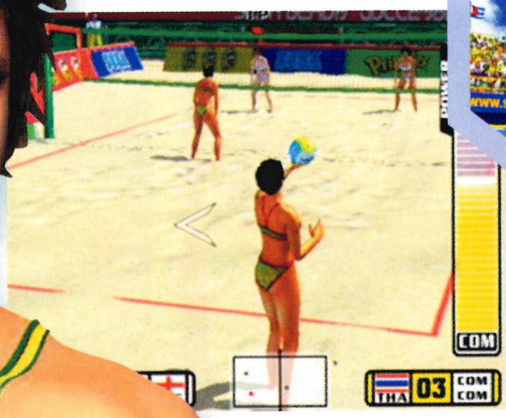
Need a sports game with something new? Then try this – it's got sand, balls and a whole lotta ladies...

WHEREAS THERE ARE plenty of developers out there who like to concentrate on producing videogame versions of the 'popular' sports (you know... soccer, basketball, F1 and the like), not many attempt to pick up what can only be described as niche sports and bring them to the gaming masses. Still, at least SEGA – one of the most innovative and daring developers of the day, we reckon – have the balls to try something a bit different. First, it took the Dreamcast by storm with the *Virtua Tennis* series (arguably one of the best sports games around at the time) and now it's looking to do it all over again with... a beach volleyball game? Is this right? Nah, you're having a laugh...

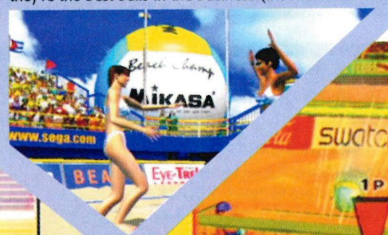
Well, say what you like about it but we kid you not – *Beach Spikers* is, as far as sports games goes, damn good fun and another fine example of arcade conversion from SEGA. Forget all the complicated moves and controls offered by the more simulation-based sporting titles available today; this is arcade sport at its best. Much like *Virtua Striker 3* is a simplified version of football, so *Beach Spikers* is a basic version of beach volleyball; two players to a team, two buttons to use and 15 points between you and victory. Now if only the game came with some actual live bikini-clad ladies to cheer you along, it'd be the best game ever...

"MAKING DECENT GAMES OUT OF OUTLANDISH OR NICHE MARKET CONCEPTS IS A GIFT THAT SEGA SEEMS TO BE POSSESSED WITH"





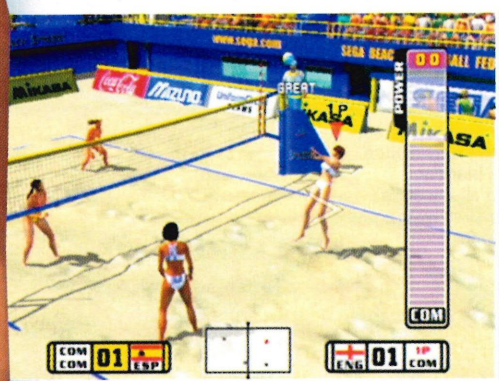
MIKASA, SU CASA: Like real life beach volleyball, all the balls in the game are Mikasa-branded ones – apparently, they're the best balls in the business (much like our own)



IN THE ZONE

IT'S A LOT EASIER TO PLAY THAN IT IS TO EXPLAIN...

So, Beach Volleyball... Know much about it? Didn't think so. It's a very simple sport to understand. Teams of two play against one another, with each team getting three alternating hits of the ball to make it touch the ground on their opponent's side of the net; believe us, you'll get it once you see it! Just like real beach volleyball is easy to grasp though, so is *Beach Spikers*... in theory, anyway. The Analogue Stick moves your player around, while which one you control is dictated by whose turn it is to hit the ball. The A Button is the regular power button, used for most receiving hits and big spikes while the B Button is a weaker strength for faking out your opponent and scoring sneaky points. The rest is easy – any time the power gauge appears, you have to stop it as the highest point possible and if it's your turn to receive the ball, you need to move as close to the middle of the marker as possible before attempting to hit the ball. Of course, much like all sports games *Beach Spikers* requires a bit of practice before you can become really good at it...



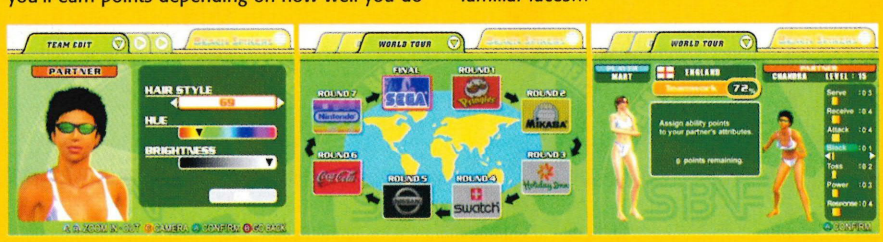


AROUND THE WORLD IN EIGHT TOURS

FANCY A CAREER AS AN INTERNATIONAL BEACH-BUM?

On top of the basic game modes, *Beach Spikers* offers a new World Tour – a variation of the Arcade mode that gives you the chance to create your own team and train your own computer-controlled partner. First you need to create two players; this is done by picking out different hair, faces and uniforms from the selection on offer.

What's more, you can unlock new parts by completing the other various modes in the game. Then it's onto the tour itself – eight different tournaments for you to compete in, each tougher than the last. As each tournament progresses, you'll earn points depending on how well you do that can be spent on improving your partner's skills; they start off at zero, so you'll find yourself losing quite a bit to begin with. You can also work on your teamwork rating by giving your partner pep-talks during time outs – you have to praise, encourage or criticise her depending on her performance to make it go up, but get it wrong and you'll only make things worse. You probably won't do well first time round, but once the tour ends you can start a new one with the same partner; if you make it all the way to first place, you might just end up playing some familiar faces...



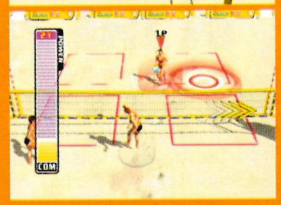


SMALL BUT PERFECTLY FORMED... NEARLY

In true SEGA style, *Beach Spikers* comes with a number of multiplayer mini-games for you to have a go at when you're taking a break from the volleyball. Unfortunately though, this isn't exactly *Super Monkey Ball* and as such, only one of the three games on offer is actually any fun, even in the short-term. A bit of a shame that, but you can't win 'em all...







BEACH FLAG

No balls here, just flags. From a face-down position on the sand, you have to hammer the A Button to sprint along the course and then dive for the flag at the end with the B Button. There's a semi-final and then final, but it's not exactly the most fun game ever.

BEACH COUNTDOWN

The best game available – it's a version of Hot Potato. The Bomb ball has a set number of points and hitting it in different ways removes one, two or three moves from the counter. Whoever strikes it when the counter reaches zero loses... and gets blown up. Ouch.

BEACH PK

The beach volleyball equivalent of *Virtua Striker 3*'s Penalty Kick contest – the ball is thrown up and you've got one spike to smash it past the opposing 'goalie' into the marked zone. There are several different types of zone available, just for variety.

IN-HOME TUTITION

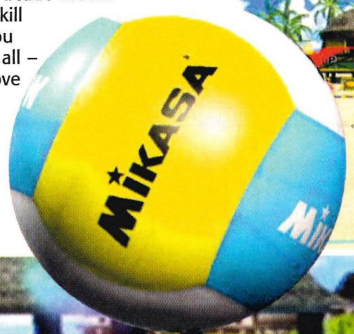
SEASON YOUR SANDY SKILLS

Having problems getting to grips with the incredibly obvious controls? Well, don't panic – it's actually not as easy as it looks to do well at the game, despite being designed to be simple to get into. That's where the rather comprehensive Tutorial mode comes in handy; offering training examples of everything from basic serving and receiving to more difficult attacking and blocking techniques, you'll soon be able to grasp all the skills necessary to become good enough to win at least a few games in the World Tour and Arcade mode.

There are five stages in each skill category for you to pass, so you really should try to pass them all – not only will it help you improve your skills and make you a better player, but completing everything (even the 'Tips For Winning' sections) will unlock some new accessories and parts for the creation section of the World Tour mode.











DANCE, GIRL!

DON'T I KNOW YOU?

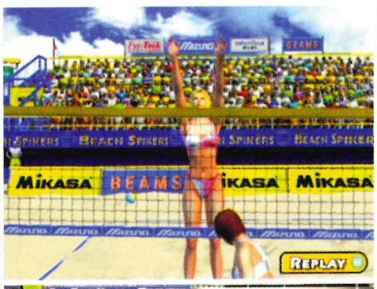
There are plenty of goodies to unlock by completing various stages and modes – there are even secret characters to create, like *Space Channel 5*'s Ulala...



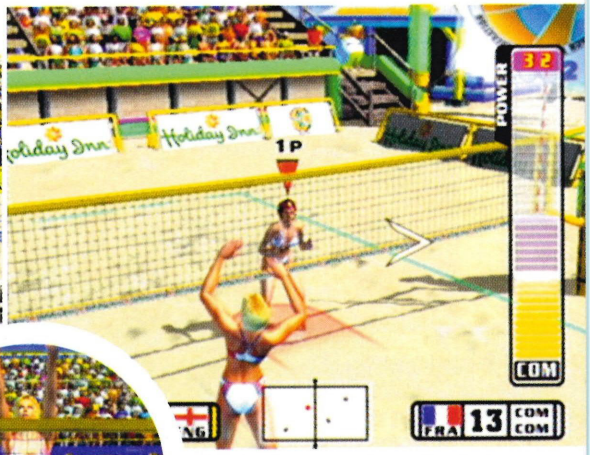
COMMENT For some reason SEGA has the knack of being able to create spiffing games out of even the most niche market or idea... after all, who'd think that shaking maracas, lassoing animals or guiding a monkey in a ball would be so much fun? Not us, that's for sure – but then, that's a natural ability that SEGA's many different development teams seem to be possessed with. That's why when it announces a GameCube version of an arcade game based on beach volleyball that sadly passed many people by... well, we can't help but sit up and taking notice.

Beach Spikers is really rather nice indeed. It's not a deep simulation or another attempt at a sport that's been done many times before – *Beach Spikers* offers good original arcade sports fun, all wrapped up in a rather lovely looking package. Visually, the game is impressive with some nice animation for the players, as well as having sand that moves and leaves imprints as your team runs about... as you'd expect from perfect arcade-to-console port. SEGA has made a number of additions to the basic arcade game to make it worthy of a home console – in this case it's the new World Tour mode (not quite as comprehensive in *Virtua Tennis*, but still good) and a full tutorial that'll teach you the basics of the game. The single-player experience is a good laugh – especially once you get the hang of training up a partner – although you might get fed up of playing on your own after a while.

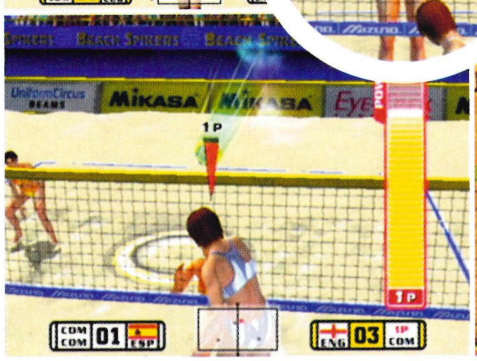








If you mess up the earlier shots, you'll get a weaker spike attempt.





AS GOOD AS THE REAL THING

Not seen real-life beach volleyball? Luckily, we're here to help; having recently been to see the 2002 FIVB Women's World Tour in Rhodes, we can assure you that *Beach Spikers* compares rather favourably to the real thing (and believe us, it was very hard work watching pretty female athletes in bikinis battle for the $22,500 prize). Nevertheless, we're sure that the one question on everyone's mind is 'How well would real life beach volleyball players do at *Beach Spikers*?' – that's why we got hold of the Greek and French teams and put them to the test on the game. The result? Rather surprising; the Greeks (who went out in the first round) picked up *Beach Spikers* really quickly and were soon winning, while the French (who thrashed the Japanese earlier) were... crap. Goes to show that even if you're a loser in real life, you can rule at videogames... we doubt the Greeks took much consolation from that, though.



"GET SOME MATES ROUND TO BE LADIES FOR THE EVENING TO HAVE MORE FUN THAN YOU MIGHT'VE THOUGHT POSSIBLE"

However, there is one respect in which *Beach Spikers* is just like all other sports games – while it's quite enjoyable played on your own, the whole thing really comes into its own when you've got some mates round to play against. While the computer AI does seem to vary from 'inanely stupid' to 'impossibly skilled' at times during the single-player modes, playing with friends (especially in a full-on two-on-two game) is a perfect example of how a sports game doesn't have to be overly complicated or feature tons of moves to be enjoyable. Sadly, it's also in the multiplayer mode that *Beach Spikers* manages to falter slightly thanks to the rather lacklustre selection of mini-games that have been added to the mix. We're all for trying to do something different with a concept to inject some variation, but when all that you get is a few rather dull mini-games... well, we rather wish they hadn't bothered.

That said though, the game is a great addition to the GameCube's library. In the same way that *Virtua Tennis* brought a breath of fresh air into the slightly stale sports market on the Dreamcast, so too does *Beach Spikers*... although not quite to the same extent that *Virtua Tennis* did. While tennis can still be considered to be a mainstream sport it's doubtful that beach volleyball will ever receive the same adoration – that's why we doubt that *Beach Spikers* will do as well as perhaps it deserves to. Even if you've got your doubts about the game though simply because it's beach volleyball, give it a try... we think you'll be more than pleasantly surprised.

MARTIN

CUBE VERDICT: BEACH SPIKERS

A SIMPLE GAME THAT'S MORE ENJOYABLE WITH FRIENDS

VISUALS
Lovely. Animation of the girls, the great stadiums and the moving sand... exactly what we want!

AUDIO
Generic, even by sporting standards. At least the shouts of encouragement during play are a laugh.

GAMEPLAY
Easy to pick up (only two buttons to learn) but tough to master, just like real volleyball... maybe.

LIFESPAN
Arcade mode is insanely short and World Circuit is good, but multiplayer options are 'where it's at'.

ORIGINALITY
Has there ever been a decent beach volleyball in the past? We don't think so... but there is now.

ALTERNATIVE

SEGA's previous attempts at 'non-football' sports games have also been rather good... like this one, for example.



VIRTUA TENNIS 2

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

2ND OPINION

SPIKE! "Not one of SEGA's best attempts ever, but still a jolly bundle of laughs in multiplayer mode. It's just a shame that the one-player is a little on the shallow side in comparison..."

CHANDRA

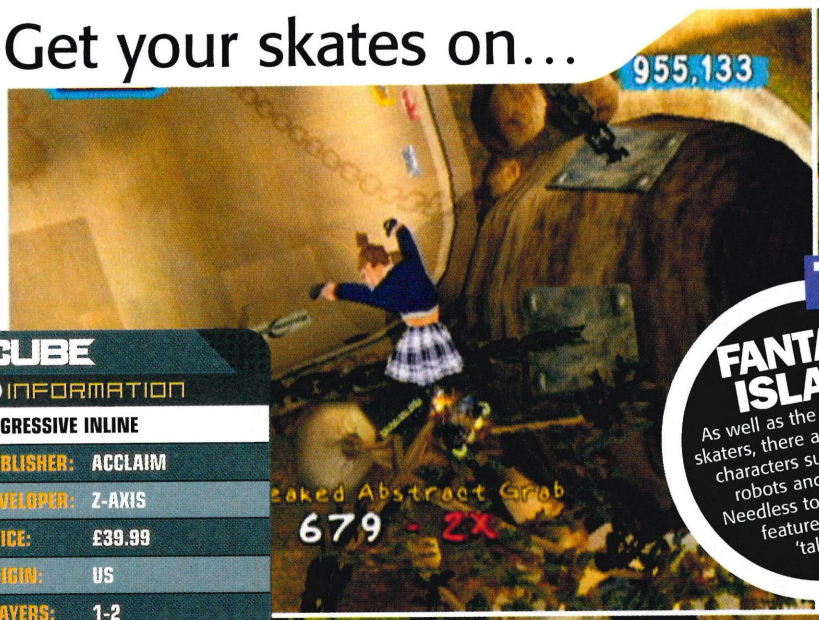
FINAL SCORE

8.0

A CRACKING NICHE SPORTS GAME, BUT WE DOUBT THAT EVERYONE WILL RUSH OUT AND BUY IT AT ONCE.



Get your skates on...









THE TALENT!

FANTASY ISLAND

As well as the famous Inline skaters, there are other fantasy characters such as pirates, robots and pretty girls. Needless to say, the ladies featured are quite 'talented'...



CUBE INFORMATION

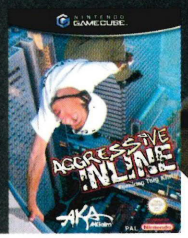
AGGRESSIVE INLINE	
PUBLISHER:	ACCLAIM
DEVELOPER:	Z-AXIS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	57 BLOCKS

STATS

- TEN DIFFERENT SKATERS
- SEVEN MASSIVE STAGES
- TONS OF GOALS AND MISSIONS
- CREATE YOUR OWN SKATE PARK

RELEASE DATES

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CUBE STAR GAME



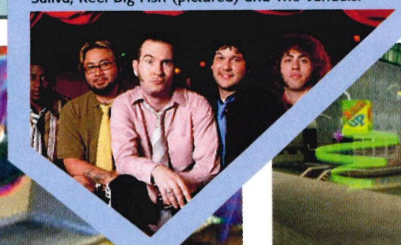


Look out, Tony Hawk – the Inline skaters are here and they're right on your ass...

AS THE SAYING goes, "Imitation is the sincerest form of flattery"... although when it comes to the games industry, that's hardly an excuse for developers to churn out the same games year after year. Of course, there's out-and-out copying and then there's improvement on a theme – while some companies can be accused of playing it safe by simply sticking to what they know, others are constantly looking for new ways to take something that's great and make it even better. The result? Usually a game that manages to break the mould and become the best of its kind. But when that game already exists in a genre, what chance have all the other developers got, eh?

Given that the competition out there for extreme sports games is pretty tough (across all videogame platforms, not just on the GameCube), *Aggressive Inline* has a lot to prove. With *Tony Hawk's Pro Skater 3* currently revelling in glory as king of the genre, coming up with something better is a mammoth task... especially as no-one else has managed to best the *Tony Hawk* brand so far. However, it looks as though the days of the Hawk are numbered because finally, Acclaim have managed to work out exactly how to beat Activision at its own game. Believe us – if the next instalment of the Tony Hawk series wants to be better than *Aggressive Inline*, it's going to have to live up to an awful lot of expectations...

AGGRESS



ROCK THE PARTY: The rather excellent music in *Aggressive Inline* comes from bands such as POD, Saliva, Reel Big Fish (pictured) and The Vandals.

Lucky skate spectators gazing upwards can see... some tricky grinding! What did you think, ya pervs?







TURN UP THE JUICE

AIN'T NO NEED TO WATCH THE CLOCK!

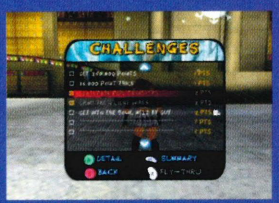


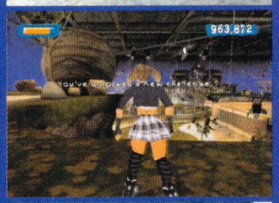
No, your eyes aren't deceiving you... there really is no time limit in *Aggressive Inline* to limit how far you can go into each level on a single run. Instead, it's been replaced with the Juice Meter – something that, while looking strangely reminiscent of the Special Bar in *THPS3*, actually dictates exactly how long you get to play the game for. You see, the Juice Meter slowly empties as you skate around each of the levels; to top it up, you have to either perform some tricks (the better the trick, the more juice you'll recoup) or collect one of the Juice boxes that litter the level (although these are limited and so must be used sparingly). Fill your Juice Meter up to the top and you'll go into overdrive, giving you the ability to skate faster, perform special moves and perform better all round. However, falling over, not doing any tricks or generally being crap will see your Juice Meter empty completely and lead to the game ending – of course, you can continue at the cost of 100,000 points but if you're looking to reach those high-score challenges, it'll mean setting yourself back a long way...

HOW MANY CHALLENGES?!

GRINDING ON AND ON!

The *Tony Hawk* series might have been seen as the innovator of the mission-based sports game, but even that had its limits – with each level in *THPS3* only offering a measly nine challenges, you can whiz through a majority of the game relatively quickly. In an effort to prevent this from happening with *Aggressive Inline*, developer Z-Axis has literally gone crazy with the number of challenges on each stage (with up to 60 different ones on a single level), as well as making sure that most of them are as varied as possible. There are various kinds of challenges to complete – everything from basic score tasks and serial grinds to performing stunts for the camera. These can either be discovered by checking out the challenge markers dotted around the levels or completing other challenges which then alter the level in some way and therefore present new tasks. For example, grinding the pigeon ledges in the Civic Centre stage causes a massive truck crash, creating a new ramp that can be used to reach a higher platform... there are loads of these tasks throughout the game, so you'll need to be prepared for anything!











Mastering the rather tricky Pole Spin is the key to high-flying success...

"FOLKS, WE HAVE A NEW CHAMP – AGGRESSIVE INLINE IS QUITE SIMPLY THE NEW MACK DADDY OF EXTREME SPORTS GAMES"

IVE INLINE





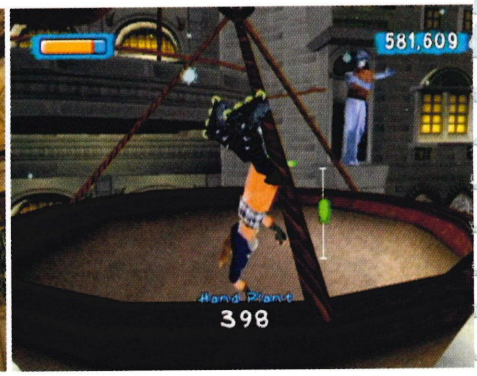
THE KEY TO SUCCESS

IT'S A LOCK-IN, CHAPS... BUT YOU NEED TO BREAK OUT!

When you initially start playing *Aggressive Inline*, the first thing you'll probably notice is just how huge the levels are – each of them is spread out over a massive playing area and can take a long time to completely explore. However, you'll notice that located around the stages are doors that just won't open; highlighted by giant padlocks that spin in mid-air, these are entrances to secret areas that offer even more challenges and places to explore. To open these areas, you just have to find the relevant key to each padlock... but it's not as easy as just hunting around for it on the same stage. Instead, each key is hidden on a different level and requires a fair amount of work to reach – especially if that key is hidden in a secret area itself. For example, finding the Movie Lot key requires the unlocking of two other secret areas... not exactly what you'd call easy, is it?







COMMENT Now, before we even start, let's get one thing perfectly clear – comparisons between this and the *Tony Hawk's Pro Skater* series are both inevitable and necessary. With Neversoft's groundbreaking game being the genre leader since the original in 1999 (along with similar games like *Mat Hoffman's Pro BMX*), many developers have tried to replicate the things that made the *Tony Hawk* game so great... sadly, without much success. Still, there's always a first time for everything – after all, even the greatest games become yesterday's news eventually. We didn't think that it'd happen so soon though...

Yes folks, we have a new champion – Aggressive Inline is quite simply the new Mack Daddy of extreme sports games. Think what might happen if *Tony Hawk's Pro Skater 3, Dave Mirra Freestyle BMX 2* and *Jet Set Radio Future* all settled down and had a baby together... that's *Aggressive Inline*. Sure, it might have pinched ideas from every other extreme sports title on the market today and used them to create something a bit different, but that's not important. What's important is that everything *Aggressive Inline* attempts, it does with style, polish and above all (for want of a better phrase) complete overkill. The fact is this – what *Tony Hawk* does in moderation, *Aggressive Inline* goes totally overboard with. You want levels so massive that it'll take you ages to explore each one? Then you'll have to play *Aggressive Inline*. You want around 30 or more challenges per level as opposed to just nine? Again, you'll want to be plumping for *Aggressive Inline* over anything else. You want totally new tricks, stunts and moves that can only be performed with inline skates? Then... well, you probably get the idea.

