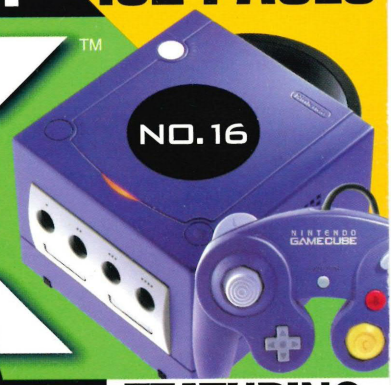
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CUBE™



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CUBE ISSUE 16

RESIDENT EVIL ZERO ■ PRODUCT NO. 03 ■ FINAL FANTASY: CC

FIRST PAL REVIEW

RESIDENT EVIL ZERO

EXCLUSIVE 6 PAGE REVIEW

We take apart the saga's most ambitious entry yet, and it's all good!

MASSIVE IN-DEPTH

PRODUCT NO. 03

IN-DEPTH!

Capcom's one-company assault on the GameCube gathers pace





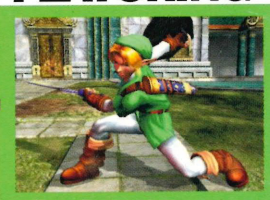
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NINTENDO FANTASIES

As Crystal Chronicles approaches, we look back at the history of Final Fantasy FEATURE!

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FEATURING



SOUL CALIBUR II

UP FRONT Link to star, exclusively on GC



SUPER MONKEY BALL 2

REVIEWED They're cheeky, freaky and ready to roll



PHANTASY STAR ONLINE

REVIEWED Heralding the online revolution



SKIES OF ARCADIA

REVIEWED Fly high with SEGA's airborne RPG

VEXX



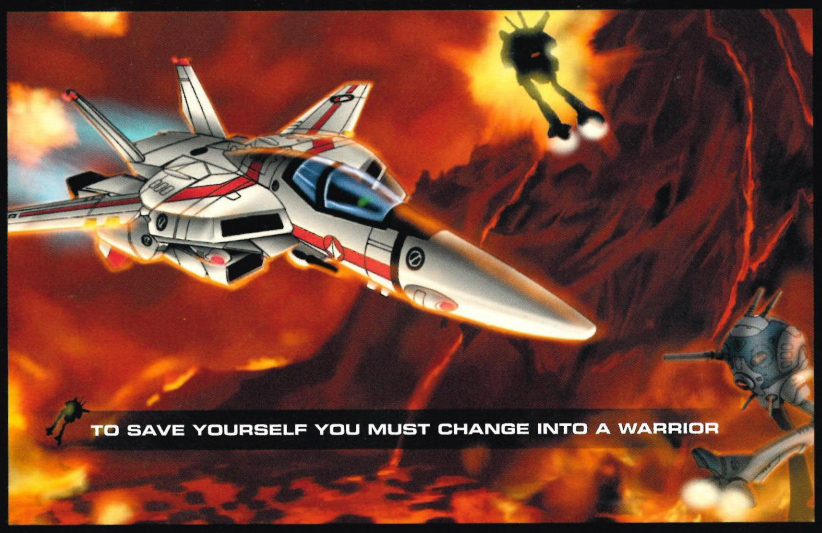
PAYBACK! Vengeance comes with big claws

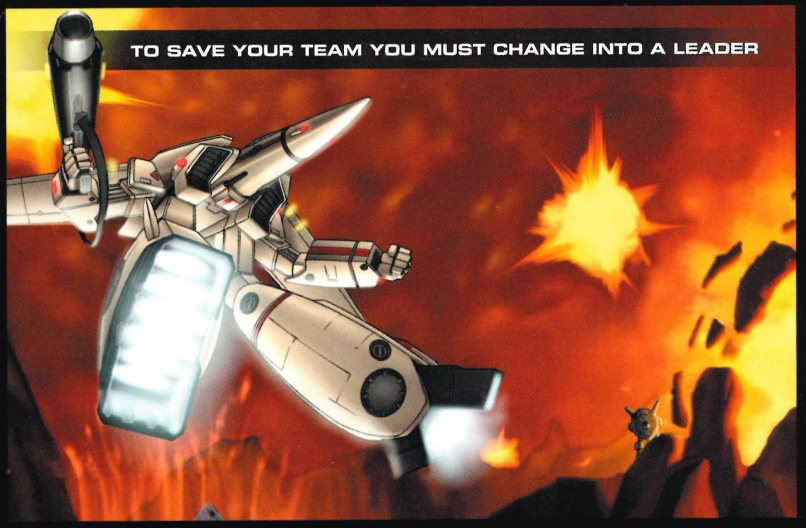
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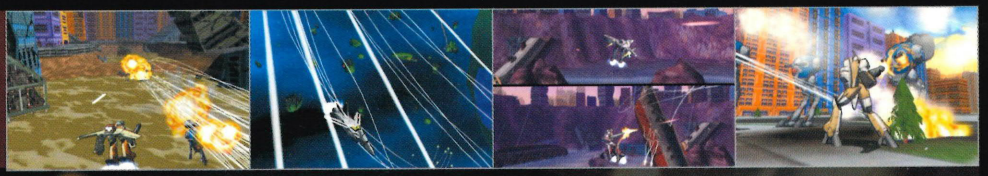
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WELCOME



DURING THE COURSE of a month, a magazine like CUBE must wear many hats. It needs to be an oracle of wisdom, an archive of information, and a voice for you, the reader, to make your feelings known, both in the magazine itself and online on our forums. We also endeavour to entertain, while evolving the whole package so you have something new and exciting to look forward to every issue.

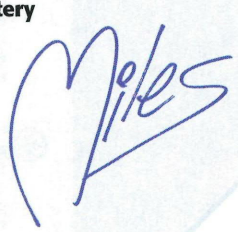
Over the next few months we'll be implementing some changes that will keep CUBE at the forefront of the Nintendo gaming world, while maintaining the standards that put us there in the first place. We'll be covering games in more depth than ever before, with even more words for you to read, although we'll try to keep the syllable count down since, for much of the month, the staffers have been buried in the office thesaurus in an attempt to find the coolest words in the English language. It all started with 'spatchcock' – according to the *Collins English Dictionary* a '*chicken or game bird split down the back and grilled*'. The challenge then is to shoehorn your chosen word into a piece of text. Ironically the word 'spitchcock' is defined as '*to interpolate words into a sentence, narrative inappropriately*.' It's not as easy as you might think, although I believe I may just have won by virtue of using both 'spatchcock' and 'spitchcock' in the same paragraph. Who's your daddy?

Anyway, that will be the last you'll hear of such foolishness, since our hard-working sub has been pruning away at everybody's text with her grammatical secateurs in a valiant attempt to keep things coherent against astonishing odds.

Goodness to get your teeth into this month includes first PAL reviews of *Resident Evil Zero* and *Super Monkey Ball 2*, and the revelation that Link is to appear exclusively in the GC version of *Soul Calibur II* – the beat-'em-up everyone is sharpening their swords for.

In what is traditionally a slow time of the year, and while Nintendo and Capcom are ramping up their publicity machines for some colossal releases over the spring and summer, there are plenty of other delights to keep you warm. *Rayman 3* and *ATV 2* prove there are third parties out there quite capable of bringing home the bacon while the big N lights the touch paper for a spring explosion. You can bet we'll be fanning the flames, if only to ensure our spatchcock is properly cooked through!

Miles Guttery
Editor



AT A GLANCE

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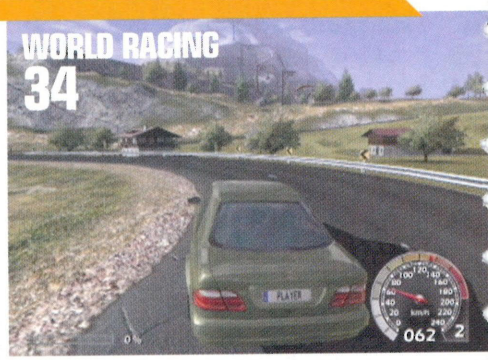


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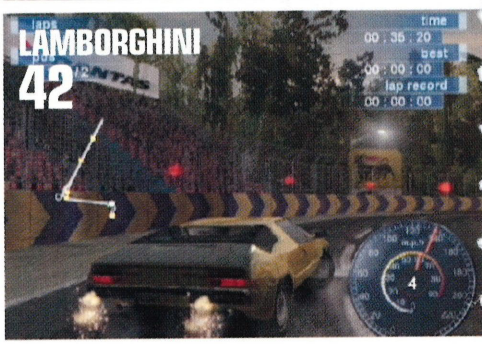
56 Blood, sweat and fear – all aboard the Ecliptic Express to Raccoon City!

RESIDENT EVIL ZERO

The world's biggest Nintendo GameCube magazine!



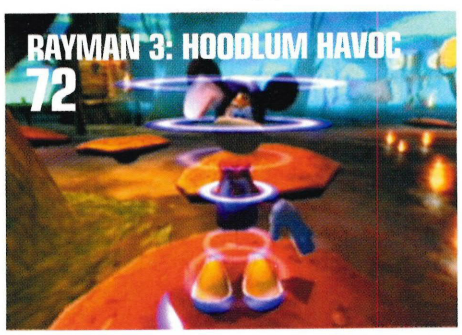
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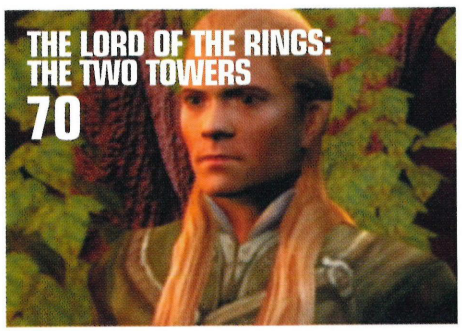
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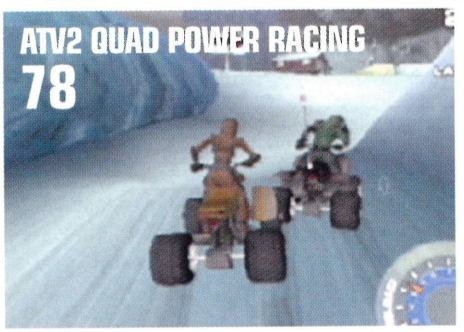
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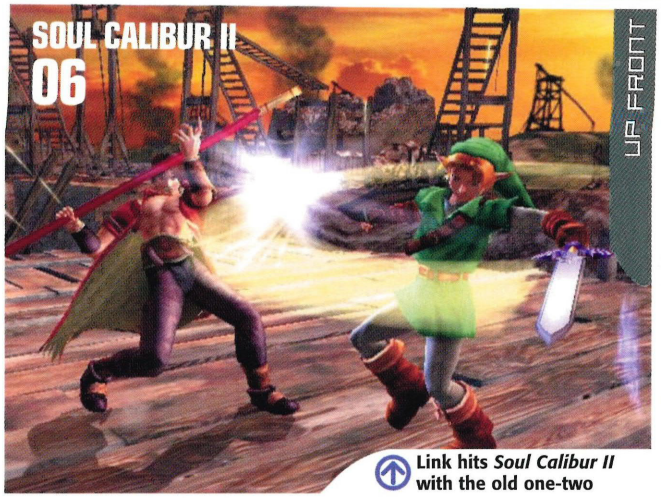
Classically mindless arcade action based on the epic movie interpretation of Tolkien's timeless tale

Off-road racing meets *SSX Tricky* to great effect in this potential hit from Climax



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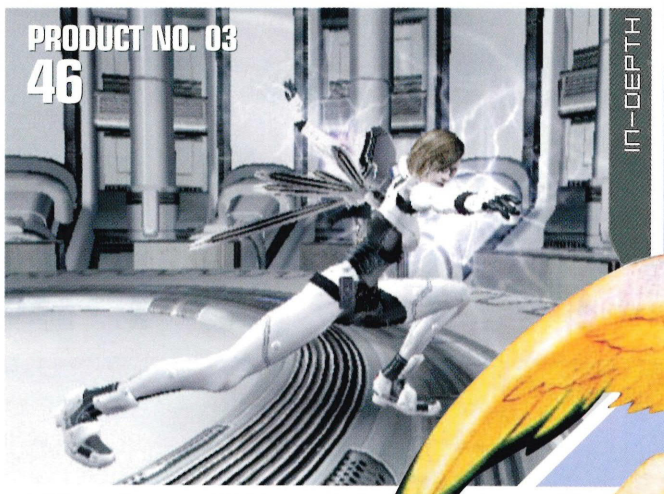
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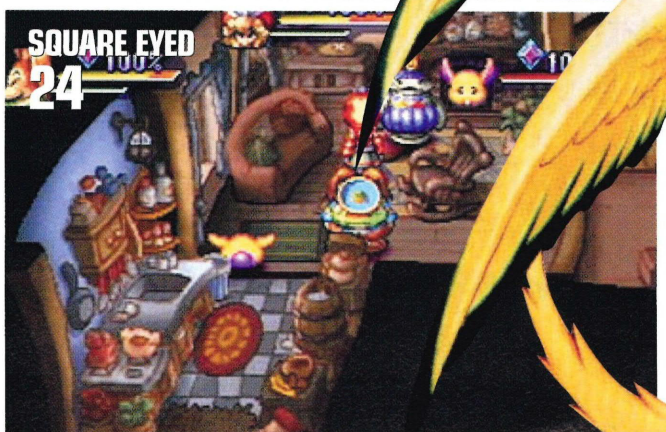


Link hits *Soul Calibur II* with the old one-two



You'll believe that monkeys can fly too!





UP FRONT

***Just when you thought Soul Calibur II* couldn't get any better...**

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Not quite as cute as his *Wind Waker* alter-ego, is he?

SOUL CALIBUR II

CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- PLAY AS LINK!
- IMPROVED FOR THE GC
- SUPERB VISUALS
- DOZENS OF SPECIAL MOVES
- MORE THAN 18 CHARACTERS

TOTAL GAMES.net MOVIES ☑ PICTURES ☑

Q4 '03	27 MAR '03	AUG '03





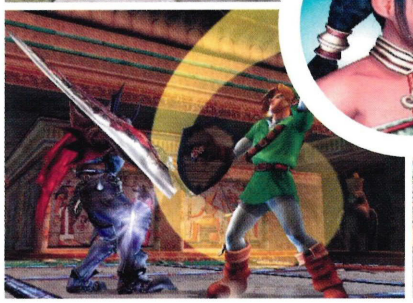


"THE GC VERSION COMES OUT ON TOP WITH LINK AS AN EXCLUSIVE CHARACTER"

Link hits the Cube twice in one year!

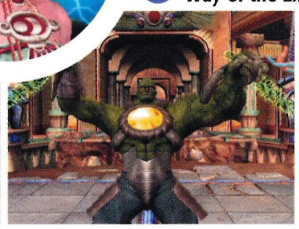


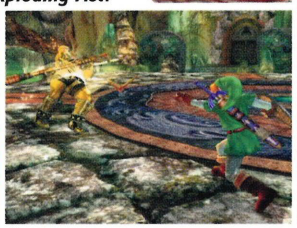






To think it all started with *Way of the Exploding Fist*!







Adult Link as he appeared in the Spaceworld '00 tech demo. Now he looks even better

Gannondorf was also in the tech demo. Could he appear as a secret character in *Soul Calibur II*?



... AND SO IT begins. Remember the series of announcements that we talked about last issue? Well, this is the first, and it has more significance than you might think. Namco Japan recently held a press conference to unveil the home versions of *Soul Calibur II*. There will be GameCube, Xbox and PS2 versions of the game and each will boast something exclusive to that particular format. As we expected, the GameCube version comes out on top with Link as an exclusive playable character. We reported the possibility of this happening some issues ago and now it's been confirmed. As you can see from the screenshots, Link looks outstanding. Nintendo and Namco have done a fantastic job on the character model and the result is that Link looks like he belongs in the *Soul Calibur* world. Another new character that will be available on all versions of the game is Necrid. Designed by Todd McFarlane of *Spawn* fame, Necrid resembles a huge, green monster with a large medallion and a magical blade. Meanwhile, the PS2 version will get *Heihachi* and the Xbox version will have *Spawn*, both of which are pretty lame offerings as far as we're concerned.

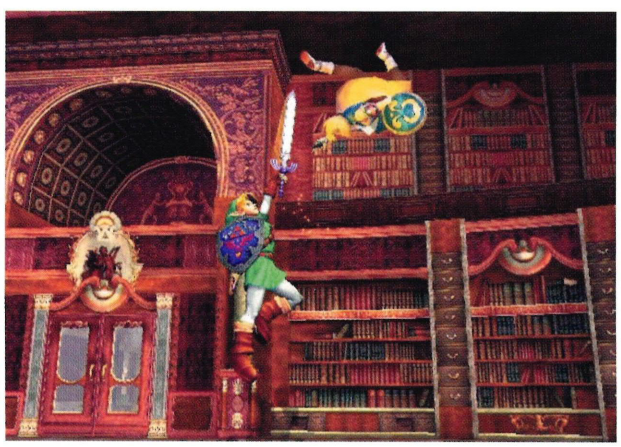
Link has all of his trademark moves, such as the boomerang, grapple hook juggle, bomb, spin and arrow. In fact, anyone familiar with *Super Smash Brothers* will know exactly what to expect. Naturally, there are dozens of new *Soul Calibur*-style combos in there as well. Online sites are going crazy over the prospect of playing as Link, and it's pretty obvious which version of the game multi-format gamers are going to opt for.

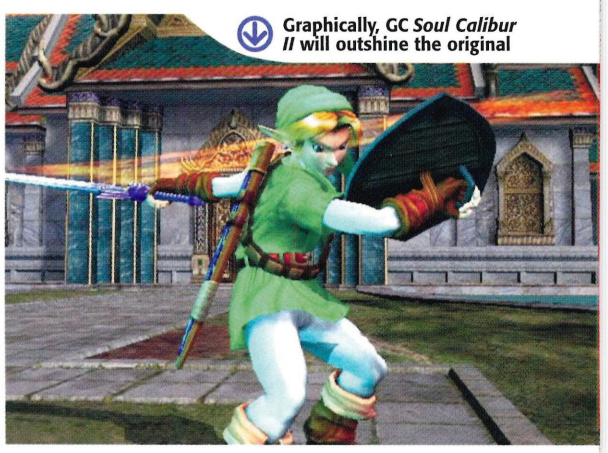
Aside from the addition of new characters, Namco's teams have also worked hard to tailor the graphics for each console. While all three versions share the same basic polygon engine, the quality of the textures applied have resulted in a game that looks even better than the arcade. All three versions look great, but the GameCube one comes up trumps. Free Radical (*TimeSplitters 2*) has already gone on record saying that the GameCube is king when it comes to colours and lighting. Graphically, *Soul Calibur II* is all about gorgeous colour schemes, transparencies and lighting, so naturally the GameCube version is phenomenal. As far as gameplay modes go, the Quest mode has returned. This time, it will be called the Weapon Master and will incorporate RPG elements as well as 200 different weapons to find.

Namco also hinted that there may be even more additions to the home versions. The Link model used in the game is strikingly similar to the one used in the *Zelda* tech demo from Spaceworld 2000. The other character from that demo was Gannondorf – could the prince of darkness turn up in *Soul Calibur II*? It's distinctly possible, but we won't know for sure until the game hits the shelves. CUBE



Arguably Nintendo's greatest hero in the world's greatest beat-'em-up. Down boy!





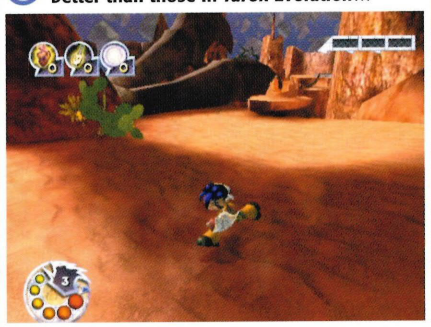
Graphically, GC *Soul Calibur II* will outshine the original

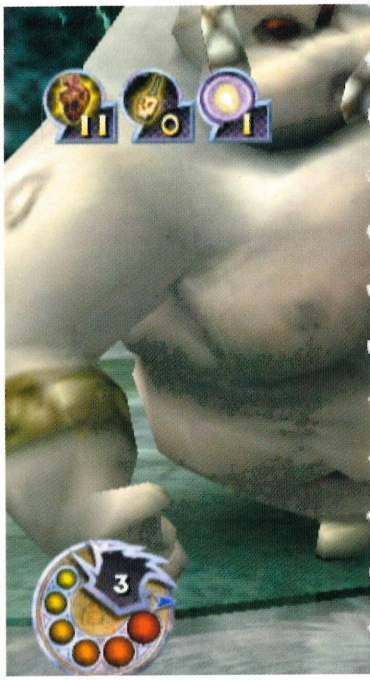
The wings are a brand new addition to the game





Let's hope that the flying sections are better than those in *Turok Evolution*...





CUBE

INFORMATION

VEXX	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM STUDIOS AUSTIN
ORIGIN:	US
GENRE:	PLATFORM ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- ENORMOUS FANTASY WORLDS
- POWER-UPS AND SPECIAL MOVES
- IMPROVED GRAPHICS
- INNOVATIVE SPECIAL ABILITIES
- HUGE, SKINNED ENEMIES

TOTAL GAMES NET MOVIES ☒ PICTURES ☑

Q2 '03 TBA Q1 '03



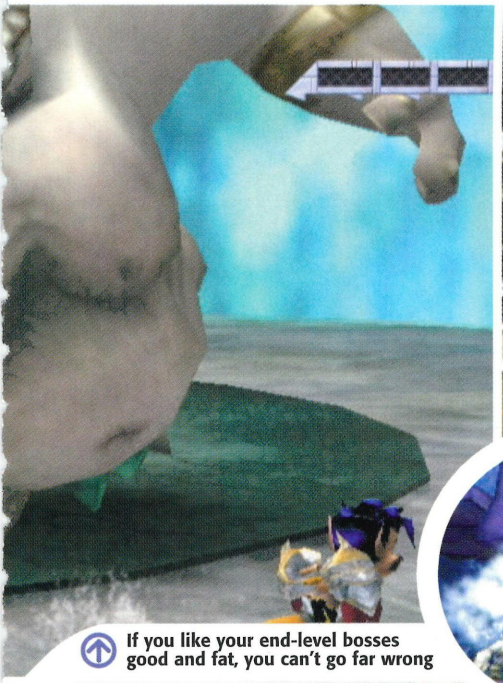


Clawing his way back to the top!

WHAT? FORGOTTEN ABOUT *Vexx* already? Thought it had been canned? Well think again, because the vengeful wolverine-come-dogboy is set to arrive on the GameCube within the next few months, and we have the latest screens to show just what's been done with the extra development time. Originally due to hit the shelves at the same time as *Mario Sunshine*, *Vexx* is a platform adventure very much in the *Mario* vein, albeit with a slightly darker undertone. When a Shadowraith named Dark Yabu murders the young Vexx's family, Vexx manages to clamber aboard the mothership where he unwittingly stumbles across a pair of magical gauntlets; the flesh ripping weapons that you can see on Vexx's hands. With his new capabilities, he seeks revenge and embarks on a fight for the freedom of his people.

The last time we actually saw anything new of *Vexx* was at ECTS last September, where the game looked remarkably similar to the E3 build – a reason enough to delay it. It simply wasn't complete, and the extra five months have been used to put the finishing touches to the worlds and textures. The planet Astara now looks a little crisper and bump-maps have been applied to many of the surface textures, resulting in

"AS WITH TUROK EVOLUTION, THE TEAM IS FOCUSING MORE ON THE PS2 SKEW"



If you like your end-level bosses good and fat, you can't go far wrong





After the dodgy early versions, much work was done on the environments



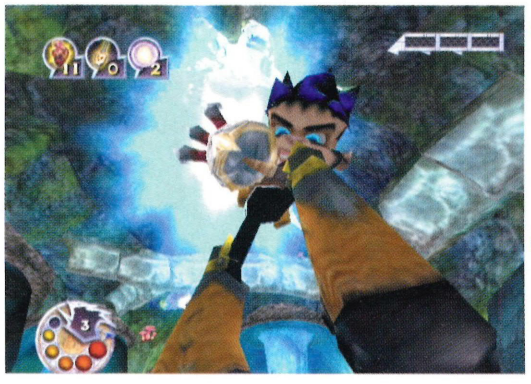


The worlds are of a very similar size to the areas found in *Mario Sunshine*



more pleasant environments. Despite this, it still doesn't look as good as *Mario Sunshine* and certainly isn't a touch on *StarFox Adventures*. As with *Turok Evolution,* the team is focusing more on the PS2 skew. This won't be a problem if a decent amount of time is spent on the GameCube conversion, but these screens would suggest otherwise. Not that there's anything terribly wrong with it, but with *Mario Sunshine* and *StarFox Adventures* already available, and *Rayman 3* out very soon, *Vexx* will face some extremely stiff competition when it finally ships.

Saying that, Acclaim's title does offer a different gameplay experience to warrant your attention. Vexx's gauntlets have many special abilities allocated to them, such as power combos, energy balls and uppercuts. Then there are the new upgrades, such as the wings and the Flame Vexx. As always, we'll reserve our judgement until we play the latest version next month. CUBE



Being cute, it's Kinda hard to be taken seriously as a tough guy. Especially when people keep ruffling your hair and saying 'aaww!'

The textures are still a little blurry... but we're getting used to that with PS2 ports. Damn their eyes!

GCN GAMECUBE NEWS

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Nintendo reveals a killer line-up for 2003. We bring you a 4-page special on what's coming.

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GameCube development speeds up and there's a new RPG on the way from the makers of *Chrono Trigger*.

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DEVELOPER DIARY: PART 4



The Developer Diary is back! RIP *Asylum*, but there's something else in store...

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Check out the latest on the forums plus free fascias and a £5 GAME voucher.

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See what's been selling this month and when your most anticipated titles are coming out.

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First ever shots of *Sonic Adv DX*, *Red Faction II*, and why it might be time to forgive and forget with Konami.

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YEAR OF THE GAMECUBE

Nintendo reveals killer line-up for 2003


DAVID GOSEN

THE LAST THING we were expecting after the New Year break was for Nintendo to have got its arse in gear, but it appears that wonders will never cease. Literally a few days into the Japanese year of the sheep, Nintendo UK held a 2003 briefing to announce what it had in store for Europe over the next 12 months. In what must have been a first, the UK actually heard news on several new developments ahead of the rest of the world. The main focus of the event was on a brand new version of the Game Boy Advance. Named the GBA SP, the new handheld delivers what many gamers think should have been there in the first place – a front-lit screen. At long last we'll be able to see what we're playing without the aid of a third-party peripheral. The unit resembles a small mini-disc player and opens up like a clam. GBA SP has all the abilities of the standard GBA and an identical screen size. Running from a rechargeable Lithium Ion battery, the handheld charges up much like a mobile phone, taking three hours to fully replenish itself. The battery life works out at 18 hours, or 10 hours with the light on. GBA SP will launch in three colours (platinum, purple or black) on 28 March at Euros 130-140 (approx £90).



The sleek design of the GBA SP will appeal to people who wouldn't otherwise have considered a handheld

Oddly it comes with no headphone port, but you'll be able to buy a special adapter. Cynical money-making ploy? You decide



Despite the significance of the announcement, CUBE wasn't just there to hear about the GBA SP. What we want to know is, when will the GameCube go online, and when do we get those killer titles? As expected, Nintendo is still being extremely tight-lipped about much of its line-up, but there's enough good news to go around:

GameCube Online: Online networks are already in place in Japan and the US courtesy of SEGA. Nintendo has always said that it will supply both the Analogue and Broadband Adapters to retail but it will be down to the publishers to organise the individual servers. In Europe the online peripherals will go on sale on 7 March, the same day as *Phantasy Star Online Episodes I + II*. The modems will sell for approximately £30 (TBC), but when questioned as to the specific pricing structure for SEGA's network, Nintendo declined to comment, claiming that SEGA would make a relevant announcement within the next ten days. Four weeks on (and literally weeks before *PSO* is set to launch) and SEGA has said nothing. A tad worrying, you'll probably agree.

GameCube Software: Nintendo skimmed over the subject of GameCube software release dates, choosing instead to give us a few definite dates and rough estimates for the rest. This is probably because some of the titles announced haven't as yet been confirmed as 2003 releases for Japan. For example, Nintendo UK claims that PAL gamers will see *Pikmin 2*, *Mario Golf* and *Mario Kart* before the end of the year. You can assume from this that all three games will hit Japan as early as summer of this year. Other titles slipping quietly into the vague 'Quarter 4' period are *F-Zero GC* and *1080° Avalanche*. As for the definite dates, *PSO* and *RE Zero* will arrive on 7 March. The game that



IN THE CUBE WITH...

MARKO HEIN

NAME: MARKO HEIN
POSITION: EUROPEAN PRODUCT MANAGER
COMPANY: NINTENDO OF EUROPE

CUBE: How did you get into the videogames industry?
MH: I joined Nintendo in 1994, where I started in the Consumer Service Department and over the last nine years I have had great pleasure in seeing the launch of many exciting consoles and games. During my career I have worked for different departments. My current role is European Product Manager and I control both the European Online Department and the Product Analysis Team, the latter being in charge of game evaluation for first and third-party games. It is very exciting to be involved in the early stages of the development cycle.

CUBE: What are your Top 3 videogames of all time?
MH: The *Legend of Zelda: A Link to the Past* (SNES) – When I started at Nintendo, this was the first game I was playing. I remember that I spent the whole night finishing the game and I couldn't sleep before facing Ganon. At that moment, I fell in love with Nintendo and the *Zelda* series. I really appreciate that this great title is now coming to the Game Boy Advance. The new multiplayer addition 'Four Swords' is an awesome add-on to the original adventure.

Super Mario 64 (N64) – I eagerly anticipated the launch of the *Nintendo64*, and *Super Mario 64* was the first game I played on this console. The step from the 2D world to the 3D environment was probably one of the most exciting moments in videogame history. The freedom you had in playing the game was amazing. I remember that I walked around outside the castle for hours, without doing anything useful – just to enjoy controlling *Mario*.

Tetris (Game Boy) – for me, this game demonstrates pure gameplay. Practically no game can compete with *Tetris* in terms of long-term excitement and uniqueness. You can play it again and again without getting bored. That's what a perfect game should be about!

CUBE: We noticed that *Animal Crossing* still has no release date despite the fact that it has done well in the US and Japan. Can you tell us why this?
MH: We have not yet confirmed our plans for the launch of *Animal Crossing* in Europe. However, *Animal Crossing* is a very complex game, which is extremely text heavy. Because Europe does not deal with just one language, localisation takes a great deal of manpower and time, therefore we are currently evaluating how feasible it is to launch this game for the European market. Also, there are great games to come for both Nintendo GameCube and Game Boy Advance like *Metroid Prime*, *The Legend of Zelda: The Wind Waker* and *Pokémon Ruby & Sapphire*, which are keeping our Localisation and Testing Teams very busy. We will make an announcement about *Animal Crossing* later in the year.

CUBE: Nintendo seems quite confident that *Mario Golf* and *Mario Kart* will hit Europe before the end of the year despite the fact that these games haven't been confirmed for Japan and the US in 2003. Are you sure that we are likely to see these games in 2003?
MH: Yes, we will be launching *Mario Golf* and *Mario Kart* in Europe in 2003. Japan and the US will announce their plans shortly.

CUBE: There are currently no plans to release the Card-e Reader in Europe. Given that a large part of the *Pokémon* games involves this device, should you not be releasing it?
MH: We have not made any announcements as to the launch of the Card e-Reader in Europe but we are definitely looking into the possibility of bringing the Card-e Reader to the European market. I think it's an exciting gadget that shows Nintendo's commitment to innovation and fresh ideas.

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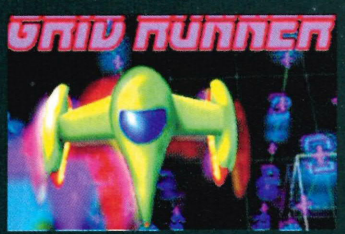


SAMUS AT THE MOVIES

*Hollywood producers Warren Zide and Craig Perry (*Final Destination, American Pie*) have managed to wangle themselves the rights to the first* Metroid *movie. Dammit – we were kind of holding out for Ridley Scott.*

SEE THE LIGHT

Jeff Minter, the creator of Gridrunner *and* Tempest 2000*, is working with Lionhead Studios on a GC title by the name of Unity. Due to be released in 2004, the game is a third-person shooter combined with light synthesiser effects.*



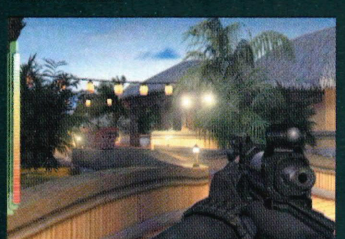
IT'S WAR!

NCL president Satura Iwata has declared war on the competition. He claims that if GameCube had launched head-on with PS2, the outcome would have been different, therefore GameCube 2 will be ready for 2005.



CARTEL'S THE DADDY

Developer Cat Daddy is hard at work on a first-person shooter named Cartel. As yet there is no publisher, but as soon as it's officially announced we'll bring you a massive feature.





could change everything, *Metroid Prime*, will arrive a few weeks later on 21 March. You can expect some wicked adverts to start kicking in at the start of March. RPG fans will be pleased to hear that there's a double whammy headed your way soon after, with *Skies of Arcadia Legends* in April and possible game of the year, *Zelda: Wind Waker*, on 3 May (exactly one year after the GameCube hit Europe). Nintendo wouldn't be drawn into a discussion over the availability of the *Ocarina of Time* demo disc, saying only that Europe would definitely get something very special. An announcement regarding this very subject is expected soon.

On top of these games is a massive list of quality software for 2003 including *Splinter Cell*, *Burnout 2*, *XGRA*, *PN03*, *Viewtiful Joe*, *Soul Calibur II*, *Ridge Racer VI*, *Final Fantasy: CC*, *XIII* and *Wario World*. For reference, import gamers will also see the likes of *Dead Phoenix*, *Killer 7*, *Virtua Fighter Quest*,







Nintendo assures us that the *Zelda* pre-order incentive will be special, but no details are available just yet





StarFox, *Thornado*, *Pokémon*, *Mario Tennis* and *Animal Crossing 2* before the year is out.

Speaking of *Animal Crossing*, you may well be wondering what has happened with the PAL release. Some months ago, Nintendo told us that the game was undergoing localisation, and that the delay was due to the complex translation issues involved with the European release. Now though it's looking increasingly unlikely that we'll ever see the game and the reasons are many. Sadly Nintendo of Europe works as a European unit. In theory it may have been possible to release an English language version for the UK and Australia late last year (after all, the US version went on sale an age ago), but as far as Nintendo is concerned, if the whole of Europe can't have it, no one can. There are other more understandable reasons though: Nintendo wants to make the experience available in its entirety. A large part of *Animal Crossing* sees you scanning *Animal Crossing* cards via the Card-e Reader in order to obtain furniture and wallpaper. At the moment Nintendo is set to release the peripheral to coincide with the launch of *Pokémon Ruby & Sapphire* in the autumn. Making it available now would mean releasing the Card-e Reader a full six months before Nintendo intends to. Then there's the added fact that the localisation teams are due to start on *Animal Crossing 2* this summer – as it is they are already stretched (see *In The Cube With* on page 11). The basic message is this: *Animal Crossing* will not be released in Europe. Nintendo just isn't willing to say that yet. The online sequel however will hit Europe, and by the time it arrives early next year the related peripherals (modems, Card-e Reader, AC cards) will be widely available.

A mixed bag of mostly encouraging news then, and to end things on a positive note, *Metroid Prime* is literally weeks away!

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ All-in-all, 80 titles will hit the GameCube during 2003, and over a quarter of those can already be classed as A-quality or above. That's an awful lot of decent games to look forward to over the next ten months. With the introduction of GameCube online, the GBA SP and the Card-e Reader, the Nintendo network is finally coming together in Europe. It's going to be a very exciting year indeed. CUBE

THOSE DATES IN FULL

Keep up to date with CUBE's diary. This isn't a definitive list of every GameCube game, but all the important ones are here:

NAME	PUBLISHER	RELEASE DATE
RAYMAN 3	UBI SOFT	21 FEB
SUPER MONKEY BALL 2	INFOGRAMES	FEBRUARY
PHANTASY STAR ONLINE EP I + II	INFOGRAMES	7 MARCH
ANALOGUE/ BROADBAND ADAPTER	7 MARCH	NINTENDO
RESIDENT EVIL ZERO	CAPCOM	7 MARCH
METROID PRIME	NINTENDO	21 MARCH
SKIES OF ARCADIA LEGENDS	INFOGRAMES	APRIL
HITMAN 2	EIDOS	APRIL
ZELDA: WIND WAKER	NINTENDO	3 MAY
SPLINTER CELL	UBI SOFT	MAY
CONFLICT DESERT STORM	SCI	MAY
BURNOUT 2	ACCLAIM	JUNE
WARIO WORLD	NINTENDO	JUNE
XIII	UBI SOFT	SEPTEMBER
XGRA	ACCLAIM	SEPTEMBER
PN03	CAPCOM	SEPTEMBER
F-ZERO GC	NINTENDO	OCTOBER
SOUL CALIBUR II	NINTENDO	OCTOBER
MARIO GOLF	NINTENDO	Q4 '03
MARIO KART	NINTENDO	Q4 '03
1080° AVALANCHE	NINTENDO	Q4 '03
FINAL FANTASY: CC	NINTENDO	Q4 '03
PIKMIN 2	NINTENDO	Q4 '03
VIEWTIFUL JOE	NINTENDO	Q4 '03
RIDGE RACER VI	NINTENDO	Q4 '03



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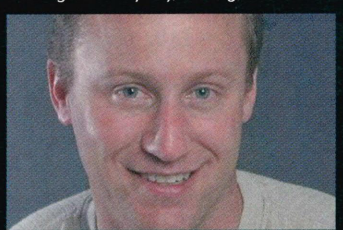


GOTTA CATCH 'EM ALL!

Nintendo has finally confirmed that a Pokémon *game will arrive on the GameCube this summer in Japan. The game will only work when linked to* Pokémon Ruby *or* Sapphire *and will be far cheaper as a result.*

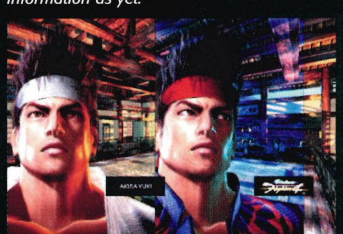
IT'S LIFE JIM...

Jim Merrick has moved from his position at Nintendo of America to become the Marketing and Networks Director at Nintendo of Europe. We'd like to welcome him to Europe and assure him that we'll be hassling him every day, starting tomorrow.



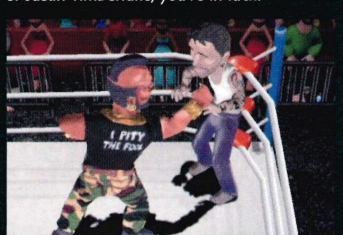
VF DRAWS CLOSER

SEGA of Japan has stated that Virtua Fighter Quest *will be released this year to coincide with the* Virtua Fighter *10th Anniversary celebrations, but there's no further information as yet.*



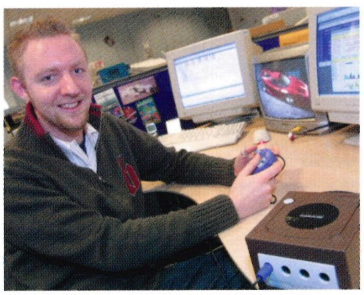
PUT 'EM UP

MTV's Celebrity Deathmatch is coming to GameCube this year, so if you've ever fancied pummelling the living clay out of Marilyn Manson, Busta Rhymes, Anna Nicole Smith or Justin Timberlake, you're in luck!



BETTER, FASTER, CHEAPER...

SN once more to the rescue



DEVELOPMENT TOOL SPECIALIST

SN Systems has pushed the bar forwards yet again by announcing the availability of the SN-TDEV, a low-cost alternative for high-speed GameCube development. The new development tool comes as the next in a series of tools from the Bristol-based company that comes up with console hardware solutions at an astonishing pace. Having already launched the ProDG and Network Development Kit for the GameCube, the SN-TDEV tools will enable developers to accelerate the games development process while cutting hardware development costs by up to 60%

In a marked change from the norm, Nintendo has acknowledged and praised SN's achievements. Hisashi Yuasa, General Manager at NCL, has said: "We are always looking for new ways to enhance and improve the games development process behind the creation of all our console games and are very excited about the work we have undertaken with SN Systems". Wonders will never cease, and it seems Congratulations to SN are in order. CUBE

ERM... EXCUSE ME?



Does the name *Chrono Trigger* get your attention?

IF IT DOESN'T then it should do. Skip, a small Japanese company, is due to bring its first game, *Giftpia*, to the GameCube in just a few months' time. From looking at the screens you may simply dismiss it as just another quirky Japanese RPG, but this one is a little different. The main game designer is none other than Mr Eto, who just happened to be one of the original *Chrono Trigger* team. This alone makes the game worth a play. We know very little else about it, but hope to bring you a more detailed look next issue. CUBE

SHOWCASE OF THE IMMORTALS



WWE WRESTLEMANIA X8

THE LEGACY CONTINUES



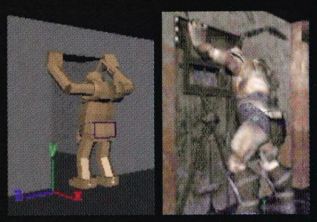
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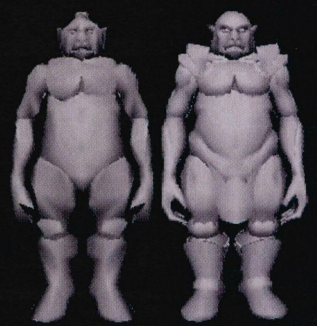
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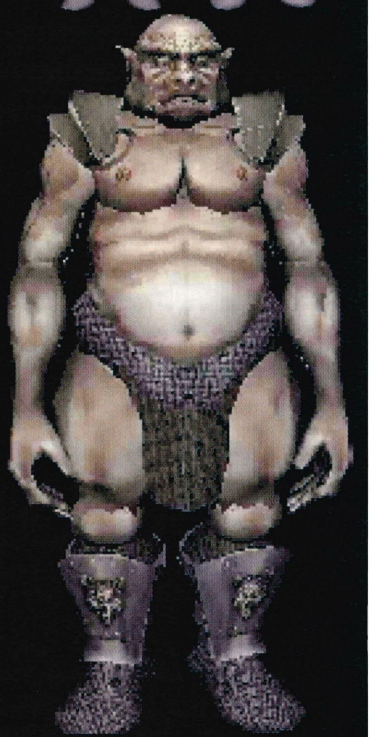


BIG OLD SOFTY

FEELING A LITTLE NAKED?

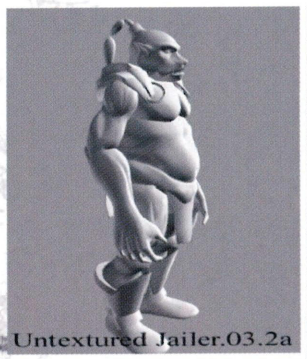
HotHead's debut title *Shadow of the Sun* is still very early on in the development process. Still, we can show you some of the initial ideas and the early processes involved in rendering and animating a character. Here, you can see one of the guards being taken from a standard polygon model to the advanced texturing stages.



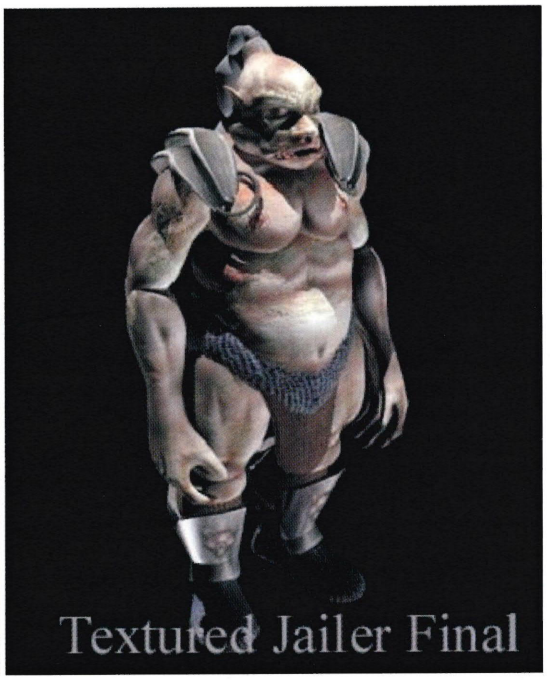


The twisted spirit of *Asylum* lives on in *Shadow*









PART FOUR

BACK FOR GOOD...

DEVELOPER DIARY...

Every issue we'll be speaking to HotHead Studios (previously DarkBlack), the people behind the up-and-coming horror-adventure game, *Shadow of the Sun*

"DARKBLACK CLOSED ITS doors in middle of November last year and as you can imagine everyone was devastated. We had self-funded the company for over a year and to make matters worse we had just signed a major publishing deal. Unfortunately, the state of the industry at the time didn't help matters.

Our publisher had its own financial difficulties and was unable to make milestone payments on time. This obviously affected us, as we couldn't pay the bills – don't get us wrong, we're not pointing the finger at anybody and we have no hard feelings. We just put it down to life in the industry. So DarkBlack is no more, and along with it went *Asylum* (sob... CUBE).

It's not all doom and gloom though because we're pleased to announce the arrival of our new company – HotHead Studios, which consists of all but three of the old DarkBlack team. We have new investments, new offices and development is well under way on our new title *Shadow of the Sun*. With the fresh start come new ideas and a new outlook on developing cool and exciting next gen titles. *Shadow of the Sun* is a story-driven, first-person, action-horror-adventure title. Although the new game is still in the horror genre, it's a faster paced and more action-based title than *Asylum*. Don't worry though, it won't end up being a brainless shooter – there are plenty of adventure elements and plot twists to keep players on their toes.

Next month, we'll give you a small insight into the story of *Shadow of the Sun* and the characters that inhabit the game's world. CUBE

TONY CHARLTON
EXECUTIVE PRODUCER, DARKBLACK

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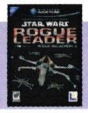
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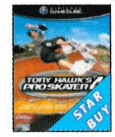
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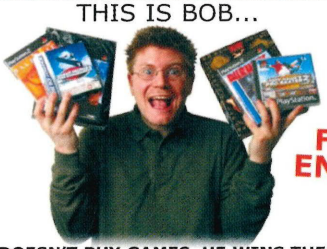
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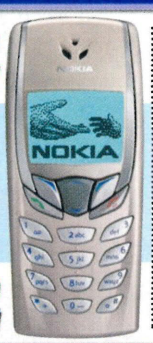
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CUBITES

MUNCHABLE HUNKS OF NINTENDO GOODNESS THAT WON'T RUIN YOUR APPETITE

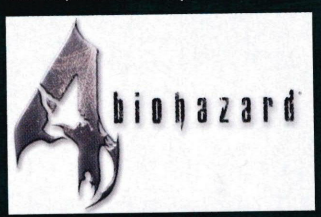


SPLINTER CELL DELAYED

The GC version of Ubi Soft's million selling stealth-'em-up Splinter Cell, *has been slightly delayed. Initially pencilled in as a March release, the game will now hit the shelves sometime in May.*

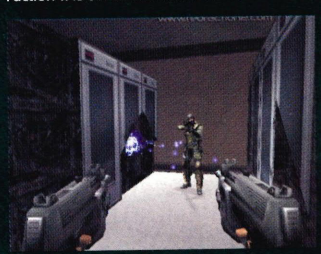
EXCLUSIVELY YOURS?

Capcom has stated, contrary to its original position, that four of its five recently showcased games from Production Studio 4 may not in fact be GameCube exclusive. Resident Evil 4 *will however, remain GC only.*



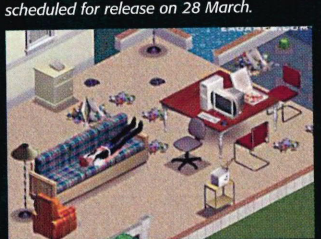
FACTION ACTION

THQ has announced the news that its much-vaulted FPS, Red Faction II, *is to be ported to the GameCube. Well known for its Geo-Mod engine that ensures in-game scenery reacts and deforms according to events,* Red Faction II *is set to launch in March*



VIRTUAL REALITY

Having been a huge hit on other formats, most notably the PC, Electronic Arts is bringing Maxis' virtual life–em up, The Sims *to the GameCube The game is scheduled for release on 28 March.*







CIRCLES OF POWER

Soul Calibur II, PN03, Final Fantasy and RE Zero... what more could you want?

DESPITE GIVING YOU free fascias in issues 9 and 12, we still gets tons of emails asking us to do it again, so you should find a special *RE Zero* replacement fascia with this very issue. As always this page has been devoted to keeping your GameCube ahead of the game by offering the very latest in gaming artwork. Enjoy!

STILL CONFUSED?

Wondering what to do with this issue's FREE replacement fascia? Open up your GC lid, pop out the circular logo and customise your GC with your own artwork! Simple really...



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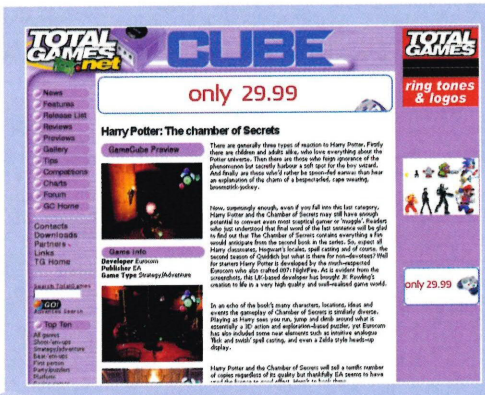
The place to be for the latest in GameCube news, reviews, tips and gossip!

THERE'S A WHOLE universe out there, and it lives right inside your PC. It's called 'the Internet', and it's full of nasty people who want your credit card number and ladies of dubious moral standing. As part of our ongoing quest to make the world a better place, the **CUBE** team regularly post wholesome features, reviews and articles that threaten neither your wallet, nor you innocence. You can chat with us on the forums, find cheats to the games that are giving you gip or look up any reviews, previews and features that appeared in previous issues. It's a beautiful place, and everyone's invited.



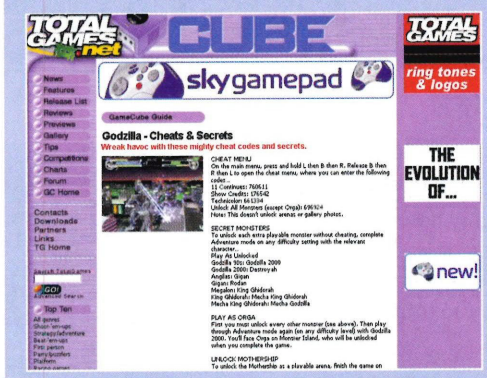
UP-TO-THE-MINUTE NEWS

There's never a quiet moment in the world of gaming, and if you don't keep an eye on what's going on, you may just be left behind. To avoid this potentially terrible situation, head on over to the front page of cube.totalgames.net each day to check out the latest gossip. From here you'll be able to hit a link to see what's new, or take a trip back in time using the search engine to look for any past entries.



CUBE, WITHOUT THE PAPER

If you were crazy enough to miss an issue of the gaming bible that is **CUBE**, then fear not! Each month all of the reviews and previews are uploaded to TGN, so you'll be able to have a quick look at which titles are currently causing us to loosen our ties at lunchtime before you hitch a bus into town and to spend your wedge, safe in the knowledge of what you're getting yourself into. We're just too kind!



THE HOTTEST CHEATS IN TOWN

Getting grief from Gannondorf? Receiving a kicking from Koopa? The tips index situated at cube.totalgames.net may just be your saviour! The *CUBE Solutions* team work night and day to provide their readers with the most helpful and relevant walkthroughs and cheats around, so if you find yourself all of a tizz, then you know where to go.



FRIENDS AT THE TOUCH OF A BUTTON!

If we've ever got a spare minute or two on our hands between typing and playing *TimeSplitters 2*, then we'll undoubtedly end up at the TGN forums and we think that you should too. People from all sides of the planet gather here to talk about games, **CUBE** and all things Nintendo. Come take a look, you never know who you might meet. It's like a big, fun party in Internet form!

CUBE MOST PLAYED

WE LOVE GAMES, BUT SOME GAMES WE LOVE JUST A LITTLE TOO MUCH



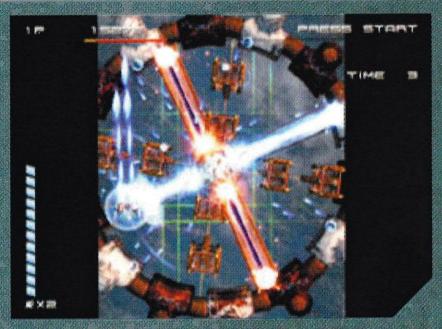
ZELDA: THE WIND WAKER

Despite having finished the game we're still dipping back into Link's adventure to explore all those little extras. For instance, we're currently hunting for treasure, looking for new secrets, playing the mini-games and taking photos with our new camera. Lovely.



METROID PRIME

As massive fans of the SNES version (Miles even wrote Nintendo's guide to the game) we're astonished at how much *Metriod* has managed to stay true to its roots, yet also be graphically and gameplay-wise, an absolute revelation. You need this game.



IKARUGA

We haven't enjoyed a game like this for a long time. Developed by Treasure and featuring intricate visuals complemented by simplistic but captivating gameplay, there's definitely no other title out there at the moment on any console anywhere that's such an enjoyable test of your gaming skill.

CUBE MOST WANTED

THEY WILL BE OURS... OH YES, THEY WILL BE OURS



SOUL CALIBUR II

It was already flexing up to wipe the floor with every other GC brawler, but then we found out you'll be able to fight as Link! Make no mistake, on learning this our gast was all of a flabber – and so should yours be!



MARIO KART

A few months from now, we're expecting to be able to play the GC version of *Mario Kart* at E3! Miyamoto-san has stated the new version will mark a return to the gameplay of the SNES original. Will it be online? Will it live up to the hype? Probably.



PN03

Although this won't necessarily be an exclusive (Capcom has admitted to considering porting everything bar *Biohazard 4* to other consoles) here at **CUBE**, we have high expectations for the game directed by *Biohazard*'s Mikami-san, and it shouldn't disappoint.