If you're looking for a direct comparison of how immense the levels and challenges are in *Aggressive Inline*, try this – going back to *THPS3*, we managed to complete all nine challenges on the first Foundry level in less than ten minutes. Having played *Aggressive Inline* for over three days, we still haven't got 100% of the challenges on the Movie Lot stage or unlocked the backstage area... and that's the first level. Dang.

Of course, with the levels in the game being so huge, you'd expect there to be some kind of fogging or clever way of hiding certain sections so that the GameCube

DA STUNT MASTER...

Not surprisingly, considering it's based upon a rather similar sport, *Aggressive Inline* features many of the tricks and moves that you can find in *THPS3*; you've got everything from grinds, flips and grabs to manuals, handplants and even special stunts. However, there are also a number of tricks that are totally new and come in very handy at certain points in the game...

THE CESS SLIDE

Similar to the Switch move in *THPS3*, the Cess Slide places your skater in a reverse skating position and allows for extra combinations in your tricks. You can also use this move when coming off ramps to keep trick combos going even further and rack up some massive points.

THE VAULT

Although exiting pipes and leaping over ramps is a simple case of holding Up on the D-pad, there's another more impressive way of doing it. Hold down the X Button as you hit a raised ledge or ramp and you'll vault over it with a somersault, offering all kinds of trick possibilities.

THE POLE SPIN

Working on both the vertical and horizontal kind, hold down the X Button to make your skater spin around using any nearby poles. You can perform a quick 180° turn using a vertical pole, while spinning from a horizontal one will give you some near-gymnastic abilities.

SKITCHING

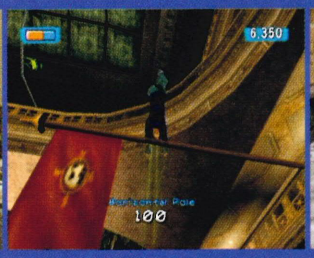
The easiest way to get from A to B in the fastest time... although actually getting the timing right can be a pain. By holding the X Button near the back of a moving vehicle, you can grab the bumper and go along for the ride... but be careful when you let go! Don't try this for real, folks...

THE BAIL

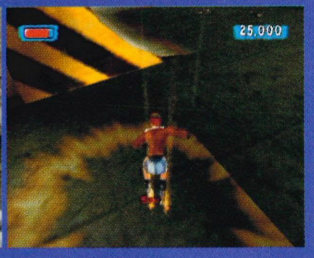
If you misjudge a jump, transfer or flip and find yourself falling off a ramp towards the ground at alarming speed, you can bail out of the move and set yourself up for a nice 'safe' landing. You'll need to hit that button quick though or someone's going to get hurt... and it'll be you!

















HEAD-TO-HEAD

FRIENDS LIKE THESE

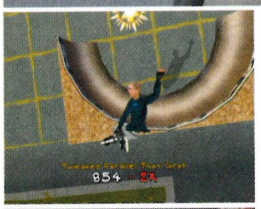
If skating around on your own gets a little bit tiring, you can always get some of your friends to join in the action for a little one-on-one thrash-about...



doesn't have to work as hard, right? Wrong – rather than trying to cheat and keeping massive stages split into smaller areas, *Aggressive Inline* lets you see everything from wherever you are. With each of the levels being set upwards as well as outwards, it's quite possible to climb up the highest point and get a bird's eye view of the surroundings... all without a single bit of pop-up, slow down or general lack of visual quality. What's more, graphics are detailed and wonderfully textured, as well as running at a constant 60fps. It actually looks like a next-gen game... could you ask for more?

To be brutally honest, we're more than a little shocked that *Aggressive Inline* has turned out to be as good as it is – coming from the developer behind *Dave Mirra Freestyle BMX 2* (which was good, but not incredible), it really is everything you'd hope for in an extreme sports game and a lot more. It's got more longevity than a lot of games today and offers a style of gameplay that we've loved since the original *Tony Hawk* game. Acclaim, we salute you; this is one GameCube title that you can more than proud of.

MARTIN







Often, the hardest-to-reach places need some expert grinding. Good views too!

PARK IT, SONNY

OR IT'LL COST YOU YOUR CAREER!

Not surprisingly, *Aggressive Inline* comes complete with its very own Park Editor – if you're feeling creative, you can use it to come with some totally new levels on which to bust your bones. It's totally comprehensive and very easy to use, although how much you'll actually use it is obviously questionable. However, the Park Editor isn't just tacked onto the end of the game – it's also an integral part of the Career mode as well. Several times during the game, you'll come across a challenge that requires you to either construct a new park or rearrange an already constructed one before attempting to reach a high score on it. It might sound weird and indeed, it'll take you a couple of attempts before you can get to grips with using the editor within a time limit, but it's certainly a nice inclusion and makes for an interesting challenge.

"AGGRESSIVE INLINE IS EVERYTHING YOU'D HOPE FOR IN AN EXTREME SPORTS GAME"



Captain Morgan the pirate dude wasn't much fun, but he sure made a good-ass bottle o'rum!

CUBE VERDICT

AGGRESSIVE INLINE

COME IN TONY HAWK... YOUR TIME IS UP!

VISUALS
Lovely graphics, a solid framerate that never dips and a draw distance that goes on for miles. Wow!

AUDIO
Featuring top-notch rock and rap tracks, this manages to easily compete with Tony Hawk.

GAMEPLAY
Incredibly addictive; with so many challenges on offer, you'll always want 'just one more go'...

LIFESPAN
Finishing all the levels completely will take you absolutely ages (and we really do mean ages).

ORIGINALITY
It's nicked lots of good ideas from other games, but it doesn't matter when the result is this good!

ALTERNATIVE

A really great SK8 game, but the slightly awkward control system and obvious slowdown issues annoy us somewhat.



TONY HAWK'S PRO SKATER 3

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 9.0

2ND OPINION

SKITCHIN! "It could've so easily been an Activision-style cash-in, but Z-Axis really has pulled out all the stops. This is the best extreme sports game on the market right now. Tony who?"

CHANDRA

FINAL SCORE

9.3

SHOCKINGLY GOOD, ESPECIALLY GIVEN THE STIFF COMPETITION – IT'S THE TOP SKATING GAME BY ANY STANDARD.

Requesting permission for a flyby...

CUBE

INFORMATION

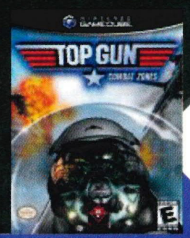
TOP GUN: COMBAT ZONES	
PUBLISHER:	VIRGIN INTERACTIVE ENT.
DEVELOPER:	DIGITAL INTERGRATION
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- 34 DIFFERENT MISSIONS
- FOUR DIFFERENT LOCATIONS
- EIGHT DIFFERENT PLANES
- LIVE MISSIONS AND TRAINING

RELEASE DATES

SEPT '02	TBA	OUT NOW





Turn right – or you'll be bombing goats!

TOP GUN: COMBAT ZONES

Has Titus been writing big cheques that its programming team can't cash?



PICTURE the scene: it's 1986, everybody's wearing grey-and-turquoise Reebok Classics, watching *The A-Team* (not ironically) and the NES had just been released in America to teach Yanks the way of the Mario.

At the same time, the 'classic' movie *Top Gun* came out with its heady mix of aerial dogfighting, motorbikes, schmaltzy snogging and soft-rock music blasting out of cinemas across the world. It was a bit light on the plot, but that made it perfect for a video game. So much so that eighteen years and three more Nintendo consoles later, yet another version is being made. Ironically though, consoles aren't ideally suited for plane games – the flight-sim is traditionally the preserve of the PC with keyboard buttons galore and gamers being impressed by realistic airflow physics and willing to endure seven-hour missions.

Still, *Top Gun* goes a long way to bring the glory home. It's fast-paced, leaving most flight-sims (including the sluggish PlayStation2 version) in its wake. It's easy to control with everything you need at your fingertips and, unlike many flight-sim games, it's easy to line up your sights and get the shot you need. Add to that plenty of weapons at your fingertips and you can have a lot of fun butchering anything and everything in your sights.

In terms of following the film things are a bit questionable. You can choose from Maverick,

ICH BIN EIN...

WHERE'S BERLIN?

We were gutted Eighties two-hit wonders Berlin don't croon *Take My Breath Away*. Still, Martin did karaoke for us: "Watching every motion in my foolish lover's game..."

GUNS 'N' AMMO

It'd be a pretty dull combat zone without any weaponry to play with, and *Top Gun: Combat Zones* doesn't disappoint with a hefty amount of high explosive ordnance at your itchy trigger-fingertips. Your standard weapon is a cannon that can be used to blast the holy daylights out of anything on land, sea or air. You have to get in close though, and whatever your shooting at isn't going to be afraid to fire back. So it's better to keep your distance and lock-on with missiles whenever possible (air-to-air or air-to-ground); failing that, you can always use your rockets or get up high in the sky and drop big ol' bombs on the bad guys.



BOMBS AWAY: One of the best bits isn't dogfighting but bombing. Take to the clouds and pan the view around to get a good view, then let 'em have it from a great height.

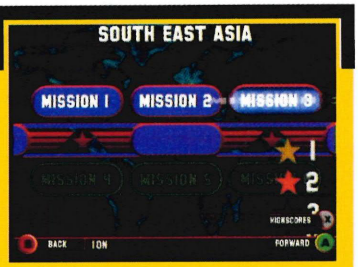


The Head-Up nature of the info display makes it easy to keep an eye on your stats.





ON A MISSION



As you'd expect, the game is split up into different missions – 34 of them – some live missions, some training at Top Gun itself (interestingly enough, the training missions actually come later in the game, as only the very top experienced combat pilots get to go to Miramar Naval School).

The missions themselves are tough affairs right from the start. You have several objectives and have to complete them in the right order or you'll immediately fail. You'll also get bounced out of the mission if you hit a friendly target or leave the combat area (not easy to avoid when you're afterburning around targets at the edge of the combat zone).

Iceman Jester or Viper and you start off flying the F-14 Tomcat and fly over Miramar. But that's about it – the rest of the game might just as well be any other flying game you can imagine. It's a bit of a waste of a good license.

There are plenty of niggling little faults that just bring it down a few thousand feet. Although it's easy to control it just doesn't feel 'plane-like' (for want of a better term,) your plane doesn't so much float as much as grip the air like a car. Though blowing apart planes and tanks is a lot of fun, the missions can be infuriating at times with one slightest mistake bouncing you out right of the game completely. Even leaving the playing area means you fail your mission (unlike just about every other flying game where you're automatically turned around.)

On top of all this, the graphics vary wildly from very nice, – when you're up high on a bombing run; to absolutely horrible when you get near the ground – what the hell are pop-up graphics doing on a GameCube? Ultimately *Combat Zone* is far too unexceptional for its own good and has none of the spectacle of *Star Wars Rogue Leader* (the only game close enough to really be considered competition). Having said that, there aren't any other GameCube plane games to choose from, so if you're desperate to take to the skies in a Tomcat, then this is certainly the game for you.

MARK

"YOU CAN HAVE A LOT OF FUN BUTCHERING ANYTHING AND EVERYTHING IN YOUR SIGHTS"

CUBE VERDICT

TOP GUN COMBAT ZONES

FAST AND FUN FLIGHT-SIM THAT'S ANNOYING AT TIMES.

VISUALS
Spectacular when you're up high, but shoddy when you get close to the ground.

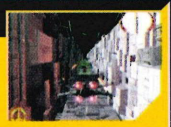
AUDIO
A bit of speech and some nice whooshes from the engines. Where's the movie music though?

GAMEPLAY
Good fun when you're on a roll, but it's far too easy to fail a mission through one simple mistake.

LIFESPAN
With 34 different missions and a tough difficulty setting, it'll keep you busy for a long time.

ORIGINALITY
Hardly *Pikmin* in terms of innovation, but if you want a plane game then this is the only GC option!

ALTERNATIVE



Arguably the best shooter you can buy on any console – with fantastic visuals and amazing sound. Knocks *Top Gun* for six.

ROGUE LEADER

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 9.1

2ND OPINION

TAILHOOK! "I'd dispute the use of the 'S' word! MS *Combat Flight Simulator 2* started me on PC-based WWII carrier ops – now I'm a Pacific veteran! This is a just-adequate arcade flyer, nothing more."

MATT

FINAL SCORE

6.9

WOULD BE AVERAGE IF THERE WERE ANY OTHER FLIGHT GAMES THAN ROGUE LEADER TO COMPARE IT WITH.



"Elf needs food … Badly!"





GAUNTLET DARK LEGACY

CUBE

INFORMATION

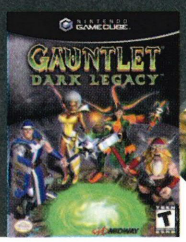
GAUNTLET DARK LEGACY	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	8 BLOCKS

STATS

- HIDDEN CHARACTERS TO REVEAL
- EIGHT REALMS TO EXPLORE
- BOSSES, POTIONS, POWER-UPS
- FOUR-PLAYER CO-OPERATION

RELEASE DATES

OUT NOW	TBA	OUT NOW







Midway now have the cheek to try selling us a port of an ageing PlayStation2 and N64 title – "I've not seen such bravery!"

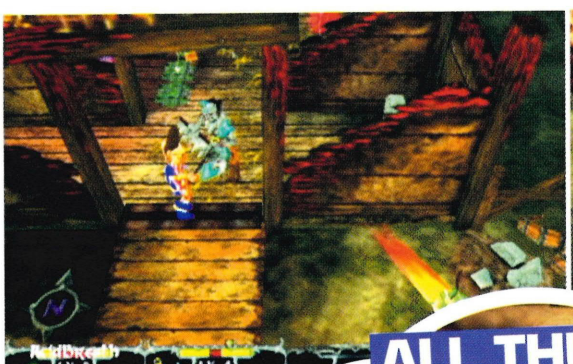
BACK IN 1985 when stonewashed jeans were tight, poodle perms were big, and dog crap was mysteriously white, undisputed arcade classic *Gauntlet* packed out the videogame arcades globally.

Remembering the simplicity of the original, we were intrigued to see any new additions. For starters, what used to be top-down is now an isometric viewpoint; next, there's a Block And Run function; thirdly, there's a two-player Combo attack, and this time round for the vast bulk of the game we get (as well as hack-'n'-slash) some slash-'n'-hack. So, if you've ever played *Gauntlet* then you'll have pretty much expected this approach anyway. In *Dark Legacy,* as with all *Gauntlet* incarnations, after picking from a range of characters (there's an initial eight), you plunge straight into the action. From this point on the grunts, gargoyles, other assorted adversaries (not to mention Death himself) relentlessly do their best to separate your breath from your body. Your task (more aptly described as a chore) is to trawl the eight linear levels, destroy anything that moves, collect keys, crystals, and slay bosses. You'll need to outwit the artificial intelligence of enemies (face them and press a button) and tackle the puzzles (walk into a switch). Perhaps most challenging task of all is finding the willpower to keep playing…

On the plus side, playing with four players is initially reasonable, but how you persuade your mates to keep playing after an hour is your problem. They certainly won't be staying for the visual fireworks. As you can see from the screenshots, the graphics with their dingy, ill-formed presentation perfectly complement the uninspiring factory-line production of ever-similar enemies. Worse, everything moves with stunted animation reminiscent of characters in a flick book (a flick book that's missing many of its pages at that). So, marry all these hefty shortcomings to the brain-sapping gameplay, and we end up with a game that looks just as mundane as it feels to play. How disappointed are we?

BYRON

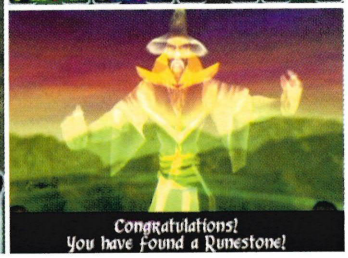
"EVERYTHING MOVES WITH THE STUNTED ANIMATION REMINISCENT OF CHARACTERS IN A FLICK BOOK"





A BIT DEATH: Best character? It's got to be Mr Reaper. Appearing in both black and red, he lives up to his name and does his best to snuff you out. Nasty.





Congratulations! You have found a Runestone!

You'll need to be a bit closer together than this in multiplayer to pull off a Combo attack.

ALL THUMBS

SMASH TV

Dark Legacy borrows a control style from another 'legacy' arcade antique. Yep, you're able to configure the analogue to move and the C-Stick to aim. Nice.

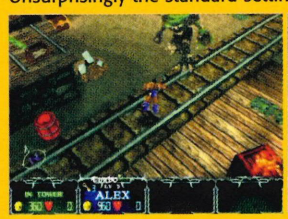




A PlayStation emulator on your GameCube? You'd think so from the jerky last-gen visuals.

'REMEMBER, DON'T SHOOT FOOD!'

In a way the original *Gauntlet* can be seen something of a precursor to *Phantasy Star Online* – think of the co-operation and simplistic continual battling. In fact, despite its very western styling, Sonic Team may well have drawn inspiration in gameplay at least, from Atari's classic. So given its multiplayer heritage, how does *Dark Legacy* fare on GameCube? Unsurprisingly the standard settings remain, but they are joined by the ability to team up with a second player. By pressing L with a full Turbo meter when standing next to a team-mate, you'll unleash a combo attack. Better still (at least for all those professional gits who revel in shooting the food) you can choose to be able to harm each other. This can make things a lot more eventful, as once a player dies they can't re-spawn until the end of that level.







CAMERA FRIENDLY?

JUST SAY 'CHEESE' AND LOOK HAPPY...

An errant camera can often ruin a perfectly good game, so how then does *Dark Legacy* (a game which is really quite lame) behave in the players' viewpoint department? Well, the default perspective is often quite close to the action, which means you can be shooting at, or be attacked by, enemies who just aren't visually on screen. You can get round this somewhat by playing with more than one person –forcing the camera to zoom outwards – but then even this has its problems. The multiplayer perspective can only recede so far and you can be left having to wait for slower characters to catch up. All of this leaves players at either end of the screen, again facing the knotty problem of barely visible enemies. Worse than all these gripes though is that even with the most versatile and adept camera, the visuals in *Gauntlet Dark Legacy* would still look plug-ugly.





CUBE VERDICT

GAUNTLET DARK LEGACY

DARK? IT'S BLEAK MORE LIKE.

VISUALS
Blocky, blurry, murky, misty. Not just the in-game visuals, this description also applies to the FMV.

AUDIO
The booming gravely voice (you know what we mean: the VOICE) remains, and we are grateful.

GAMEPLAY
The relentless tempo quickly becomes tiring, then boring, then upsetting.

LIFESPAN
Characters accrue points to improve their stats. If the game was worth playing, this'd give it longevity.

ORIGINALITY
Is there anything original in re-hashing ideas from N64 and PS2 incarnations of *Gauntlet*? Nope.

ALTERNATIVE

Set in Japan but with a similarly action packed and relentless slaughterfest theme. It is just as mindless but also fun.



BATTLE HOUSHIN

Format: GameCube **Reviewed:** Issue 7 **CUBE Rating:** 7.0

2ND OPINION

BOOO! "Even with four players, it's difficult to be nice about this. Uninspiring, and repetitive, this'll make you sleep or even open your wrists on a cheese grater. The original *Gauntlet* spins in its grave."

GARY

FINAL SCORE

4.4

SAD SULLYING OF A ONCE-GREAT GAME, EVEN THE 'VOICE' CAN'T SAVE IT FROM BEING A DARK, DARK LEGACY.

FOR WHEN YOU REALLY HAVE TO PUT YOUR GAME BOY ADVANCE DOWN...



TOTAL ADVANCE THE HANDHELD PICK-ME-UP!



Note: Cover and content in TOTAL ADVANCE are subject to change

AVAILABLE FROM ALL GOOD NEWSAGENTS NOW

NETWORK CUBE

ISSUE TEN

Take part in the world's biggest GameCube magazine!

YOUR LETTERS

VIEWPOINT

90 If you have something to say then this is the place to do it. Whether it's on the forum, via email or as a text message – heck, we even read letters on that papery stuff...



FORUM FRENZY

92 Heaven knows why, but a good many of you chat on our forum. Here's the best and worst of the month.

READER REVIEWS

93 You write a mere 130 word review and we bestow prizes upon you. How difficult can it be?

CHEATING MONKEYS

96 Frustrated at your lack of gaming prowess? Fear not, as we have the Cheating Monkeys to hand to help you. They might not be available for tea parties, but they sure know their games...



SOLUTIONS

CAPCOM VS SNK 2: EO

98 Master Mathers might get his ass whooped on *Bloody Roar: Primal Fury*, but he knows a thing or two about his 2D fighters. Learn nearly all his secrets here...



BEAT THE TEAM

Come and take us on if you think your 'ard enough!

94

SUBS & BACK ISSUES

Missed an issue? Want to save money? Then you'd better check these pages!

125 & 128

REGULARS

ADVANCE

108 This month's latest batch of handheld greats have been put through their paces by our team of experts. These are the GBA games that you can ill afford to miss.

STUDIO EYE

112 We never miss the chance to visit a pub and as RuneCraft are based in one, we thought that we'd pay them a visit. Unfortunately, they don't serve beer. Bugger...

PERIPHERALS

114 Every month we check out the best and the worst peripherals available for the GameCube. With no thought of bleeding thumbs, we cast our beady eyes at Joypads...

DIRECTORY

118 Don't even think about buying a game without consulting these very pages. Each and every game that we have ever reviewed is listed here complete our verdict.

CONTENTS

Viewpoint 90
Forum Frenzy 92
The Ninety Percenters 93
Beat The Team 94
The Cheating Monkeys 96

GUIDES & SOLUTIONS

Capcom Vs. Snk 2: EO 98
Aggresive Inline 100
Virtua Striker 3 102
Red Card Soccer 106

ADVANCE

Go! Go! Beckham 108
King of the Fighters 109
Speedball 2 110
Peripheral Vision 114
Directory 118
Horizon 120
Back Issues 125
Subscriptions 128
I ❤ Nintendo 130

VIEWPOINT

WHATEVER YOU'VE GOT TO SHARE WITH YOUR GAMING BUDDIES, THIS IS THE PLACE TO DO IT!

This month there's more letters about cheese, childish games, nasty publishers and ideas to improve this 'flawed' mag. Revolutionary!

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.

PHONE

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.

MEMORY LOSS?

CAN'T REMEMBER?

I PURCHASED A Datel 64MB memory card for my GameCube, and it will not work all of the time. On *Rogue Leader* it says I cannot use the memory card inserted. On my other games it works sometimes but I normally get the message 'No memory card inserted'. Have you seen this problem before?

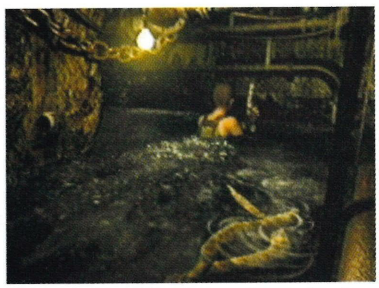
MR J PARKER, VIA EMAIL

CUBE: ***This is not something that has happened to us – has anyone experienced this kind of problem? Let us know and we'll look into it. Why not post your question on our forum at www.totalgames.net/forum and benefit from the experiences of other gamers?***

EMPTY VESSEL?

FIRST AND FOREMOST, I'd like to compliment you on your fantastic magazine; it's awesome! Now, I remember that a long time ago, when the GameCube was called the Dolphin, 64 Magazine's Editor, Andy McDermott, said that the 64 Magazine staff were going to do a Dolphin Magazine, but...none of them work on **CUBE**! What happened to them?

"HELLO" SIMON HUNKIN, VIA EMAIL
CUBE: Hello?



Guns, blood and gore. That makes it a game for grown-ups, right?



The cartoon graphics might look a little childish, but who cares?