RELEASE LIST

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

Territory	Game	Publisher	Genre	Release Date	Anticipation
UK	Phantasy Star Online	Infogrames	RPG	Feb '03	★★★
UK	Super Monkey Ball 2	Infogrames	Party	Feb '03	★★★★★
UK	SEGA Sports NBA 2K3	Infogrames	Sports	Feb '03	★★★★
UK	Big Muther Truckers	Empire	Racing	Feb '03	★★
Jap	1080°: Avalanche	Nintendo	Sports	Feb '03	★★★★★
UK	Robotech: Battlecry	TDK Mediactive	Shoot-'em-up	Feb '03	★★★
US	The Legend Of Zelda	Nintendo	Adventure	Feb '03	★★★★★
UK	Men In Black 2	Infogrames	Shoot-'em-up	Mar '03	★
UK	Zapper	Infogrames	Adventure	Mar '03	★
UK	Sonic Mega Collection	Infogrames	Puzzle	Mar '03	★★★★★
UK	SEGA Sports NHL 2K3	Infogrames	Puzzle	Mar '03	★★★
Jap	Soul Calibur II	Namco	Beat-'em-up	Mar 26	★★★★★
UK	Metroid Prime	Nintendo	Shoot-'em-up	Mar '03	★★★★★
Jap	Ridge Racer VI	Namco	Racing	Mar '03	★★★★★
UK	Lotus Challenge	Virgin	Racing	Mar '03	★★★★
UK	Rayman 3	Ubi Soft	Adventure	Mar '03	★★★★
Jap	Viewtiful Joe	Capcom	Beat-'em-up	Mar '03	★★★★★
UK	The Legend Of Zelda	Nintendo	Adventure	May '03	★★★★★
UK	Phantasy Star Online EpI&II	SEGA	Adventure	Q1 '03	★★★★
Jap	F-Zero GC	SEGA	Racing	Q1 '03	★★★★★
Jap	Pikmin 2	Nintendo	Simulation	Q2 '03	★★★★★
Jap	Mario Party Online	Nintendo	Party Puzzler	Q2 '03	★★★★★
Jap	Mario Kart Online	Nintendo	Racing	Q2 '03	★★★★★
Jap	Animal Forest Online	Nintendo	Adventure	Q2 '03	★★★★★
Jap	GameCube Wars	Nintendo	Strategy	Q2 '03	★★★★★
Jap	StarFox GC	Nintendo	Shoot-'em-up	Q2 '03	★★★★★
UK	SEGA Sports NFL 2K3	Infogrames	Sports	Apr '03	★★
UK	Enter The Matrix	Infogrames	Shoot-'em-up	May '03	★★★
UK	Skies Of Arcadia	Infogrames	RPG	May '03	★★★★★
UK	Splinter Cell	Ubi Soft	Stealth-em-up	May '03	★★★★★
Jap	P.N. 03	Capcom	Shoot-'em-up	May '03	★★★★★
UK	D&D Heroes	Infogrames	RPG	Jun '03	★★
UK	V-Rally 3	Infogrames	Racing	Jun '03	★★★★
UK	XIII	Ubi Soft	Shoot-'em-up	Q3 '03	★★★★★
UK	F-Zero	Nintendo	Racing	Q4 '03	★★★★★
UK	Soul Calibur II	Namco	Beat-'em-up	Q4 '03	★★★★★
Jap	Killer 7	Capcom	Shoot-'em-up	Q3 '03	★★★★★
Jap	Dead Phoenix	Capcom	Shoot-'em-up	Q4 '03	★★★★★
Jap	Resident Evil 4	Capcom	Survival Horror	2004	★★★★★

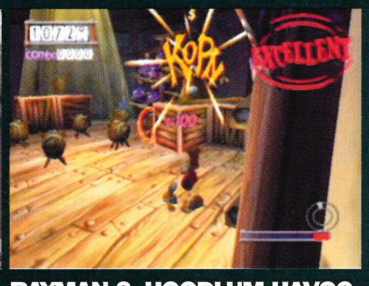
CUBE RECOMMENDS

IF WE COULD AFFORD THREE PAL GAMES THIS MONTH, HERE'S WHAT THEY'D BE...



MORTAL KOMBAT: DA

By the time you read this you'll have seen some of the Valentines Day massacre advertising that's to accompany Midway's latest blood-soaked beat-'em-up. Thankfully this game lives up to the hype, unlike it's multitudinous predecessors.



RAYMAN 3: HOODLUM HAVOC

If you're a fan of platformers and you've completed *Mario Sunshine*, then *Rayman 3* is the GameCube's second best platformer and well worth paying to play. Don't expect anything amazingly new or original, but well tuned 3D platforming frolics..



SUPER MONKEY BALL 2

Undoubtedly the best game to hit the shelves this month following a considerable wait for the PAL conversion. If you haven't got the original and you've a penchant for multiplayer gaming, then *Super Monkey Ball 2* is the only game you need.

GAMECUBE CHARTS

MARIO!

IT'S A ME...

SUPER MARIO SUNSHINE

HERE COMES THE SUN

Many people who bought a 'Cube over the festive period, also decided to go and get a copy of *Mario Sunshine*. Who can blame them? Nintendo did a plum job with their portly plumber producing one of the best and most lush-looking platformers...ever! What better introduction to the GameCube?



1

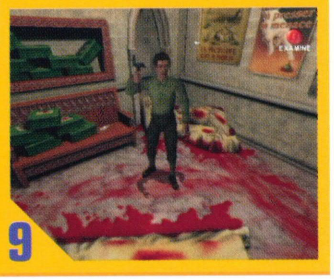
AAAARRRGH!

SICK IN THE BRAIN

ETERNAL DARKNESS

REQUIEM FOR A SCREAM

There are re-entries this month for both *Resident Evil* and *Eternal Darkness*, signalling that gore is back in fashion, which is good news for this month's cover game. It's just a shame we have to wait so damn long for *Resident Evil 4*, but we will be getting episodes 2 and 3 on 'Cube. See the preview on page 44.



9

UK CHART

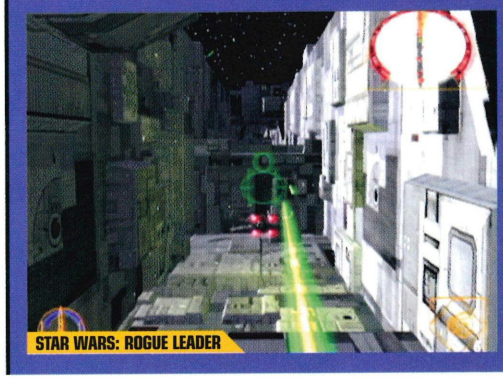
TOTAL GAMES .net | ChartTrack

Week ending 11 January 2003

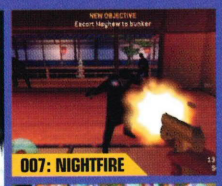
A surprise re-entry at the top spot for *Mario Sunshine* sees *Starfox Adventures* slip to second position. Meanwhile *Star Wars: Rogue Leader* is another title undergoing a surprising increase in sales that we suspect is due to the dearth of new games at the moment. After all, how else could anyone feel compelled to buy *Minority Report*?

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

POS	LAST	TITLE	PUBLISHER	SCORE
1	2	SUPER MARIO SUNSHINE	NINTENDO	9.4
2	1	STARFOX ADVENTURES	NINTENDO	9.4
3	3	MARIO PARTY 4	NINTENDO	9.0
4	4	007: NIGHTFIRE	EA	7.9
5	5	FIFA 2003	EA	8.4
6	6	MEDAL OF HONOR: FRONTLINE	EA	8.6
7	9	RESIDENT EVIL	CAPCOM	9.2
8	17	STAR WARS: ROGUE LEADER	LUCASARTS	9.1
9	7	ETERNAL DARKNESS	NINTENDO	9.3
10	NEW	MINORITY REPORT	ACTIVISION	5.0



STAR WARS: ROGUE LEADER



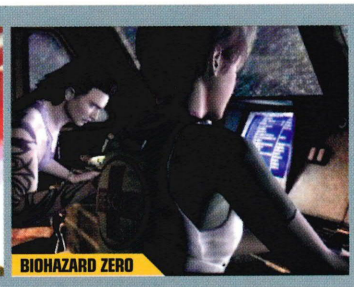
007: NIGHTFIRE



MARIO PARTY 4



METROID PRIME



BIOHAZARD ZERO

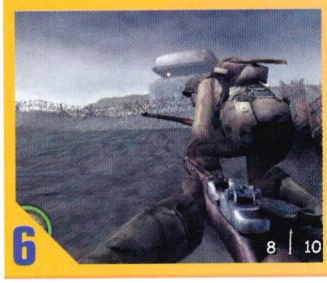
BULLET TIME

BEACH FIGHT

MEDAL OF HONOR

CAP THAT FOOL

It may only be a straight conversion from the PS2, but nonetheless, *Frontline* is outselling *TimeSplitters 2*. Seemingly some gamers prefer maiming Nazis with historically accurate weapons to finely honed gameplay. What does that tell you about the English mentality, Mr Freud?



6

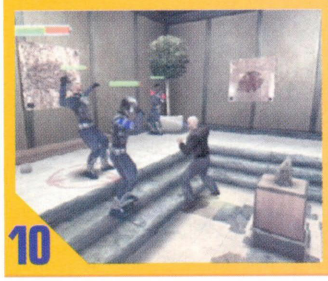
EXPLAIN THIS, PLEASE!

SILENT MINORITY

MINORITY REPORT

DIDN'T SEE THIS COMING

A shamelessly dire game goes straight in at number 10, outselling many other superior titles. Honestly, is there a secret group of GameCube masochists out there who enjoy getting fleeced for £40? Who bought it? Own up! You will then be subjected to finger-pointing in the street and things like that.



10

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	Metroid Prime	Nintendo
2	NEW	LOTR: The Two Towers	EA
3	4	007: Nightfire	EA
4	NEW	Skies Of Arcadia Legends	Infogrames
5	5	Animal Crossing	SEGA

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	Zelda: The Wind Waker	Nintendo
2	NEW	Eternal Arcadia Legends	SEGA
3	1	Mario Party 4	Nintendo
4	2	Biohazard Zero	Nintendo
5	3	Yu-Gi-Oh	Capcom

WHATEVER HAPPENED TO...

MYSTERIOUS GAMECUBE-RELATED DISAPPEARANCES



RAVEN BLADE

Retro Studios, the team behind the mind-blowing *Metroid Prime* was working on this extremely ambitious action-RPG alongside *Samus'* adventure. As mentioned before, it was canned in order to draw in all resources for *Metroid*, but with that out of the way, it's highly possible that work will continue... as long as it's not too busy with *Metroid Prime 2*. From the initial pre-production screenshots it's pretty apparent that an adapted version of the *Metroid Prime* engine would work well. Fingers crossed for the first footage to be shown at E3 in May.





TURTLES JU AREN'T ENO

Konami disappoints, but hints at things to come

IF YOU LOOK through the CUBE Directory, you'll find less than a handful of games by Konami. *ISS2*, *Winter Sports*, *WTA Tennis* and a bunch of Disney-related garbage is the extent of its offerings, which is outrageous, given that the very same publisher is responsible for the *Silent Hill*, *Metal Gear* and *Castlevania* series. Just before the GameCube launched in Japan, Nintendo announced that it had formed a new subsidiary company with Konami called Mobile 21. It was assumed that this would ensure Konami's GameCube support, but sadly this company concentrated solely on GBA titles.

Things are looking up though and after 18 months of average products, Konami appears to be taking us more seriously. *Evolution Skateboarding* will arrive this month in Europe along with *Winning Eleven 6* (*PES2*) in Japan. A game based on the one popular (and still great in our minds) *Turtles* licence will appear in October, but Konami is also hinting at something more. Recently, the Konami US forum Administrator chose to start a topic about Konami's GameCube support. While the following comments are not official confirmations, they suggest that

WIN! WIN! WIN! WIN!

WIN SOME FREE FOOD COURTESY OF KFC



SO THERE WE were just-a walkin' down the street... and we thought, "mmm... there's nothing quite like a tasty KFC Fillet Burger." ;o)

To celebrate the fact that CUBE recommends the KFC Fillet Burger above all other chicken burgers (mmm... chicken burgers), the colonel himself paid us a visit and left us with 40 chicken burger vouchers. That means that four of you hungry hippos can get a bucket-load of chicken for FREE!

Just send in your name and address, and we'll pick four from a hat, see? Send your entries, marked 'I WANT FREE CHICKEN!' to the usual address.



WIN! WIN! WIN! WIN!



The first good rally game?

INFOGRAMES WILL BRING its PS2 and soon-to-be Xbox rally game *V-Rally 3* to the GameCube this June. You'll be pleased to hear that the game will see significant upgrades including updated car models, widened tracks, superior handling and improved graphical effects. *V-Rally* looks set to be the first decent rally game on the 'Cube, especially given that *Colin McRae 3* seems to have disappeared off the face of the earth...

ST UGH



E3 may hold something special for us GameCube owners:

"From a business perspective, you have to understand the need to make PS2 games... I will say this though, everyone should just wait until E3 before commenting on Konami's line-up."

After several less than complimentary messages, the Administrator returned to say, "We are doing all we can to make sure that gamers for all platforms are getting great games. The days of single platform releases may come to an end sooner than you think, but do not despair. Wait until E3 and have faith... I can firmly say that as a 'Cube and Konami fan, I am excited and you should be too."

Remember, this is isn't confirmation, but it ties in with rumours of a *Castlevania* game and a new title from *Metal Gear*'s Kojima-san. As always, all eyes are on E3.

CUBE

FINAL THOUGHT...

NAMCO HAS SET the standard this month, and it's a standard that all other companies will now be measured by. We're talking, of course, about *Soul Calibur II*. Despite being a multi-platform title, Namco has dedicated itself to getting the most out of each system, even to the extent of including exclusive characters for each. As derogatory as it may sound (which isn't the intention), you can easily tell when a game has been optimised for the GameCube and Xbox, because it looks much better. Despite sharing the same basic engine, the GameCube and Xbox's superior texturing and lighting abilities allow *Soul Calibur II* to look much better in motion.

On top of this, all three versions will appear simultaneously. If Namco can do this then there's no reason why other publishers (you know who) can't. We're fed up with getting slightly improved ports of PS2 titles months after they're originally released. Sure, the developers need time to port the game, so why not ship it out to another team and develop it in tandem? Namco has proven that it can be done and Free Radical nearly achieved it with *TimeSplitters 2*. We wait with baited breath for other publishers to be so 'inspired'.



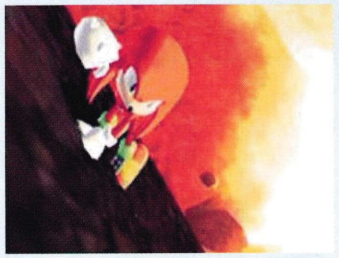
Sonic games always look nice. Let's just hope it plays as well

DELUXE TREATMENT

First shots of Sonic Adventure DX

AFTER MONTHS OF waiting, SEGA has finally released the first batch of shots from its next *Sonic* game – *Sonic Adventure DX*. What was once thought to be a brand new *Sonic* title is in fact a remake of the Dreamcast classic. Though not apparent from these small shots, the game has been significantly improved, with upgraded character models, textures, loading times and camera angles. Many gamers had major issues with the appalling (at times) in-game camera, and if there was one aspect that needed to be addressed, this was it. Sonic Team obviously realises this, and is promising a totally overhauled camera system.

Sonic Adventure DX is expected to hit Japan in the summer.



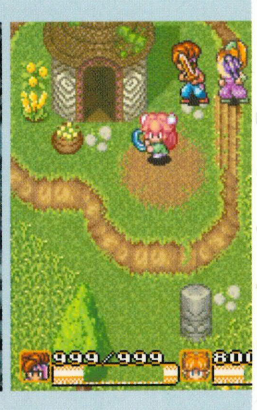
If you ask around, people will tell you Knuckles is 'da man'











Re-united At Last



The eyes wide shut days of the classic SNES RPGs are set to return...

SQUARESOFT AND NINTENDO – what a team. A seemingly unstoppable combination that saw the NES and SNES dominate Japan. Queues hundreds of gamers long lined the gaming districts of Japan every time a new Squaresoft RPG arrived, and the games just got better and better. It got to the stage where the games were so involving that one could easily spend all night and most of the next day playing them without batting an eyelid. The dream ended with the advent of the PlayStation though, when Squaresoft jumped ship to develop exclusively for Sony's new machine. Something disappeared from Squaresoft's RPGs on that day, and many would argue that it never returned. The more popular *Final Fantasy became*, the more the magic was drained out of it.

This could be set to change though – Squaresoft is finally returning to Nintendo, and its first project is something that resembles role-playing gaming of old. *Final Fantasy: Crystal Chronicles* is inspired by all the SNES greats, and in this feature we'll be reminiscing over the games that defined Squaresoft in its Nintendo days, before taking a look at the game that could see a spiritual rebirth for the king of RPGs.

SQUARE-EYED AND






SLEEPY...

TIME BANDITS

THE SQUARESOFT RPGS THAT RULED OUR LIVES



FINAL FANTASY VI

In the eyes of many people, this is the best *Final Fantasy* game of all. A year after it appeared in Japan it was released in the US as *Final Fantasy III*, much to the joy of gamers everywhere. If you ran the game through an adapter you only saw half the ending though... sob.



CHRONO TRIGGER

This really was special. Combining all that made *FFVI* so good with the ability to see your enemies before you walked into them, and the introduction of Double-Tech and Triple-Tech attacks, time travelling has never been so much fun.

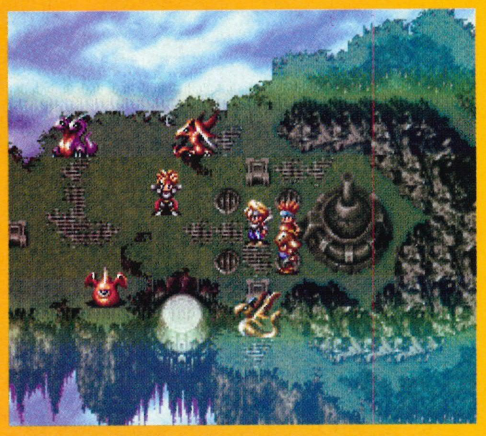


SECRET OF MANA

One of a small number of action-RPGs, *Secret of Mana* managed to rid itself of all the *Final Fantasy*-style statistics, while still providing an in-depth experience. The ability to plug in a Multi-tap and have a three-player adventure was unheard of before this.

Final Fantasy I through to VI

LIFELONG FAN



FOR MANY PEOPLE, the *Final Fantasy* series started with *Final Fantasy VII*. From a business perspective Squaresoft definitely made the right choice in developing for the PlayStation. No longer would the series' success be limited to Japan and a cult following was established in the US and Europe. *Final Fantasy VII, VIII, IX* and *X* have all been massive hits the world over, but some of the best games in the series are the ones that have practically been ignored in the west.

The *Final Fantasy* series started on the NES. Looking at it today, the graphics are extremely basic, but this aspect forced you to imagine the characters in your head, thus the experience was far more personal. The battle system has come a long way, but the same basic premise remains – attack and use magic and items. The formula is so successful that to do anything other than carefully evolve it could be disastrous.

Despite not being directly linked to one another, the *Final Fantasy* games have always had the same theme – revenge and power. As long as there is love and goodness in the world, there will always be hatred. In these times of turmoil, the vessels of good will be drawn together to combat it... and have an amazing adventure along the way. These 'vessels' tended to be super-deformed characters for the NES and SNES games. The original designs weren't in this style, but the limitations of the hardware meant that the models had to be simple but memorable.

The defining moment in the series came in the form of *Final Fantasy VI* (*III* in the US). An epic tale of a militant leader's attempt to get his hands on a strange young girl with the power to morph into an Esper (magical creature). With her power harnessed, he could rule the world... and he would've gotten away with it too, if it wasn't for those pesky kids!

LEFT OUT...

... BUT NOT FORGOTTEN

There are a few games that we haven't covered in detail because we didn't feel they had that big an impact – nor did they have any connection with *Crystal Chronicles*. Still, they deserve a mention for draining many hours from our lives.

SECRET OF EVERMORE

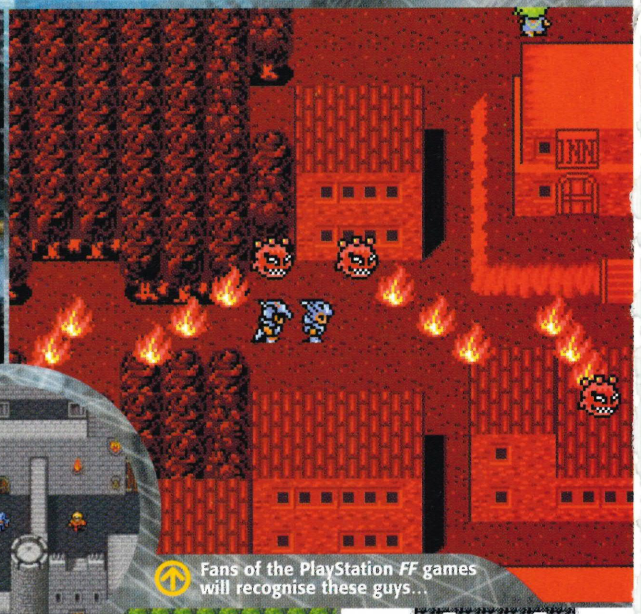
The main reason why this never really did it for us was because it had a decidedly 'western' feel to it. That was because it was developed by Square USA – nuff said. It did very well in the US though, probably because it was more accessible to the mainstream audience and one of the few Squaresoft RPGs to be available in English. The game saw a release in the UK, but the marketplace simply wasn't there. That was the final nail in the UK's RPG coffin then.

BAHAMUT LAGOON

Released very late on in the SNES's life, this dragon-based adventure never reached the western market. When the world is threatened by war, a young dragon knight and his team must travel to Bahamut Lagoon to awaken Bahamut, King of the Dragons and saviour of the world.
The game did reasonably well in Japan, but never got a translation.



A boy and his dog. Hardly mystical or magical is it...



Fans of the PlayStation *FF* games will recognise these guys...

TASIES



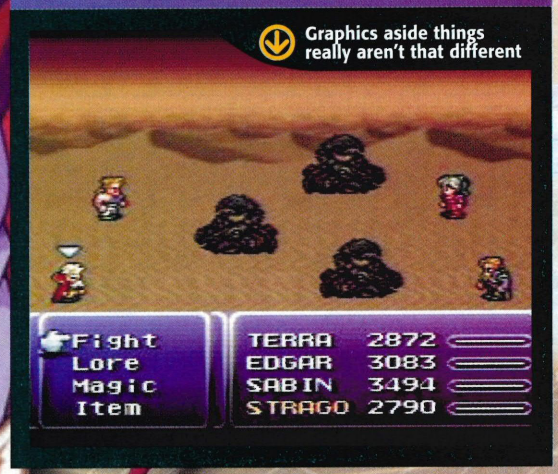
FFIV, arguably the best *Final Fantasy* game ever created



WAIT YOUR TURN!

ATTACK... DEFEND... ATTACK... MISS... MAGIC!

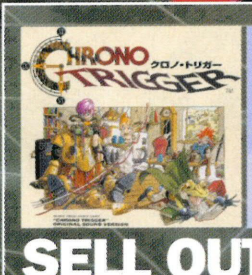
One aspect of the series that hasn't changed is the turn-based nature of the battles. Each character has a command list with Attack and Item commands at the very least. Characters take it in turns to hit their opponents and once an attack has been performed, that character has to wait for their battle gauge to fill (between two and ten seconds, depending on how advanced the character is). This time-delay has now been phased out. As you progress through the game, other commands such as Magic, Jump, Steal and Esper also become available.



Graphics aside things really aren't that different

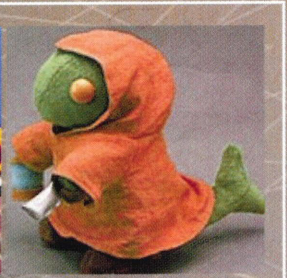


The SNES' Mode 7 ability made airship travel a jaw-dropping experience









SELL OUT!

LET'S SAMPLE YOUR WARES

Over in Japan they go crazy for game merchandise, and Final Fantasy has to be one of the most popular examples. It's not just about posters, mugs, T-shirts and caps though. You can also get the full soundtracks for each game, which consist of collector's item 4-CD affairs containing every tune from the game in order of appearance. It's just like playing the game all over again, except with your eyes shut, sort of. Then there are the character models (ranging from cheap plastic versions to high-quality vinyl) and even full-size outfits! We kid you not.

"BASIC GRAPHICS FORCED YOU TO USE YOUR IMAGINATION FOR A FAR MORE PERSONAL EXPERIENCE"

LET'S DO THE TIME-WARP... AGAIN!

TIME-TRAVELLING MADE EASY WITH CHRONO TRIGGER

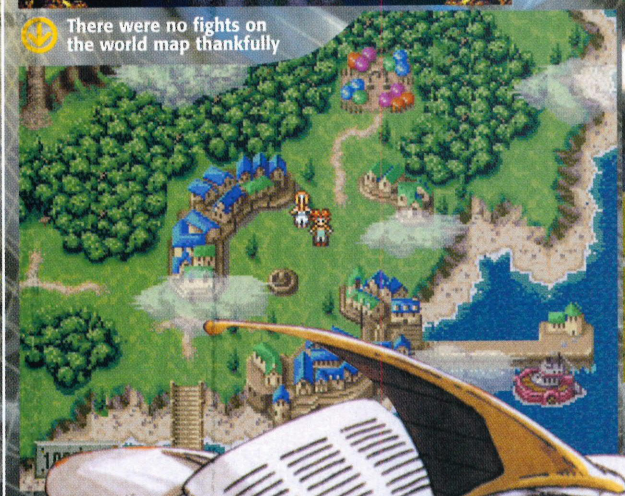


If you love RPGs and you had a SNES then you will have fond memories of this game. Touted by all (well, all of the **CUBE** team and many other people besides) as the greatest RPG ever created, *Chrono Trigger* worked because it was jam-packed full of fresh ideas that actually worked.

After Crono's friend invents in a time portal, he accidentally gets sucked back into the middle ages where he discovers a sinister plot to destroy the planet by travelling back in time and causing all kinds of mischief along the timeline. The culprit ends up being an extremely powerful, bitter and twisted alien magician... as you'd expect.

There were two things that made this game so good – the battle system and the time travelling. When walking around the woods, wastelands and caverns you could see the enemies and choose to avoid them if you wanted. In battle, you could move wherever you wanted within the battle zone. With three people in your team, you could learn Double-Techs and Triple-Techs – attacks that would involve two or three people to perform an amazing move.

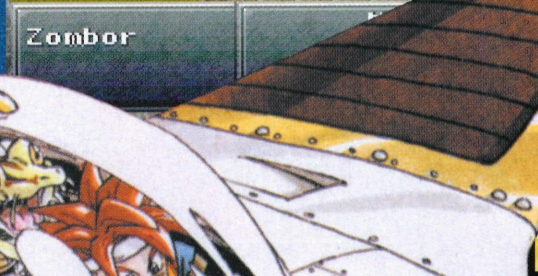
The time travelling allowed you to do something in the past and change an entire way of life in the future. Made an enemy in the present? Simply go back in time and be nice to them for a while. Ta da! Instant best friend. The perfect game.

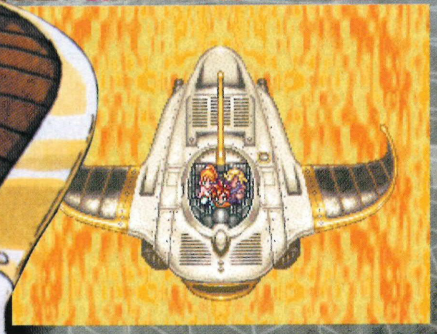


There were no fights on the world map thankfully









FACT

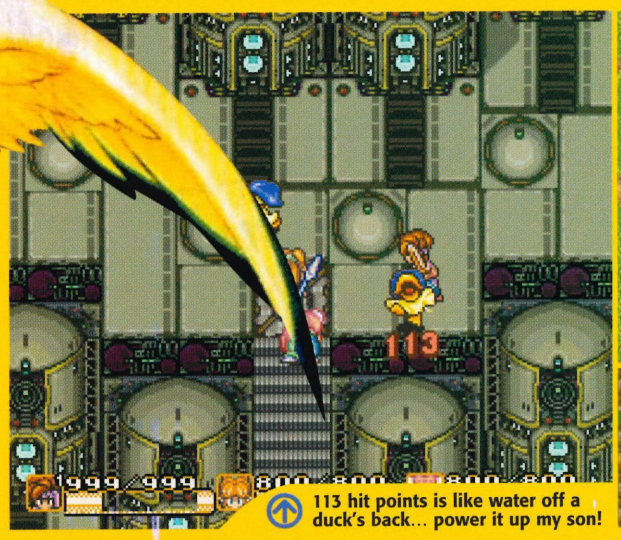
TAKE OFF!

You can actually buy a model of the time machine that the *Chrono Trigger* team eventually find. It doesn't have the characters in though... sob.



"CHRONO TRIGGER WORKED BECAUSE IT WAS JAM-PACKED FULL OF FRESH IDEAS"





113 hit points is like water off a duck's back... power it up my son!



CAN'T SEE THE WOOD FOR THE TREES

LET THE MANA FLOW FREELY

There was something about *Secret of Mana* (*Seiken Densetsu*) that was utterly magical. The game centred on a great evil seeking to destroy the Mana Tree, the source of the planet's Mana. You controlled a young warrior, a princess and a sprite on an epic mission to restore power to each of the Mana Palaces and revive the Mana Sword. *Secret Of Mana* was an action RPG in a similar style to *Zelda: Link To The Last*. It was also one of the few RPGs to be multiplayer, allowing three people to play as each of the characters.

The magic and item system worked in real-time, so whenever you wanted to use an item or cast a magic spell you would simply open up the menu, select the command and select the victim/recipient – very straightforward, but very effective. The sequel arrived on the SNES, bringing with it some of the finest graphics the SNES ever saw. It still couldn't match the charm of its little brother though.

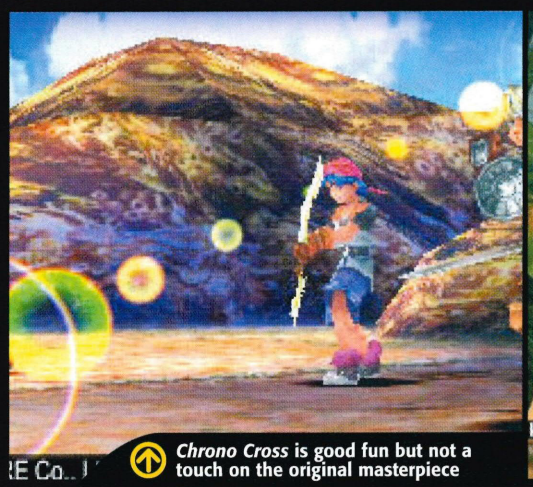


YOU JUST DON'T CUT IT

MISSING THAT SPECIAL SOMETHING

Many of the games featured on these pages have been 'upgraded' or have seen sequels, but none of them have improved on what came before them. *Legend of Mana* came out on the PSOne but was taken in a completely different direction to the original and just didn't work very well. *Chrono Cross* also arrived on the PSOne, and while being a decent game, it wasn't a touch on *Trigger*. Obviously, its older games were far better, and Squaresoft wised up to the fact. Over the years, versions of *Final Fantasy I, II, IV, V, VI* and *Chrono Trigger* have been brought to the PSOne. Amazingly though, the games are graphically and sonically inferior, and you've got to put up with loading times!

The *Final Fantasy* games are the exception of course – there can be no denying that the PSOne and PS2 versions are very accomplished games.



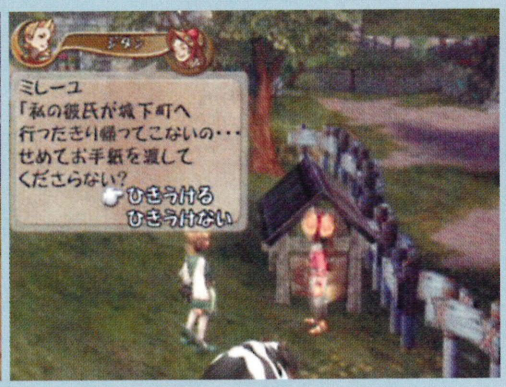
Chrono Cross is good fun but not a touch on the original masterpiece



The *Final Fantasy* games on the other hand are top-notch











Could the Bombs be Squaresoft's fave characters? It seems that way



You'll be able to see the effects of new armour

A RETURN TO FORM WITH FINAL FANTASY: CRYSTAL CHRONICLES

DRAWING ITS INSPIRATION FROM THE SNES CLASSICS

UP UNTIL RECENTLY it was unclear as to what sort of game Squaresoft's debut GameCube title would be. The New Year saw the company showing the latest build to the press and, while we still have a lot of questions, it's all a little clearer.

Crystal Chronicles is like no other RPG, but *Final Fantasy*, *Chrono Trigger* and *Secret of Mana* have obviously inspired it. The story goes that every village is protected from evil by a crystal blessed with Mana Water. Eventually, the power of the water grows weak and at such times, a hero from each village must go on a quest to find a new source of Mana Water. Mana Trees are the only source, but as time ebbs by they've become a rare commodity.

The world outside the Mana Water's protective veil is filled with a poisonous gas, and the only way to survive is to carry the Crystal Cage, a device that forms a protective boundary around you. In the game a feint ring shows the 'safe' area. The Mana theme is in keeping with *Secret of Mana*, and so too is the multiplayer mode. Up to four players can play at once or, if you're playing alone, the characters will behave in whichever way you program them to.

The battle system is a cross between *Secret of Mana* and *Chrono Trigger*. Like *Secret of Mana*, the battles occur in real-time, but you're limited to a certain battle area as with *Chrono Trigger*. This battle area is dictated by the power of the Crystal Cage. Typically one person will be carrying the cage, and when threatened you must put the cage down before that character can attack.

The magic system is a little strange and seems to revolve around the Mana Orbs from *Secret of Mana*. Every living creature carries these orbs and, when killed, will release them. You can then pick them up and either store them or use them. Magic doesn't just have to be used offensively, for example a water spell can be used to douse a character who is on fire.

Sadly this is all we know at this stage, but the *Crystal Chronicles* official website is due to go live in a few weeks, at which point Squaresoft has promised it will reveal much more about the game. With the launch pencilled in for March/April we're sure to know more very soon. CUBE



Final Fantasy Tactics Advance will be bundled with a Pearl GBA SP in Japan





Squaresoft's worlds ain't got nothing on Bournemouth



"IT'S NOT ALL OFFENSIVE. A WATER SPELL CAN BE USED TO DOUSE A CHARACTER WHO IS ON FIRE"





Someone always has to carry the Crystal Cage around



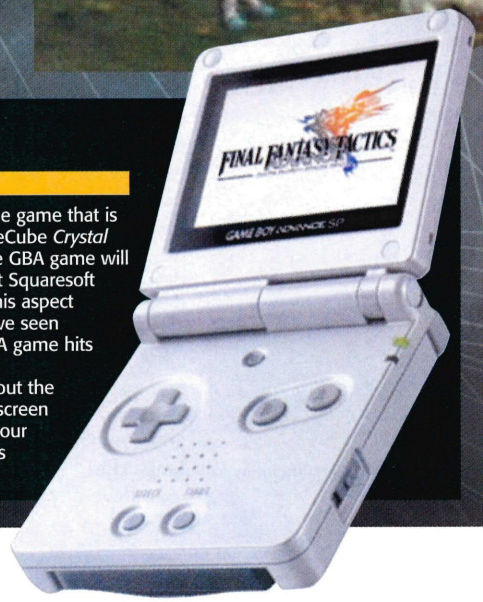
ADVANCING THE FIELD

BATTLES IN THE PALM OF YOUR HAND

As well as developing for the GameCube, Squaresoft is also working with the GBA. An upgraded version of the fantastic PSOne title *Final Fantasy Tactics* will appear in Japan at the end of February to coincide with the launch of the GBA SP. Nintendo has even gone so far as to make a limited edition Pearl White GBA SP, which will only be available as part of a *FF Tactics* Advance bundle.

A new version of *Secret Of Mana*, titled *Shinyaku Seiken Densetsu,* is also in the works. This game will take the first SNES game and add plenty of new elements and characters. Details are a little sketchy at the moment but we've included some screenshots for you.

By far the most relevant GBA title is the game that is supposed to go hand-in-hand with GameCube *Crystal Chronicles*. Going by the same name, the GBA game will be compatible with its big brother. In fact Squaresoft made a point of saying how important this aspect would be. It's a bit strange then that we've seen nothing on it yet. Whether or not the GBA game hits the shelves on time shouldn't affect the GameCube version too much. Even without the game the GBA can be used as a tactical screen for GameCube battles. You can arrange your magical orbs, check on your party's status and look for enemy weaknesses.



CUBE SAYS...

FIRST IMPRESSION

■ We're glad that *Crystal Chronicles* is a totally new style of game and not one that continues in the current style of Squaresoft RPGs. *Final Fantasy X* is a great game, but *Crystal Chronicles* looks to be drawing elements from some timeless classics, and it's hard to see how the team can go wrong.

All eyes are on the magic system now, which appears to be the only potential pitfall. Fingers crossed... CUBE

CUBE INFORMATION

EVOLUTION SKATEBOARDING	
PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES net MOVIES ✗ PICTURES ✓

MAR '03 | OUT NOW | TBC

EVOLUTION SKATEBOARDING

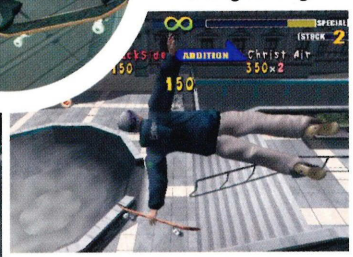
Decked out

Rampstyle and freestyle combined into streetstyle!

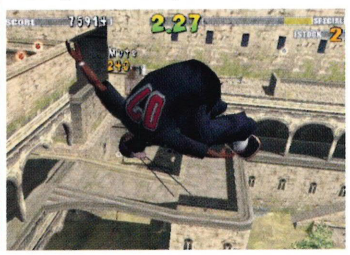




Killing a spider and doing tricks can be difficult indeed. Something you should've practiced a long time ago...



Eh, you ain't Tony so don't even go there, okay!



Slave to the grind...

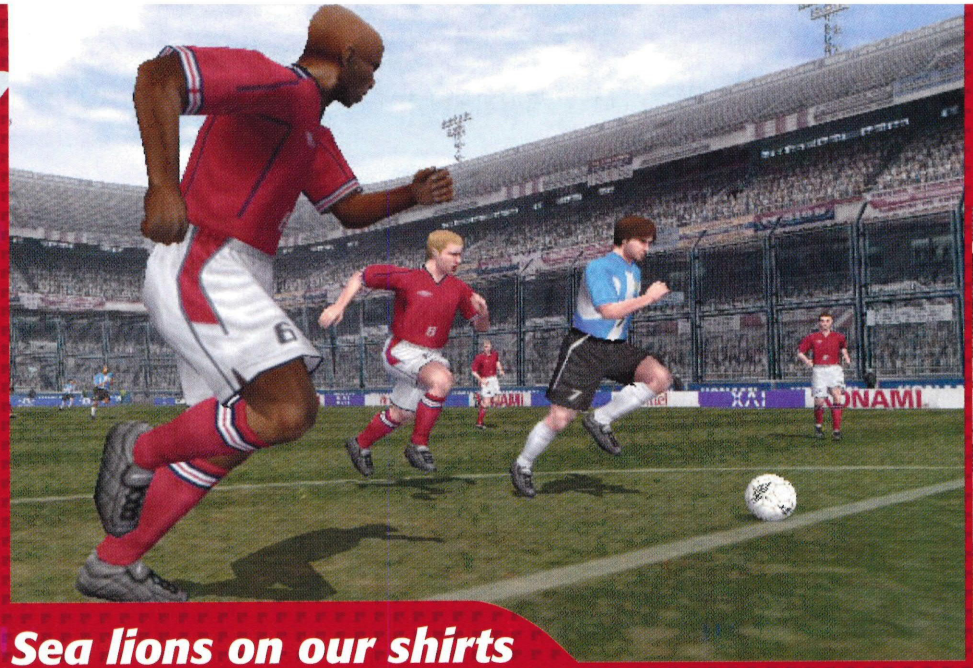


Kick the tale of the board and simultaneously jump in the air – voilà! You've done an 'ollie'

SINCE IT'S IMPOSSIBLE to write about any new skateboarding game without making a reference to Sir Tony of Hawk, we'll get it out of the way early doors. The Birdman's console outings have repeatedly redefined a genre, which they virtually created in the first place. You have to go back to the halcyon, leg warmer-wearing days of the mid-Eighties and 720° for the last skateboarding game that anyone cares to remember. Undaunted, Konami reckons it's got what it takes to beat the man at his own game, and so we have (or at least, will have shortly) *Evolution Skateboarding*. More grazed elbows and comically snapped shinbones to look forward to then. Yippee!

To have any hope of success, Konami needed to come at the project from a slightly different angle, and that's what it's done. While the *Tony Hawk* games are based in a reality, albeit a low-gravity – adrenaline-enhanced version, *Evolution's* environments will include fantasy-inspired locations, such as a castle dungeon as well as street and skate park venues. There will also be boss characters to defeat, a giant spider for example. You'll need to grind along the strands of his web, destroying him in the process. Another section pits you against an army of skeletons who need to be rammed at high speed. All very amusing, but the bottom line is still going to be how well it compares to the Hawkmeister, and that dearest readers, will be revealed next month.

CUBE





Timing tackles in the latest *Pro Evo* is trickier than before, so watch it!

Sea lions on our shirts

WINNING ELEVEN 6

CUBE INFORMATION

WINNING ELEVEN 6	
PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

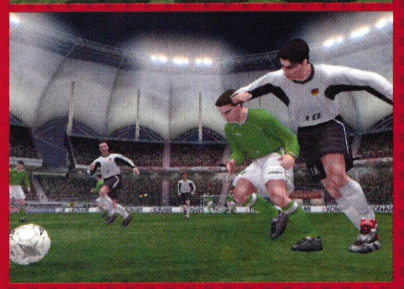
TBA | OUT NOW | TBA

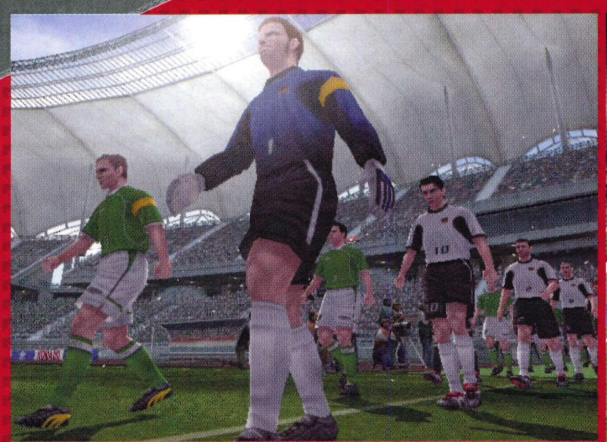
If football be the food of love… play on!

IT'S ABOUT TIME Konami got its arse in gear and bestowed upon us GameCube owners the mana from heaven that is *Pro Evolution Soccer*. The greatest football franchise in the known universe has been the sole preserve of the PlayStation for too long, but the Japanese version – *Winning Eleven 6* – is poised to hit the streets of Japan very soon. Unfortunately, there's no word yet as to when, or indeed if, this most revered of games will make it to the European market. It would be a crying shame if it didn't, especially considering it started life as a Nintendo game many moons ago, in the form of *International Superstar Soccer* on the SNES.

Granted, the new *FIFA* is a vast improvement over previous versions, but it's still very much nationwide league fare, while *Pro Evolution* struts its stuff in the Champions Cup, if you'll excuse the extended metaphor. Exactly what makes the *Pro Evolution* games so wonderful is hard to pinpoint – you just have to play them. The passing, the control, the movement and the physics are right on the money. You can play long ball, a passing game or something in between… it's up to you. No other game comes close to recreating the ebb and flow of the sport so well. So write to your MP, picket Konami's office, do whatever you have to do to ensure this game gets a European GameCube release and we'll be right behind you! CUBE



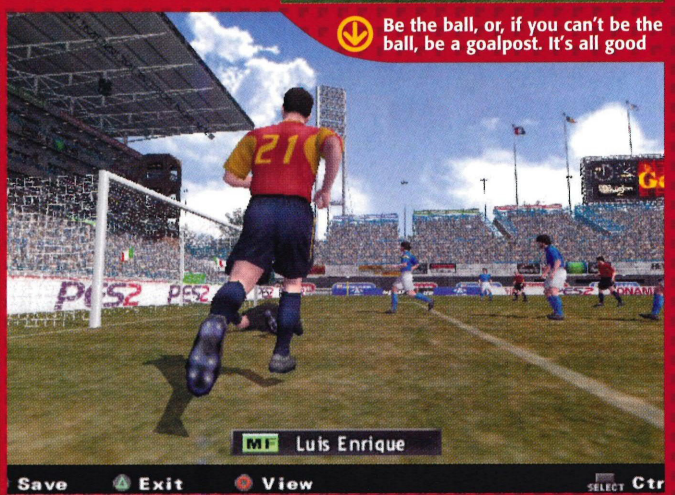




How did Germany get to the 2002 World Cup Final? It's one of those impossible questions , like where do babies come from







Be the ball, or, if you can't be the ball, be a goalpost. It's all good

CUBE

INFORMATION

WORLD RACING	
PUBLISHER:	TDK MEDIACTIVE
DEVELOPER:	SYNETIC
ORIGIN:	GERMANY
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- REALISTIC HANDLING
- COLOSSAL GAME WORLDS
- FANTASTIC VISUALS
- MULTIPLAYER MODES
- VARIETY OF VEHICLES

TOTAL GAMES.NET MOVIES ☑ PICTURES ☑

MAR '03 TBA MAR '03

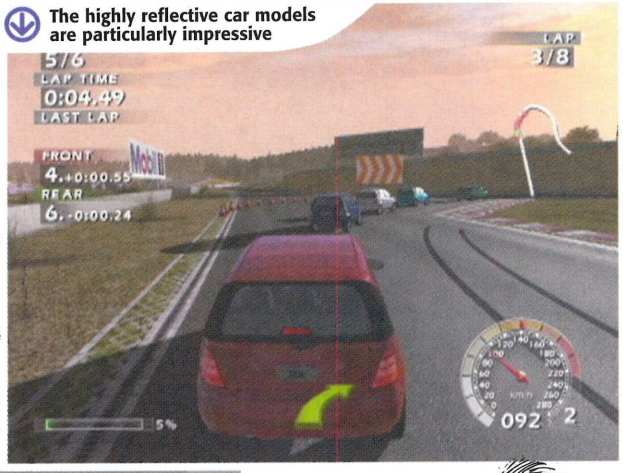
Merc my day



WORLD RACING



The highly reflective car models are particularly impressive



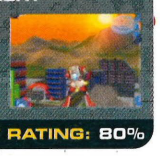


PREVIOUS

FROM THE MAKERS OF...

ROBOTECH: BATTLECRY

Looks good, plays well, and is perhaps ultimately a bit shallow but hey... it's basically *Transformers* and a good choice too.



TOTALGAMES.NET RATING: 80%

Welcome to the motoring preserve of the terminally smug – Mercedes Benz racing

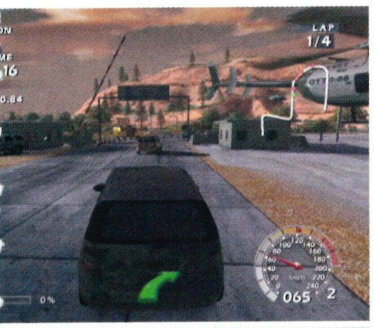
FOR SO MANY driving games, the claims to revolutionise what is one of the oldest genres in videogames end up stalling, not so much in how they implement what they try to do, but rather because they invariably overlook one thing. Despite their epic vistas, ultra realistic physics, sampled engine noises and suchlike, you're still disappointingly locked into the rigid corridor of tarmac provided by the developers. Via either invisible barriers or being magically transported back to the track, straying from the confines of these game worlds inevitably spoils your sense of immersion. Happily though, *World Racing* is different.

Rendering the canyons, deserts and cities of the Alps, Nevada and Japan (to name but three of the seven locations), *World Racing's* landscaped scenarios are fully integrated, without constraint and can be a staggering six kilometres square!

So, if you fancy going off-road or trying out short cuts, then feel free because if it's on the map, then you can go there. Don't get the wrong idea though, this isn't a free roaming, sightseeing tour – you're here to race.

Beginning with the selection of your persona and Mercedes of choice, the solo player aspect of *World Racing* revolves around tournament and mission-based challenges. Completion of these races and challenges improves your driving skills, gives you access to more cars and locations and ultimately sees you become Mercedes Benz's premier test driver, with a livery of vehicles to satisfy your every motoring whim.

Complementing the gameplay are immaculate visuals and an adjustable well-honed feel to the manner in which the various cars handle. *World Racing* makes a rare attempt to strike a balance between a realistic simulation and high-octane racer. Whether Synetic has managed to pull it off will be revealed next issue. CUBE







"WORLD RACING'S LANDSCAPED SCENARIOS ARE FULLY INTEGRATED AND CAN BE UP TO A STAGGERING 6KM SQUARE!"



The game doesn't fully explore the possibilities offered by the freeform layout

FACT

I.C.E.

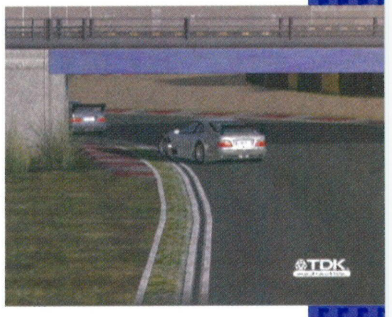
Ministry of Sound affiliate DJ, Mike Koglin has specially adapted two of his tracks to feature in *World Racing*. The first is breakbeat number *Lap One*, and the second is a vocal trance record called *Hear Me*.



Slight collision damage... nothing a bit of T-cut can't sort out!



Classic models from the days when racing really was seat of the pants stuff



DAMAGE LIMITATION

IT'S NOT LIKE THE WHEELS WILL COME OFF

For a game that was originally called *Mercedes Benz Champions*, it comes as no surprise that this German-developed game features only Mercedes-built motors. There are over 30 base models to choose from, all of which are designed, sculpted and specified according to technical data supplied by the manufacturers themselves. This high number of cars effectively gives you access to nearly all the models ever produced by Mercedes. Much later on you'll also be able to get behind the wheel of prototype versions. Such is Mercedes' involvement that, unusually for a game endorsed by a manufacturer, they've allowed their vehicles to be damaged. Although, so far at least, it seems they merely get scuffed and dented.

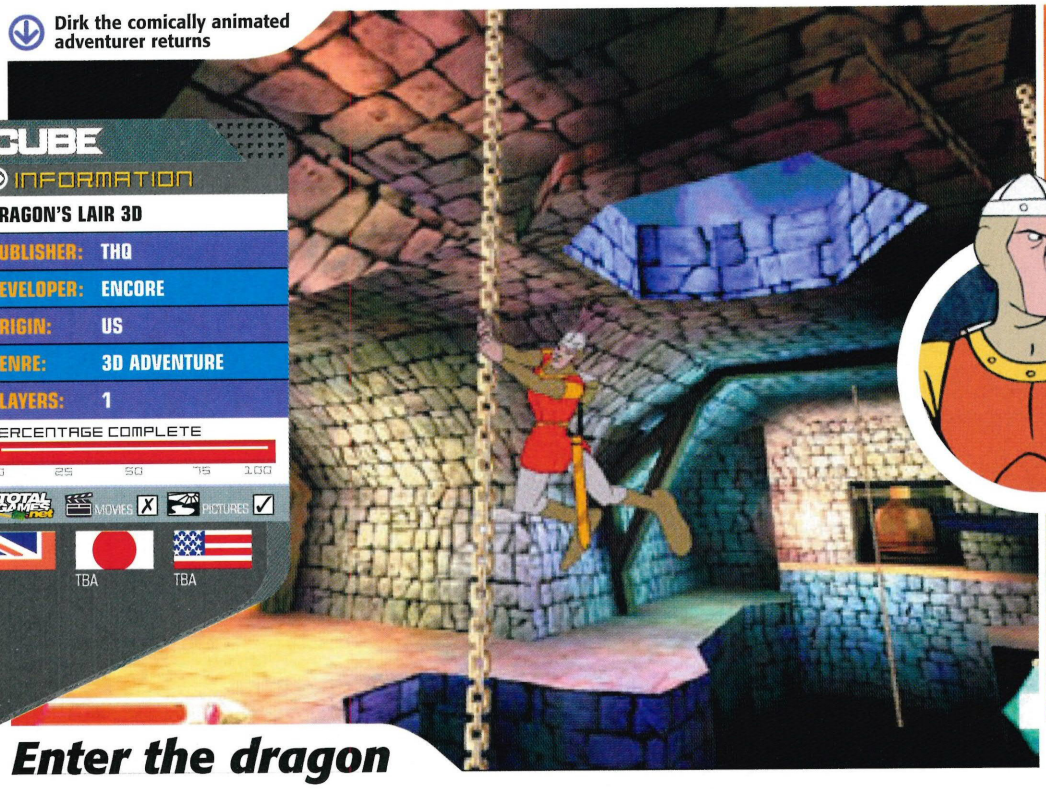
CUBE SAYS...

FIRST IMPRESSION

■ Given the obvious graphical quality of this title, it would be a shame if the experience of playing *World Racing* paled in comparison. Yet, visual wonders aside, the main lure is expansive and unconstrained locales. When racing, this freedom might become somewhat irrelevant. The exploration however, that enables you to identify short cuts is definitely an interesting prospect.

CUBE

Dirk the comically animated adventurer returns



CUBE INFORMATION

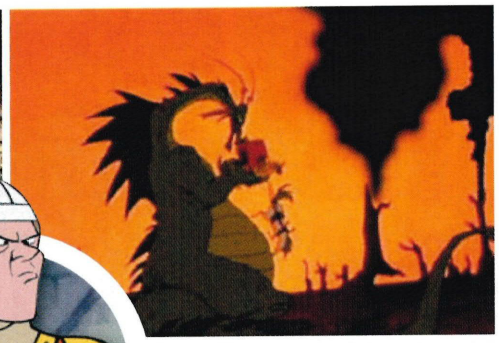
DRAGON'S LAIR 3D	
PUBLISHER:	THQ
DEVELOPER:	ENCORE
ORIGIN:	US
GENRE:	3D ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

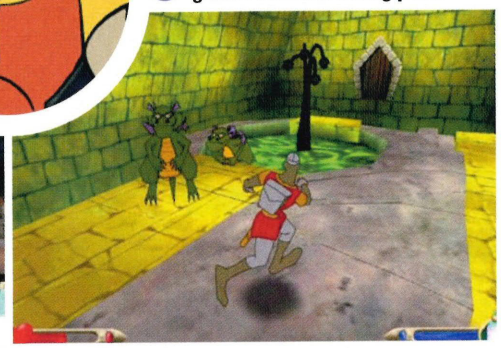
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TOTAL GAMES NET MOVIES ✗ PICTURES ✓

TBA TBA TBA



Pretty visuals have always been the game's the main selling point

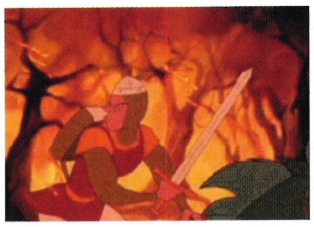


The new version will at least be slightly more interactive than it's predecessors

Enter the dragon

DRAGON'S LAIR 3D









'IT'S LIKE ZELDA'S DUNGEONS NEVER EVEN HAPPENED...'



While the environments have been jazzed up, Dirk remains unchanged

Exit the gameplay?

WAY BEFORE THE term 'interactive movies' was touted as the future of videogames, and earlier still from when such a term typified style over substance, *Dragons Lair* was, in 1983, all graphics and no gameplay, but all the same it still suckered the masses into parting with their ten pence pieces.

Now, 20 years after artist Don Bluth hooked up with designer Rick Dyer to create the arcade game, Dirk – a dragon slayer, not Mr Diggler from *Boogie Nights* – is back, and you're not going to believe this, but he's cel-shaded AND 3D!

What this means is that, unlike having to press a direction at a predetermined moment as before, Dirk can now be continually controlled in his platform- jumping and puzzle-solving jaunt around the 250 rooms of a booby trapped castle on his way to rescue the kidnapped princess. It's like *Zelda*'s dungeons never even happened...

CUBE



You know the drill

MR DRILLER DRILL LAND

Drillin' like a villain, balloon fillin'...