Anyway, there's something I'd like to spit out about developers like Konami, Capcom, and SEGA: I've come to notice that they only bring their best games to the PS2 and Xbox. Examples: Konami will only bring *MGS2* to these two consoles, saying that the NGC's audience wouldn't identify itself with the game. I think that's nonsense, the NGC's audience average age is 23! Then, Capcom gives the PS2 *Devil May Cry* and *Onimusha* (this last one is also available for Xbox), leaving Nintendo with *Resident Evil*. If the NGC can have *Resident Evil*, why can't it have *DMC* and *Onimusha*? Then we come to SEGA. Last issue you said that it was also bringing games to the NGC, and I agree, *Super Monkey Ball* and *SEGA Soccer Slam* are great games, but not much compared to the more mature *VF4*, *SEGA GT* or *GunValkyrie*. These three developers know too damn well that Nintendo is NOT a kid's company, but it seems to me that they are favouring the other two console makers because they don't seem to like Nintendo too much. There are also other companies, like EIDOS that do this, remember the really crappy *Fighting Force* N64 conversion? Oh, and I nearly forgot about another Konami game, *Contra*, as expected, it won't come out on the NGC! It's true that a GBA version will be released, but the home console is where it counts!

Right, finally got that out of my head! It's time that someone took notice of the unfair way Nintendo is treated by other games publishers.

MITUL KANJI, VIA EMAIL

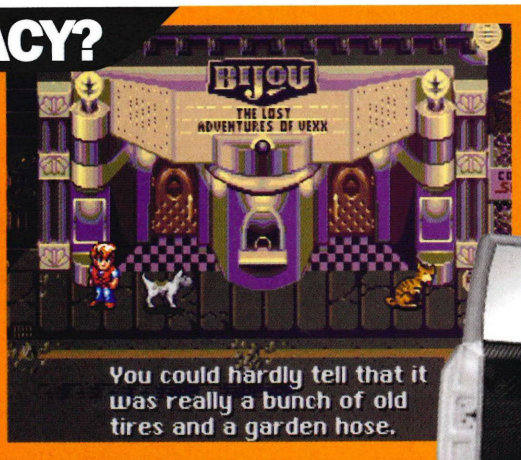
CUBE: ***Awww shucks, you don't half go on, don't you? To some extent, a few games publishers are being cautious about releasing games on the GameCube. But that's for a variety of***

CONSPIRACY?

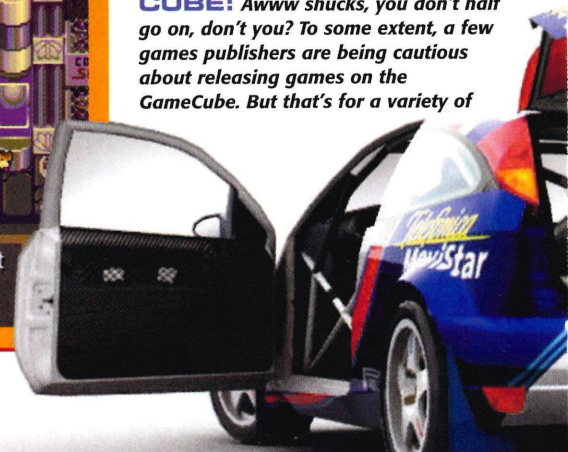
I WAS PLAYING *Secret of Evermore* on my old good SNES and was watching the movie at the beginning of this great game from Squaresoft, when I saw something. Look at this picture and ask the question if the programmers of Acclaim are original in choosing their game titles.

GREETINGS FROM JOZEF STOLLÉ FROM THE NETHERLANDS.

CUBE: ***Shocking!***



You could hardly tell that it was really a bunch of old tires and a garden hose.



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orange™ www.orange.co.uk/multimedia

reasons. Of course there's the demographic – initially, the GC was pigeonholed as a console for kids, so many announced games that would be suited to that audience. Also, and certainly during the launch phase of the console, developers were wary of wading into the GameCube market. That situation is rapidly changing as the Xbox struggles to make an impact.

However, take* Resident Evil, Die Hard, Colin McRae 3 *to name but a few. These are not 'kid's games as such and to some extent even* Super Mario Sunshine *is looking like a game that will test even the hardiest of gamer's skills. Expect more announcements in the future regarding more 'adult' titles. As for the 64 Mag team, they've been scattered amongst many of our newer titles. Hotdog and P2 is where they now happily live.

AT LAST!

I KNOW A lot of people who moan about Nintendo's games being babyish and not having anything suitable for grown-ups in them. That's why they all buy an Xbox or PS2 instead. I thought about this and thought WHO CARES! What Nintendo makes is games for all ages. They may look babyish and cute, but a lot of them have stuff in them that both adults and kids can enjoy! Just because a game looks childish, that does not mean that it is rubbish! If you look at *Zelda*, *Mario* and *Pikmin*, these games look like they are just for kids, but a lot of the content can be very challenging and fun for older gamers. What this shows is that the way a game looks does not determine how a game will play!

CHRIS BROWNING, BUCKINGHAMSHIRE

CUBE: ***This is a philosophy we have been championing for a very long time.***

WHAT NEXT?

I HAVE SEEN the line-up of amazing GameCube games for this coming year and the beginning of next, but what after that?

Nintendo has not released any news about games coming out after the beginning of the New Year. Does this mean that the Cube will have a games drought?

TAZ, VIA EMAIL

CUBE: ***It looks that way, doesn't it? Of course that's not the whole picture. Nintendo has made it clear that it is only championing the games that are going to appear on the Cube up until around Easter next year and will not be drawn on what it has in store for us. It is very unlikely that Nintendo will fail to ensure that quality titles are released for the GameCube next year, you'll just have to be patient.***

GIZZA LOOK!

I HAVE TWO suggestions for your excellent, but flawed magazine.

Firstly, while flicking through issue 1 I stumbled across an Xbox advert! I felt like ripping it out but I couldn't in fear of hurting the mag. I just feel that dedicated Nintendo fans like myself shouldn't be exposed to the likes of Microsoft. I don't want to see another advert like that unless you state a good reason for its presence.

Secondly, to strengthen your bonds with your fellow readers I feel you that you should include pictures of yourself and colleagues who make CUBE what it is.

CHRIS HARMES, VIAL EMAIL

CUBE: ***Hey, we all have to learn to live together! PS2, Xbox and GameCube. We appreciate that you might have allegiances (we do too) but that doesn't mean that we are anti rival consoles, we just love the GameCube more!***

As for photos of the team… we could do that but we'd probably frighten people too much. Martin, in particular, looks very scary sometimes.



Whether you are young or old, *Zelda* is a game we'll all play.

I'LL HAVE AN 'R'

GREETINGS, I AM here as usual to talk about videogames. I Think lots of people are wrongly expecting the new *Mario* and *Zelda* games to be revolutionary because it is, in my opinion, impossible to revolutionise videogames in this moment in time because there is simply nothing left to revolutionise. Back in '96 the advent of 3D gaming made it easier to revolutionise gaming. Do not get me wrong, I am not saying that *Zelda* and *Mario* will not have innovative ideas. Loads of games claim that they are revolutionary when they are clearly not, in fact there have only been very few revolutionary games in the last few years and these are: *Zelda* (it revolutionised 3D combat with the brilliant Z lock and loads of other stuff) *Mario 64*(Was there any fully 3D games before with such brilliant gameplay? I think not) *Gran Turismo* (I don't really like the game but it did revolutionise car games) Maybe *Metal Gear Solid*. So my point is that *Zelda* and *Mario* will be absolutely brilliant with loads of innovative ideas and gameplay, but the will be an evolution not a revolution. Of course, I could be wrong, you never know with Miyamoto.

NINTENDO DISCIPLE ALEXIS MORAND, VIA EMAIL

PS – Remember all PS2 and Xbox lovers, without Nintendo gaming would be very different (in a bad way) or the videogame industry would be dead.

CUBE: ***We see your point and had you actually been able to spell the 'r' word or its many variations we would have loved you even more.***

TXT LIFE

LET'S TALK ABOUT TXT

We want your text!

U NO DA SAS GAME FROM RAGE THEY ONLY ANONCED IT 4 XSLAB U SHOD COMPLAIN!
CUBE: When we work out what you're going on about we will!

IS IT TRUE THAT NINTENDO IS ONLY GOING TO PRODUCE SOFTWARE AFTER THE GAMECUBE AND NOT HARDWARE?
CUBE: Nintendo won't be making any new hardware until the GameCube has run its course.

I LIKE CHEESE…
CUBE: So do we!

I WANT TO PLAY IMPORT GAMES ON MY 'CUBE,CAN I DO THIS WITHOUT HAVING IT CHIPPED?
CUBE: You ought to check out the Freeloader, then.

WIL THERE B A RED GAMECUBE LTR DIS YEAR?
CUBE: Just in time for Christmas.

IS THERE ANY HINT OF PRICES FOR THE PANASONIC GAMECUBE Q?
CUBE: Nope.

WUDNT GC ADS SOUND BETR PLYD TO FBOYSLIM RITEHERE RITENOW?
CUBE: Possibly…

WILL THERE BE A GOOD CHANCE THAT A DONKEY KONG WILL BE OUT FOR THE GC
CUBE: Every chance.

YOU WERE JOKING ABOUT THE SLIPSTREAM THING, RIGHT› WEREN'T YOU…?
CUBE: Probably…

WHY IS THE AV LEAD FOR THE GAMECUBE SO EXPENSIVE? ITS A COMLETE RIP OFF!
CUBE: If you want the best, it's always going to be pricey.

SPEEDY!

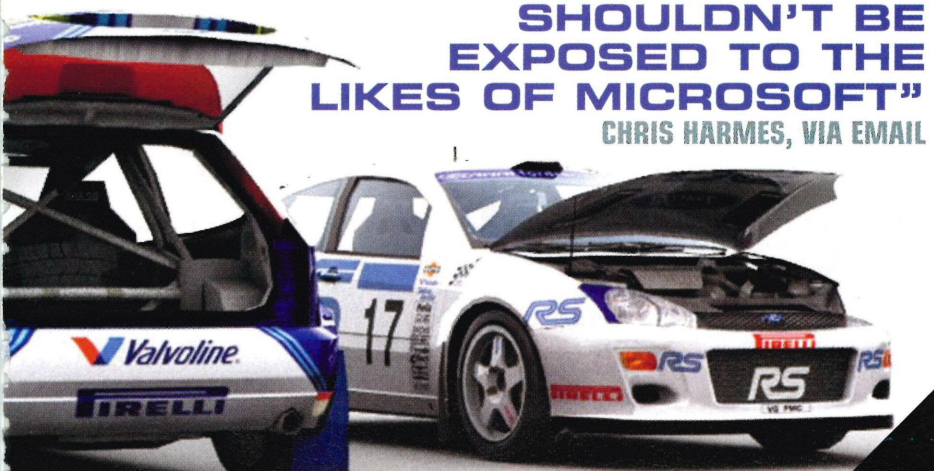
We all know that there is a high speed port on the back of the GC so I want to know when it will be out to buy and how fast will it make the GameCube?

BOB DADA, VIA EMAIL

CUBE: It'll do 0-60 in four seconds…

"I JUST FEEL THAT DEDICATED NINTENDO FANS LIKE MYSELF SHOULDN'T BE EXPOSED TO THE LIKES OF MICROSOFT"

CHRIS HARMES, VIA EMAIL



CUBE

ISSUE TEN

FORUM FRENZY

What you lot have been saying on the CUBE forum, located at **www.totalgames.net/forum/**

Since it was revamped back in January, the forum has proven to be a popular place. Many of you have taken the opportunity to talk to us, exchange advice and share views. This is just a small sample of the fun to be had on the CUBE forum.

TOPIC: GRAPHICS AWARDS

Author: Numpty
Which Gamecube game on sale now in the U.K gets your vote for best graphics?
No imports please.
I'll vote Burnout.

Author: Number45
Of those that I have, Rogue Leader is the only one with genuine WOW factor.

Author: Rincewind
Pikmin in parts. i.e. where all the parts are flaking off at the beginning

Author: I=NGCUBED
lol It HAS to be 18 wheeler.
No Rogue Leader is the only game that made me go WOW!!! as well

CUBE: *Funnily enough there were no other votes for 18Wheeler. We can't think why...*

TOPIC: ARE GAMERS STILL NERDS?

Author: random781
well, if you will,take yourself back. no- further than that- yes, to about when you were my age, all thoselong years ago, whengames were viewed,with the exception of arcades,as a nerds pastime.

Are we still viewed thus-and are we stilled veiwed thus rightly? when others on this forum think ofme, do theyenvision a sweaty guy in his bedroom with bigglasses, the curtains drawn, and a seemingly endless amount of spots?

(ehehe,du hast will be annoyed when he reads this!)

Author: Super Al
Today, anybody and everybody plays games - largely thanks to the playstation.

I've grown up with games, but being only 19 now, i was a bit too young, espicially when i was playing the c64, spectrum, amiga etc, to recognise what people thought of gamers.

But virtually everybody has some form of games machine, maybe games like Zelda and Final Fantasy might be viewed as a bit nerdy, but nobody cares any more

CUBE: *You cannot really argue with that, or can you?*

Author: The_cackling_idiot
Q) What do you call 2 rows of cabbages? A) A dual cabbageway!

CUBE: *Some much-needed light relief coming from a not unexpected source.*

TOPIC: ETERNAL DARKNESS BETTER THAN MARIO SUNSHINE?

Author: Al80InHolland (CUBE forum's very own Eminem).
I think so.

Author: du hast
I don't.

Author: becks
have u played either one?
i dont think u can compared the two.

Author: AL80InHolland
Played and completed both.

Author: becks
so instead of just saying one is better than the other, why dont u back it up with some info and ur views!

Author: AL80InHolland
Ok. I'll keep it brief.

Eternal Darkness is a masterpiece. A totally ingenius and engrossing storyline, watchable cut scenes (never seen them before), perfect control and camera movement, and an engrossing narrative that has far more in common with a good book or film than it does with any other videogames I've played. Highly playable, addictive and atmospheric. And its huge.

Mario Shunshine is only SLIGHTLY less impressive. Its an absolutely class game, with amazing visuals and a really satisfying control method. Its big, and completely charming in the way that Mario games uniquely are. I enjoyed it far more than Mario 64; theres more to do, the story and characters are a bit more fun this time, and its more action based. At LEAST as good as Mario 64, I think.

The only reason I think ED is better is because all those years of development time have added layers of polish to it that I haven't seen before.

CUBE: *Anyone fancy challenging this? You know where to head to!*

HONOURABLE MENTIONS

(or those people who have made all us CUBE lot happier bunnies)

Numpty, who very kindly offered medical advice (he's qualified and everything) when Simon was on crutches. **Moakie,** for setting a few people straight – cheers! **Keza,** for disappearing and then occasionally re-appearing to act as the sensible voice of gaming. **Al80InHolland** for peppering those irksome remarks with the occasional thought-provoking comment – more please!

TOTAL GAMES .net

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself– if you haven't already. Joining In the fun couldn't be simpler!

STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are Internet capable, whether they are at school, college or in the library. Tempted to surf the Web at work? Check carefully what your company's Internet policy is first – it might be a better idea to go to an Internet cafe! If you're very lucky, you might be one of those people who have a computer at home.

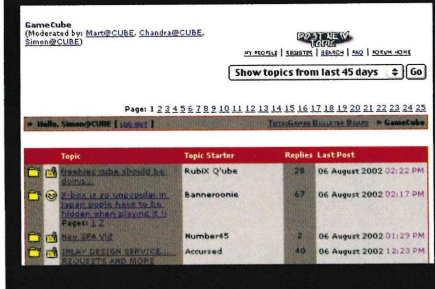
STEP TWO:

Type the following into the Net Browser window: **www.totalgames.net/forum/**. This will give you read-only access to the forum. To get in on the fun, you'll have to register – you can do that by clicking on the originally titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).



STEP THREE:

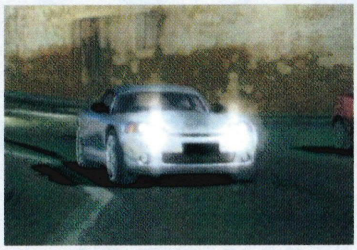
Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple, heck, even all of the **CUBE** team managed to register first time and if you're lucky, you'll get a chance to speak to them there!



READER REVIEWS

Okay, so here's the deal – You send us a 130-word review and we, in return, send you a wealth 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!

THE NINETY PERCENTERS...



BURNOUT

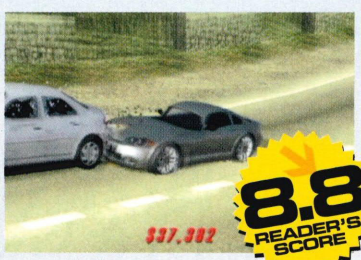
PUBLISHER:	ACCLAIM
DEVELOPER:	CRITERION GAMES
ISSUE REVIEWED:	6
CUBE RATING:	8.5

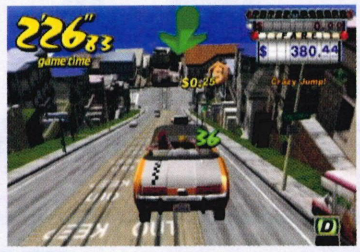


BURNOUT IS SUPERBLY presented, the detail on the cars is fantastic and the scenery is impressive. One word can best describe the gameplay – exhilarating. The most original aspect, and most important gameplay feature, is the crashes. If you hit a car as you are driving around it cuts to an impressive crash cut-scene.

At the start there are four game modes Championship, Head 2 Head, Single Race and Time Attack, although other modes that can be unlocked. You start with just three tracks available, more can be unlocked as you progress but these are largely variations of the originals. The number of cars is also disappointing... However, if you are after a short, sharp blast of a racing game then get this!

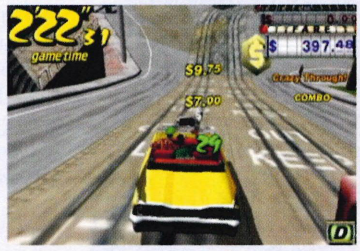
JAMES REED





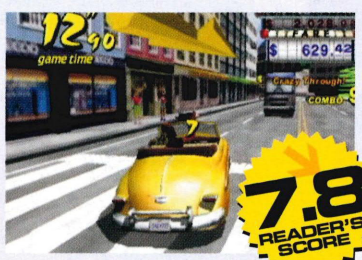
CRAZY TAXI

PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM CHELTENHAM
ISSUE REVIEWED:	6
CUBE RATING:	7.3



CRAZY TAXI TAKES a simple idea and turns it into a frantic, adrenaline-soaked event in a city where any obstacles are simply an addition to the madness. All you have to do is grab a couple of simple-minded fools with money and drive them to their destination. It sounds might sound dull; it isn't. Each journey will have you swerving manically between cars, jumping over ramps, and even driving underwater as you attempt to get your passenger to where they want to go in as little time as possible. The only negative thing about this game is the fact that it gets much too repetitive after a while. Despite the (arguably) near perfect gameplay, it doesn't offer as much lifespan as you may have hoped. Still, this is a highly enjoyable game.

JAMIE PERRY, WALES





SSX TRICKY

PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	IN-HOUSE
ISSUE REVIEWED:	7
CUBE RATING:	8.8



SSX STARTS OFF like a normal snowboarder until you get to the first jump. Mind-blowing moves and unstoppable speeds, *SSX* is one of the best games around. Plus, as there is so much stuff to unlock and you have the ability to change your characters attributes, it makes this game just wonderful. All the courses are superb; some are best for speed, others for tricks. Graphically, the game could be better but this is forgivable considering the sheer pace of the game – it is faster than a cheetah! But best of all, the game comes alive in multiplayer as the race positions change so quickly. This game is by no means short and you will just have to unlock everything!

SCOTT BURRELL, SPALDING, LINCS



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BEAT THE TEAM

ISSUE TEN

AT THEIR OWN GAME

WIN!

A whole bundle of Joytech peripherals and goodies!

IN THE PAST five years how many days of your life have you spent playing videogames? No idea? Neither did Martin – until we decided to work it out for him. Welcome to Mr Mathers' life-o-meter reading – an unscientific speculation on what the hell he's been doing with himself during all those late nights spent at home. For the past five years, Mart has played games for about five hours a day during the week, whilst at weekends he plays about four hours per day (or for as long as his missus lets him) – Mart therefore spends 33 hours a week playing games. This year, Mart will play videogames for 1716 hours or 71.5 days out of 365. That means that Mart has, during the last half decade, spent nearly a year solidly staring at a screen and fumbling with a joypad. A staggering dedication to videogames don't you think? Definitely... and it's that sort of dedication you'll have to show if you want to win our prizes...



THE WINNERS!

CUBE WINNER

Having only had one entry actually beating the team last issue, we've had to make the challenges easier this month – and to think we were going to run our own videogame Olympics. What's wrong with you lot... don't you want free stuff for playing games? Or are you all too cack-handed to challenge our playing prowess? Come on, beat the freakin' team why don't you!

CHALLENGE TWO:	**SUPER SMASH BROTHERS MELEE**
NAME:	**DAVE EVERY, CHESHIRE**
RECORD HIGH SCORE:	**154 HITS**



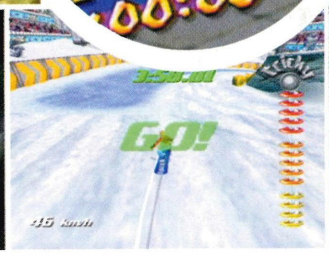












You'll be wanting the purple squidee here, as they're the fastest...



CHALLENGE ONE

HE'S A PIKMIN-PROGENY-GROWING-PRODIGY

PIKMIN

Who'd have thought that a resource management gardening game could be so frantic? If you don't believe how hectic *Pikmin* can be – then have crack at beating Simon's score. The challenge is to grow as many Pikmin as you can in one day. Simon selected the Crash site (from the challenge mode) and managed to spawn an absolute glut of Pikmin, now if you think you can do better then send us some evidence...

SIMON'S SCORE:

197 PIKMIN





CHALLENGE TWO

RACE TO THE FINISH AS FAST AS YOU CAN!

SSX TRICKY

Considering that he'd already completed the game, we allowed Mart only one attempt to set a time. To have a pop at bettering his record, go to the Time Challenge option and pick the Garabaldi track and let gravity, skill, and shortcuts do the rest. Mart raced as Elise (who's stats were reasonably low), but you can feel free to challenge him using whichever character you want and with any level of abilities.

MARTIN'S FASTEST TIME:
3:29:95





CHALLENGE THREE

TRICK TILL YOU'RE SICK!

AGGRESSIVE INLINE

Although he's barely played it, Chandra still set a reasonable score. If you're going to win what we're giving away (this could be the easiest challenge) then you'll need to go to the movie lot. Select a timed run (two minutes long), pick any character, choose your lines carefully and ... erm, get aggressive. If you beat the high score then send us the proof.

CHANDRA'S SCORE:

131,554



IMPORT CHALLENGE

CUT CORNERS TO WIN

SUPER MARIO SUNSHINE

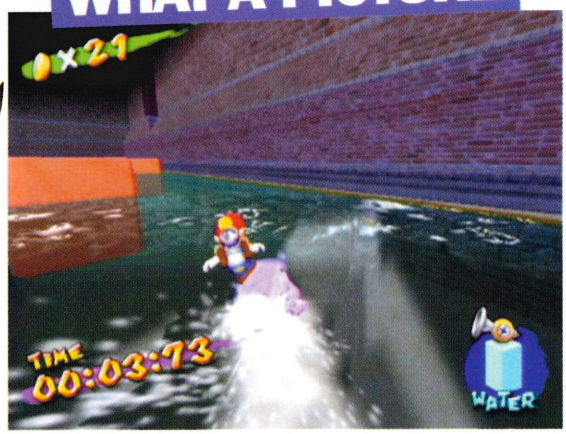
Having devoted himself to playing *Mario Sunshine* every lunchtime, Byron unsurprisingly suggested a challenge to go octopus racing. Byron's time to beat was completed by straddling a purple octopus on the second story in Ricco Island. To be in with a chance of winning, stay away from the concrete edges, don't forget to jump, and then send us a picture of your time...