FOR THOSE NOT in the know, *Mr Driller* is a game that originally appeared on the Dreamcast, and then later on the GBA. It also made an appearance on the PlayStation, but only in Japan. You've probably taken a browse at the screenshots already and are no doubt alarmed by their simplicity. There's no need. While the game is indeed simple – you have to drill down as fast as you can through the blocks – it's also one of the most addictive games ever. As you can imagine though, Newton doesn't like it if a block appears to be floating in mid-air and so it will fall down. If the block hits another block of the same colour, a chain reaction is formed, which makes all of the blocks in question disappear. You also have to keep an eye on your oxygen levels, which deplete rapidly. The only option is to drill towards spare tanks dotted around. It may look simple, it may play simple, but Dreamcast pads broke and GBAs exploded because of this game. We await the GameCube version expectantly. CUBE

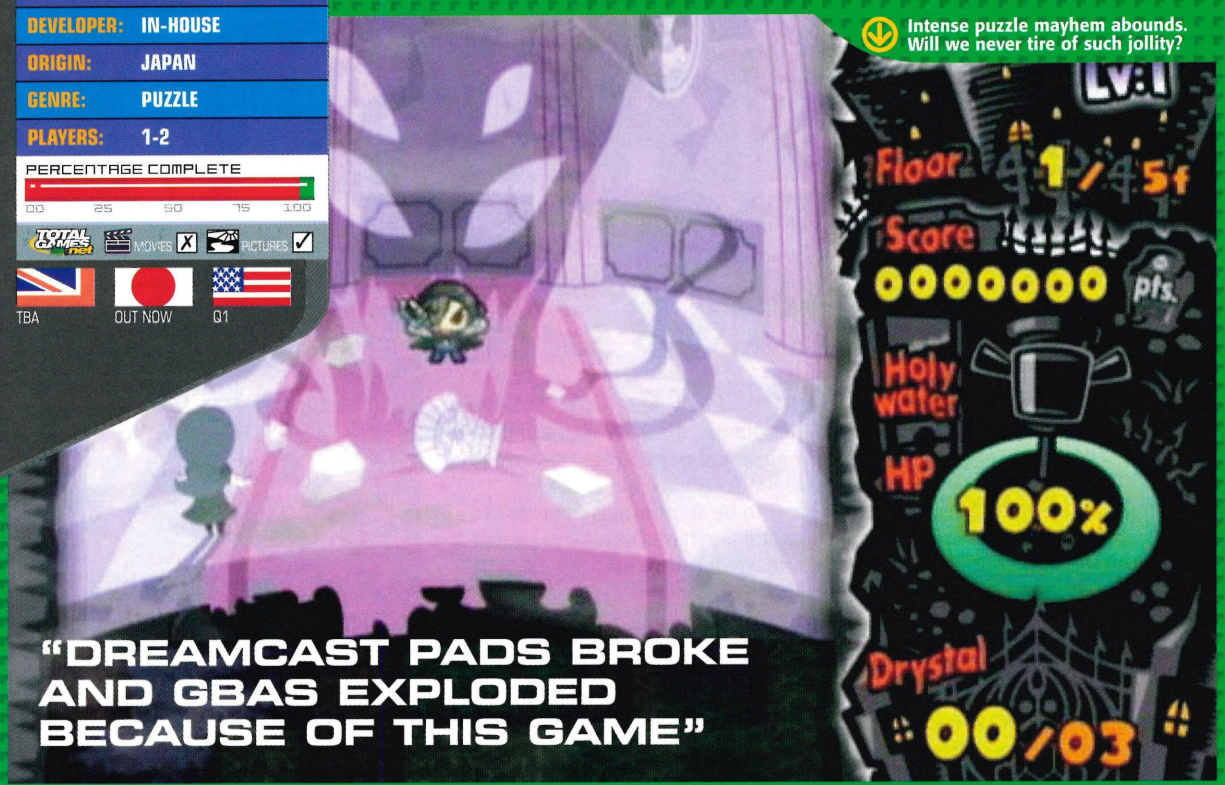
CUBE INFORMATION

MR DRILLER DRILL LAND	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

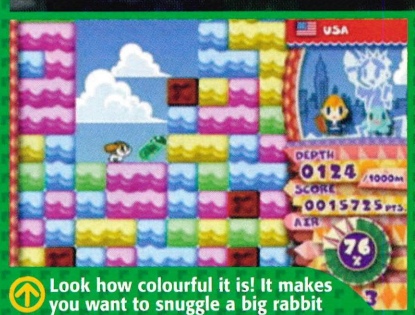
TOTAL GAMES.net MOVIES ☒ PICTURES ☑

TBA | OUT NOW | Q1



Intense puzzle mayhem abounds. Will we never tire of such jollity?

"DREAMCAST PADS BROKE AND GBAS EXPLODED BECAUSE OF THIS GAME"



Look how colourful it is! It makes you want to snuggle a big rabbit







THE LAY OF THE LAND

MORE THAN A VISUAL DIFFERENCE

There are various themed worlds to fight through in *Drill land* including such delights as Horror Night House and Drindy Adventure. It's not just a visual difference that greets the player though. For example, in the Horror Night House you'll be looking for HP refills rather than oxygen and sage water to defeat enemies. Likewise, in Drindy Adventure there will be spiked blocks to contend with as well as ones that helpfully shoot flames out at you.



The multi-player maze/bomb/power-up action is still addictive

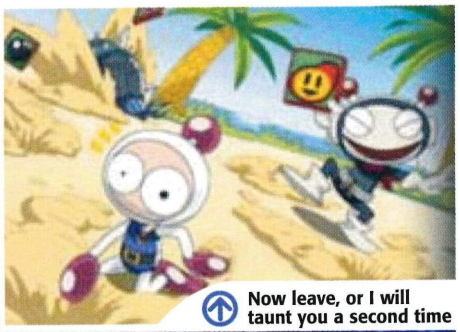




Certain concessions to graphical niceties have to made for the 'Cube







Now leave, or I will taunt you a second time





BOMBERMAN JETTERS

Jet Set Go!



CUBE

INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES X PICTURES ✓

TBA OUT NOW TBA



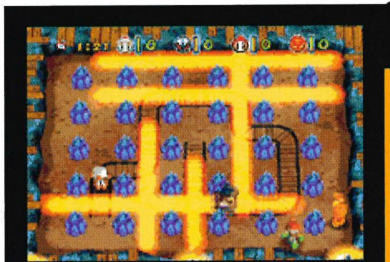
Ooh look – it's random option selection time again!

Multiplayer bombing all over again!

EVERYONE LOVES BOMBERMAN right? When it comes to the multiplayer top five, four-player *Bomberman* is definitely in there, and with *Bomberman Jetters*, Hudson Soft is looking to build on its previous GameCube title. In terms of multiplayer options, *Jetters* merely provides you with more maps, more power-ups and more intense action. As far as the single-player mode goes, Hudson has taken the Charabon part of *Bomberman Generation* and based the entire game around it. This section is now far more important, almost as important as it was with the GBA version.

Whether or not the game will ever get released outside of Japan is another matter though. It seems doubtful that anyone would pay £40 for a few more multiplayer options and it doesn't appear to be significantly different to warrant a purchase over the previous version. We'll have a full review next issue.

CUBE



When everyone is fully powered-up, things get pretty intense!

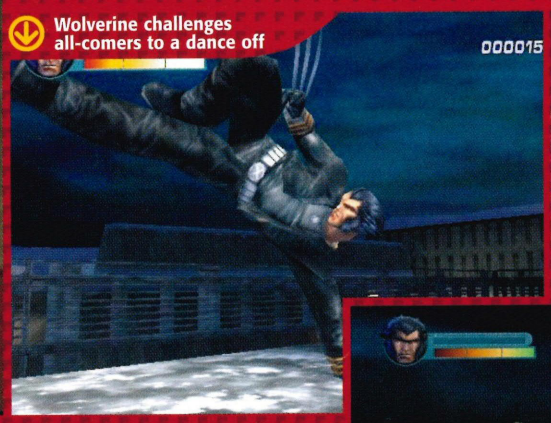
BOMBS AWAY

BATTLING INTO THE EARLY HOURS

The single-player mode is pretty irrelevant. What really matters is the four-player mode, and there are plenty of options in this latest version. If you've never sampled the delights of *Bomberman*, then you owe it to yourself to grab a second-hand copy and some extra pads. Oh... and three mates!

"IT SEEMS DOUBTFUL THAT ANYONE WOULD PAY £40 FOR A FEW MORE MULTIPLAYER OPTIONS"





Wolverine challenges all-comers to a dance off





He's one angry monster!

CUBE INFORMATION

X-MEN: WOLVERINE'S REVENGE	
PUBLISHER:	ACTIVISION
DEVELOPER:	WARTHOG
ORIGIN:	UK
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ☑

Q1 '03 TBA Q1 '03

X-MEN WOLVERINE'S REVENGE



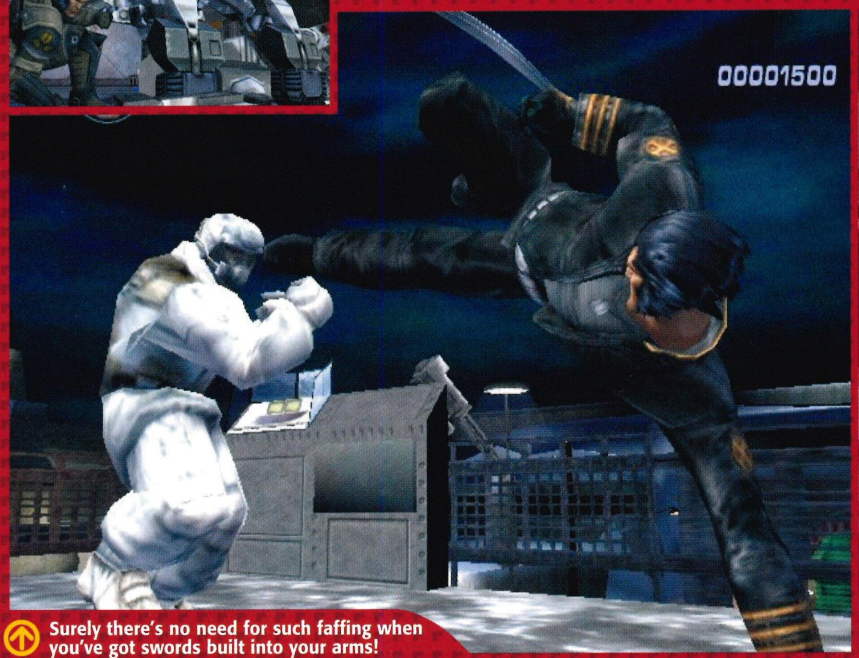
My, what large teeth you have, Mr Wolverine

YOU MAY HAVE been slightly put off *X-Men*-related games after the rather average affair that was *Next Dimension*, but Activision's next offering already looks far more promising. As a third-person adventure based around (you guessed it) Wolverine, you're in a race against time to find an antidote for a virus that has been released into your system.

This has given the developers a good enough excuse to base a game around Wolverine destroying everything and anything he comes across.

Naturally the crazed ball of hair and blades has plenty of opponent-shredding combos, uppercuts and the occasional moody stare. The only major worry we have at the moment is that various essential graphical effects haven't been implemented yet. It's looking decidedly PS2 right now, right down to some terrible jaggies. We can only hope that this is changed for the final version. Come on Activision – let's make a big effort for the new year, huh?

CUBE



Surely there's no need for such faffing when you've got swords built into your arms!



"THE CRAZED BALL OF HAIR AND BLADES HAS PLENTY OF OPPONENT-SHREDDING COMBOS"

CUBE

INFORMATION

LOST KINGDOMS 2	
PUBLISHER:	ACTIVISION
DEVELOPER:	FROM SOFTWARE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1-2

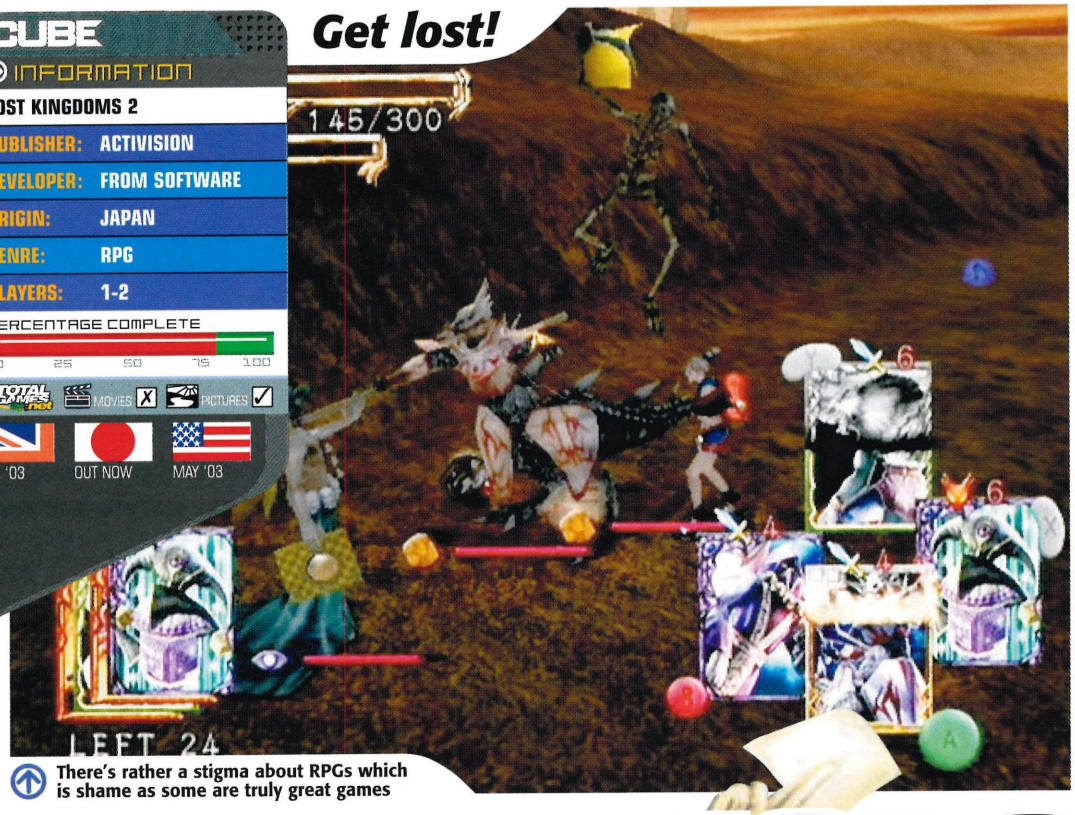
PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

APR '03 OUT NOW MAY '03

Get lost!



There's rather a stigma about RPGs which is shame as some are truly great games



Expect a wide range of spells and weapons – the staple of any good RPG experience



There's the busty woman. Now we just need a dwarf, a wizard and a barbarian

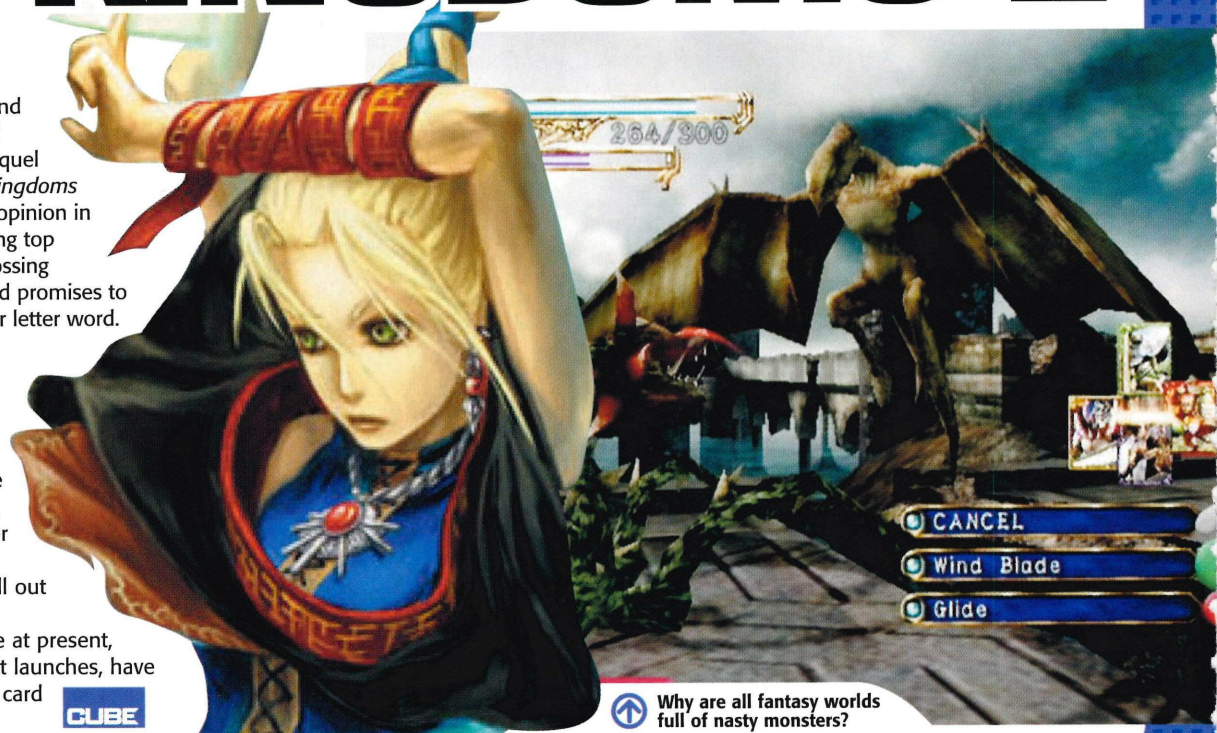
LOST KINGDOMS 2

Gotta catch 'em all...

REMOVE YOUR GAUNTLET of cynicism and don your hit point increased broadsword of expectation as From Software presents a sequel to *Lost Kingdoms*. Whilst the original *Lost Kingdoms* (called *Rune* in the US and Japan) cleaved opinion in two amongst those who though it a middling top trumps, and those who deemed it an engrossing strategy. Well now the sequel is upon us and promises to convert even those for whom 'RPG' is a four letter word.

Set 200 years after its predecessor, *Lost Kingdoms 2* is a typical sequel in that it's more of the same only bigger, better and bolder. So, expect even more forests, mountains and fortress-laden environments (there are 26 in total). There are also over 200 creature cards, including 100 new summons cards, and a two-player versus mode where players can take their card collections and battle till their eyes fall out from the card dealing intensity of it all.

With no other real competition out there at present, it seems that *Lost Kingdoms 2* will, when it launches, have the heroine-driven, random battle, playing card themed RPG niche all to itself. CUBE



Why are all fantasy worlds full of nasty monsters?

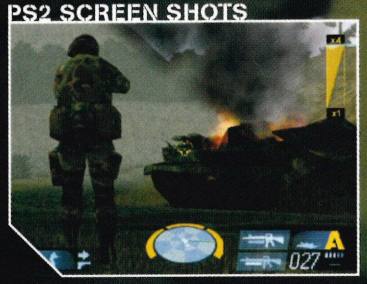
SELECT YOUR SOLDIERS
GET THE REAL TASTE OF THE BATTLEFIELD



Tom Clancy's GHOST RECON™

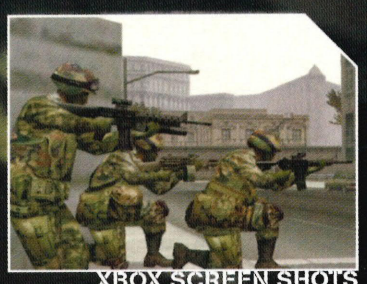
THE 2001 PC GAME OF THE YEAR NOW ON CONSOLES

PS2 SCREEN SHOTS









XBOX SCREEN SHOTS

BONUS : INCLUDES DESERT SIEGE MISSION PACK*

- **Next-generation military technology : use the newest infantry gear and weaponry**
- **More than 25 multiplayer maps in cooperative & adversarial modes**

*Desert Siege is single player on PS2 and Gamecube. Multiplayer on Xbox.



Red Storm ENTERTAINMENT

XBOX LIVE

PlayStation.2

Ubi Soft ENTERTAINMENT

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CUBE

INFORMATION

LAMBORGHINI	
PUBLISHER:	RAGE
DEVELOPER:	RAGE
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- ALL LAMBORGHINI'S EVER MADE
- ARCADE MODE
- CHAMPIONSHIP LEAGUE
- GARAGE AND REPAIR OPTIONS
- DRIVING CHALLENGES

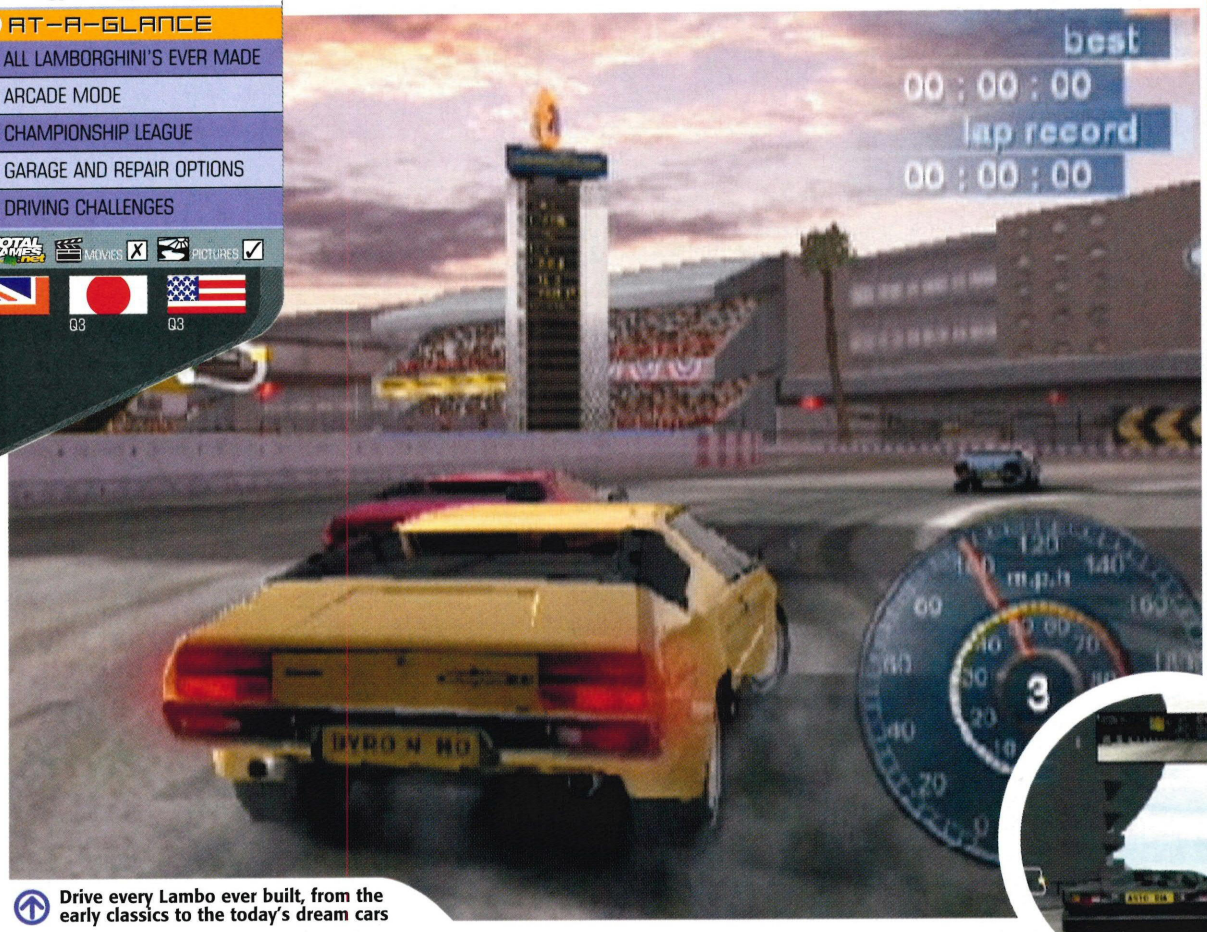
TOTAL GAMES.net MOVIES ✗ PICTURES ✓

Q3 Q3 Q3

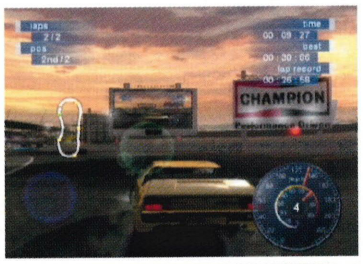
Smashing Drive...

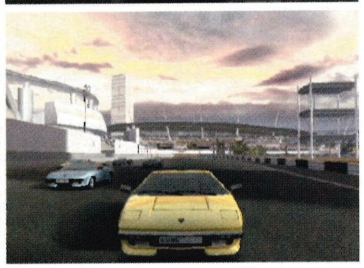
LAMBORGHINI

Ear bleeding engine noise and a similarly painful price tag – this can only be Lamborghini

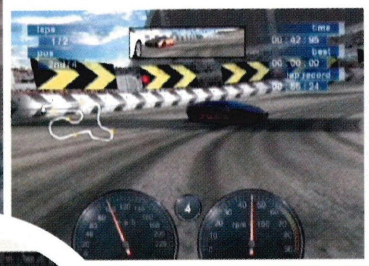


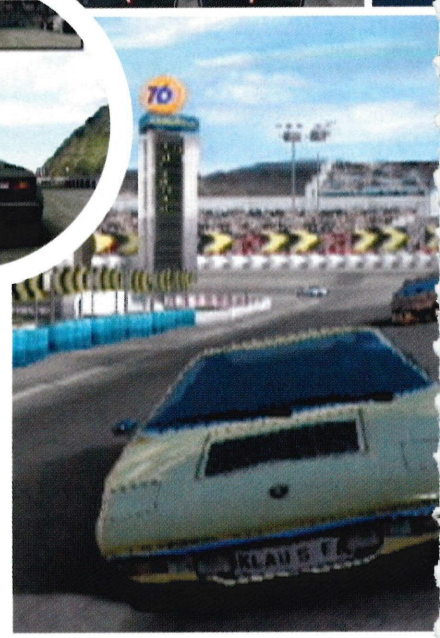
Drive every Lambo ever built, from the early classics to the today's dream cars





Nice car, but you wouldn't want it in yellow, would you?





FORGET GRAN *Turismo* and all that reverse parking a Nissan Micra crap – Rage knows what you really want from a driving game. Yes, what you actually lust for in a racer is a clutch of exotic and svelte supercars costing more than you'll ever earn, and a stretch of tarmac on which to rag them to bits – and that's exactly what the British developers are giving you.

As the eponymous title would have you believe, Rage's driving game features only vehicles from the illustrious Italian manufacturer. So, whilst many driving games reward you with a Lamborghini as a final vehicle, you begin this game already part of the millionaires club, sitting behind the wheel of a gleaming V8.

While the game features the option to own and drive all the cars ever made by Lamborghini, you'll only be able to afford to stash a livery of these cars in your garage by earning cash in races.

Taking in a range of track locations from Sydney to Las Vegas and Rome, *Lamborghini* also incorporates some more novel ways of raking in the lucre.

Periodically, one of your fellow competitors will challenge you to a head-to-head where you set the money at stake. Even better though, you'll sometimes be asked to a pink slip race where the winner drives off with the others' Lambo! Don't be too cocky though; smash up your car and you'll foot the repair bill. If you don't have the funds then it's game over.

The visuals match the splendour of the cars on show and a finely tuned game engine make *Lamborghini* a real head turner. Certainly one to watch.

CUBE

PREVIOUS

FROM THE MAKERS OF...

ROCKY

■ A high quality boxing game which, apart from *Punch Out!*, is the undisputed king of the Nintendo ring.



TOTALGAMES.NET RATING: 83%

WHAT'S THE DAMAGE?

TAKE IT EASY IN THE CORNERS, MATE!

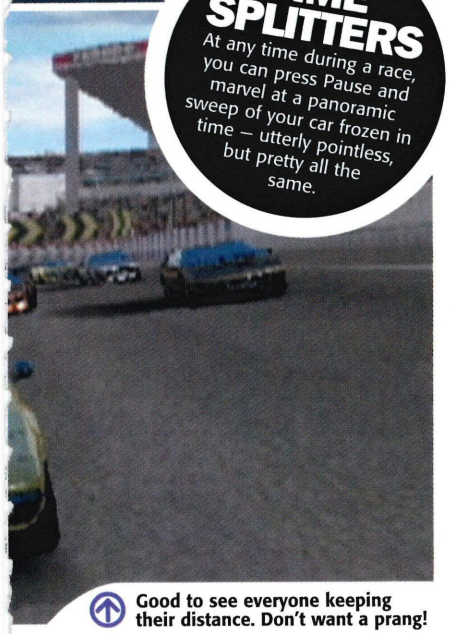
Unlike most games tied a manufacturer, *Lamborghini* features cars that actually bend, bump and deform. Althought you won't witness your motor disintegrate before your eyes, if you plough into a barrier you'll visibly dent the body work. Admittedly, this is hardly a revolution in collision detection but at least it's an improvement over the many indestructible digital motors out there.



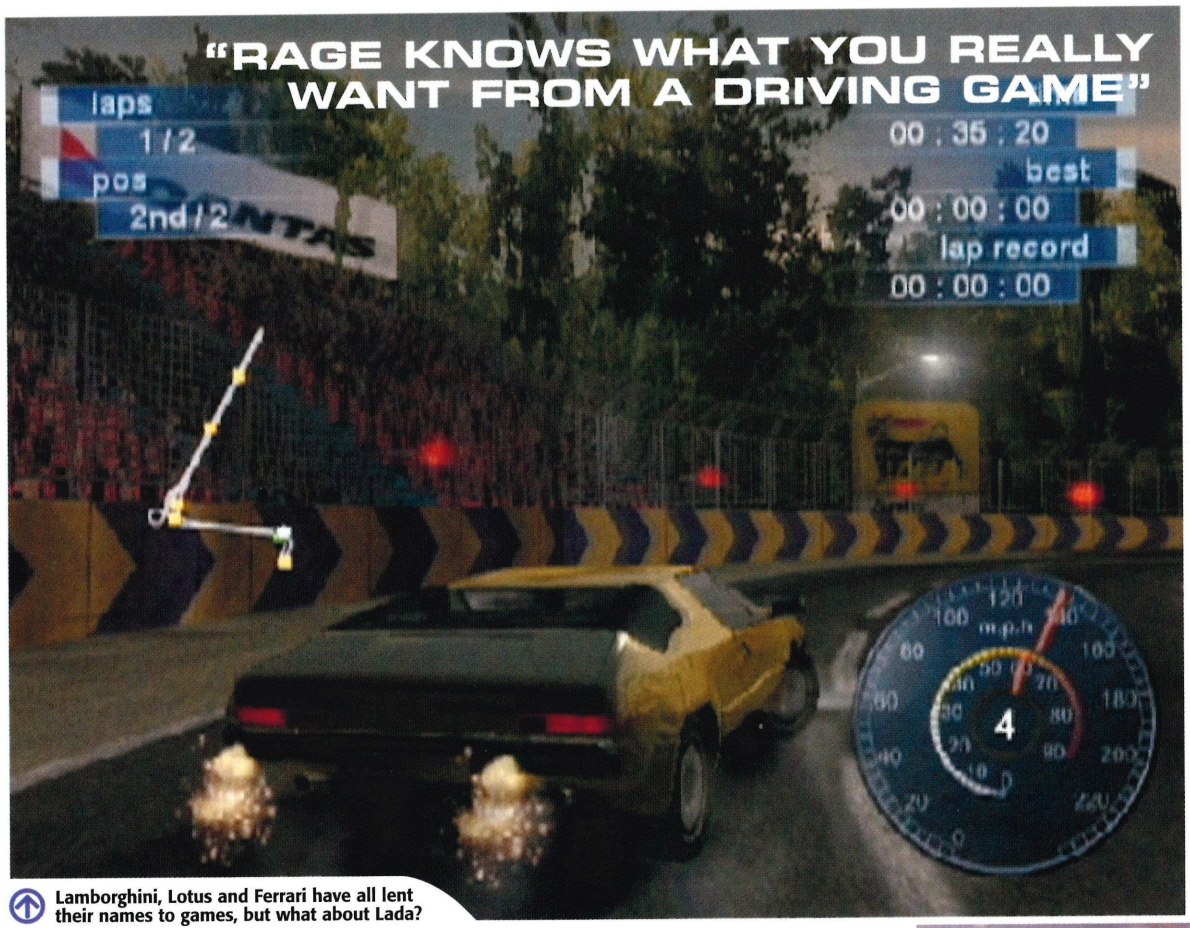
FACT

TIME SPLITTERS

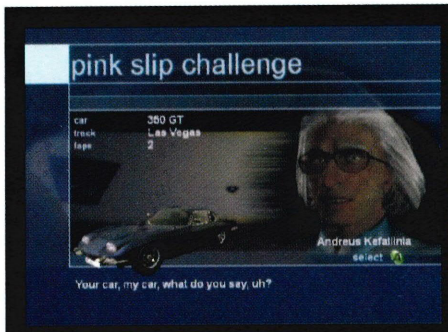
At any time during a race, you can press Pause and marvel at a panoramic sweep of your car frozen in time – utterly pointless, but pretty all the same.

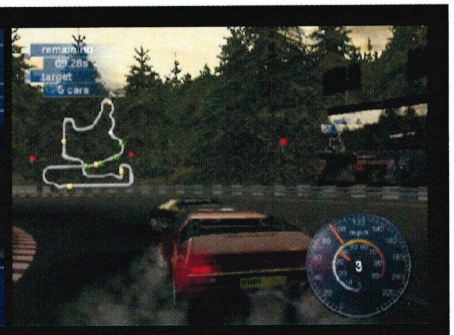


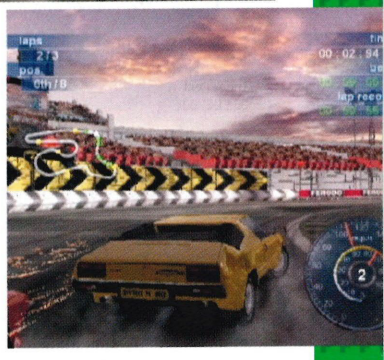
Good to see everyone keeping their distance. Don't want a prang!



Lamborghini, Lotus and Ferrari have all lent their names to games, but what about Lada?







EARN A MAJOR SECOND INCOME...

A further way to get some readies along with winning races, selling your cars and winning bets, is to complete some of the challenge modes. Initially, there's an overtaking challenge, an eliminator and a perfect lap mode to try your leather-gloved hand at. The overtaking task gives you 100 seconds to pass five other Lamborghinis. The eliminator sees the last placed competitor disqualified after every lap, whilst to complete the perfect lap challenge you need not only to drive a fast time, but also, not leave the asphalt. In fact, the perfect lap challenge is very useful training because in actual races, whenever you do leave the track, your costly car travels slower than a milk float.



Earn money for new and cooler models in the Challenge mode

CUBE SAYS...

FIRST IMPRESSION

■ Whilst buying, selling and raking in prize money is all well and good, there's nothing quite as tense as entering a pink slip challenge knowing that if you screw up, then you've lost your prized Lamborghini. But if you win, you've got yourself a brand new motor to play with, and that's what this game is all about – the greed for some of the greatest cars ever made.

CUBE

Evil revisited

RESIDENT EVIL 2/3: NEMESIS

CUBE INFORMATION

RE2/RE3: NEMESIS	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SURVIVAL HORROR
PLAYERS:	1

PERCENTAGE COMPLETE

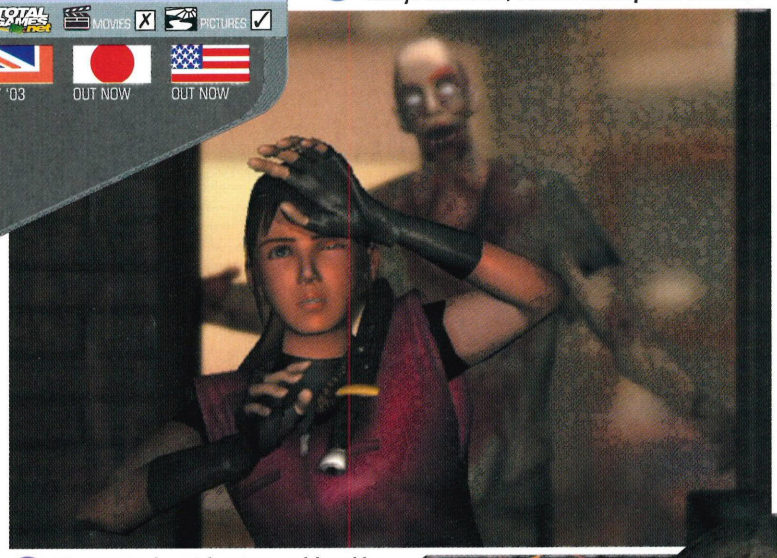
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TOTAL GAMES .net MOVIES ✗ PICTURES ✓

MAY '03	OUT NOW	OUT NOW

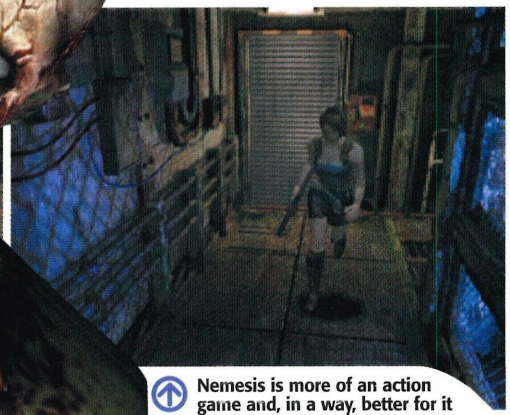


It's a given that the graphics look very ragged by todays standards, but the atmosphere remains



It's easy to forget how ground-breaking *Res Evil* was when it first came out





Nemesis is more of an action game and, in a way, better for it





Stop your grinnin' and fill your linen!

IF THIS MONTH'S *Resident Evil Zero* review has fuelled your zombie-busting whimsy, you might be pleased to learn that episode *2* and *3* of the saga will be slithering your way in May. Don't expect the complete overhaul of *Remake* though. What we're looking at here are straight ports of N64 *Resident Evil 2* and the Dreamcast version of the much-underrated *Nemesis*. Both are to be released on the same day, although not as a double pack as we'd hoped.

They're currently undergoing final localisation and will be out in Japan and the US long before you read this. As usual, the question of why Europe has to wait a further four months is unlikely to be answered in any satisfactory way, but both games will look identical to the versions from which they're ported, which in turn were basically polished-up ports of the PSOne originals.

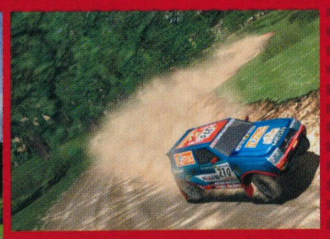
Fans of the series might welcome the chance to replay these games, while newcomers will have the opportunity to fill in the storyline blanks. Further to that, a version of *Code: Veronica*, the fourth game in the series (not to be confused with *Resident Evil 4*, of course) is in the pipeline as well, although no release date has yet been confirmed.

For those who didn't play these games first time around, *Resident Evil 2* is essentially a more sprawling variant on the original's style. Acclaimed by some as the best of the PSOne trilogy, it contains two adventures in one, featuring Leon Kennedy and Claire Redfield. *Nemesis* follows Jill Valentine with a more gung-ho spin on the action, putting less emphasis on puzzles and more on simply blasting the undead citizens of Raccoon City with powerful handguns and automatic weapons.

If you can forgive the inevitable graphical deficiencies, these are two very fine games, but whether or not they can justify a full price purchase is highly debatable. We'll give you the bottom line nearer the time. CUBE







It all looks a bit lush and green for the Sahara, don't you think?



Rally-oop

DAKAR 2

CUBE

INFORMATION

DAKAR 2	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1

PERCENTAGE COMPLETE

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TOTAL GAMES.NET MOVIES ✗ PICTURES ☑

FEB '03 TBA TBA

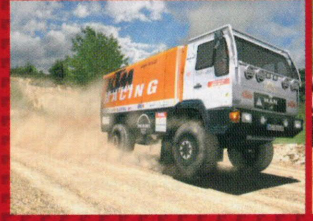
The route of all evil...

WORKING IN the publishing business, you learn to cope with many things; deadlines, bosses, faulty review code, hangovers, etc. These are just a few of the contentious issues we have to deal with in any given month. From experience we derive solutions, in the examples given, these being coffee, alcohol, alcohol and coffee respectively. However, one problem that has never been adequately resolved is the build up of paper that occurs over the course of an issue. It eventually consumes one's entire desk and, come deadline week, will inevitably have encroached a good six to eight inches into the adjoining desk space. A significant proportion of the total mass can be attributed to press releases. These, for those of you unversed in the ways of media, are helpful, fact-filled documents written by PR people to explain how *Xtreme Pro Micro Scooter 2003* is the greatest thing to happen to video gaming since someone suggested that two lines and a square on a TV screen could be made to approximate a game of table tennis and might be 'a bit of a laugh'. Such things are duly 'filed' for future reference and not thought of again until the end of deadline when the desk's entire contents is ceremonially emptied into a bin bag in preparation for the new issue. Sometimes however, something on a press release catches the eye. In the case of *Dakar 2*, it was the headline, the 'grabber' if you will: "Acclaim Entertainment takes arcade racing to new depths with *Dakar 2* for all next-generation systems."

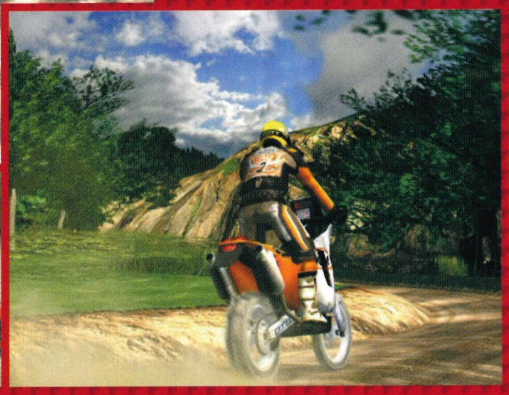
It's reasonably safe to second guess the message they were trying to get across, but nevertheless it seems a little misjudged – or perhaps not, since *Dakar 2* is the follow-up to last year's bog-awful *Paris Dakar Rally* on PS2. In fairness, we can only assume that the decision to make a sequel has been taken on the basis that it's a potentially good license and worthy of having a decent game to hang on it. Therefore, Acclaim's UK development studio is making a good fist of rectifying the wrongs of the original. As before there'll be a wide range of off-road vehicles to choose from. Quads, jeeps, rally cars and so on. Obviously the Sahara desert setting won't offer much scope for graphical variety, but surely they can't make such a hash of it second time around. We shall see. CUBE

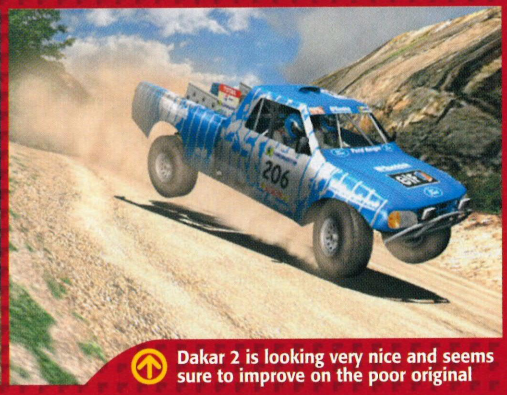


It's cool to have all different kinds of vehicles going head to head









Dakar 2 is looking very nice and seems sure to improve on the poor original

CUBE

INFORMATION

PRODUCT NO 03	
PUBLISHER:	CAPCOM
DEVELOPER:	PRODUCTION STUDIO 4
ORIGIN:	JAPAN
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

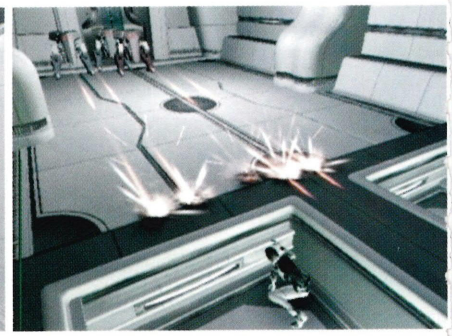
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TOTAL GAMES.net MOVIES ☒ PICTURES ☑

Q4 '03 | 27 MAR '03 | SUMMER '03







When the going gets tough, Vanessa gets going...



P.N.03

PRODUCT NUMBER

PRODUCT

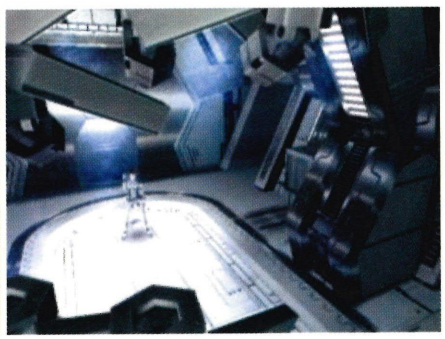
IT'S REALLY NICE when games come out of nowhere. We only found out two months ago that *Product No. 03* had been in full production ever since *Resident Evil Remake* was finished. Despite the fact that it will be out in Japan within six weeks, we know very little about it. The project is the first of five titles currently being worked on by Capcom's GameCube-dedicated Production Studio 4. Mikami-san (*Resident Evil* series) takes up the director's chair while Kobayashi-san (*Devil May Cry*, *Resident Evil/Dino Crisis*) is producing the title. The talented pair have had masses of experience with the GameCube – both were involved deeply in the creation of *Resident Evil Remake* and *Resident Evil Zero*, therefore you can be sure that they will both be pushing their team to get even more from the hardware. More than *Resident Evil Zero*? Is that really possible? Mikami-san seems to think so. In reality *Product No. 03* has been developed almost in tandem with *Resident Evil Zero* – they share the same basic graphics engine, which is very apparent from the character modelling. The only technical difference between the two is that *Product No. 03* has fully modelled (as opposed to pre-rendered) surroundings. The graphical distortions,

"PN 03 HAS BEEN DEVELOPED ALMOST IN TANDEM WITH RE ZERO – THEY BOTH SHARE THE SAME BASIC GRAPHICS ENGINE"











BACKUP PLAN

GUNS ARE SO PASS

■ Vanessa does have a laser gun tucked away somewhere, but there are other more versatile weapons at her disposal, such as the ability to fire energy balls from the palms of her hands via the special device on her back.

NICE LEGS

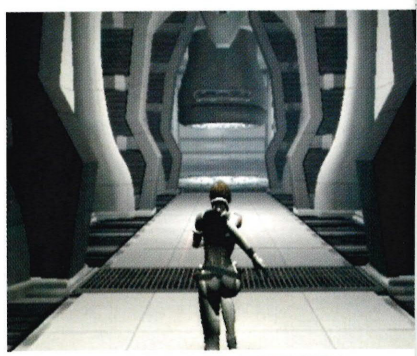
CAPCOM AT ITS BEST

■ Technically, *Product No. 03* shares a lot in common with *Resident Evil Zero*. You can see from the character modelling that Vanessa is as detailed (if not more detailed) than Rebecca, Billy and the rest of the *Zero* cast.

FULLY CURVACIOUS!

WHAT GOES AROUND...

■ Due to the polygon-intense models that perfect curves require, curved architecture is sparingly used in videogames. *Product No. 03* breaks that trend however, and is characterised by its many curves.







PREVIOUS

FROM THE MAKERS OF...

RESIDENT EVIL ZERO

■ The best-looking survival horror on the market, and the perfect companion to the original scare-fest. Eeuurrghh...



TOTALGAMES.NET RATING: 90%

NO. 03

particle effects, depth of field and superb character modelling found in *Resident Evil Zero* are all in place though. Lead character Vanessa Z Schneider is as detailed as Billy Cohen or Rebecca Chambers, albeit boasting a stylish, futuristic, all-in-one combat outfit.

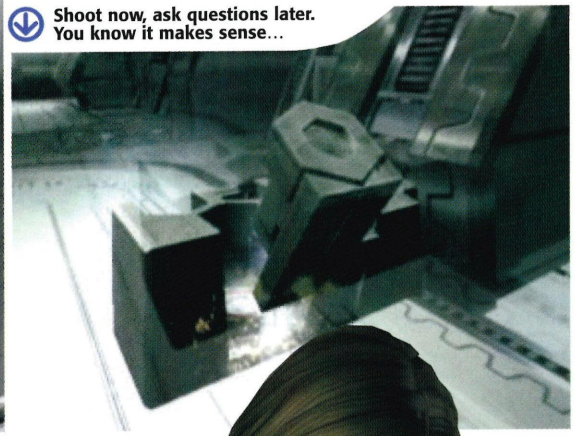
The general idea behind the game is that the planet's CAMS (Computer Arms Management System) has gone haywire and taken over a remote colony. The CAMS' victims include, among others, Vanessa's family. As time goes by, the CAMS' influence is spreading to any robotic device it gets its probes on. As part of her plan of mass destruction, Vanessa trains herself to be a professional robot slayer. Think of her as Buffy... with a gun.

The action starts soon after the CAMS takes control of the first colony. The settlement really is in the middle of nowhere, surrounded by a barren, windswept wasteland. Despite only having been in control for a short time the CAMS has already taken the defence system and has made substantial improvements. Expect to be greeted by gun turrets that rise out of the ground long before you get anywhere near the main facility. It's going to be a tough one!



Kobayashi-san (left) and Mikami-san chat about the complexities of keeping a white tuxedo clean

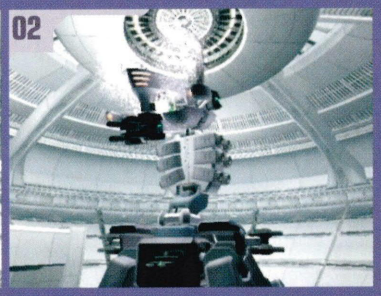




Shoot now, ask questions later. You know it makes sense...





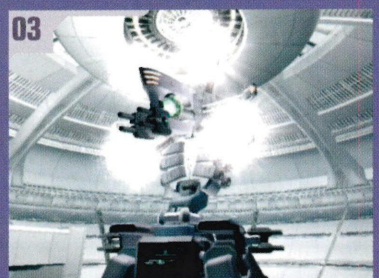


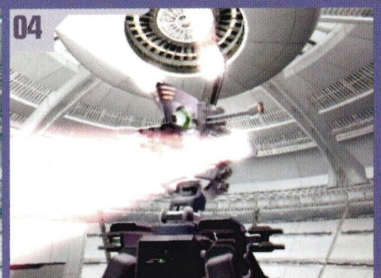
ROBOT WARS

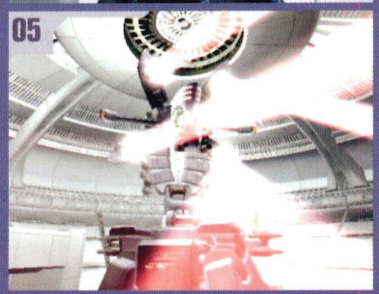
THE BIGGER THEY ARE...

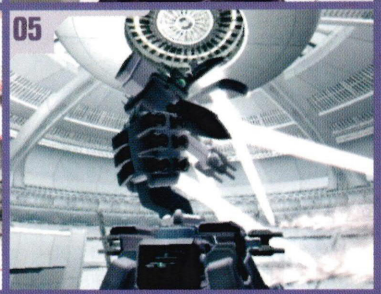
The first impression of this boss is that it's a slightly larger version of the guard robots. Upon closer inspection though, the truth becomes apparent. After a few seconds the light conductors will appear and four massive lasers will begin to scour the room, leaving molten scars in their wake. Aside from these, the boss has two banks of six floating mines, a mini-gun and four sentry gun units.

The only weak spots on this giant battle droid are the power regulators right at the top and the base. They're still protected by armour plating however, and will take a lot of pounding before the vulnerable innards are uncovered.









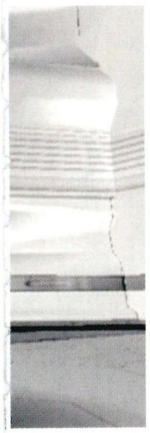


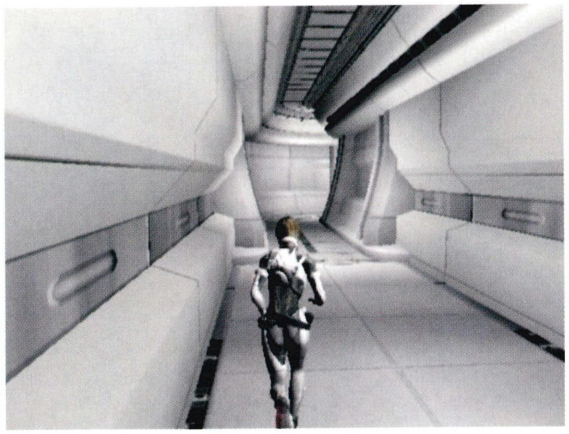
Upgrades can be found as you progress through the game

THE FIRST THING that hits you when you look at the screenshots is just how clinical everything is. From the logo to the character design to the surroundings, everything is decidedly black and white. Apparently, this is the atmosphere that Capcom initially is trying to create. In typical Capcom fashion, we won't see much outside of the two levels on show at the moment, until the game is in our hands. *Product No 03* is set in the future, in a time when entire facilities can be run by robots and highly advanced AI routines. As such the research facilities are in pristine condition – no footprints, no dusts, no stains and no humans, save for the small colony kept on-site just in case. The main research facility shown

"VANESSA CAN INCORPORATE CERTAIN TECHNOLOGIES INTO HER SUIT, GIVING HER ACCESS TO SOME AMAZING NEW ABILITIES"









It's quiet... too quiet in fact. You just know that something bad is going to happen

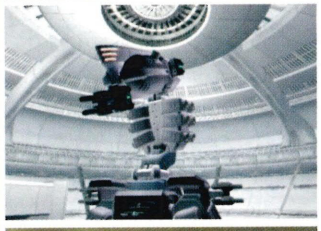
POWER AT YOUR FINGERTIPS

HANDS UP, BABY HANDS UP!

We already knew about Vanessa's custom-made laser gun, but we didn't know about any of her other abilities. After defeating the facility boss, the mercenary robot killer, she will have access to a new gadget. This slots onto her back and takes the form of several metal spikes. These protrusions act as conductors, absorbing light and converting the energy into an electromagnetic field capable of firing projectile bolts. These bolts are channelled through Vanessa's suit and can be directed via her hands. Working like a Chaff Grenade, lesser enemies can be completely shut down, whereas the more advanced adversaries can be stalled for a few seconds.







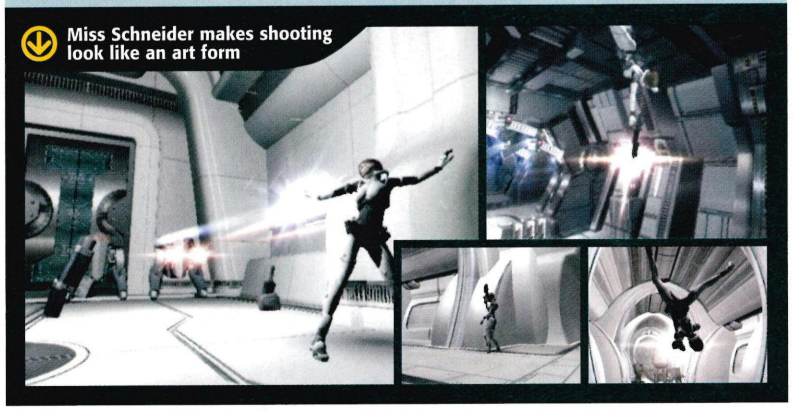


FLIPPIN 'ECK!

QUICK AS A FLASH

Vanessa's agility is just as important as her weaponry, and with the two combined she's pretty much unstoppable. It would be foolish to go head-on with even the weakest of robot foes – after all, a laser to the chest is painful no matter who you are. Instead, she can hide around corners and somersault across a corridor in the blink of an eye. She moves too quickly for the enemies to lock onto her and while she's darting around, she can fire off a few rounds to take any lurking enemies out before they're able to target her. She can also peer and fire around corners.