BYRON'S FASTEST TIME:
00:37:67





WHAT A PICTURE



How to take that perfect snaphot

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 – sorry! 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 taken with digital cameras or sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use different settings to those specified, cheats or NTSC copies of games to get a better score (unless you're entering the import challenge) will also be disqualified. Finally, please note that we WILL NOT be able to send back anything sent into the magazine – those of you who've been wanting blank tapes back or have even been sending in your own memory cards, you have been warned.

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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DORSET BH1 2JS

THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS **1 OCT 2002** SO YOU'D BETTER GET YOUR SKATES ON!

CUBE

ISSUE TEN

CHEATING MONKEYS

Our cheating primates tried escaping, then realised that all they could do was have their photos taken with tourists or test-smoke ciggies… So, they went back to work…

BEACH SPIKERS

As any lady will tell you, looking good is a prerequisite to winning. Here's a few hints you need to give your lovely sporting ladies the makeover they deserve, and unlock some hidden stages for VS play. Check out the review on page 76, and get a copy of our sister mag CUBE SOLUTIONS for a complete guide to this sandy summer spectacular!

CLASSIC SEGA OUTFITS

To open up the costumes, put in these words as your name when you create a new World Tour game. If done correctly, the word should disappear and you'll be able to put in your real name (or another code) and continue.

JUSTICE
Unlocks Uniform 105, Uniform 106 and Glasses 94. Your very own *Virtua Cop* will now be able to uphold the law on the beach! You are under a vest…

PHANTA2
Unlocks Uniform 114, Uniform 115, Face 53 and Hair 77. Old school meets new school as one of the stars of *Phantasy Star 2* gets a beach-ready update!

ARAKATA
Unlocks Uniform 111, Uniform 112, Uniform 113, Face 52 and Hair 76. The lovely Ulala from *Space Channel 5* will now show off her supreme volleyball skills!

FVIPERS
Unlocks Uniform 109, Uniform 110, Face 51 and Hair 75. Combine these parts to go spiking as Honey of *Fighting Vipers* fame!

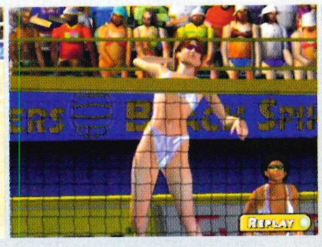
DAYTONA
Unlocks Uniform 107 and Uniform 108. Getting close to your very own lovely Daytona girls has never been easier!

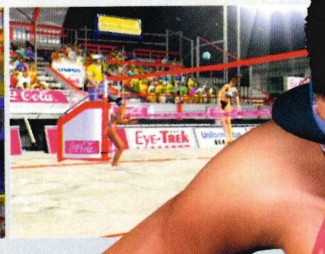
OHTORII
Unlocks Uniform 116 and Uniform 117. Simple but stylish SEGA beachwear is now at your disposal.

TUTORIAL MODE

Completing all 25 tasks in Tutorial Mode unlocks Uniforms 71-86 for World Tour mode; the wardrobe is growing all the time!







WORLD TOUR MODE

Play a match in Round 1:	Unlocks the Pringles stage in VS play.
Play a match in Round 3:	Unlocks the Holiday Inn stage in VS play.
Play a match in Round 5:	Unlocks the Nissan stage in VS play.
Play a match in Round 7:	Unlocks the Nintendo stage in VS play.
Finish World Tour once in any position:	Unlocks Uniforms 96-102, Hair 71-74 and Glasses 86-93.
Finish World Tour in overall 1st place:	Unlocks Uniform 89, Uniform 92 and Uniform 95.
Beat Dural Team:	Unlocks Face 54 and Face 55. Dural Team appear after you finish a World Tour in overall 1st place having played exceptionally well and won the majority of the individual tournaments.

CUBE
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0906 9060374
Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any





JEREMY MCGRATH SUPERCROSS WORLD

Had anyone heard of Jeremy McGrath before this game? Will anyone remember his name now its been released in the UK?

CHEAT CODES

All the following must be pressed when looking at the main menu screen. If you've got the combination right then you'll see the screen flash and a message relating to the cheat will appear.

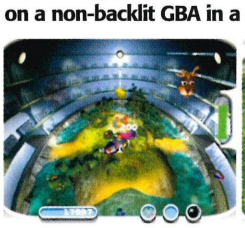
CHEAT	CODE
BIG HEADS	B, X, R, L, Right
TINY MODE	L, Z, Left, Right
INFINITE TURBO	Down, Down, Down, L, R, Z
LOW GRAVITY	Left, Right, Up, Down, B, B, B
TAG MODE	Z, X, Z, X
BOUNCY BIKE	Up, Up, Y, Y, X, X





ZOOCUBE

An eye-squinting, head-twisting, and mentally taxing puzzler (and that's just trying to play it on a non-backlit GBA in a darkened room).

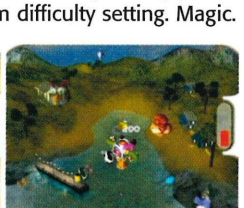




ANIMAL ALCHEMY

By completing the Pacific Ocean level on the classic difficulty setting you will unlock the gold difficulty setting as well as unlocking the Gulf Of Mexico bonus level. If you can then beat the Pacific Ocean level on this difficulty setting you'll turn Gold into a Platinum difficulty setting. Magic.





CHIMP'LL FIX IT

What with the FreeLoader allowing you to play import copies of *Super Mario Sunshine*, we're expecting our monkeys to be buried under a glut of queries about Mario's latest marvel any time soon. For now though, you can post your questions (plumbing-related or otherwise) to: **Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS** or alternatively, you can drop them an email to **CUBE@paragon.co.uk**

STILL HAVEN'T FOUND WHAT I'M LOOKING FOR

Dear Cheating Monkeys,
I own *Sonic Adventure 2 Battle* and think it's awesome. However I've searched and searched but still can't find the Ancient Light. Please tell me how I can get the Ancient Light using Shadow.
Thanks for the help,
David Wean, Tyne and Wear

The monkeys say...
"The Ancient Light is located at Sky Rail and is near the beginning of the stage. When you have reached where the first rocket is, don't take it but instead launch a homing attack on the nearby enemy and run to the Chao box. When you've reached here, get close to the edge of the platform you're on and again use a homing attack on the beetle robot that appears which in turns reveals another beetle robot, keep doing this until you arrive at a spring beetle that bounces you to the location of the Ancient Light."



CRAZY MONEY

I'm finding it difficult to earn lots of money in a single run of *Simpsons Road Rage*. The most I have been able to earn is around $10,000, but I'd like to be able to get more so I don't have to wait so long between rewards. Any help?
Thanks,
Johnny Tyler, Australia

The monkeys say...
" No problem, Johnny. Just follow these instructions and you'll be rolling in it. Go to the Option screen and hold down both Trigger Buttons, then press Y, Y, Y, Y – you'll be rewarded with a whole pile of extra cash to help you on your way!"

SHARE YOUR GAMING GENIUS!

If you have any tips or cheats that you would like to share, then send them in to: **CUBE, Paragon Publishing. Paragon House, St Peter's Road, Bournemouth, BH1 2JS.** Or share 'em on the forum at **www.totalgames.net**



CLONE RANGER

I'm wondering if there is a code or something to get my custom player on *NBA Courtside 2002* right to 99 straight away instead of playing hundreds of games with his pants stats? Ta,
Daymo, via TGN forum

The monkeys say...
"Unfortunately, there aren't codes to get a player straight to 99, but what you can do having got a player to a high level is clone that character, change his appearance to your liking, and then use this technique to create a team of players all with the same great stats but who look different."

JOHNNY BE GOOD

How the hell do you get an A grade on *Luigi's Mansion*, as no matter what I do, I can only manage to get a B Grade. Love you long time,
Johnny Sides, via TGN forum

The monkeys say...
"It's simple – you need to get at least 100, 000, 000 Gold, get the Gold Portrait Frames, and finish the game quickly (OK, so you need to be pretty good at the game and it's not that easy!) Start off not just by sucking every Pot, Vase, Cupboard and Chandelier, but also by watering all the Plants. Next you'll need to concentrate on catching the Gold Mice. Gold Mice appear in the dark and can be discovered by looking at a cheese in the first-person mode and clicking on it. Perhaps most tricky though is getting the Pearls dropped by Portrait Ghosts. The longer you hold onto a Portrait Ghost, the more expensive the Pearls it drops, now if you can suck a Portrait Ghost up in one go (not an easy task) it will drop the largest of its Pearls and you'll also receive a valuable Gold Portrait Frame of the Ghost, do all these things and finish the game in fast time and you'll receive an A grade. Go, go, go Johnny, go, go, go ..."

Q&A CAPCOM VS SNK 2: EO PUPILS

ISSUE TEN

"GREETINGS, STUDENTS OF THE MARTIAL ARTS. AS YOU READ THIS, I SENSE THAT YOU ARE GREATLY TROUBLED... YOU HAVE FEELINGS OF WOE AND DESPAIR. COULD IT BE THAT YOU ARE FINDING THE GOING TOUGH IN CAPCOM VS SNK 2: EO? YES, THAT IS IT, I FEEL. DO NOT FEAR, I CAN GUIDE YOU. LET US BEGIN!"





Dear Sensei,
While I have been following your tuition to the letter, I am still having problems reaching the final stages of the tournament in Osaka. No matter what I try, I find myself defeated at the hands of a superior fighter. Are there any tips that you can give me to vanquish my foes?
Pei-pei Cheng, Slough

Master Mathers says:
"Success is not the route to happiness, child – however, I will help you achieve your goal... here are a few helpful tips on how to emerge victorious from battle."

- Find three or four characters who can be adapted to your preferred fighting style. Don't try and learn all the moves for every character, instead concentrating on mastering a small number of fighters for your team.
- Do not rely on special moves to help you through a match; in close-range fighting, most special moves will be useless. Master the range and style of your characters' basic punches and kicks so that if you have to defend yourself in a hurry, you know exactly what your fighter is capable of.
- Do not feel that you must impress anyone towards the end of a battle – a simple kick will lead to victory just as well as a Super Combo. Unless you are eager to increase your GPS and meet the Gods Of Fighting, there is no need to leave yourself open by going for massive moves; when an opponent is low on energy, move in and finish them off quickly."
- If you are going to concentrate on looking fancy with Super Combos, be sure to practice them in the Training mode until you've got them down perfectly. The smaller size of the GameCube's D-pad means that it can occasionally be quite easy to misjudge the complex movements required (particularly with the SNK ones) and totally screw up a Super Combo. This will leave you wide open to attack – a position you don't want to be in – so as Confucius once said, 'practice makes perfect'.





Dear Sensei,
I have been competing in the Fight Of The Millennium now for some time and although my skills are improving, I find myself unable to compete against the Gods Of Fighting – Shin Akuma and God Rugal. What I must I do to reach the plane of their existence?
Li Mu Bai, Basingstoke

Master Mathers says:
"Concentration, young Li... concentration. As you play through the game, you will amass GPS (Groove Point System) points – the better you play, the more you'll earn. Landing multiple combos, conserving energy and ending each battle with a Super Combo are ways of gaining more points. Once the final battle at Osaka Castle is over, you MUST have in excess of 1400 GPS points if you are to fight against either of the Gods Of Fighting. You must also have fought against either of the interrupting sub-bosses who will step in to face you immediately before the final round in Osaka – either M Bison or Geese Howard will appear as long as you've fought well through the rest of the game, not lost any more than five rounds to a Super Combo and not continued once. When these criteria have been met, one of the Gods Of Fighting will appear after the final round; which one you fight depends on which character you're using (Capcom or SNK) and which fighting groove you've selected."







WAX ON, WHACK OFF WITH SENSEI MATHERS













Dear Sensei,
My mastery of *Capcom VS SNK 2: EO* is being clouded by my inability to decide which of the fighting grooves to use – there are many to perfect, although I only require one. Which is the groove for me, master?
Yu Shu Lien, Cheltenham

Master Mathers says:
"The path to enlightenment comes from understanding which groove is best suited to your own fighting style, little one. There are six grooves to choose from – naturally, you must respect them all to discover your true calling…"

C GROOVE (SUPER COMBO SYSTEM)

■ Three Step Gauge – Super Combo meter fills whenever you attack. There are three levels of attack, each more devastating than the last; end your Super Combo move with either the Light, Medium or Hard buttons to perform a Lv1, Lv2 or Lv3 Super Combo.
■ Allows the use of Dash (tap Forward, Forward or Back, Back to perform a short dash), Air Guard (blocking in mid-air), Counter Attack (Forward + Medium Punch + Medium Kick when blocking an opponent's attack), Rolling (Light Punch + Light Kick) and Tactical Recovery (hold all three Punch buttons when down, then release when you want to stand up).

A GROOVE (CUSTOM COMBO SYSTEM)

■ Two Step Gauge – Custom Combo meter fills whenever you attack. Only Lv1 Super Combos can be performed, each costing half your meter power. Pressing Hard Punch + Hard Kick when the meter is full activates the Custom Combo; you can perform any combination of moves within the time limit with no recovery time, allowing for original and devastating combos.
■ Allows the use of Dash (tap Forward, Forward or Back, Back to perform a short dash), Counter Attack (Forward + Medium Punch + Medium Kick when blocking an opponent's attack), Rolling (Light Punch + Light Kick) and Safe Fall (press all three Punch buttons when falling to land on your feet).

P GROOVE (PARRYING SYSTEM)

■ One Step Gauge – Super Combo meter fills whenever you attack or use the Parry technique (press Forward for high attacks or Down for low attacks as the opponent strikes you). Only Lv3 Super Combos are available.
■ Allows the use of Dash (tap Forward, Forward or Back, Back to perform a short dash), Small Jump (tap Up-Forward or Up-Back to hop in that direction), and Tactical Recovery (hold all three Punch buttons when down, then release when you want to stand up).

S GROOVE (DESPERATION SYSTEM)

■ One Step Gauge – Super Combo meter only fills when you hold down the Hard Punch + Hard Kick buttons. Only Lv1 Super Combos are available; however, you can perform Super Combos without filling the meter when your energy bar is low (and flashing red). Filling the meter when your energy bar is low allows Lv3 Super Combos to be performed.
■ Allows the use of Run (hold Forward, Forward or Back, Back to sprint in that direction), Counter Attack (Forward + Medium Punch + Medium Kick when blocking an opponent's attack), Tactical Recovery (hold all three Punch buttons when down, then release when you want to stand up) and Dodge (press Light Punch + Light Kick to sidestep an oncoming attack).

N GROOVE (POWER MAX SYSTEM)

■ Three Step Gauge – Super Combo meter fills whenever you attack. A full meter stores a charge, allowing the use of a Super Combo up to a maximum of three. Only Lv1 Super Combos are available; however, you can enter Power MAX mode by pressing Hard Punch + Hard Kick. Remaining charges during Power MAX mode can be used to perform Lv3 Super Combos.
■ Allows the use of Run (hold Forward, Forward or Back, Back to sprint in that direction), Small Jump (tap Up-Forward or Up-Back to hop in that direction), Counter Movement (Forward or Back + Light Punch + Light Kick when blocking an opponent's attack), Counter Attack (Forward + Medium Punch + Medium Kick when blocking an opponent's attack), Rolling (Light Punch + Light Kick) and Safe Fall (press all three Punch buttons when falling to land on your feet).

K GROOVE (RAGE SYSTEM)

■ One Step Gauge – Super Combo meter fills whenever you attack or use the Just Defense technique (block just as an attack hits you). Only Lv3 Super Combos are available. When your Super Combo meter is full, you'll also enter Rage mode; your attacks will be stronger and you'll take less damage.
■ Allows the use of Run (hold Forward, Forward or Back, Back to sprint in that direction), Small Jump (tap Up-Forward or Up-Back to hop in that direction) and Safe Fall (press all three Punch buttons when falling to land on your feet).

"Once you have completed the game and fought against either of the Gods Of Fighting, you will be able to construct your own groove using the Groove Edit system. Using the limited points available, you can purchase systems for your groove and customise it to your own ends. However, if you can master the Survival mode then an unlimited number of points will be yours to spend on your groove instead."

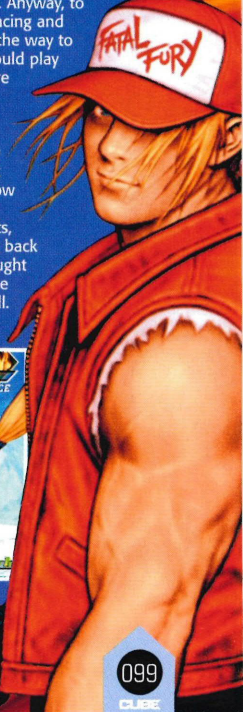
PSYCHO!

BISON'S POSTBAG

Dear M. Bison,
Having exhausted the options available in the Arcade mode (and not having friends to play with in VS mode), I've turned to Survival mode to keep my fighting interest up. However, it's really hard trying to beat all the opponents in one go – I get my arse whipped every time. You're a tough cookie… any tips on surviving the hardship of fighting 46 people in a row and winning?
Yuh-Jer Shine, Clapham

M. Bison says:
"No friends?! Mwhahahaha! I laugh in the face of those with no friends, for I am Bison – leader of the Shadowlu! Mwhahaha… ahem. Sorry. Anyway, to answer your question it's all about pacing and not rushing in with fists flying; that's the way to get your arse kicked. Instead, you should play strategically and attack when you have the chance – your opponents get tougher for every tier you move through (six fighters to a tier, with eight tiers on offer), so don't go crazy from the off. You'll get energy back at the end of every fight according to how many GPS points you've earned in that round; the lower your energy gets, the more you'll have to work to get it back up. It's all about careful play and thought – now get out of my sight before I use my Psycho Crusher on your puny skull. Mwhahaha!"





AGGRESSIVE INLINE

INFORMATION

AGGRESSIVE INLINE	
PUBLISHER:	ACCLAIM
DEVELOPER:	Z-AXIS
GENRE:	SPORTS
PRICE:	£39.99
PLAYERS:	1-2









CUBE

Goals range from easy to near impossible!

DIFFICULTY RATING

EASY 8/10 HARD

MEDIUM

GRABS

Abstract Grab	△, B
Rocket Grab	▽, B
Method Grab	◁, B
Stale Grab	▷, B
L.K. Grab	◸, B
T-Bone Grab	◹, B
Look Back Judo Grab	◿, B
Parallel That Grab	△, B

FLIPS

Front Flip	△, △, B
Back Flip	▽, ▽, B
Flatspin (CCW)	◁, ▷, B
Flatspin (CW)	▷, ◁, B
Hot Flip	◁, ◁, B
Misty Flip	▷, ▷, B
McTwist	△, ▽, B
Berani Flip	△, ▽, B
Bio Flip	▽, △, B

COMBOS

Abstract Front Flip	△, △, △, B
Rocket Front Flip	▽, △, △, B
Method Front Flip	◁, △, △, B
Stale Front Flip	▷, △, △, B
Abstract Back Flip	△, ▽, ▽, B
Rocket Back Flip	▽, ▽, ▽, B
Method Back Flip	◁, ▽, ▽, B
Stale Back Flip	▷, ▽, ▽, B
Abstract CCW Flatspin	△, ◁, ▷, B
Rocket CCW Flatspin	▽, ◁, ▷, B
Method CCW Flatspin	◁, ◁, ▷, B
Stale CCW Flatspin	▷, ◁, ▷, B
Abstract CC Flatspin	△, ▷, ◁, B
Rocket CC Flatspin	▽, ▷, ◁, B
Method CC Flatspin	▽, ▷, ▽, B
Stale CC Flatspin	▷, ▷, ◁, B
Abstract Hot Flip	△, ◁, ◁, B
Rocket Hot Flip	▽, ◁, ◁, B
Method Hot Flip	◁, ◁, ◁, B
Stale Hot Flip	▷, ◁, ◁, B
Abstract Misty Flip	▽, ▷, ▷, B
Rocket Misty Flip	▽, ▷, ▷, B
Method Misty Flip	◁, ▷, ▷, B
Stale Misty Flip	▷, ▷, ▷, B
Abstract Berani Flip	△, △, ▽, B
Rocket Berani Flip	▽, △, ▽, B
Method Berani Flip	◁, △, ▽, B
Stale Berani Flip	▷, △, ▽, B
Abstract McTwist	△, △, ▽, B
Rocket McTwist	▽, △, ▽, B
Method McTwist	◁, △, ▽, B
Stale McTwist	▷, △, ▽, B
Abstract Bio Flip	△, ▽, △, B
Rocket Bio Flip	▽, ▽, △, B
Method Bio Flip	◁, ▽, △, B
Stale Bio Flip	▷, ▽, △, B







GRINDS

Frontside ..... ●
Backside ..... ●
Royale ..... ▽, ●
Soul ..... △, ●
Miszou ..... ▷, ●
Pornstar ..... ◁, ●
Fastslide ..... ◪, ●
Makio ..... ◺, ●
Fishbrain ..... ◿, ●
Backslide ..... ◹, ●
Torque Soul ..... ◁, △, ●
Acid Soul ..... ◁, ▽, ●
Wonder ..... ▷, △, ●
Sweat Stance ..... ▷, ▽, ●
Soyale ..... ◁, ◁, ●
X ..... ◁, ▷, ●
Unity ..... ▷, ◁, ●
Mistrial ..... ▷, ▷, ●
Freestyle Fastslide ..... ◁, ◪, ●
Freestyle Backslide ..... ▷, ◹, ●
Freestyle Fishbrain ..... ▷, ◿, ●
Freestyle Makio ..... ◁, ◺, ●

MANUALS

Single Toe Manual ..... ▽, △
Single Heel Manual ..... △, ▽
Cess Slide ..... R

SPECIALS (FULL JUICE METER REQUIRED)

(The icons for these particular tricks must be found in the levels before they can be performed)

Bio 900 ..... ▷, △, ◁, ⊜
Morales's Grind Combo ▷, △, △, ●
Salerno's Grind Combo ▷, ▽, ▽, ●
Corkscrew 1260 ..... ◁, △, ▷, ⊜
Superman Late Flip ... △, ▷, ▽, ⊜
Double Back Cross Grab ▽, ▽, ▷, ⊜
Double Flatspin ... ◁, ▷, ▷, ◁, ⊜

CHEATS

AWESOME CHEATS, MAN!

All these sneaky cheat codes are entered on the Cheat screen:

UNLOCK ALL LEVELS & PARK EDITOR PIECES:
↑↑↓↓←→←→BABA

UNLOCK ALL CHARACTERS:
↓→→↓←↓←↓→→→

UNLOCK ALL KEYS:
SKELETON

JUICE METER NEVER RUNS OUT:
KHUFU

JUICE METER DOESN'T GO DOWN (UNLESS YOU CRASH):
←←→→←→↓↑↑↓AI

SUPER SPIN:
←←←←→→→→←→←↑

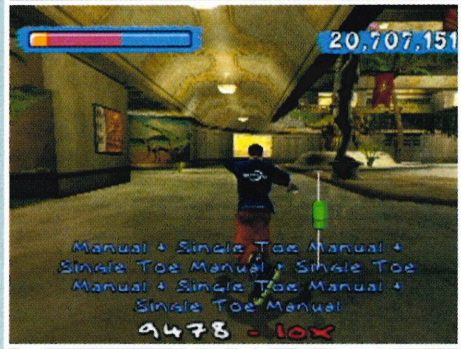
PERFECT MANUALS:
QUEZDONTSLEEP

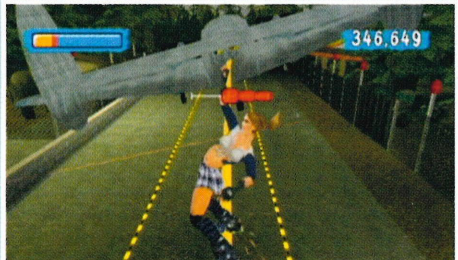
PERFECT HANDPLANTS:
JUSTIN BAILEY

PERFECT GRINDS:
BIGUPYASELF

LOW GRAVITY WALL RIDES:
↑↓↑↓←→←→ABABS

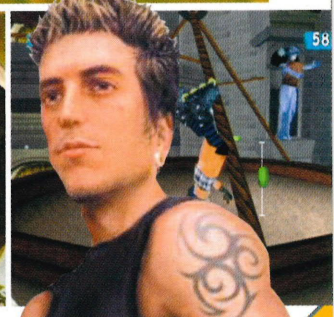












SECRETS

UNLOCK THESE DUDE!

CINEMATICS:
Complete all the normal challenges in a level to unlock its FMV sequence.

CHEAT CODES:
Collect all the Juice Boxes on a level to reveal a cheat code.

POWER SKATES:
Complete all challenges on every level.

ULTRA SKATES:
Complete all the levels with 100%.

CHALLENGE REWARDS
Complete all challenges on a level to unlock its bonus character...

MOVIE LOT:	The Bride
CIVIC CENTRE:	Goddess
INDUSTRIAL:	Junkie
BOARDWALK:	Captain
CANNERY:	Diver
AIRFIELD:	Bombshell
MUSEUM:	Mummy



VIRTUA STRIKER 3

INFORMATION

VIRTUA STRIKER 3 VER. 2002	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
GENRE:	SPORTS
PRICE:	£39.99
PLAYERS:	1-2

CUBE

Playing as the weaker team is a real challenge.

DIFFICULTY RATING

EASY 8/10 HARD

MEDIUM

TIPS AND TACTICS

Being a top manager is all well and good, but it's just not enough. You'll have to be on top of your game on the pitch as well as on the sidelines if you're going to win.

PASSING

■ Think ahead during the game, or you'll get tackled – have your next pass or two planned out ahead of time, using the radar if at all possible. Start pressing the button before the ball reaches your player, if there's a marking defender breathing down his neck. If you don't, you'll probably lose possession.



■ Don't be afraid to play balls for your players to run onto, especially if your strikers appear faster than the defenders chasing them.

ATTACKING

■ Heading straight for the box seems to be more effective than knocking crosses in. If you get tackled, return the favour as quickly as you can. A pair of players can work their way up



Bring the International Cup home and unlock the hidden stadiums and teams with this complete guide. Come on my son... Pass and move... Switch it... Go on, take him on... Shoot... GOAAAAAAAAAAL!

the pitch fairly easily this way: while one tackles, the other grabs the ball and runs off with it.

■ When taking a free kick just outside the area, turn your player so he faces the opposite corner to where you're going to shoot. This will make the goalie move more towards the side you're facing: he'll now have much further to go to save your shot.

■ A short corner followed by a cross seems to be much more effective than knocking the ball straight into the box. The only trouble with this is that you may be tackled before you can get a cross in at all.

■ You can perform a drill shot by holding down Ⓧ until it enters the red zone of the power bar. Tap it again just as your player is kicking the ball and it will fly fast and low, hopefully into the back of the net. The timing can be difficult to get right though – tap Ⓧ too early and you'll scuff the ball along the ground. Too late, however, and the ball will probably be kicked too high, missing the goal by a mile.

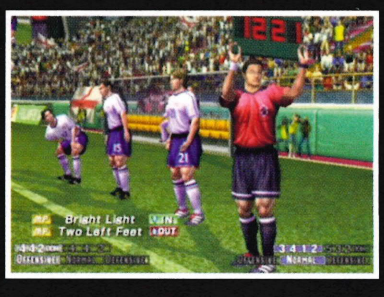


GENERAL TIPS

■ Take throw-ins quickly. You'll often find that defenders take a second or two to get into position.

■ This probably goes without saying, but never perform a sliding tackle from behind. 90 percent of the time you'll commit a foul and get a yellow or a red card.

■ In the Ranking mode, the number of points you receive is based on all kinds of things – not just the final results of the matches. You'll really have to work on your game if you want to score highly.



■ When playing in an extended competition like the International Cup, try to avoid fouling your opponents wherever possible. If you get sent off or collect too many yellow cards with a single player, he'll be forced to miss the next game.

■ Substitute tired players at half time, or part way through the second half. Even if you have to bring on someone with lower skill levels, a fresh set of legs more than makes up for a lack of ability.

■ Don't waste your time trying to draw a foul from a team that's already down to eight men. The referee won't send off any more players.

ROAD TO INTERNATIONAL CUP

YOU'LL NEED TO keep your wits about you in this mode. Should you make a mistake in scheduling training or friendly matches, you'll find yourself at a disadvantage. If you follow the tips here though, that shouldn't happen, unless you're as fond of the ol' liquid refreshment as gallon-guzzling Georgie Best!





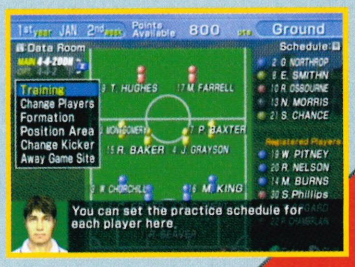
TRAINING

■ Don't be afraid to experiment with your side's starting line up. Some of your substitutes may prove to have more potential than your default players – check their progress on a regular basis and make sure you always have the best squad available.

■ Keep an eye on the arrows next to your players on the Ground screen. If you hold down , you can see how much your team's stats are improving. If the arrows are very small or don't appear at all, you may want to change the skill they're training in. That said though, later on in the game you may consider yourself lucky if the arrows appear at all – stick with this skill until it's at its maximum level, and then simply move onto the next one.

■ Train your squad according to their position. There's no point in getting defenders' shooting skill up too high – how often will they need to use it?

■ You may find it easier to go through the list of training options in order, rather than assigning random skills to your players. This can make training much easier to keep track of – you won't find yourself going back to a skill you just maxed out a few weeks ago.



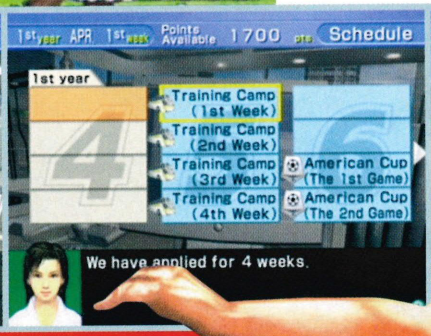
TOP TIP

TOO EASY FOR YOU?

Then why not try taking Tahiti or Hong Kong to glory in the International Cup? You'll have your work cut out for you using one of the worst teams in international football.









SCHEDULING

■ Do as the manual says and schedule a training camp for the whole of May in the first year. Your players' stats will rise faster here than in normal training – sometimes massively so. You'll also have a chance to upgrade your entire team by performing well in a practice game at the end of the trip.

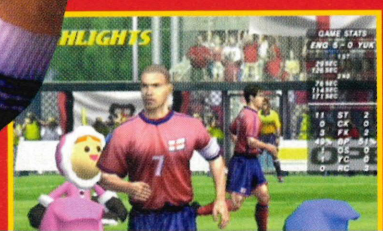
■ Once the scheduled matches like the International Cup qualifiers begin, you won't have to organise as many of your own. Concentrate more on training your squad at this point in the game.

■ Always accept offers of matches from other teams – it'll be good for your players, could earn you extra points and might improve your world ranking. This is also a good way of saving points that could be better spent elsewhere. After all, this type of practice match comes free of charge.

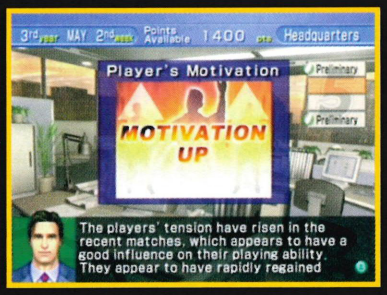
■ When selecting your schedule, try to keep a balance between all the available options. You don't want to spend all your time in training camps or in exhibition matches, for example. A mix of the two will be much more effective in the long run.

■ When organising friendly matches, play teams of the same skill level as you, or higher. Your team won't learn as much from lower quality opposition, though giving a struggling team a 6-0 drubbing may be good for morale. A good tactic is to offer 500 points to the visiting team and select the highest ranked opponent from the list. If you win, you should move up through the world rankings. It's also good for morale and you may earn yourself some bonus points – even as much as the cost of the match.

■ Try to spend as many points as you can before the International Cup begins – any left over will just be wasted. An extended training camp and a friendly or two before the competition might be a good idea.



GENERAL TIPS



- Play and win overseas matches to keep your players' morale high. It won't just fall if you lose – it also drops if you don't schedule any games.
- Play and win convincingly in exhibition matches to keep fan interest high. If you don't, your team will receive less support in both home and away games.



- Occasionally, a new player may be introduced to you. Give him a trial and then a permanent place in your squad, if you think he deserves it. If and when you do, drop the worst player from his place on your team, remembering to keep a balance between attack and defence.
- If you have to, reload your game from a previous save if you lose a match you really should've won. Losing a game may have bigger consequences than a blemish on your record, like a drop in morale or a fall in the rankings.



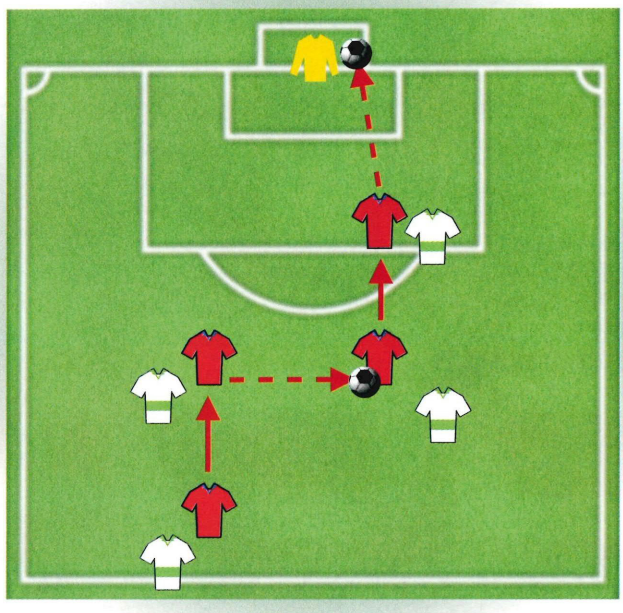
- Do your best to win the regional cup you're entered in – doing so will give your world ranking a big boost and can't hurt your players' morale.

HOW TO SCORE

Sticking the ball in the back of the net can be a real nightmare at times, since crosses rarely result in a goal. The best method is to make a run towards the penalty area and use one of the following techniques...

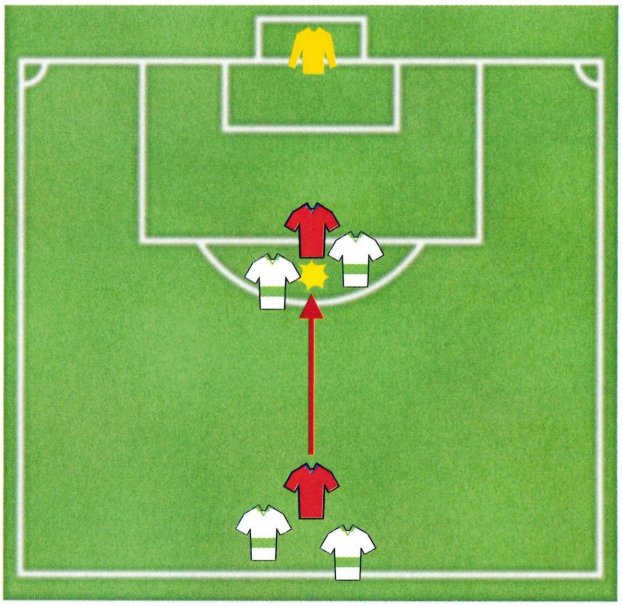
RUN-ON PASS

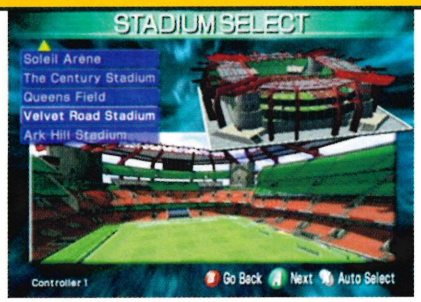
If one of your players receives the ball with space in front of him, he may still get caught by an opponent before he reaches the penalty area. Instead of shooting from a distance, use Ⓑ to pass the ball across to the striker who should be running up the other side of the pitch. He'll move to intercept the ball and you'll then have a great scoring opportunity on your hands.



RED CARD!

Computer opponents aren't afraid to foul, so use this to your advantage. If you're running towards the penalty area but can't quite make it far enough for a decent shot on goal, keep running straight ahead and you'll probably be brought down. You'll have either a free kick or a penalty to your name and the guilty player should be sent off.





SECRETS

UNLOCK THE EXTRAS

CENTURY STADIUM

Complete the group stage of the International Cup, in Road To International Cup mode.

ST. ROAD STADIUM

Make it through the second round of the International Cup, in Road To International Cup mode.

ESTADIO NOU ESPERANZA

Win your semi-final match in the International Cup, in Road To International Cup mode.

VELVET ROAD STADIUM

Win the International Cup, at the end of Road To International Cup mode.

FC SONIC

Earn a total of 20 points or more in Ranking mode and you'll be challenged by FC Sonic.



YUKICHAN UNITED

Earn a total of 30 points or more in Ranking mode and you'll be challenged by Yukichan United.





CUBE

Play on World Class and get beaten by matadors.

DIFFICULTY RATING

EASY 8/10 HARD

MEDIUM

If football was like this, there'd be no need for hooligans – they'd be in the team!

INFORMATION

REDCARD	
PUBLISHER:	MIDWAY
DEVELOPER:	POINT OF VIEW
GENRE:	SPORTS
PRICE:	£44.99
PLAYERS:	1-4

REDCARD

TIPS AND TACTICS

BEFORE YOU CAN GO ABOUT SCORING GOALS, YOU NEED TO KNOW THE BASICS...



• The closer you are to goal, the more likely a foul is to be called against you. Be careful in and around the penalty box or you could get a player sent off.

• Perform an aggressive tackle on players with the ball when they're running towards the sideline. If it goes out for a throw-in, you'll be the one taking it. After all, you never touched the ball, did you?

• If you and an opposing player are running for the ball, it may not be a good idea to get to it first. After all, you'll only be tackled straight away. Take the other player out with a sliding tackle before claiming the ball.

• Don't waste your Boost bar – only use it on a member of the opposing team when you're sure you're going to hit them.

• When taking a free kick, use up some of your Boost meter. The ball will find the back of the net more often, especially if you're right on the edge of the area.

• Avoid using the boosted sliding tackle too often. The only advantages it has over the regular one are slightly increased range and speed. Tapping R twice will help you close the distance between you and your opponent quicker, anyway.

• If you're running in on goal and have one or more blocks of your Boost meter filled, use it! If the ball doesn't get past the keeper, there's always the chance you'll blast him into the back of the net.











TIPS AND TACTICS

- Try to vary the types of tackle you use when playing against friends – then they won't know which dodge button to use until it's too late.
- Injuring the other team's central defenders is a great way to get a run in on goal: shooting's easier when there's no-one left to tackle you. Also, if an opposing defender is sent off, make runs to where he'd normally be – the others won't cover the gap.
- The first time through World Conquest mode, pick a decent team. There's no point making things hard for yourself, as the difficulty will increase as you go along. After all, if you get stuck, you can't switch teams halfway through.
- Instead of running straight at defenders halfway up the pitch, make shallow diagonal runs back and forth in front of them. On the lower difficulty settings, they'll jockey with you for a bit.
- It's not just players you can foul – if you want, have a go at the referee.
- When your opponent is taking a goal kick, try placing yourself next to a defender and use a boosted, aggressive tackle as the ball is kicked. If you can get it back quickly, you'll have the advantage as the defender will still be on the floor.







SECRETS

FINALS MODE

Complete the World Conquest mode to open up this game setting.

HIDDEN TEAMS & STADIUMS

The following teams are opened up by beating them in World Conquest mode and when you do, you'll also earn the right to play in their stadiums:

ANTARCTICA:
Penguins and the South Pole
Seals and the Aircraft Carrier

OCEANIA:
Dolphins and the Nautilus stadium

NORTH AMERICA:
SWAT and Nova City

ASIA:
Ninjas and Youhi Gardens

AFRICA:
Apes and Victoria Falls

SOUTH AMERICA:
Tonatiuh, Xochicalco and Tepoztlan stadium

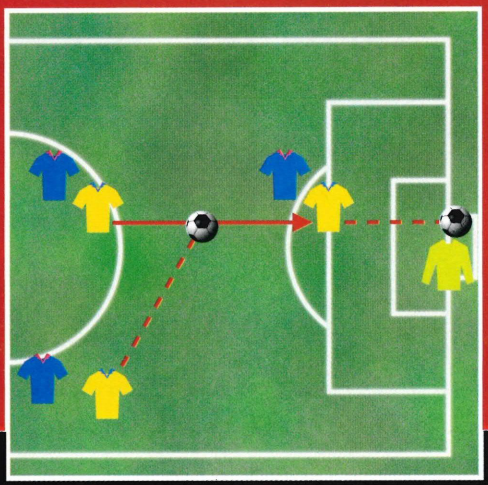
EUROPE:
Matadors and Spanish Coliseum
Zombies and Haunted Mansion

SCORING

YOU CAN BEAT YOUR OPPONENT TO A BLOODY PULP, BUT WHAT ABOUT SCORING GOALS?

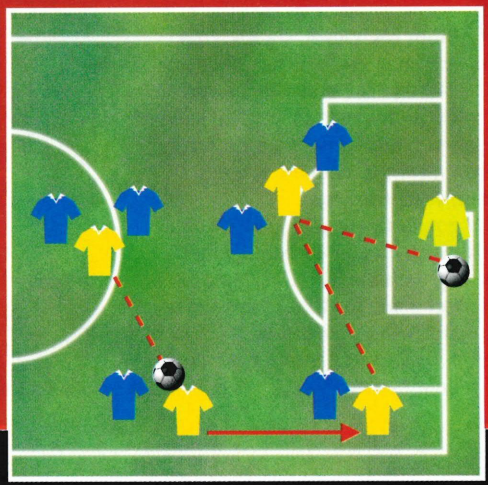
THROUGH BALL

Pass the ball upfield until you get close to your opponent's penalty area. Once you're within range, play a ball for one of your players to run onto, making sure it isn't going to be intercepted. You'll probably still be within tackling range though, so get ready to dodge when the defender slides towards you. This should leave you with only the keeper to beat.



CROSSING

Play a through pass to a player running up the sideline and you'll be able to put in a cross. Press as you come alongside the box, making sure a forward is there to receive the ball. If not, you'll have to hold the ball, dodging tackles before sending the ball into the box. Hit the shoot button as the ball arcs towards your striker – you can use up some of your boost bar at this point too.



CHEAT

UNLOCK EVERYTHING

Sadly no 'bungs' in a brown envelope! Create a new profile on the Save / Load screen and use BIGTANK as your name. In addition to the teams listed in the secrets, you'll be able to play as the Martians, Kraken and Negiseti.



WELCOME TO ADVANCE...

Every month, we anticipate the very finest that the Game Boy Advance has to offer, but yet we're always surprised as to which games turn out to be the best – while there are plenty of titles out this month (heck, it's the start of the run-up to Christmas), the best aren't necessarily what you'd expect. Take *Go! Go! Beckham*, for example; it certainly doesn't look like much but once you start playing it, we don't think you'll be able to stop. *Speedball 2* is another of those games, although having had past experience with the original Amiga version, we knew it was going to be great – those of you who aren't familiar with the franchise though might not warm to it quite as quickly though. Still, you'd do well to get your hands on a copy pretty sharpish...



ADVANCE

Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...

GO! GO! BECKHAM

Becks, a football, golden coins... and not a single ex-Spice Girl in sight

SO, LET'S GET this right... it's got David Beckham in it, but it's NOT a football game? Well, not a football game in the truest sense – you still use David Beckham to kick a ball around the place, but that's about where the obvious sporting concepts end. Instead, what Denki has managed to produce is a damn fine platform puzzle game in the same strain as *Klonoa* or the upcoming *Super Mario Advance 3*... with David Beckham. Strange but true.

The story is typically twee – as David, it's your job to get the Soccer Island Club treasures back from the evil Mister Woe and his League Of Monsters (split into four divisions and controlled by a Monster Manager... yes, it's full of football terms). However, the game is wonderful blend of platform adventuring and logical puzzles thanks to the use of David's one and only weapon – his ball. Mastering the ball controls is the key to success in Go! Go! Beckham, as you have to use it for everything from collecting items and killing enemies to destroying scenery and unlocking the exit from each level. Luckily, your coach is on hand to guide you through the early stages and even when you have to start thinking for yourself, the game is never unfair; there's always a solution to every problem you encounter...

With gorgeous cartoon graphics and engrossing gameplay to boot (pun intended), we think *Go! Go! Beckham* is the perfect game for GBA owners of all ages – much like *Denki Blocks* before it, Denki's got another champ on it hands.

CUBE RATING 90





Oh look... Beckham scores again. Ain't that a surprise?

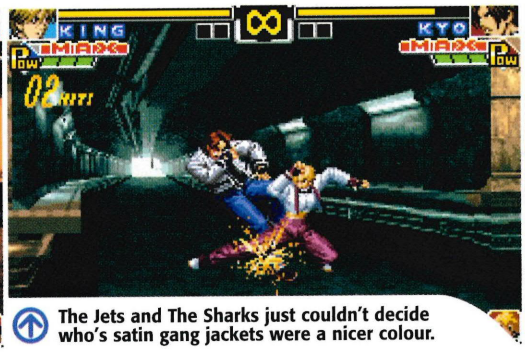
CUBE INFORMATION

PUBLISHER:	RAGE
DEVELOPER:	DENKI
GENRE:	SPORTS
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- PLAY AS THE MAN HIMSELF
- PLATFORM AND PUZZLES COMBINED
- SMOOTH DIFFICULTY CURVE
- COMPREHENSIVE TRAINING MODE
- BLOOMIN' GOOD FUN ALL ROUND







The Jets and The Sharks just couldn't decide who's satin gang jackets were a nicer colour.

KING OF THE FIGHTERS EX: NEO BLOOD

The franchise has been going for ages, but who is actually 'king' of the fighters?







"ALTHOUGH THIS IS A DECENT GBA BEAT-'EM-UP, IT JUST CAN'T HOLD A TORCH AGAINST THE STREETFIGHTER GAMES..."

WHEN IT COMES to beat-'em-ups, most people fall into one of two camps – the Capcom side or the SNK side. Both companies have been producing quality fighting games for ages now, with *StreetFighter* and *King Of The Fighters* each becoming a respected franchise in its own right. Even though SNK is no more though, that doesn't mean that its games or characters have disappeared without a trace...

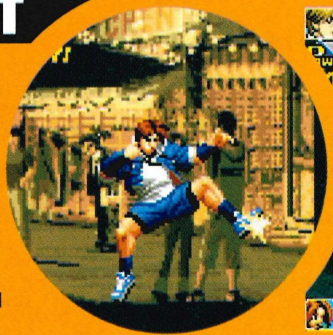
You see, some bright spark at Sammy has thought to bring a totally new *KOTF* game to the Game Boy Advance and despite any preconceptions you might have about beat-'em-ups on a handheld, it actually works really well. The D-pad is just the right size and the buttons perfectly placed for a fighting game of this calibur and pace to play well, while the graphics are probably as detailed as you can get – it's certainly comparable to the Dreamcast versions of *KOTF* that we've seen in the past.

The only problem that we see *KOTF* on the Game Boy Advance suffering from is the competition – in our opinion, the *StreetFighter* franchise has always beaten *KOTF* for playability and so the release of *StreetFighter Alpha 3* in a few months time (plus the already available *SF2: Revival*) means it's just not that essential. Still, if you've been through *SF2: Revival* and can't wait until the next StreetFighter game to arrive, you should be happy with *KOTF*... plus you can trade it in when you're done.

CUBE RATING 7.9

STRIKE A LIGHT

On top of having either one or three fighters on your team to battle with, you've also get to choose an extra character known as a Striker from any of the characters available (the 18 main fighters and six specific 'Striker Only' ones). Acting as single-strike attack that can intercept an opponent as they advance, your Striker can be called in by hitting both Punch buttons simultaneously. However, you've only got a limited number of Striker attacks per round so cautious and strategic use is probably the best tactic...