Miss Schneider makes shooting look like an art form



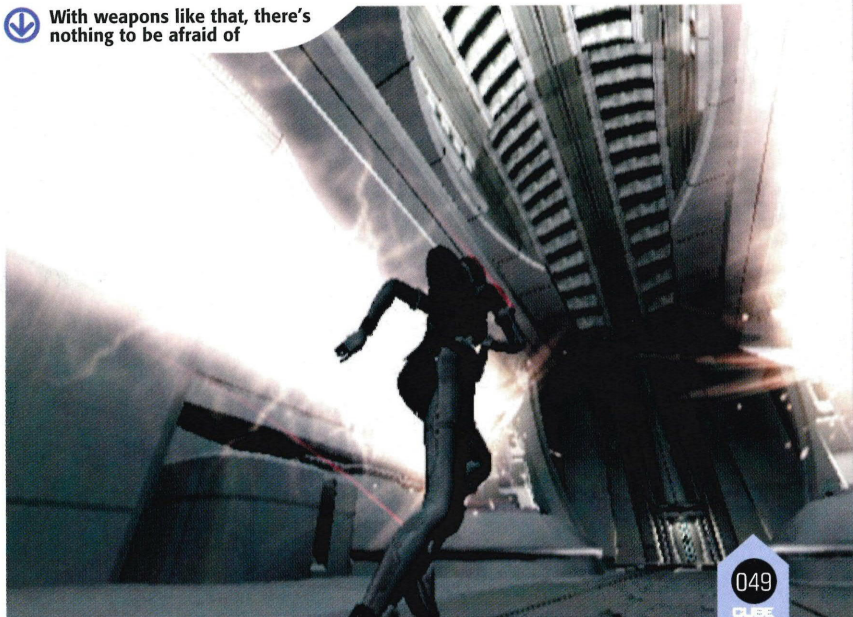


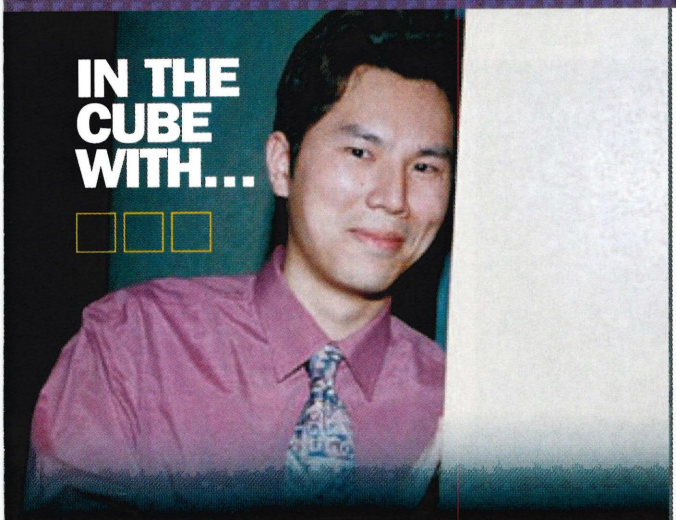


in the screenshots is a perfect example. Being completely self-sufficient it can afford to be situated in the middle of nowhere. Actually the perfect analogy is the colony from Aliens. Replace the aliens with robots under the control of the mother brain from *Resident Evil* (the film) and you begin to get the idea.

Vanessa is a bit like Ripley – out for revenge and more than capable of doing the job. Her skin-tight outfit isn't just there for show (you could've fooled us). As well as providing her with a layer of armour, it also holds Chaff Grenades (used to shut down electronic devices) and has an upgrade slot on the back. Initially, Vanessa has to rely on her laser gun to hold off the hordes of computer controlled defence systems, but the upgrade allows her to channel energy through her hands. The device is held by the first boss in the game, a 20-foot tall maintenance droid. Once defeated, Vanessa can incorporate the technology into her suit, thus giving her the ability to absorb light and channel it through her hands as an electromagnetic energy ball. Being electromagnetic, the projectiles home in on targets automatically. Other than this ability, Capcom isn't saying what other offensive tricks Miss Schneider has up her sleeves, but you can be sure that there will be multiple upgrades for the laser gun and several other bonus weapons.

With weapons like that, there's nothing to be afraid of





IN THE CUBE WITH...

HIROYUKI KOBAYASHI

POSITION: PRODUCER, PRODUCTION STUDIO 4
COMPANY: CAPCOM

CUBE: How did you get into the videogames industry?
HK: I joined Capcom right after I'd finished my degree in university.

CUBE: What are your Top 3 videogames of all time?
HK: *The Adventures of Link* (NES), *Super Mario Bros.* and *The Tower of DRUAGA*.

CUBE: What games have you worked on in the past?
HK: *Resident Evil* series, *Devil May Cry* (PS2) and the *Dino Crisis* series.

CUBE: You're well known for wearing stunning suits and tuxedos to industry events. Just how many do you have?
HK: The white tux was made especially for the Production Studio 4 event. Actually, it belongs to Capcom – it's not mine...

CUBE: What games have inspired you during the development of *Product Number 03*?
HK: It's not just games that inspire me. Producers and directors also bring many ideas and inspiration from many kinds of things in life.

CUBE: Can you tell us a little more about the actions that Vanessa will be able to perform?
HK: Vanessa's movement is akin to that of a dancer or a performer. Her movements will reflect this.

CUBE: Is Vanessa limited to one weapon?
HK: She is not going to carry a standard weapon as was the original plan for the game. Instead, she will strike an enemy with a razor beam that will be expelled from her bare hands!

CUBE: So far we've only seen two areas – the white research center and the sandy outside section. What other areas will we find in the game?
HK: Those images were just shown to give examples of the indoor and outdoor stages of this title. There will be more stages and what I can tell you now is that the rest of the game will be made up of far more indoor stages.

CUBE: From what we've seen, *Product Number. 03* visually looks like a cross between *Tomb Raider*, *Metal Gear Solid*, *Time Crisis* and *Sin And Punishment*. What other games would you compare it to?
HK: From a visual point of view, *PN03* could look similar to those titles. However, it is basically an arcade-style shooting game, so there will be no deep storyline in the game. (This is a bit contradictory as Director Mikami-san commented on the fact that he wanted an involving storyline. Hmmm... – **CUBE:**)

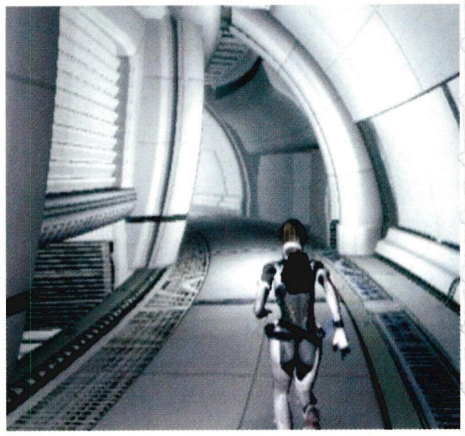
CUBE: What are the metal spikes on Vanessa's back used for? Can you find other upgrades in the game?
HK: Sorry, I can't comment on this.

CUBE: Grrrr... as we suspected.

CUBE: What are your thoughts on the GameCube as a games machine? Do you think you have reached the limits of its technical capabilities?
HK: I think the GameCube is spectacular. To be honest, I didn't set out to use the full technical capability of the GameCube. It is important for us to make good use of the machine case by case, title by title.

CUBE: It must be strange to work with two different Directors at once. What are the main differences in working with Shibata-san and Mikami-san?
HK: Mikami is the Director of *Product Number. 03*, however, he is also my boss... so, it is hard for me to make a comment on him as a Director. For Shibata, *Biohazard 4* will be the first title under his direction. At the moment, his potential is a wild card.





Watching Vaneesa move is akin to watching Britney dance. Bring it on...

LOOKING GOOD

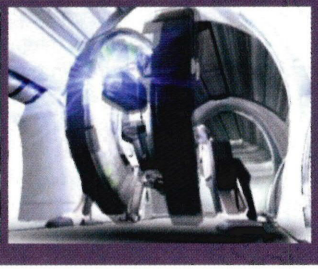
ROBOTS THAT WALK THE WALK...

Mikami-san's team has spent a lot of time and energy on the animations. Vanessa bounces around the rooms convincingly, reacting to gravity and momentum in a realistic, yet fun manner. The robots are even more pleasing. Some slowly whir into gear as their compartments open and weapons slide out. Others are extremely fast, darting around almost as fast as Vanessa. Finally, there are the big boys; these heavy artillery tanks resemble RoboCop's ED-209 – You can feel the ground shake as they plod along the corridor searching for you.



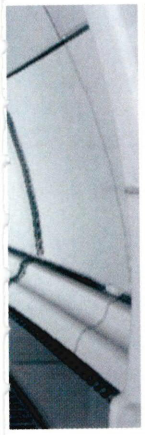
Bursting from the ground, you won't see these guys until you're on top of them

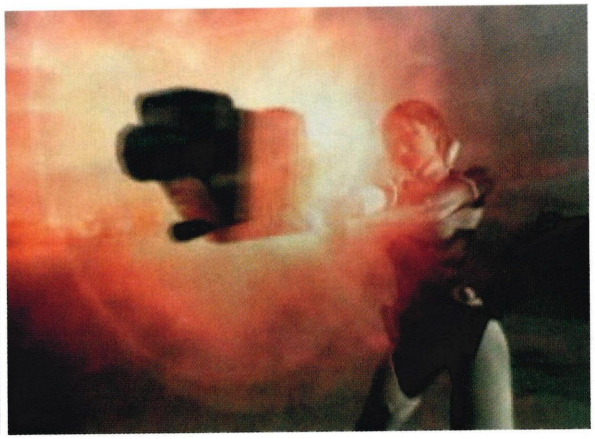


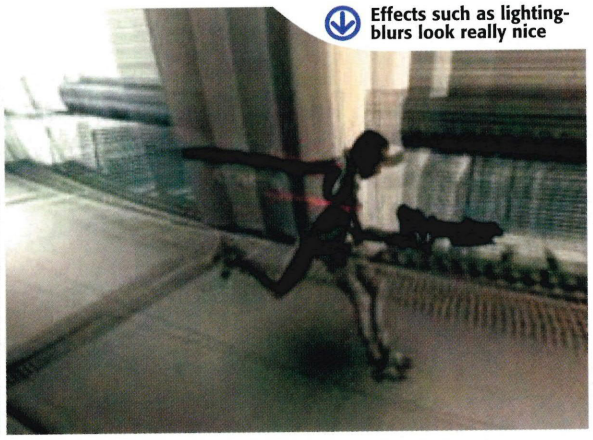




"THE HEAVY ARTILLERY TANKS RESEMBLE ROBOCOP'S ED-209 – YOU CAN FEEL THE GROUND SHAKE AS THEY PLOD ALONG THE CORRIDOR"







Effects such as lighting-blurs look really nice

EERIE SILENCES

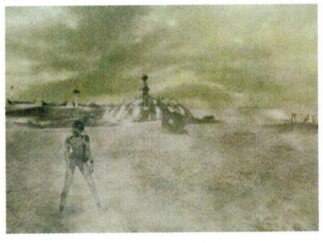
LIFE-SIGN SCAN... POSITIVE

The initial environments in the game are quite sparse. The very first section is a barren, sandy plain with the research facility in the distance. The facility is clinically clean, curvaceous and void of anything save security devices, monitors and the occasional storage crate. This is purely because the facility has been under robot control for a long time. As the CAMS' control reaches into other territories, Vanessa will inevitably come across colonies that were inhabited by humans in the past, and these areas are very different in appearance.



Capcom's advanced engine allows for curves everywhere







Capcom has revealed eight enemies so far, and these are:

- **Guards**: these guys are about eight-feet tall and move relatively slow, because all they do is guard doorways. They always seem to come in pairs and each one has a machine gun mounted on each arm.
- **Sentry Guns**: equipped with motion sensors, these defences are generally found at corridor junctions and over the entrances to important areas. Accurate and deadly, the only way to take them out is to keep moving and look for an opening.
- **Perimeter Cannons**: these external defences are designed to take out any vehicles approaching the facility. Each unit holds a bank of laser cannons that appears from the ground only when you're nearly on top of it.
- **Floating Sentries**: certain sections of the facility have strange banks that hold six cylinders. These are in fact laser-equipped sentries and each one can be fired off individually. Once launched, they'll open up, revealing two anti-gravity panels that enable them to float around the corridors.
- **Speeder Bikes**: unmanned anti-gravity units that can pursue an enemy at high speed across the perimeter wastelands. Equipped with twin laser cannons.
- **Mobile Defence Unit**: a 20-foot long, four-legged defence unit that holds multiple laser cannons and a super plasma-launcher. Very rare but very deadly.
- **Perimeter Boss**: an enormous tank that bursts out of the ground as a final line of defence before you're able to enter the facility.
- **AAF-03 Sonnenblume**: located in the heart of the facility, this boss uses a fan-like contraption to convert energy into four extremely powerful lasers.

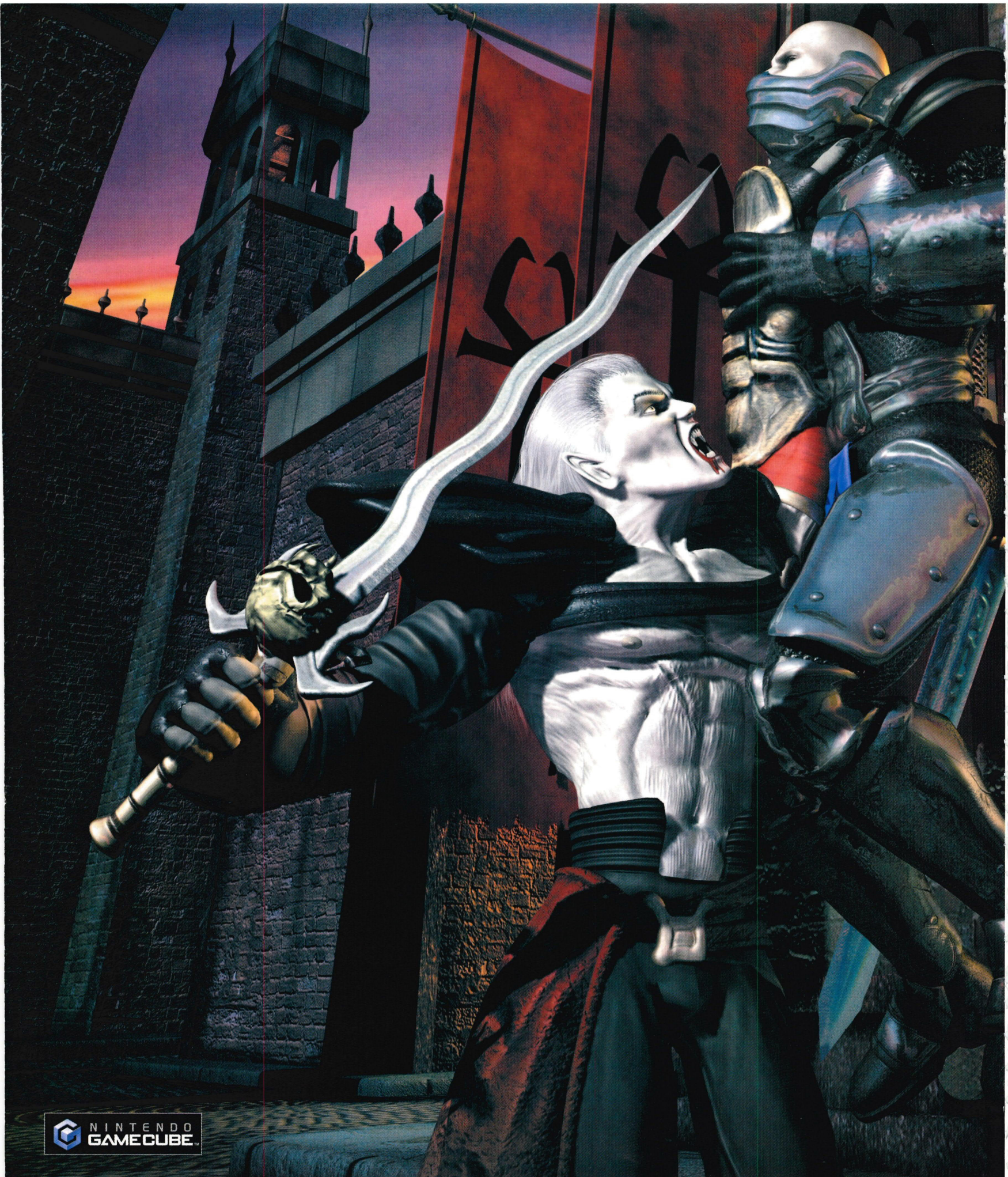
All the enemies mentioned above are from the opening section of the game. To put it into perspective, the facility section is the equivalent of the train in *Resident Evil Zero*. There's a lot more to come and we can only imagine what else Mikami-san and his creative team have in store for us between this and the final confrontation with the CAMS.

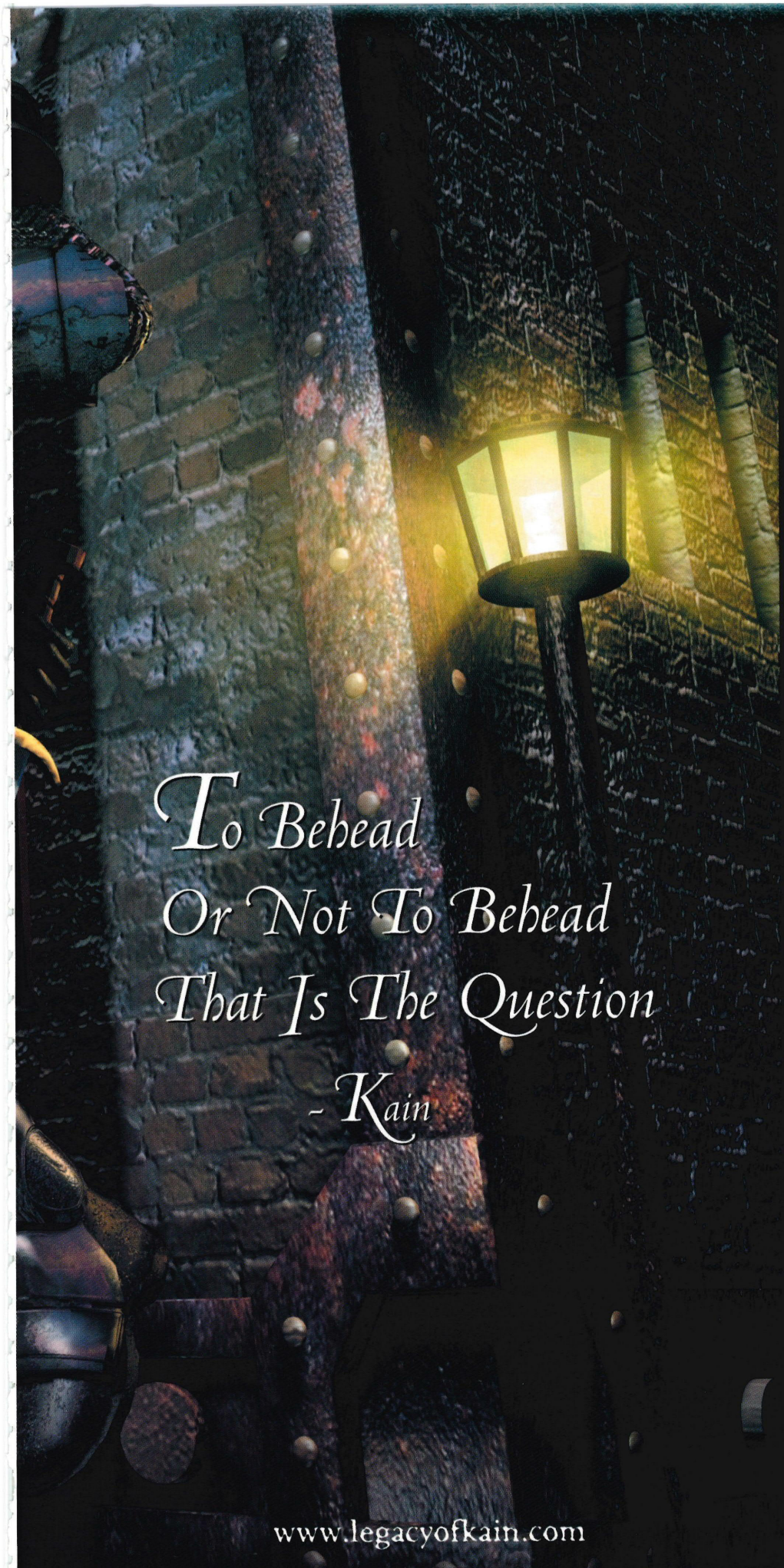
CUBE

CUBE SAYS...

FIRST IMPRESSION

■ So now you've got a fair idea of what Capcom's next project is all about. Still, the information we have is just the tip of the iceberg – we know very little about the game beyond what you see here and, as always, we'll have to spend a lot of time with it before we can say more. One thing's for sure though – Capcom and, more specifically, Mikami-san, hasn't disappointed us so far. CUBE


NINTENDO
GAMECUBE



To Behead
Or Not To Behead
That Is The Question
- Kain



Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.



Use your Dark Gifts such as Stealth, Fury and Charm to claim vengeance on your enemies.



Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.

BLOOD OMEN 2
THE LEGACY OF KAIN SERIES

CRYSTAL DYNAMICS

15

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eidos.com

www.legacyofkain.com

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CUBE REVIEWS

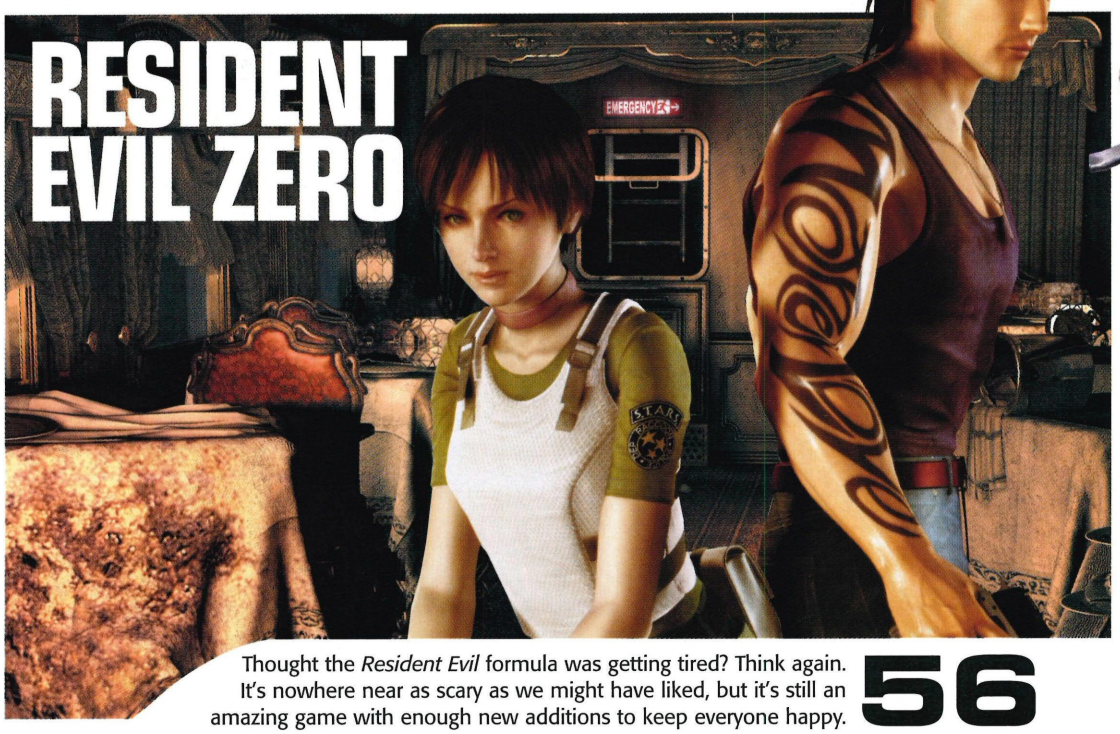
ISSUE SIXTEEN

NEW GAMES IN FULL BLOSSOM

MARCH: IT'S THE new Christmas. Well, it is if you're a GameCube owner anyway. We probably don't need to remind you what a bad period December was for GameCube software, but we've always kept the faith because we knew what was just around the corner. That corner has been turned and with *RE Zero*, *Super Monkey Ball 2*, *Rayman 3*, *Two Towers*, *Mortal Kombat* and *ATV 2* either on the shelves or just about to hit, there's something in there for everyone.

That's one hell of an Easter warm-up but there's only one game you need to worry about – *Metroid Prime*. Yes, Christmas was a let down, but with all the food, drink, and TV, there wasn't much room for gaming. This is the time when you really need your games, and this is the time when Nintendo delivers. Import-wise things have never slowed down. *Skies Of Arcadia*? *Winning Eleven 6*? Oh, and those three minor titles... what were they again? *Soul* something, *Product* something and some sort of Fantasy thing, all in March. Get in!

CHANDRA NAIR



Thought the *Resident Evil* formula was getting tired? Think again. It's nowhere near as scary as we might have liked, but it's still an amazing game with enough new additions to keep everyone happy.

56

CUBISTS

THESE CHILLY POST-CHRISTMAS MONTHS ARE TAKING THEIR TOLL ON THE TEAM. JUST HOW DO WE GET THROUGH?

MILES GUTTERY



EDITOR, CUBE

FAVE SNUGGLY CLOTHING: Jacket with fluffy trim
THIS MONTH: Miles celebrated the New Year by dying his hair blonde. He soon realised that his golden locks actually reflected the sunlight instead of absorbing it and making him warm, so he's resorted to wearing a fluffy, girly jacket.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

FAVE SNUGGLY CLOTHING: Big furry jumper
THIS MONTH: After dressing at a New Year's Eve party in 'Forever Friends' pyjamas, Chandra has taken a liking to teddy bears. That explains why he now wears what may as well be a bear over his shirt. What a cute little fellow...

BYRON WILKINSON



STAFF WRITER, CUBE

FAVE SNUGGLY CLOTHING: Handkerchief facemask
THIS MONTH: The Wilko Dilemma continues apace as Byron takes up the handkerchief as a permanent accessory. Granted, it protects his face from the severe coastal wind-chill factor, but the side effect is that he resembles a cowboy. Yeehaa!

SANNA TAGHAROBI



SUB EDITOR, CUBE

FAVE SNUGGLY CLOTHING: A Snugg wetsuit
THIS MONTH: Sanna's idea of fun is jumping into the sea at 7am and paddling around for a few hours. She keeps warm by talking to the fishes, but if she keeps up this ludicrous cold-water affiliation she'll be sleeping with them!

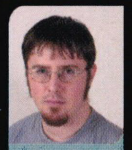
GARY ADAMS



STAFF WRITER, PLAY

FAVE SNUGGLY CLOTHING: Chequered slip-ons
THIS MONTH: The key to staying warm is in looking after the extremities. Gary has combatted his heat-loss hotspot by covering his feet with his beloved black and white, chequered slip-ons. They are now a regular occurrence.

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

FAVE SNUGGLY CLOTHING: His *Animal Crossing* friends
THIS MONTH: Martin is quite content to stay 'virtually warm.' Temperature is all in the mind, apparently, and Martin's mind is locked away in his wonderful *Animal Crossing* village. As long as he's got heating in Alftown, he'll be just fine.

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

FAVE SNUGGLY CLOTHING: Ten layers of clothes
THIS MONTH: You could be mistaken for thinking that Steph weighs 16 stone when she arrives to work – that's how many extra layers she wears. Five minutes later she starts moaning that she's too hot. Erm, der?