CUBE

INFORMATION

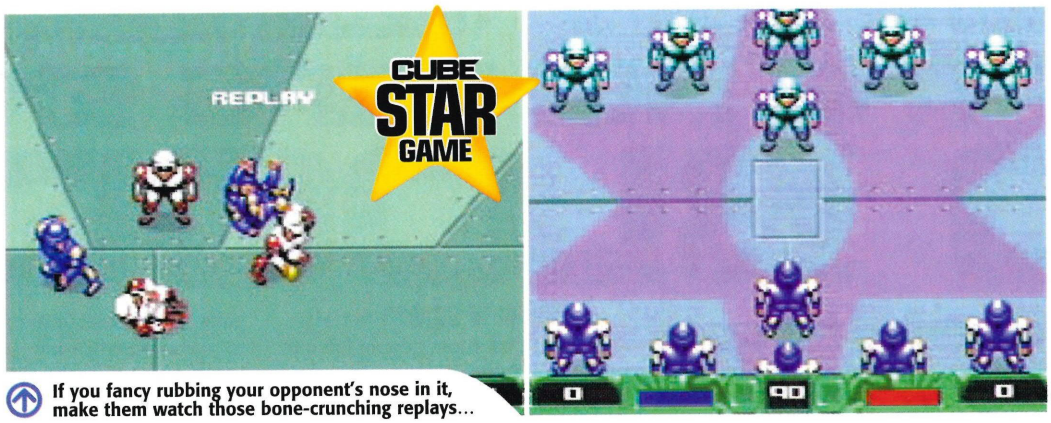
PUBLISHER:	SAMMY
DEVELOPER:	MARVELLOUS ENTERTAINMENT
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- TOTALLY NEW KOTF GAME
- 18 FIGHTERS TO CONTROL
- ADDITIONAL STRIKER CHARACTERS
- TEAM AND SINGLE PLAY MODES
- LINK-UP PLAY AVAILABLE

bliss (n) 1. perfect happiness; serene joy 2. an afternoon with* Speedball 2: BD *on the GBA

SPEEDBALL 2: BRUTAL DELUXE



If you fancy rubbing your opponent's nose in it, make them watch those bone-crunching replays...

"WITH SPEEDBALL 2 NOW TAKING UP ALL OF OUR HANDHELD PLAYING TIME, WE DON'T THINK WE NEED ANY MORE GBA GAMES... EVER"

REGARDLESS OF WHETHER it came out last week or last decade, a great game is a great game – but surprisingly , there certainly seemed to be more of them around when we were young than there are these days. As proof of that, talented developers Crawfish has started bringing back some games that shone back then (all by the Bitmap Brothers... coincidence? No!) by porting them to the GBA. The first? Only one of the greatest sports games ever...

Think American football, soccer and rugby all mixed together, then bung it all into the future and set the action on full – that's *Speedball*. It's pretty much a no-holds-barred affair, with the obvious concept of chucking the ball into the goal being relegated in favour of brutal bashings and full-on physical contact. As far as the GBA port of the Amiga original goes, this is pretty much spot-on – there's very little difference (and even then, it's mostly the sound effects... at least the shouts of "Ice Cream!" have been kept in). Everything we enjoyed in the original game has been ported across from the shiny metal graphics and various game modes, right down to the gym where you can mess about upgrading your team at your leisure.

The icing on the already perfect cake though is the multiplayer link-up options – being able to play against your friends, whether they've got the game or not (single pak Link-up!) is exactly what the doctor ordered. You really don't have much choice – go out, buy this, be happy.

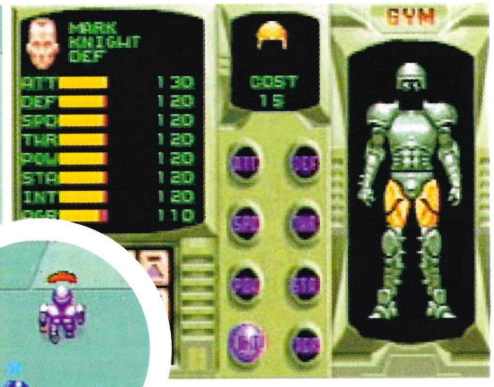
CUBE RATING 9.5

DECISIONS, DECISIONS

Being the sport of the future that it is, *Speedball 2* isn't just about grabbing the ball and slamming it into the back of the net – there are plenty of other decisions to make in the midst of all the action. For example, do you take the time out to light up your team's bonus stars and collect some extra points? What about hitting the bonus multiplier ramp that increases the amount each of your goals is worth? And then there's not forgetting all the cash and additional power-ups that can be collected to help increase your team's abilities... whatever your choice though, you need to make it quick before the other team scores!

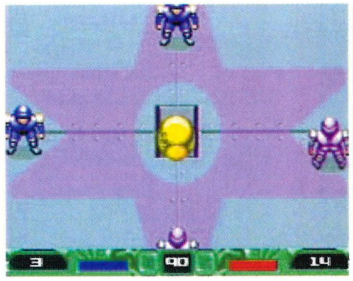






Don't be soft about it... if you haven't got the ball, you'll have to go in with a shoulder barge and get it.







CUBE INFORMATION

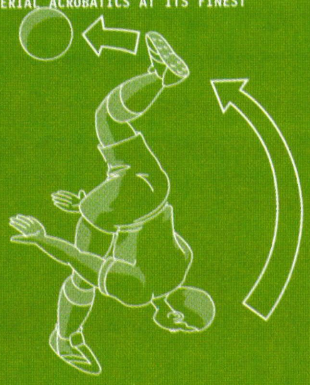
PUBLISHER:	WANADOO
DEVELOPER:	CRAWFISH INTERACTIVE
GENRE:	PUZZLE
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- PORT OF THE AMIGA CLASSIC
- FAST-PACED VIOLENT SPORTS ACTION
- LEAD YOUR TEAM TO VICTORY
- LEAGUE, CUP AND KNOCKOUT MODES
- LINK-UP WITH JUST ONE CARTRIDGE

#1 AXE KICK

FLIP AND SHOOT THE BALL · SLICE THROUGH DEFENDERS · AERIAL ACROBATICS AT ITS FINEST



#8 SUPER HEADER

GO IN FOR THE HEADER · PRAY YOUR HEAD REACHES THE BALL NOT YOUR OPPONENT



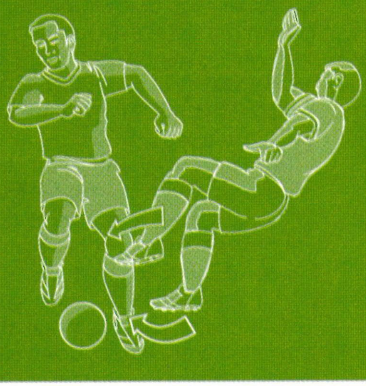
#12 BOOSTER

RUN LIKE THE WIND · EXTRA TURBO POWER · SET THE PITCH ON FIRE



#5 DOUBLE FOOTED TACKLE

GO FOR THE BALL · DIVE IN WITH BOTH FEET · BOOT THE BALL, NOT YOUR OPPONENTS LEGS



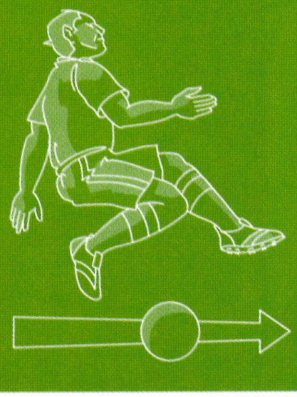
#15 SHOULDER BARGE

RUN PARALLEL WITH PLAYER · WHILE RUNNING, SWING ARM UPWARD · WHAT A WAY TO GET THE BALL



#9 AIR WALK

WALK IN MID-AIR AND SHOOT · MIND BLOWING POWER · SCORE THE ULTIMATE WINNER



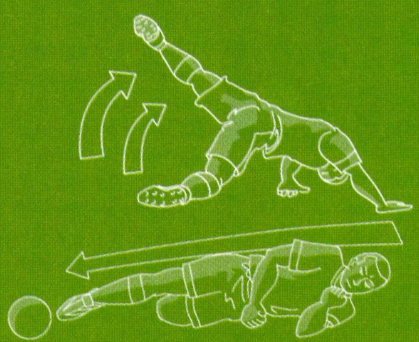
#20 SONIC SHOT

PULL BACK · SHOOT THE BALL WITH UNMATCHED FORCE · UNSTOPPABLE



#3 SUPER TACKLE

OPPONENT BREAKS AWAY · SUPER TACKLE HIM TO TAKE THE GAME TO EXTRA TIME



#17 SLIDING TACKLE

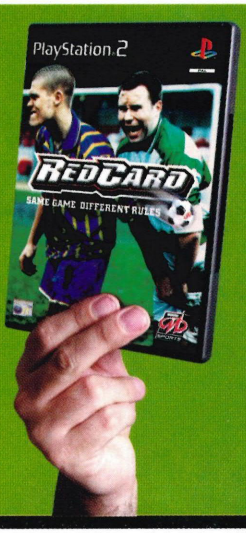
WAIT UNTIL BALL IS KICKED · BEGIN SLIDE · AIM AT BALL WHILE AVOIDING CONTACT WITH FLESH · GAIN CONTROL OF THE BALL

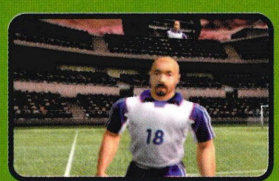


REDCARD

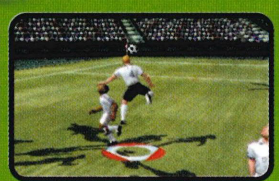
SAME GAME DIFFERENT RULES

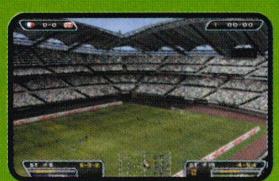
- FIFPRO LICENSE, NATIONAL TEAMS, NATIONAL PLAYERS, AND REAL STADIUMS LIKE SAITAMA, DAEGU AND YOKOHAMA.
- OVER THE TOP ACTION, THAT LETS YOU SLIDE-TACKLE AND SCORE IN A LARGER THAN LIFE THREE DIMENSIONAL STYLE.











MIDWAY SPORTS

PlayStation.2

XBOX

NINTENDO GAMECUBE

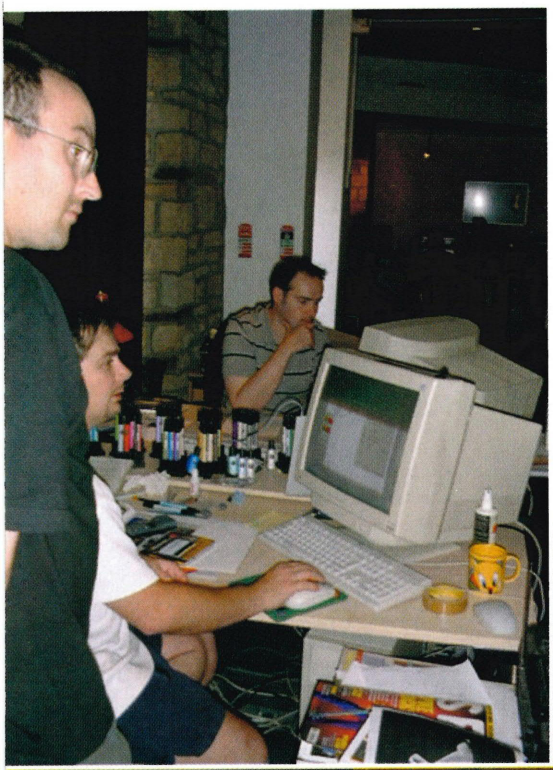
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WWW.RED-CARD.NET

CUBE DONS ITS TRENCHCOAT AND SHADES IN AN ATTEMPT TO INFILTRATE THE WORLD'S MOST HEAVILY GUARDED DEVELOPMENT STUDIOS...

STUDIO EYE

THIS MONTH... RUNECRAFT



STUDIO EYE

INFORMATION

COMPANY NAME:	RUNECRAFT
START UP DATE:	1997
CEO:	KEVIN DEVINE
WEB-SITE:	WWW.RUNECRAFT.COM
ADDRESS:	THE OLD EIGHTLANDS WELL EIGHTLANDS ROAD DEWSBURY WEST YORKSHIRE WF13 2PF

PLATFORMS

- PC, GAME BOY COLOR, GAME BOY ADVANCE, DREAMCAST, PSONE, INTERACTIVE TV, PLAYSTATION2, XBOX, GAMECUBE.

VACANCIES

- WE ARE ALWAYS LOOKING FOR TALENTED AND MOTIVATED ARTISTS, PROGRAMMERS AND PRODUCERS TO JOIN OUR TEAMS.





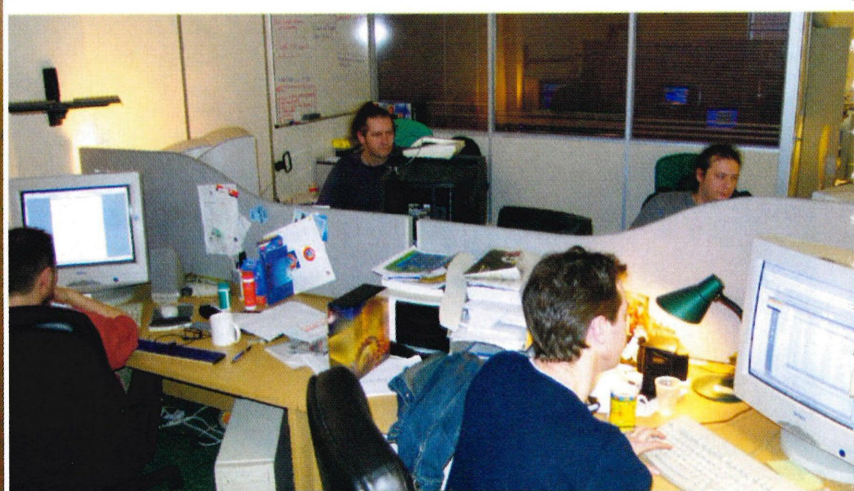
There's more to Runecraft than just a few Barbie games, you know...

THINK ABOUT IT – the last place we'd expect to find a top-class games developer is in a disused pub on the back of a housing estate. (Well, maybe *in* a pub. But disused...? How odd.) However, that's exactly where Runecraft calls home. Having set up shop in the listed building since its inception in 1997, the whole place is like the Tardis; rather unassuming on the outside, but a totally modern and unique development studio within. Of course, that analogy pretty much sums up the company as a whole...

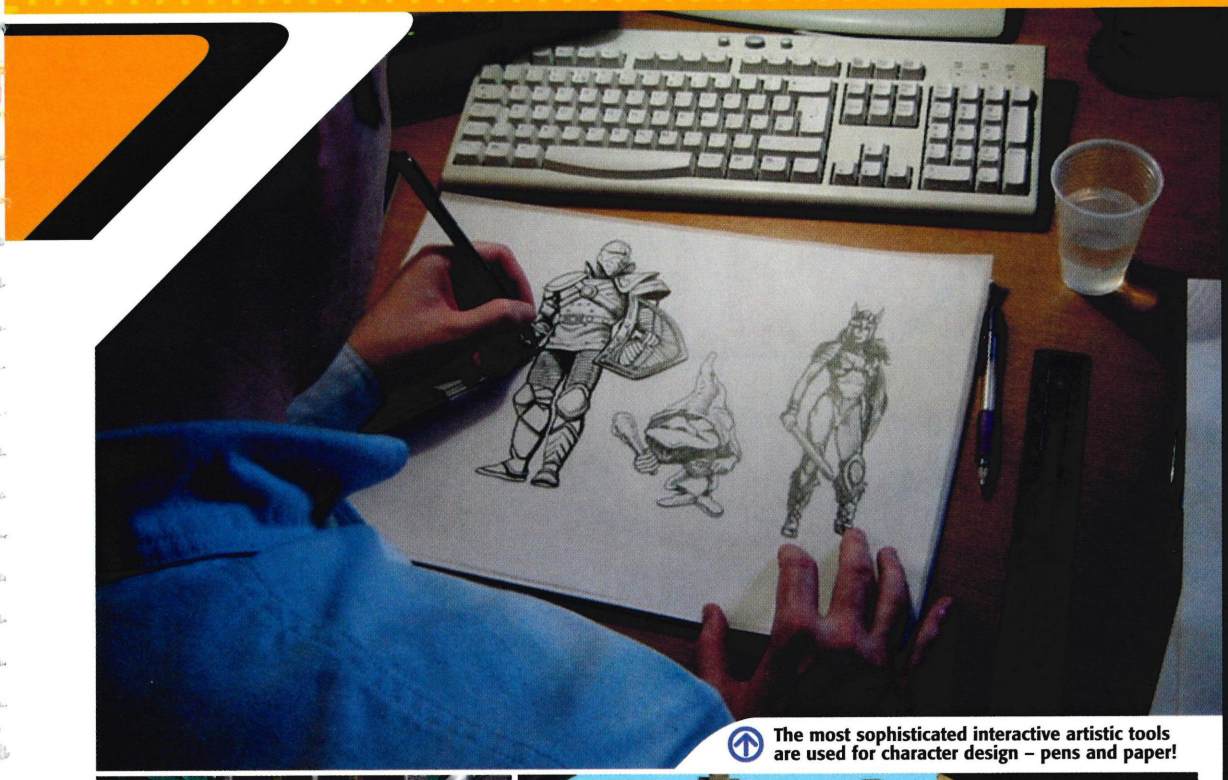
Runecraft's past (as far as its previous titles is concerned) is more than a little varied; this is one developer who has dipped its toe into more than a few genre pools. Titles coming out of Runecraft have covered everything from more obscure edutainment and puzzle titles on the PC (*Monopoly* and *Scrabble* being two such examples) to shoot-'em-ups (the *Special Ops* series), extreme sports (*Mat Hoffman's Pro BMX*) and even something a bit more risqué (the *GTA: 1969 London* add-on pack for *GTA2*). Through this massive range of titles, it has developed for publishers such as Activision, Take 2, Ubi Soft and Infogrames – proof that Runecraft has the respect of many firms within the industry.

Right now, Runecraft has a number of projects on the boil for Vivendi Universal, across several formats; on the GameCube front, it has *Butt Ugly Martians: Zoom Or Doom* and *Barbie: Time Explorer*. Despite your initial thoughts though, it's good to know that these games won't be exactly what you expect thanks to Runecraft's efforts – *Barbie: TE* is similar to *Crash Bandicoot* in design, while *BUM: ZOD* takes the form of a fast-paced action racer. We'll admit that these games shocked even us when we saw them, as we expected something far more generic to fit in with the typical 'licensed game' approach that we're used to. Still, it's reassuring to know that for all the straight-down-the-line developers out there, you'll always find someone who's willing to try something new for the sake of quality.

"WITH SUCH A VARIETY OF EXPERIENCE ALREADY, RUNECRAFT CAN CREATE GREAT GAMECUBE TITLES"



TAKE A LOOK THROUGH THE EYE

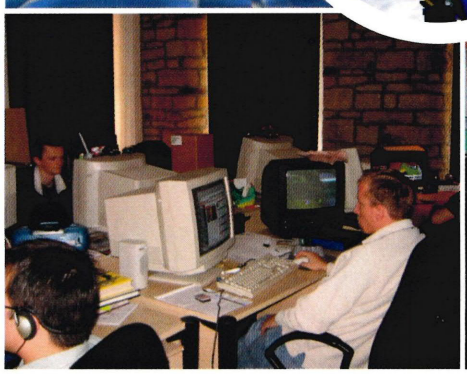


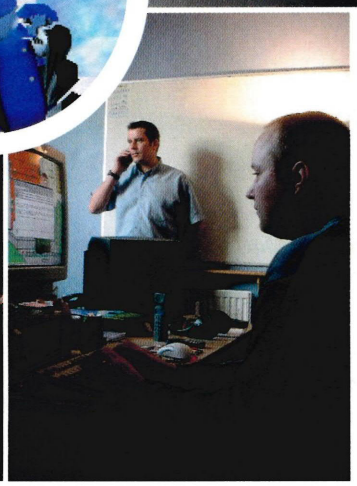
The most sophisticated interactive artistic tools are used for character design – pens and paper!







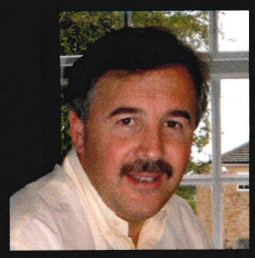




CUBE THINKS...

FIRST IMPRESSION

■ Runecraft is one of those developers that doesn't get much credit, despite what it does – it's doubtful that most gamers would be able to name something that it's been responsible for, even though many of its games have been quite big names. Nevertheless, Runecraft is continuing to develop quality games, with some interesting projects in the future. If it can keep the level of commitment that has been shown in the past, it can't fail. CUBE



IN THE CUBE WITH...

KEVIN DEVINE

CEO, RUNECRAFT

CUBE: How did you first get into the videogames industry?
KD: I first got into the industry in 1999 when I founded mobile games developer, **BattleMail.com.** BattleMail has gone on to become one of the leading lights of mobile games development and now develops multiplayer games for mobile devices, email and airline in-flight entertainment systems – they've been recognised in numerous regional and national awards. I got introduced to Runecraft via *BattleMail* and within 3 months I had bought a majority shareholding in the company.

CUBE: What are your favourite three games?
KD: *Gran Turismo, Jak And Daxter* and (although I'm obviously biased), *Butt Ugly Martians: Zoom Or Doom*. It's a fast, furious and fun game with a range of difficulty settings to suit all skill levels. But it's not just me that thinks so – it's been getting some great previews.The last game I bought? *Super Monkey Ball* – it's hilarious.

CUBE: What do you think of the GameCube from a developers perspective? Is there anything in the hardware you would change or improve?
KD: Nintendo has a great following within the gaming community and as such (purely from a commercial point of view) there is a great opportunity to continue developing awe-inspiring titles for a demanding and hungry public. Also, it's nice to see that Nintendo are supporting developers to a much greater degree than ever before. That said, from a hardware point of view we'd probably go for more main memory as 24Mb is very tight, as well as better texture compression support rather than just DXT1. We'd also prefer hardware support for specialist textures as modifying textures real-time is slow. Finally, a modem would be useful to enable us to create even greater immersive gaming.

CUBE: How do you think the console war will pan out come Christmas time?
KD: It depends on a number of factors; the number, quality and genre of titles released by then and who's buying the consoles (so will people be buying consoles as gifts at Christmas?). I think PlayStation2 will probably be in the lead by Christmas owing to an already large customer base; however, there's no doubt that GameCube hardware and GameCube titles will be bought as gifts thus bringing the 'Cube in at a close second. Finally, all I can say about Xbox is that Microsoft should never be underestimated and it could surprise us all.

CUBE: Is the future of gaming is online?
KD: Online gaming definitely has a future... take *BattleMail* or *Everquest* as great examples. A greater proportion of games will inevitably be online, especially with the advent of easily affordable broadband connectivity in the near future – however, there will always be room for quality single-player games.

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PERIPHERAL VISION

JOYPADS

DESPITE THE GAMECUBE'S dodgy Z button, Nintendo's own brand pads have always been the best choice when buying extra controllers – they can, however, be the most expensive. So then, are any of these third-party offerings worth your cash or is the WaveBird the only pad you'll want?

4GAMERS

IT SEEMS THE solution to beating Nintendo at its own game is to do exactly what the Japanese have done for years: take existing design and technology, improve them and then make them smaller. 4Gamers who manufacture this controller are in fact Western – so instead of making things smaller, they've made things bigger. Figures! Taking design 'inspiration' from the GameCube original, the first improvement is a larger Z button that's more easily located and pressed (even if it is maybe a little stiff). Next up for enlargement is the D–pad that ends up all the more manageable at about a quarter more outsized. We don't like the kidney shaped B button –but considering the additional features and at a fiver cheaper than the official controller, this pad is well worth considering.

INFORMATION	
MANUFACTURER	4 GAMERS
PRICE	£19.99
FUNCTION	3/5
COMFORT	4/5
LOOKS	3/5
OVERALL	**3/5**
ADDITIONAL FEATURES:	TURBO BUTTON, THREE FASCIAS

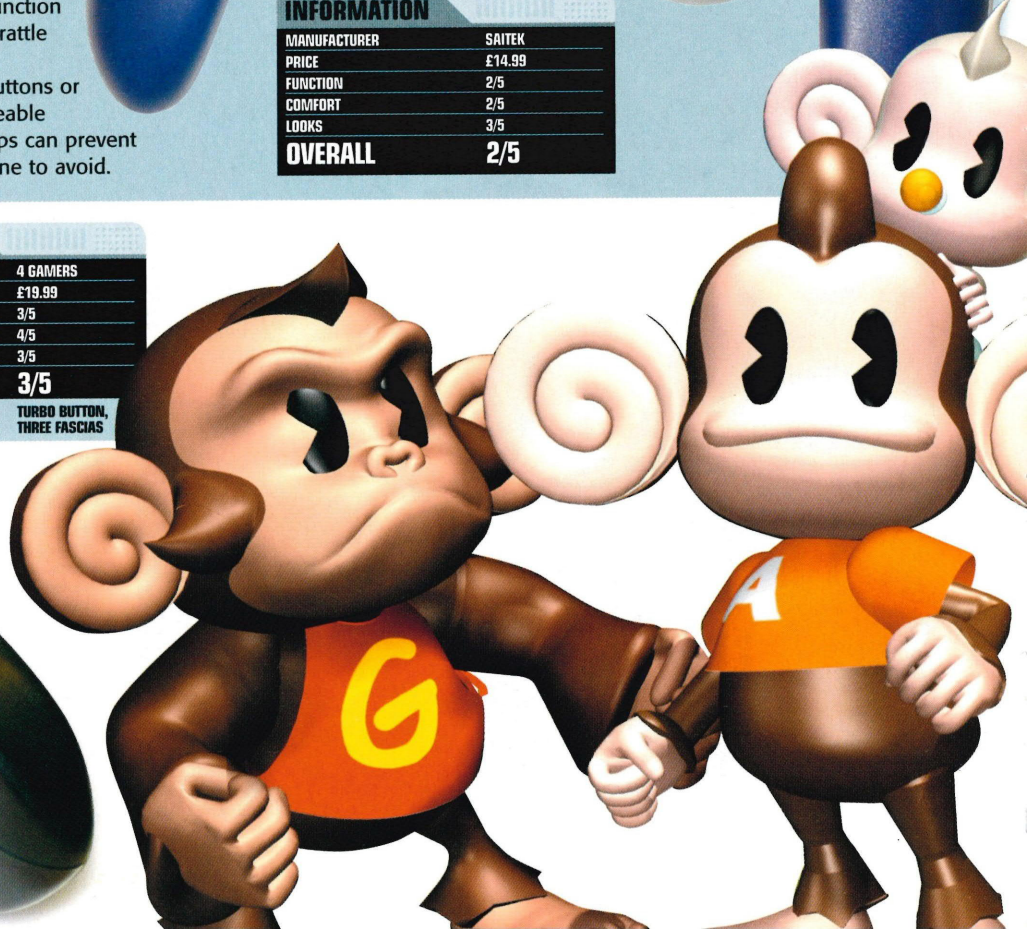


SAITEK

COMMITTING THE DESIGN sin of employing styling that actually gets in the way of the buttons – a plastic overhang at the back obscures the L and R buttons– is not a good start. The face buttons, however, are all perfectly good and reachable – it's the Analogue sticks we've got a problem with. The C–Stick is slack and the main stick has little gradient. Add to these faults a rumble function that is more of a rattle and neither the programmable buttons or swish interchangeable coloured handgrips can prevent this from being one to avoid.



INFORMATION	
MANUFACTURER	SAITEK
PRICE	£14.99
FUNCTION	2/5
COMFORT	2/5
LOOKS	3/5
OVERALL	**2/5**



CONTROL FREAK

NB: All pads were tested using exactly the same titles. *Super Monkey Ball* was played to gauge the main Analogue stick, and *Tony Hawk's Pro Skater 3* was used to give the others buttons a good work out.

PRO PLAY

DISPENSING WITH INTERCHANGEABLE fascias, handgrips, sweat rivulets (they don't exist yet, but they will), or any other fancy gimmick that does bugger all when you're playing a game, this pad is cheap and functional – making it pretty much the Skoda of the pad world. As a whole the controller is unfussy and competent. The sole addition to the standard set-up is a macro Button that sits on the opposite shoulder to the Z Button and can be defined as any Button you wish. While not a major design fault, the Analogue stick waves around too easily and the shoulder buttons lack the convincing click of the official controller. But then again what do you expect for such a low price?



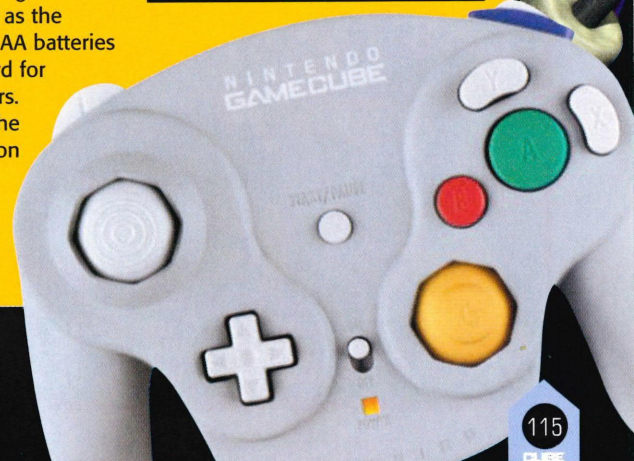
INFORMATION	
MANUFACTURER	PRO PLAY
PRICE	£14.99
FUNCTION	4/5
COMFORT	3/5
LOOKS	3/5
OVERALL	**3/5**
ADDITIONAL FEATURES:	MACRO BUTTON



WAVEBIRD

LET LOOSE FROM the leash and due to touch down in the UK in November, Nintendo's WaveBird is quite simply – magic. Plug an RF (radio frequency) receiver where you'd normally place your pad connector, set the controller dial to the same number as the receiver dial (there are sixteen to choose from), then sit back and be astounded at the ease with which you can forget ever having to worry about tugging your GameCube groundwards. Having got our hands on the WaveBird a couple of months ago, the first thing we did was test the official figure of a 20-foot range. Finding that Martin could both play *WaveRace*, and stand outside at the bus–stop three floors down from our office, came as an enjoyable surprise. Further unexpected revelations came when we realised how light the pad was (same weight as the original), and that two AA batteries will power the WaveBird for around a hundred hours. The only downside is the lack of a rumble function and the cost, but if you're going to get another pad then try and make it one of these. You won't be disappointed.

INFORMATION	
MANUFACTURER	WAVEBIRD
PRICE	£34.99
FUNCTION	5/5
COMFORT	5/5
LOOKS	4/5
OVERALL	**5/5**



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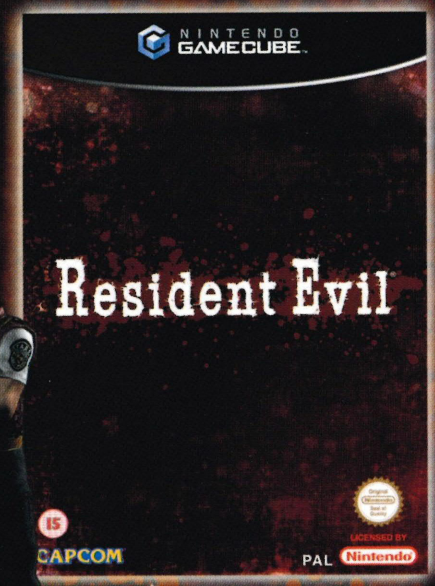
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		CODE
1.	DARIUS - COLOURBLIND	9391
2.	GARETH GATES - ANY ONE OF US	9491
3.	W SMITH - BLACK SUITS COMIN'	9618
4.	P DIDDY FEAT. USHER & LOON - I NEED A GIRL	9746
5.	SCLUB JUNIORS - AUTOMATIC HIGH	9733
6.	SHAKIRA - UNDERNEATH YOUR CLOTHES	8982
7.	BRITNEY SPEARS - BOYS	9492
8.	SCOOTER - THE LOGICAL SONG	9422
9.	VANESSA CARLTON - A THOUSAND MILES	9435
10.	NELLY - HOT IN HERE	8972
11.	JA RULE - LIVIN' IT UP	6270
12.	GEORGE MICHAEL - SHOOT THE DOG	9963
13.	ASHANTI - FOOLISH	9302
14.	FLIP AND FILL - SHOOTING STAR	9505
15.	N.E.R.D. - ROCK STAR	9503
16.	JENNIFER LOPEZ - I'M GONNA BE ALRIGHT	9281
17.	THE CALLING - WHEREVER YOU WILL GO	7947
18.	BEYONCE KNOWLES - WORK IT OUT	9695
19.	CHAD KROEGER FEAT. JOSEY SCOTT - HERO	9421
20.	EMINEM - WITHOUT ME	9015

TONE OF THE WEEK
DARIUS - COLOURBLIND — CODE 9391

CLASSIC TONES

Only Fools & Horses	6152	Italian Job	4856	Halloween	0065
BBC Cricket	4850	The A-Team	4847	The Muppets	0099
Joe 90	5317	Magnificent 7	4826	Great Escape	3548
Benny Hill	0166	Magic R/about	4690	Eye of the Tiger	4852
Simpsons	9130	Winnie The Pooh	6179	Beverely Hills Cop	0013
Get Carter	5425	James Bond	0025	Banana Splits	5316
		Hawaii 5-0	4855	Rainbow	4861
		Dambusters	5061	Mission Impossible	0094

CHART TOPPERS

It Wasn't Me - Shaggy	3705
Uptown Girl - Westlife	3719
Pure & Simple - Hear Say	3729
What Took You So Long - Emma Bunton	3751
Survivor - Destiny's Child	4280
It's Rainin Men - Geri Haliwell	4455
Don't Stop Movin - S Club 7	3764
Do You Really Like It - DJ Pied Piper	4640
Angel - Shaggy Feat. Rayvon	4633
Lady Marmalade - C.Aguillera	4766
The Way To Your Love - Hear Say	4650
Another Chance - Roger Sanchez	5213
Eternal Flame - Atomic Kitten	5322
21 Seconds - So Solid Crew	5390
Let's Dance - Five	5399
Too Close - Blue	5502
Mambo No.5 - Bob The Builder	5571
Hey Baby - DJ Otzi	5767
Can't Get You Out Of My Head	5536
Because I Got High - Afroman	5603

THIS WEEK'S SUPATONES

	CODE
Elvis Vs Jxl - A Little Less Conversation	8688
Tubular Bells - Mike Oldfield	0159
Austin Powers - Film Theme	5784
I Need a Girl - P Diddy feat. Usher & Loon	9746
Black Suits Comin'- Will Smith	9618

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FILM/TV

Airwolf - Theme	4680
Benny Hill	0166
Beverly Hills Cop	0013
Buffy/ Vamp/Slayer	4846
Chariots Of Fire	4687
Charlie's Angels	1516
Coronation Street	4849
Dad's Army	4851
Dallas	0035
Dambusters March	5061
Eastenders	0043
Eye Of The Tiger - Rocky	4852
Hawaii 5-O	4855
Indiana Jones	0199
Doctor No - James Bond	0187
Jaws	5266
Live And Let Die - 007	4857
Magic Roundabout	4690
Pulp Fiction	4860
Return Of The Jedi	4828
Robin Hood	5298
Star Trek	4844
Star Wars (phantom men)	4827
Starsky & Hutch	4863
Star Wars	0151
Superman	0152
The Entertainer (Sting)	0044
The Italian Job	4856
The Professionals	4859
The Rockford Files	4862
The Saint	4829
The Sweeney	0153
Titanic	0157
Top Gun	4864
Wallace & Gromit	4865
Avengers - Theme	4681
Battle Of The Planets	5360
Cagney & Lacey - Theme	5361
Itchy & Scratchy - Simpsons	0075
Monty Python	0085
Star Trek - Theme	0148
Aladdin	5424
Baby Elephant Walk	5401
Blue Peter	6147
Bob The Builder	5333
Braveheart	6076
Casualty - Theme	6201
Chitty Chitty Bang Bang	5319
Dangermouse	5334
Deep Space 9	6239
Dr Who	4688
Enter The Dragon	6172
Flintstones	0052
Fraggle Rock	5375
Grange Hill	6093
Hi Ho Hi Ho/Snow White	6072
If I Were A Rich Man	5397
Jamie & The Magic Torch	5363
Jesus Christ Superstar	5418
Jim'll Fix It	6151
Joe 90	5317
Knightrider	0204
Laurel & Hardy	6067
Loony Tunes	0088
Miami Vice	6243
Munsters	0098
Peanuts - Snoopy	0012
Pink Panther	4691
Postman Pat	0229
Raggy Dolls	6153
Rupert The Bear	6165
Scooby Doo	0128
Sesame Street	0130
Teletubbies	0156
The Can Can	6200
The Godfather	5413
The Good,And,The Bad/Ugly	4854
The Hulk - TV Theme	6077
The Muppets - THEME	0099
The Smurfs	6154

BEATLES

Day Tripper	3460
Eleanor Rigby	3461
Hey Jude - (chorus)	3463
Hey Jude	1502
I Feel Fine	3464
In My Life	3465
Let It Be	0211
Love Me Do	3466
Nowhere Man	3467
Obladi	3468
Run For Your Life	3470
We Can Work It Out	3469

CLASSICAL

1812 Overture - Tchaikovsky	5267
Beethoven's 5th Synphony	5341
Bolero - Ravel	0024
Fiddler On The Roof - Classical	0050
Fur Elise - Beethoven	5342
Greensleeves - Classical	0064
Jerusalem - Classical	4141
Land Of Hope And Glory - Classical	5251
Les Pierailli - French Bagpipes	6237
Swan Lake - Tchaikovsky	6160

IRISH SONGS

All I Want Is You - Bellefire	7805
With My Shillelagh Under My Arm	6622
The Mountains Of Mourne	6619
Rose Of Tralee	6617
Patsy Fagan - The Decent Irish Boy	6615
If Your Irish Come Into The Parlour	6610
Galway Bay	6603
Back In Old Ireland	6595
An Old Irish Lady	6590
A Bunch Of Thyme	6571
Irish National Anthem	6524
When Irish Eyes Are Smiling	6517
The Gypsy Rover	6483
Its A Long Way To Tipperary	6481
Dirty Old Town	6478
Whiskey In The Jar	6453
The Wild Rover	6452
Molly Malone	6451

ALL TIME FAVOURITES

Resurrection - PPK	6449
In Too Deep - Sum 41	6287
Hey Baby - DJ Otzi	5767
Turn Off The Light - Nelly Furtado	5441
21 Seconds - So Solid Crew	5390
Castles In The Sky - Ian Van Dahl	5273
Eternity - Robbie Williams	5270
Heaven Is A Halfpipe - OPM	5215
Eternal Flame - Atomic Kitten	5322
Little L - Jamiroquai	5350
Purple Hills - D12	5271
Perfect Gentleman - Wyclef Jean	5272
Smoke On The Water - Deep Purple	0134
# On You - D12	3722
Clint EastWood - Gorillaz	3721
Changes - 2PAC	0294

NEW RELEASES

God Only Knows - Beach Boys	9685
Good Vibrations - Beach Boys	9686
Can't Stop - Red Hot Chilli Peppers	9683
So Easy (T-Mob Advert) - Royksopp	9691
Precious Illusions - Alanis Morrisette	9699
Wavy Gravy - Sasha	9700
Corner Of The Earth - Jamiroquai	9664
Like A Prayer - Mad House	9665
Love To See You Cry - Enrique Inglesias	9666
Lovin' Is Easy - Hear Say	9667
Salt Fare North Sea - ChumbaWumba	9668
The Tide Is High - Atomic Kitten	9670
Beauty on the Fire - Natalie Imbruglia	9545
Gold - Beverly Knight	9549
I Need A Girl - P.Diddy	9551
What Were All About - Sum 41	9558
Bizarre Mind - Style Phonic	9360
Strange Relationship - Darren Hayes	9382
Don't Care - Angels Reverse	9392
Runaway - Distant Soundz	9394
2 Way - Rayvon feat Shaggy	9389
Colour Blind - Darius	9391
I Get Along - Pet Shop Boys	9393
I Wonder How - The Shining	9279

FOOTY TONES

Never Walk Alone - Liverpool	3545
Marching On Together - Leeds Utd	3541
Fields Of Athenray - Celtic	3547
Simply The Best - Rangers	5309
Z Cars - Everton/Watford	3546
Glory, Glory - Man Utd/Spurs	4134
Mull Of Kintyne - Charlton	0224
Wild Rover- Blackburn	5310
Blue Is The Colour - Chelsea	4140
Who Let The Dogs Out - Liverpool	1576
Sailing - Millwall	5294
City Till I Die - City	3540
Vindaloo - England	1514
I'm Forever Blowing... - West Ham	3543
The Great Escape - Shef Wednesday	3548
Daydream Believer - Sunderland	4132
Keep Right On - Birmingham City	4137
Land Of Hope & Glory - England	5251
When The Saints ... - Southampton	3544
Match Of The Day - Theme	0221
Blue Moon - Man City	4130
Nay Nay Never - Burnley	4138
Rule Britannia - British Teams	0126

HIP HOP

Move It Like This - Baha Men	9578
Girls Girls Girls - Jay Z	6445
Bury Me A G - 2Pac	9159
Whats The Difference - Dr Dre	8905
Say That You're Here - Fragma	6438
Don't Get It Twisted - 2Pac	9163
Got To Have Your Love - Mantronix	8889
Gutbuster Theme- Bentley Rhythm Ace	8903

OLD SKOOL

Mr Wendal - Arrested Development	6679
There's Nothing Like This - Omar	6620
Out Of Space - Prodigy	6425
Fools Gold - Stone Roses	6420
Pump It Up - Elvis Costello	8177
Insanity - Oceanic	6523
Everybody Be Somebody - Ruffneck	6674
I'm Gonna Get You - Bizarre Inc	6521
Funky Bass	6440
Show Me Love - Robin S	6439
Naked In The Rain - Blue Pearl	6436
Finally - Ce Ce Peniston	6433
Good Life - Inner City	6423
Back By Dope Demand - King Bee	6432
Now That We've Found Love - Heavy D/Boys	6614

POP TONES

Unchained Melody - Gareth Gates	7339
Take My Hand - Dido	7220
Whenever Wherever - Shakira	7205
World Of Our Own - Westlife	6965
In Your Eyes - Kylie	6629
Foolsophy - Jamiroquai	6744
You - S Club 7	6831
Light My Fire - Will Young	8894
It's Ok - Atomic Kitten	8699
Escape - Enrique Inglesias	8513
Ain't It Funny - Jennifer Lopez	7662
A New Day Has Come - Celine Dion	7634
On The Radio - Nelly Furtado	6437
Gone - N-Sync	6435
You're Still The One - Shania Twain	6409
You're Not Alone - Michael Jackson	6407
Strong Enough - Cher	6326
Road Rage - Catatonia	6322
Everybody's Talkin - Beautiful South	6361
Common People - Pulp	6315
Sunny Afternoon - The Kinks	6259
Music - Madonna	1501

R 'N' B

No More Drama - Mary J Blige	7708
Fly By - Blue	7322
The World's Greatest - R Kelly	6633
Doin' It - Liberty X	6484
Livin' It Up - Ja Rule	6270
Bootylicious - Destiny's Child	5323
Full Moon - Brandy	8885
Kiss Kiss - Holly Valance	8139
Butterflies - Alicia Keys	7938
U-Turn - Usher	7812
Shoulda Woulda Coulda - Beverly Knight	7364
What About Us - Brandy	6635
Be With Me - Misteeq	6624
More Than A Woman - Aaliyah	6612
Dance For Me - Mary J Blige	6552
Get This Party Started - Pink	6479
AM To PM - Christina Milian	6386
Do Wah Diddy - DJ Otzi	6384
Lately - Samantha Mumba	6344
Get Up - Beverly Knight	6298
Sexual Revolution - Macy Gray	6216
You Give Me Something - Jamiroquai	6127
I'm Real - Jennifer Lopez	5990
Falling - Alicia Keys	5779
What Would You Do - City High	5548

60'S 70'S 80'S 90'S

Whiter Shade of Pale - Procul Harum	5301
Dock of a Bay - Otis Reading	5351
I've Got You Under my Skin - F.Sinatra	4775
Jumping Jack Flash - Rolling Stones	5354
Love Me Tender - Elvis Presley	5264
Music/Watch/Girls Go By - A.Williams	5408
Pretty Woman - Roy Orbison	5295
Raindops Keep Falling On My Head	5410
Sunny Afternoon - The Kinks	6259
Get Up Stand Up - Bob Marley	0060
Hotel California - The Eagles	5318
I Will Survive - Gloria Gaynor	0201
Money Money Money - Abba	5358
Nights in White Satin - Moody Blues	5300
No Woman No Cry - Bob Marley	5789
Sailing - Rod Stewart	5294
Holiday - Madonna	5255
They Call it the Blues - E. John	5398
Imagine - John Lennon	5299
I Want To Break Free - Queen	5302
Kingston Town - UB40	5469
Going Underground - The Jam	8888
A Groovy Kind Of Love - Phil Collins	9153
Da Funk - Daft Punk	7482
Kinky Afro - Happy Mondays	7270
High - Lighthouse Family	6948
4 Seasons In One Day - Crowded Hse	6565

ROCK GREATS

Black Dog - Led Zepplin	9440
Love A Bad Name - Bon Jovi	7611
Teenspirit - Nirvana	7608
Paradise City - Guns & Roses	7606
Anything For Love - Meatloaf	7602
Good Enough - Doggy	6946
Design For Life - M/S Preachers	6939
Girls And Boys - Blur	6750
Whippin Picadilly - Gomez	6683
Always - Bon Jovi	6401
Walk On - U2	6241
Sweet Child - Guns N Roses	5793
Whith Or Without You - U2	5338
Under The Bridge - Chilli Peppers	5336
Bat Out Of Hell - Meatloaf	1583
Scar Tissue - Chilli Peppers	0372
American Woman - L. Kravitz	0258
Walk This Way - Areosmith	0005

INDIE

Sit Down - James	6333
Come Home - James	5450
Look Back In Anger - Oasis	4122
Roll With It - Oasis	4120
Parklife - Blur	1520
Get A Job - The Offspring	0405
Always Rain on Me - Travis	0404
Breath - Prodigy	0286
Losing My Religion - REM	0217
Bitter Sweet Symphony - Verve	0164

WRESTLING

The Rock	1836
Too Cool	1840
Triple H	3482
Undertaker	3484
Kurt Angle	3480
Raw	1839
Shooter - Chris Benoit	4840

RAP

Bad Intentions - Dr Dre	6550
Bouncing Back - Mystikal	6642
Break Ya Neck - Busta Rhymes	7209
Crazy Rap - Afroman	6772
Diddy - P. Diddy	6646
Missing You - Puff Daddy	1584
Slim Shady - Eminem	1515
Ugly - Bubba Sparxx	6168
Woo Haa - Busta Rhymes	8195
Next Episode - Snoop/Dre	3676
The Way I Am - Eminem	1579
Stan - Eminem	1513
Ms Jackson - Outkast	3706
Haters - So Solid Crew	6520
Lovely - Bubba Sparxx	6756
You Gets No Love - Faith Evans	6637

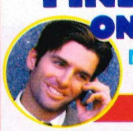
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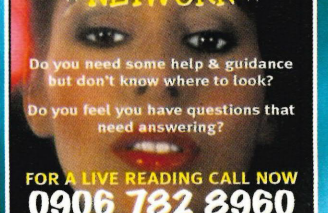
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CUBE DIRECTORY

ISSUE TEN

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	5	NTSC	7.5
BATMAN VENGEANCE	Ubi Soft	In-House	1	✗	✗	2	6	PAL	7.3
BIOHAZARD	Capcom	In-House	1	✗	✗	11+	5	NTSC	9.5
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	✗	✗	3	8	NTSC	8.8
DOSHIN THE GIANT	Nintendo	Param	1	✗	✗	40	8	NTSC	8.0
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	✗	✗	15	9	NTSC	9.5
GAUNTLET: DARK LEGACY	Midway	In-House	1-4	✗	✗	4	7	NTSC	6.5
LUIGI'S MANSION	Nintendo	In-House	1	✗	Issue1	3	6	PAL	7.8
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	✗	✗	2	7	PAL	6.1
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	✗	6+	3	PAL	8.0
UNIVERSAL STUDIOS	Kemco	In-House	1	✗	✗	1	6	PAL	3.7

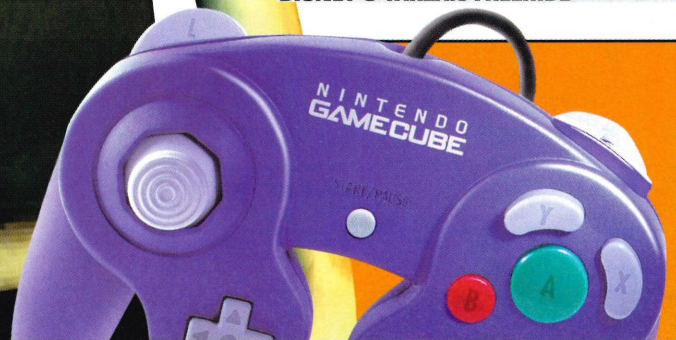
RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL FOREST +	Nintendo	In-House	1-4	✓	✗	57	4	NTSC	8.1
CAPCOM VS SNK 2: EO	Capcom	In-House	1-2	✗	Issue10	2	9	PAL	9.0
LOST KINGDOMS	Activision	From Software	1	✗	✗	2	8	PAL	7.2

PARTY/PUZZLE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
PIKMIN	Nintendo	In-House	1	✗	Issue7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	✗	✗	5	6	PAL	9.3
WORMS BLAST	Ubi Soft	Team 17	1-2	✗	✗	3	7	PAL	8.0
ZOOCUBE	Acclaim	Coyote	1-4	✗	✗	2	9	PAL	7.2

BEAT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
BATTLE HOUSHIN	Koei	In-House	1	✓	✗	6	7	NTSC	7.0
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	✗	✗	3	6	PAL	7.0
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	✗	Issue6	11	6	PAL	8.6

PLATFORM	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-House	1	✗	✗	6	6	PAL	6.5
PAC-MAN WORLD 2	Namco	In-House	1	✗	✗	16	5	PAL	6.1
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	✗	✗	8	6	PAL	5.2







THE ESSENTIAL INFO TO EVERY GAME THAT CUBE HAS REVIEWED!

RACING

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
18WHEELER AM-PRO TRUCKER	Acclaim	In-House	1-2	✗	✗	3	8	PAL	4.4
BURNOUT	Acclaim	Criterion Games	1-2	✗	✗	6	6	PAL	8.5
CRAZY TAXI	Acclaim	In-House	1	✗	✗	4	6	PAL	7.3
DRIVEN	Bam! Ent.	In-House	1-2	✗	✗	3	6	PAL	7.0
F1 2002	EA	In-House	1-2	✗	✗	7	9	PAL	7.6
SIMPSONS ROAD RAGE	EA	Radical Ent.	1-2	✗	✗	5	6	PAL	7.8
SMASHING DRIVE	Namco	Point Of View	1-2	✗	✗	3	5	PAL	3.8
SUPERCROSS WORLD	Acclaim	In-House	1-4	✗	✗	9	9	PAL	4.6
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	✗	Issue5	3	6	PAL	9.0
XG3: EXTREME G RACING	Acclaim	In-House	1-4	✗	✗	3	6	PAL	8.4

SPORTS

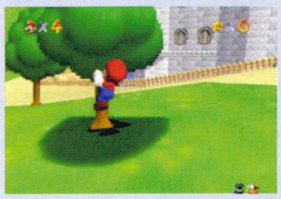
	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
2002 FIFA WORLD CUP	EA	In-House	1-4	✗	✗	29	6	PAL	7.2
DARK SUMMIT	THQ	Radical	1-2	✗	✗	4	8	PAL	6.2
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	✗	✗	4	6	PAL	7.4
ESPN INT. WINTER SPORTS 2002	Konami	In-House	1-2	✗	✗	3	6	PAL	6.4
ISS2	Konami	Major A	1-4	✗	✗	9	6	PAL	8.2
LEGENDS OF WRESTLING	Acclaim	In-House	1-4	✗	✗	3	7	PAL	4.7
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	✗	✗	7	8	PAL	6.8
NBA STREET	EA	NUFX	1-2	✗	✗	10	6	NTSC	8.9
NFL QUARTERBACK CLUB 2002	Acclaim	In-House	1-8	✗	✗	4+	4	PAL	6.7
NHL HITZ 2002	Midway	Black Box Games	1-4	✗	✗	5	6	PAL	9.1
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	✗	✗	4	8	NTSC	9.0
SSX TRICKY	EA	EA Sports BIG	1-2	✗	✗	8	7	PAL	8.8
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	✗	Issue4	6	6	PAL	9.0
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	✗	✗	2+	8	PAL	8.4

SHOOT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
AGENT UNDER FIRE	EA	In-House	1-4	✗	Issue 9	3	7	PAL	6.4
CEL DAMAGE	EA	In-House	1-2	✗	✗	2	6	PAL	4.3
SPYHUNTER	Midway	Point of View	1-2	✗	✗	6	7	PAL	6.1
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	✗	Issue2/3	3	6	PAL	9.1

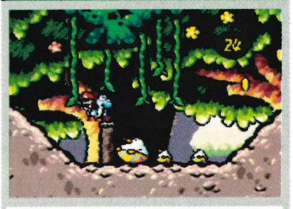
CONSOLE TOP FIVE GAMES... EVER!!!

N64



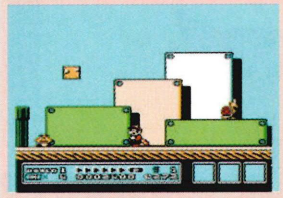
01. SUPER MARIO 64
1996/NINTENDO
02. THE LEGEND OF ZELDA: OCARINA OF TIME
2000/NINTENDO
03. THE LEGEND OF ZELDA: MAJORA'S MASK
1998/NINTENDO
04. GOLDENEYE
1997/NINTENDO/RARE
05. CONKER'S BAD FUR DAY
2001/NINTENDO/RARE

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

NES



01. SUPER MARIO BROS. 3
1988/NINTENDO
02. LEGEND OF ZELDA
1986/NINTENDO
03. SUPER MARIO BROS
1983/NINTENDO
04. MICRO MACHINES
1991/CODEMASTERS
05. METROID
1987/NINTENDO

GBA

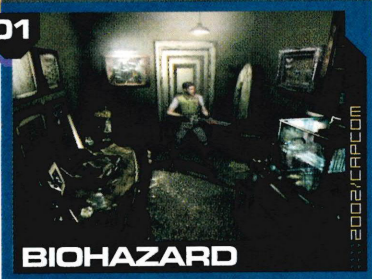


01. SUPER MARIO ADVANCE 2
2002/NINTENDO
02. KURU KURU KURURIN
2001/NINTENDO
03. ADVANCE WARS
2001/NINTENDO
04. GOLDEN SUN
2002/CAMELOT
05. BREATH OF FIRE
2001/CAPCOM

GAMECUBE

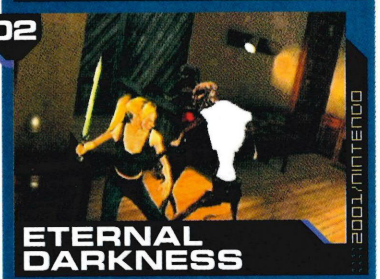
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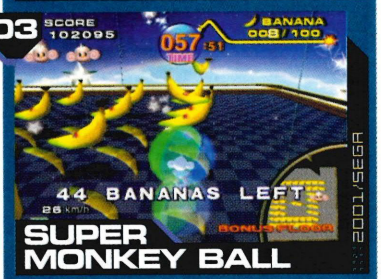
BIOHAZARD
2002/CAPCOM

02



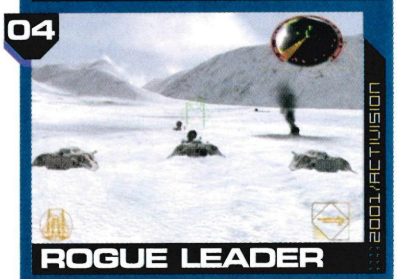
ETERNAL DARKNESS
2001/NINTENDO

03



SUPER MONKEY BALL
2001/SEGA

04



ROGUE LEADER
2001/ACTIVISION

05



NHL HITZ 20-02
2001/MIDWAY

06 WAVE RACE: BLUE STORM
2001/NINTENDO

07 TONY HAWK'S PRO SKATER 3
2001/ACTIVISION

08 SEGA SOCCER SLAM
2002/SEGA

09 PIKMIN
2001/NINTENDO

10 BOMBERMAN GENERATION
2002/MAJESCO

THIS ISSUE IS PACKED TO THE GILLS... BUT NEXT MONTH, WE'VE GOT EVEN MORE TO GIVE YOU!

Next Month... Next Month... Next Month... Next Month...

HORIZON





TIMESPLITTERS 2

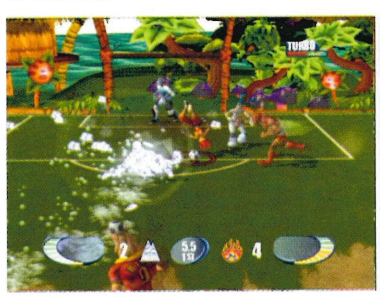
BLOW 'EM AWAY, SISTER!

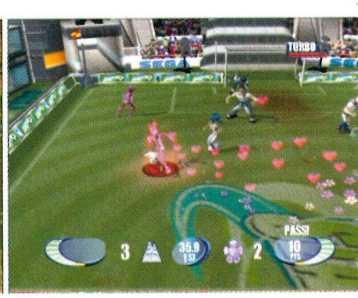
Okay, so unfortunately the very best first-person shoot-'em-up on the GameCube so far slipped by a month... watcha gonna do, eh? Of course, we've still got the very first PAL review coming – right here, next issue!

SEGA SOCCER SLAM

SOCCER JUST LIKE MAMA USED TO MAKE

Anticipation has been high for SEGA's high-octane sports extravaganza for a long while now, but things are about to get even better – why? Well, you'll just have to read our exclusive PAL review to find out...





Definitive reviews of ALL the latest GameCube tit

REVIEWS



SUPER MONKEY BALL 2
We take the import version of this simian smash for a quick spin!



TUROK EVOLUTION
He might be big and tough, but that doesn't make him any good...



DISNEY'S MAGICAL MIRROR
Mickey Mouse lands on the GC – seven years bad luck, Nintendo?



STREET HOOPS
Whaasup, homies? Time to get down with some b-ball – word.

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IN-DEPTH

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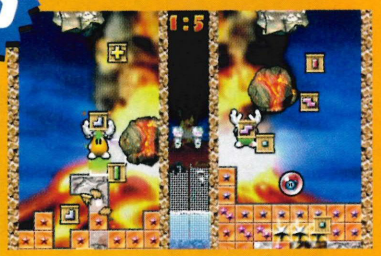
The champ's back in not just one, but all five of his movie incarnations – we take you ringside to show you one of the best boxing games ever!

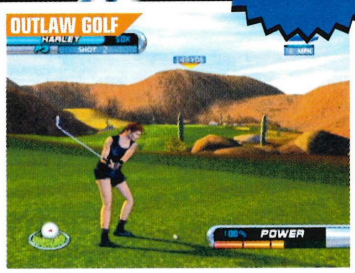
INTERVIEWS

STUDIO EYE

HOT GEN

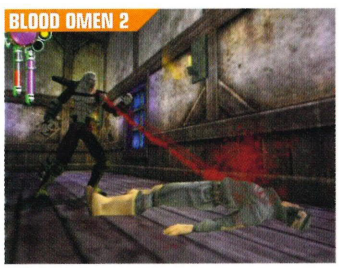
You can't make a videogame without breaking some eggs – especially if it's one called EggoMania. We go undercover to find out more...



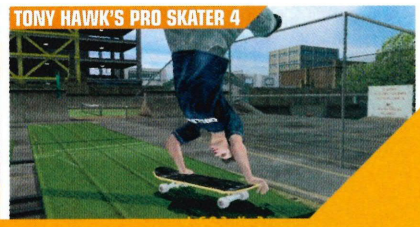


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- Outlaw Golf
- Blood Omen 2
- Phantasy Star Online
- F-Zero GC
- Tony Hawk Pro Skater 4
- Skies of Arcadia Legend





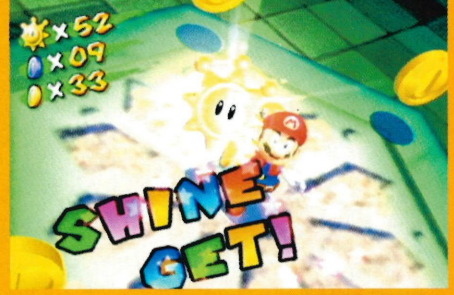


SOLUTIONS

PROBLEM SOLVED

SUPER MARIO SUNSHINE

Here comes the sun... or more specifically, here comes the biggest and best guide for Mario's first adventure on the GameCube. Yay!



Plus all the latest cheats, tips and hints for the best GameCube titles!

les, including:



UFC: THROWDOWN
Large, sweaty men throwing each other around... but in a good way.

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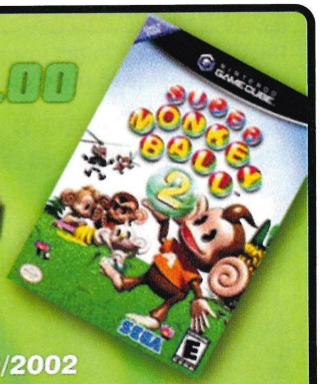
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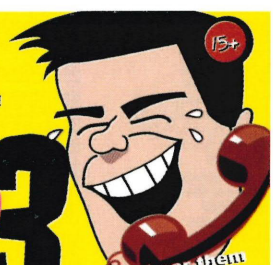
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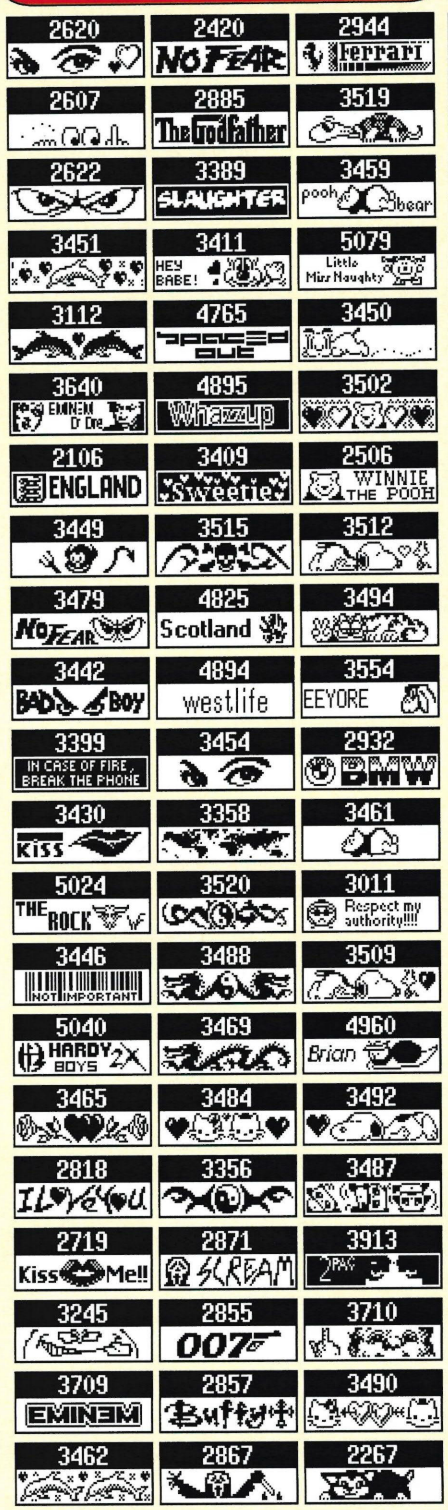
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Eminem - Still Don't Give A F***: 1193
Enrique Iglesias - Hero: 6092
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Lou Bega - Mambo No. 5: 1263
Louise - Stuck In the Middle: 5194
Ludacris - What's Your Fantasy: 4382
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Madonna - Music: 1270
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O-Town - Liquid Dreams: 3833
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P Diddy ft The Neptunes - Diddy: 6078
Pantera - Cowboys From Hell: 4347
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Pink - Get The Party Started: 6071
Pink - You Make Me Sick: 3571
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Savage Garden - Truly, Madly, Deep: 1344
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So Solid Crew - They Don't Know: 5748
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Spandau Ballet - Gold: 5311
Spiller - Groovejet: 3544
Steps - Chain Reaction: 5333
Stereophonics - Handbags Gladrags: 5828
Sticky ft Ms Dynamite - Booo: 4722
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Supermen Lovers - Starlight: 5217
Tina Turner - Simply The Best: 3870
Toploader - Dancin' In Moonlight: 3677
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Adams Family: 1434
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Harry Potter Theme: 6188
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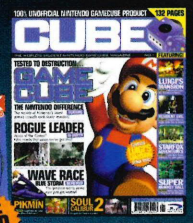
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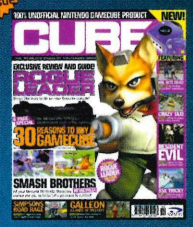
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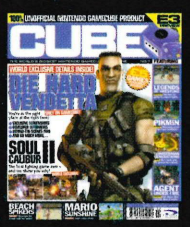
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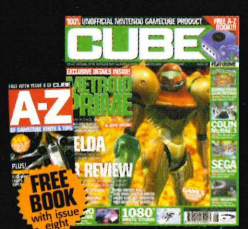
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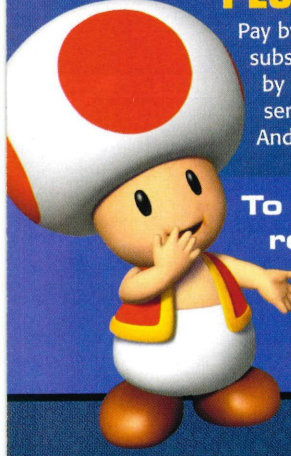
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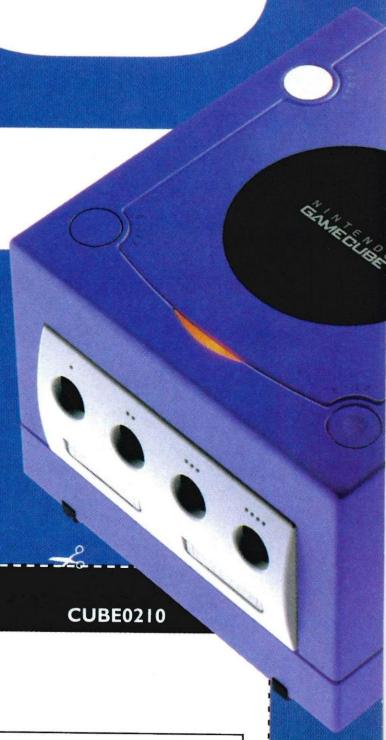
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A great man once said, "If you love videogames, then you probably love Nintendo"... err, probably. Of course, we at **CUBE** feel that couldn't be closer to the truth – Nintendo has been developing the very best example of videogames for a long time now and is only matched by other true innovators in the field such as gaming giant SEGA. Yes folks, this is our shrine to what we believe to be the best developer on the planet... won't you join us on bended knee to worship?



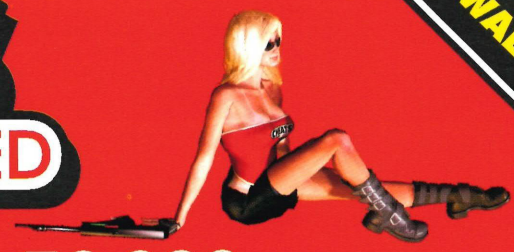
SUPER MARIO KART

It might have been copied several times over by other developers, but not even Nintendo itself has been able to create a racing game that's better than the original *Super Mario Kart* on the Super Nintendo. Compared to the original, the N64 follow-up was a disappointment (the tracks were far too wide and boring) although the recent Game Boy Advance version came close to being almost as good. For our money though, we don't think we'll ever waste as much time on it as we did all those years ago... Exactly what it was about *Super Mario Kart* that made it the ideal game for a gaming session with your mates – along with the obligatory *StreetFighter2* and *Super Bomberman* – is hard to put your finger on. Was it the fast-paced action and incredibly satisfying weapons? The narrow and demanding tracks that constantly kept you and your driving skills on edge? The frustratingly addictive multiplayer Battle mode that required lightning-fast reflexes and the knack of being able to stay one step ahead of your opponent? Probably all of them, if the truth be known... although we were most likely all too busy having a whole load of fun to notice. There is one thing that's as certain as everyone wanting to play as Koopa Trooper though – *Super Mario Kart* was the defining game of its time. In fact, with the benefit of hindsight, it could very well be one of the greatest videogames ever made...

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Spiderman 1 & 2
Spiderman The Movie
SSX Tricky
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
State of Emergency
T = 2 0
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The World Is Not Enough
Tomb Raider 1,2,3,4&5
Tony Hawk's 1,2&3
V = 2 2
V-Rally 3

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Blade
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D = 0 4
Dave Mirra BMX
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Donkey Kong Land 2
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Dragon Warrior Monsters
Driver
Duke Nukem
E = 0 5
Earthworm Jim 2
G = 0 7
Gold Pokemon
Grand Theft Auto
H = 0 8
Harry Potter
Harvest Moon 2
I = 0 9
I.Jones: Infernal Machine
L = 1 2
L.of Zelda: Links Awake.
Legend of Zelda: Ages
Legend of Zelda: Seasons
Links Awakening (Zelda)
M = 1 3
Mario Land
Mario Tennis
Metal Gear Solid
P = 1 6
Perfect Dark
Pokemon Blue
Pokemon Crystal
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R = 1 8
Rayman
Red Pokemon
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Rugrats in Paris
S = 1 9
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Simpsons: Thouse Horror
Spiderman
Super Mario Land
Super Mario Land 2
T = 2 0
Tennis
The L. of Zelda (Ages)
The L. of Zelda (Seasons)
Tomb Raider
Tony Hawk's 2
W = 2 3
Wario Land 2
Wario Land 3
WWF Betrayal
WWF Wrestlemania '00
Z = 2 6
Zelda
Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
0-9 = 2 7
102 Dalmatians

N64

A = 0 1
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B = 0 2
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Banjo Tooie
Blues Brothers 2000
C = 0 3
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D = 0 4
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E = 0 5
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F = 0 6
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G = 0 7
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Goldeneye
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Killer Instinct Gold
L = 1 2
Legend of Zelda
Legend of Zelda: M.Mask
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Lylat Wars
M = 1 3
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Mario Party
Mission Impossible
Mortal Kombat Trilogy
P = 1 6
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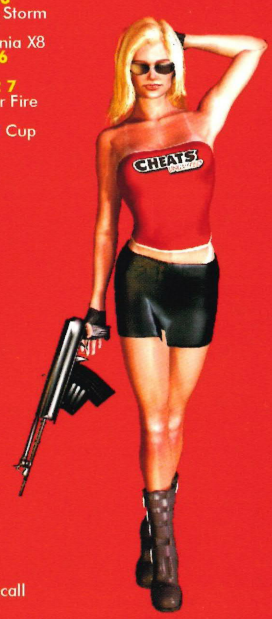
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