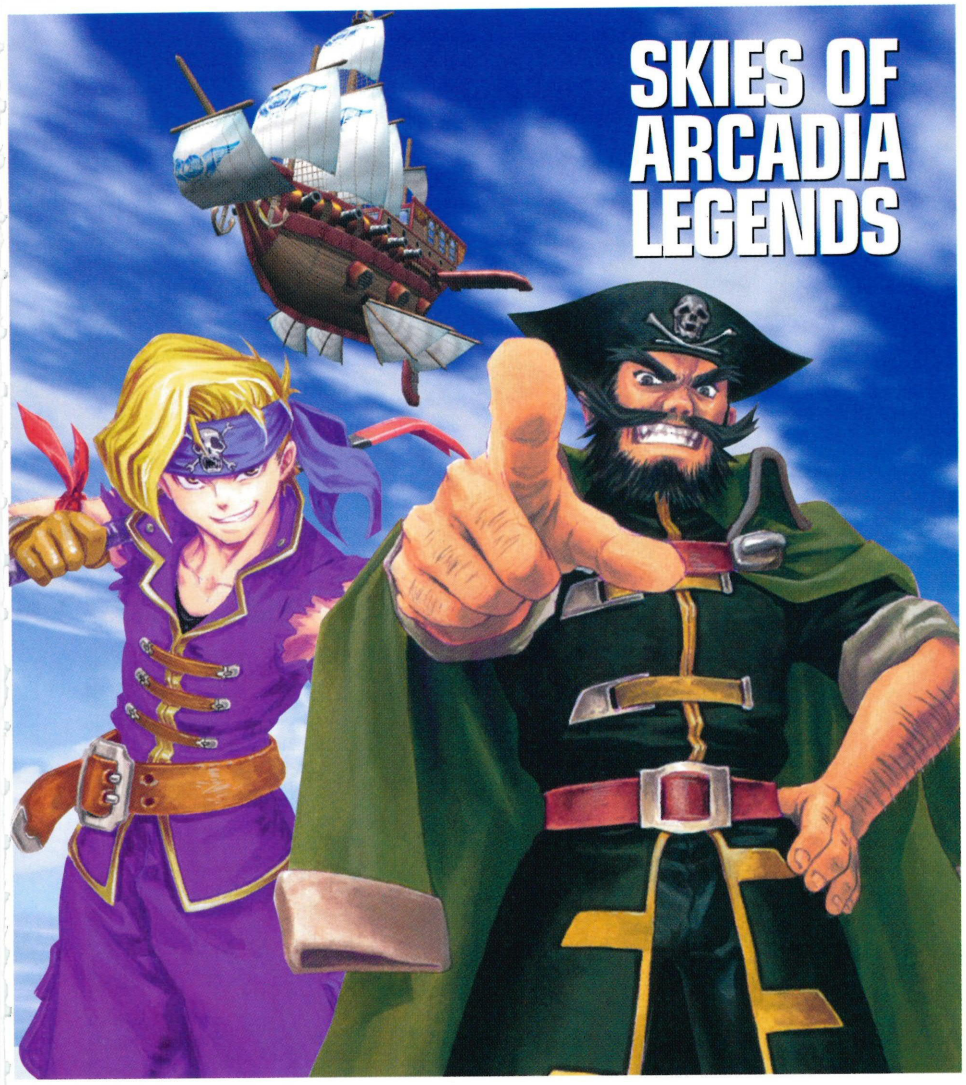
NICK TRENT



ART EDITOR, CUBE

FAVE SNUGGLY CLOTHING: Hoody jacket
THIS MONTH: Our design king went to see *8 Mile*. As well as all manner of slang phrases and poses, he also learned how to dress. With his hood up and his hands in his pockets, Trenty may look dodgy, but at least he's warm.

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



SKIES OF ARCADIA LEGENDS

84 SEGA's classic swashbuckling RPG finally arrives, and it's every bit as good as we remember. Import gamers ahoy! The US version will be on the shelves by the time you read this.

...STILL TO COME

SUPER MONKEY BALL 2
62 It seems like an absolute age since this turned up on import... and it has been. The monkey madness is still as addictive as ever though. Definitely on to put a spring in your step through the chilly winter months.

PHANTASY STAR ONLINE I & II
66 Despite promising that *PSO* would see the birth of GameCube's European online network, SEGA still hasn't said anything. Is the game really good enough without it?

FIREBLADE
68 Admittedly there aren't any other mission-based chopper games on the Cube, but this is no reason for *Fireblade* to be an average-looking, by-the-numbers shoot-'em-up, is it?

LORD OF THE RINGS: THE TWO TOWERS
70 What could so easily have been a below-par hack-'n-slash affair actually turns out to be quite good. The presentation alone makes it worthwhile, but don't expect to be blown away by the gameplay.

RAYMAN 3: HOODLUM HAVOC
72 A pleasant, if extremely derivative little platform adventure that will have *Rayman 2* fans in tears of joy and everyone else wondering what all the fuss is about.

MICRO MACHINES
76 Why? There really is no difference between this and any other version of the game, so why even bother? If we want to play it we'll break out the old SNES version instead of paying £40, cheers.

ATV 2
78 There's nothing quite like a bit of violent, stunt-based racing, and what better way of doing it than on quad bikes? Fans of *SSX Tricky* should definitely take a look at it.

PAC-MAN WORLD 2
80 We reviewed the import version of this back in issue 5 (we kid you not) and we didn't think much of it then, so you can imagine what we think of it now. Er... not much, actually.

MEN IN BLACK II
81 So erm, where exactly did this come from? It doesn't matter really, because it's going straight back there. The film was forgettable, and no-one will bother to remember this either.

KINNIKU MAN 2
82 It's normal practice that wrestling games go straight to Martin and no one else bothers looking at them, but this one is different. Fun to play, fun to watch and it's just so damned crazy!

WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

INFORMATION
This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and whether or not you can watch movies of the game in action on TotalGames.Net.

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 more detailed 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 an alternative point of view 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

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

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

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

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

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

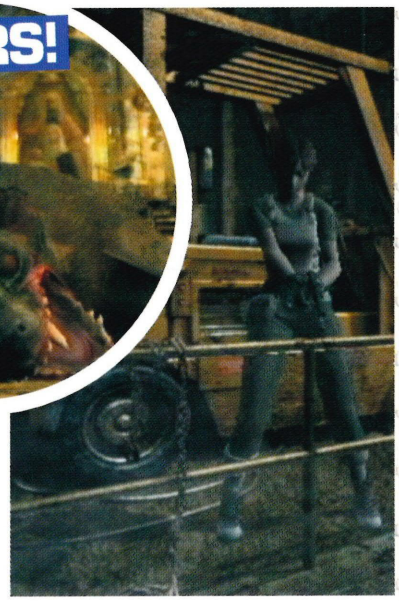
RATING 00 — **0.0 > 2.4**
It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

The horror begins...

BIG EARS!

RETURN OF THE BAT

There are a handful of brand new bosses in *RE Zero*, none more impressive than the giant bat. This thing is huge – each tooth the size of your arm, and then some...



CUBE STAR GAME

CUBE

INFORMATION

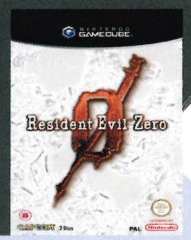
RESIDENT EVIL ZERO	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- PARTNER-ZAPPING SYSTEM
- DROP ITEMS ANYWHERE
- NEW 'ORGANIC' ENEMIES
- STUNNING GRAPHICS

TOTAL GAMES NET MOVIES ☑ PICTURES ☑

7 MAR '03	OUT NOW	OUT NOW



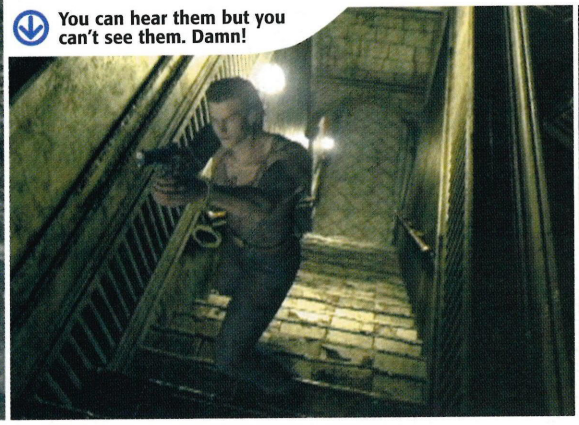
RESIDENT

SHE'S ELECTRIC: It wouldn't be a *Resident Evil* game if it didn't have a battery and a circuit breaker puzzle. *RE Zero* certainly doesn't disappoint



EVIL ZERO

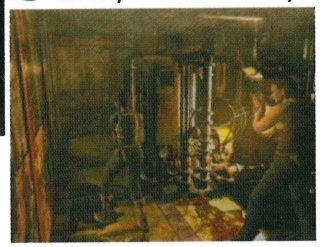
"WITH GAMERS CONDITIONED TO EXPECT THE UNEXPECTED, ZERO RUNS THE RISK OF BEING JUST ANOTHER SHOOTER"

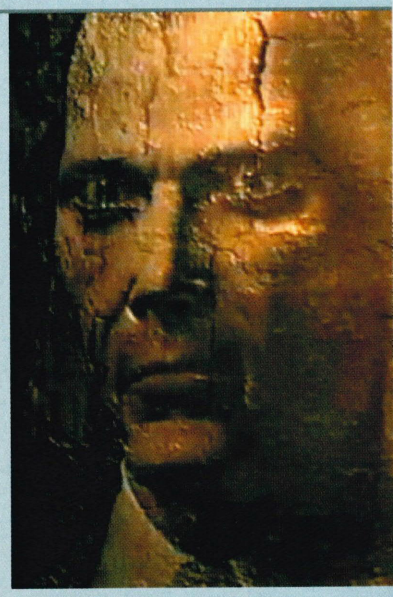


You can hear them but you can't see them. Damn!



Even those cute Cheating Monkeys have their bad days!





Capcom delves into Umbrella's sordid past to uncover the true viral masterminds

YOU MAY have wondered why we've held off reviewing *Resident Evil Zero* for so long. After all, the game came out in the US back in November and we normally get there first with the big import reviews. On this occasion though, we decided to hold back until the PAL version arrived. Our earlier In-Depths should have given you enough info to decide whether or not you wanted to import a copy anyway.

Resident Evil Zero arrives in the UK four months after it stormed both the US (where it sold equally with *Metroid Prime*) and Japan. Capcom never expected *Resident Evil Remake* to sell ridiculous amounts – despite the upgraded graphics and all-new areas, much of the game had been seen before. *Resident Evil Zero* on the other hand, is completely new – the gameplay, the areas and the enemies, together with a storyline, which explains how the greatest survival horror of all time began. Capcom is putting a hell of a lot of faith in this game and already the title has shipped more copies than its predecessor. However, *Zero* has a difficult task ahead of it. With gamers conditioned to expect the unexpected (by way of *Resident Evil 1, 2, 3, Code: Veronica, Silent Hill* and *Eternal Darkness*), *Zero* runs the risk of just being another puzzle shooter. Can it possibly live up to the original's fright factor?



Many of the puzzles require Billy and Rebecca to work together

ALL ZAPPED OUT

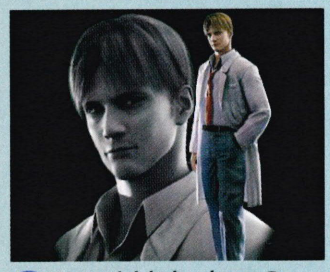
HE'S MY OLD PARTNER YA' KNOW

Since many of the puzzles are designed for two people, Billy and Rebecca will be together almost throughout the game, and the house is set up for a team of two. Some puzzles are simple, such as pushing tables about, whereas others involve the pair being in separate places to solve two different parts of a puzzle. For example, there's a test room in the mansion, which sees one character controlling a series of gates in a maze, while the other character goes into the maze to retrieve a key and ammo. Other puzzles will see Billy holding a lever down, while Rebecca grabs the goods. Not especially taxing, but you get the idea.

THE ORIGINAL EVILNESS

IN THE BEGINNING THERE WAS A MAN...

Resident Evil Zero uncovers the truth behind how the mess began. As it turns out, the entire outbreak (leading to multiple deaths and murders) is all down to one man: James Marcus. A burning ambition turned the scientist into a bitter and twisted man, intent on completing his experiments at all costs. If someone annoys him, he will merely use that person as a human guinea pig for his 'progenitor virus.' He doesn't trust anyone but his two star pupils, William Burkin and Albert Wesker. With their boss gone (we'll leave the 'hows' and 'whys' to you), Wesker decides to lure the STARS team into the mansion as test subjects for his new toys...



Marcus' right-hand man, Dr Birkin has a lot to answer for



Wesker lures the Alpha team in as test subjects for his creation

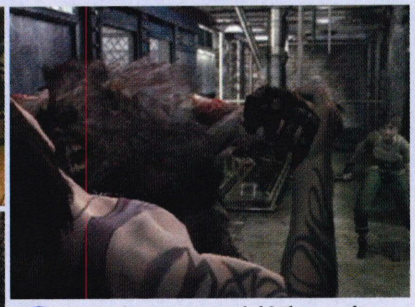
MONKEY BUSINESS

AWWW, IT'S A CUTE LITTLE MONKEY

There are plenty of new enemies in *Zero*, including CUBE's favourite animals – monkeys! When you think of animal research laboratories, monkeys are probably the first animals that come to mind, and the mansion is full of them. Thankfully, the mutated versions aren't any larger than normal, but they have enormous fangs and claws and are just as aggressive as the ones in *28 Days Later*.

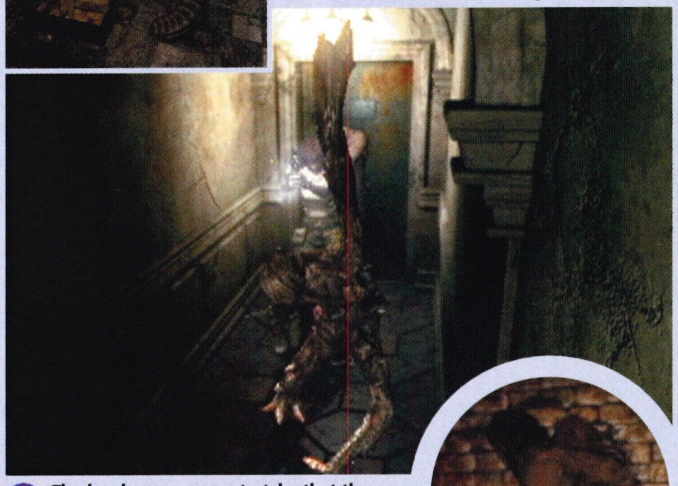
In an interview with CUBE, Minami-san revealed that he wanted to go 'organic' with the enemies, and all of the new adversaries prove this. Centipedes, leeches and insects command the mansion, but there are a few proper zombies to be found. Aside from the odd SWAT team zombies, there are leach-man zombiess Made from scores of leeches, these 'Super Zombies' are controlled by the Mystery Man and take an awful lot of firepower to take down. Even then they self-destruct, inflicting massive damage in the process.







Damn it mate, you stink! The monkeys demand more than a hug and a banana



The leechmen are so stretchy that they can hit you from the end of a corridor





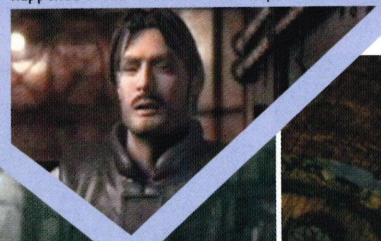
Zombies are actually quite a rare occurance

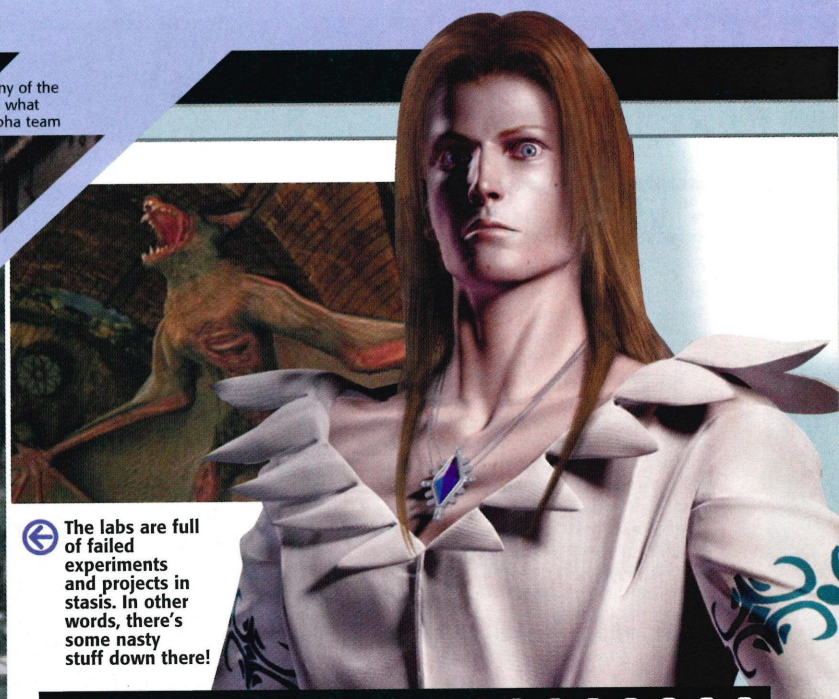
A few shotgun blasts to the belly will down the Hunters. Keep them at a safe distance

ALMOST everything about this game is second to none. If you read CUBE regularly, you already know that *Resident Evil Zero* looks out of this world. *Remake* shocked everyone with its graphical splendour, but this raises the bar yet again. We'd even go so far as to say that *Remake* looks a little tired next to *Zero*. Textures jump out at you as the light of nearby lamps dances off them. Ageing brickwork really looks like it could have tiny creatures rummaging around in it and underground tunnels glisten with moisture. Polygon models fit into their surroundings far more convincingly than they did before. You won't walk into a room and think, "yeah, that item can be moved" because the lighting on the pre-rendered areas matches up so well. In a similar fashion, the character and enemy models blend in convincingly. The characters especially are even more detailed than before and the only real difference between the in-game versions and their FMV counterparts are slightly rougher edges.

As you would expect, the sound is very accomplished; deep, ambient strings, echoing piano riffs and the obligatory drips, screeches and groans. Voice-overs and the lip-synching are excellent. The conversations between Billy and Rebecca are a joy to listen to.

I'LL BE RIGHT BACK: *Zero* fills in many of the storyline gaps for the series... such as what happened to the rest of the STARS Alpha team





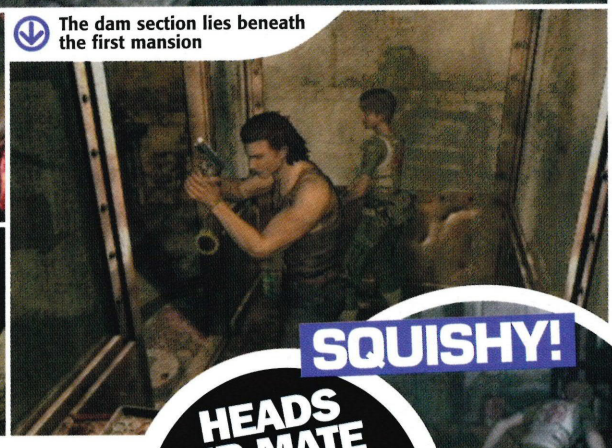
The labs are full of failed experiments and projects in stasis. In other words, there's some nasty stuff down there!

"THE ONLY REAL DIFFERENCE BETWEEN THE IN-GAME GRAPHICS AND FMV SEQUENCES ARE SLIGHTLY ROUGHER EDGES"





The dam section lies beneath the first mansion



SQUISHY!

HEADS UP MATE

The good old head stomp from *Remake* is back in full force, only this time the resulting sound effect is more disgusting than ever. All the more reason to do it then...



The most significant improvement over *Remake* has to be the gameplay. There are several new additions, such as the Partner Zapping and item-dropping abilities, both of which have their pros and cons. Most of the time, you will be in control of both Billy and Rebecca. You can choose to totally control one character while the other will follow you. Zapping between the two comes courtesy of the Y button. If you'd prefer to explore on your own, you can order the other character to stay by tapping the Start button. Capcom has tailored the puzzles around this ability. If the secondary character gets in the way or



The in-game graphics are unbelievably close to the FMV

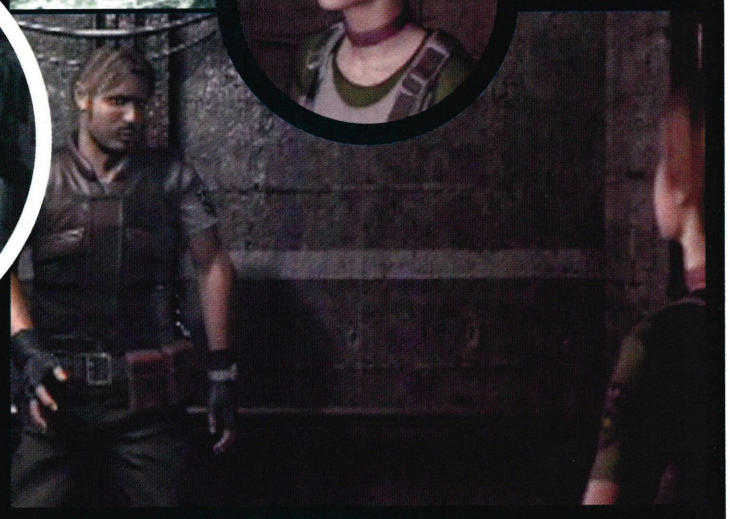




MOVIE MADNESS

CUT-SCENES AHOY!

You may recall that in the last issue, Mikami-san revealed that if he could have done *Resident Evil Zero*, he would have done it differently. He mentioned that the story would be told from the STARS Alpha team's perspective, together with an explanation of how they all died. As it is, Minami-san headed up the project and his version of events uses lot of FMV and real-time cut-scenes. One particular thing that's highlighted by the use of FMV is just how close the in-game characters are to their FMV counterparts. You would expect the backdrops to look very similar, as they're pre-rendered, but the character models look just as good, right down to the super-realistic eyeballs.



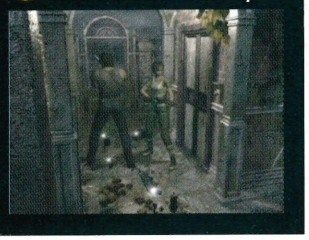
SPIN SPIN SUGAR

PROBLEM SOLVED!

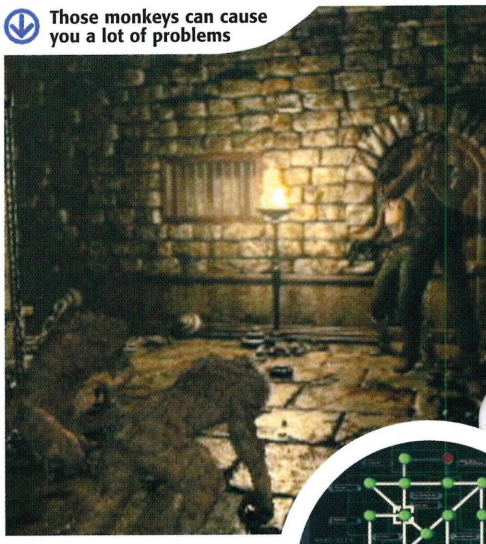
We've never had a massive problem with *Resident Evil*'s control system. Granted it wasn't perfect, but the sluggish turning system lent itself to the tense atmosphere of the game. However, if you did have a problem with the controls, you'll be pleased to hear that *Zero* has addressed many of the problems. The auto-aiming for instance is now very responsive. In order to face the enemy, you no longer have to turn around yourself. Holding down the R button makes you spin rapidly to face the enemy. If you wish to turn quickly, tapping down and holding B simultaneously performs the 180° Spin. This move used to be on the C-Stick but was removed to allow the C-Stick to control the secondary character.



Tapping R will lock you onto the nearest enemy

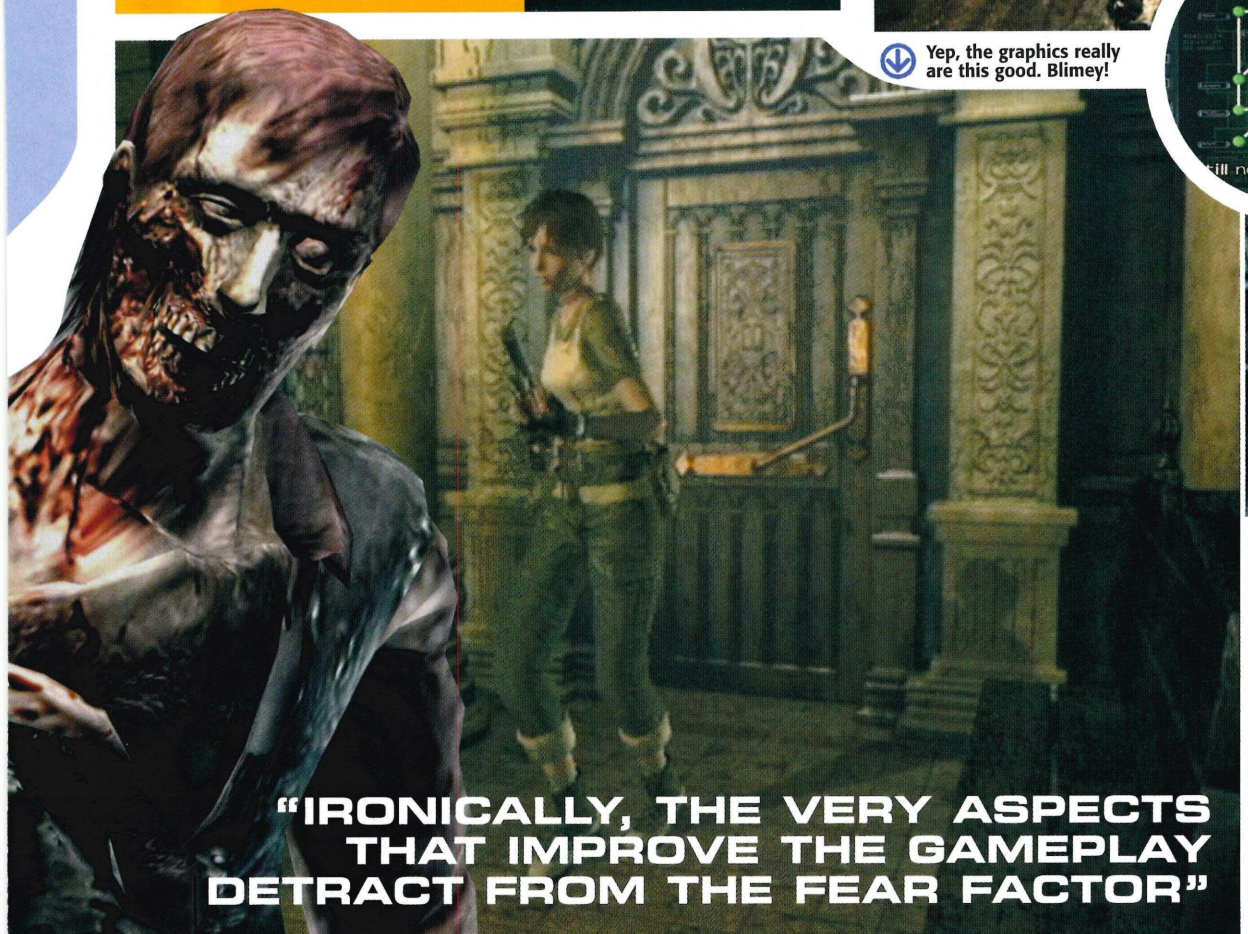


Those monkeys can cause you a lot of problems





Yep, the graphics really are this good. Blimey!







"IRONICALLY, THE VERY ASPECTS THAT IMPROVE THE GAMEPLAY DETRACT FROM THE FEAR FACTOR"

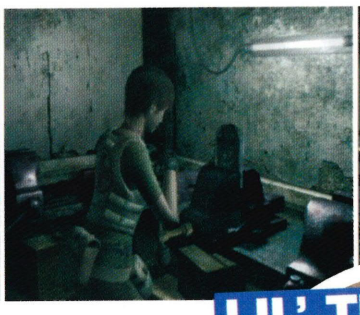




you want to move him or her out of harms way quickly, you can do so with the C-Stick. During enemy confrontations, the secondary character will act according to how you have him/her set up in the options menu. At any given time you can go into the options and heal/reload/use an item with both characters – a simple and effective system. More significant however is the ability to drop items whenever and wherever you want.

Despite all these improvements though, there is one department in which *Resident Evil Zero* does not deliver convincingly, and that's fear. You can attribute a fair amount of the problem to the fact that we've simply seen it all before, but there are many new enemies so you can't blame it all on that. Ironically, the very aspects that improve the gameplay detract from the fear factor. Having a secondary character by your side throughout much of the game results in a psychological safety net. It's almost like playing the game with a







LIL' TINKLER!

THANKS MUM!

As in *Remake*, one of the puzzles in *Zero* involves playing a piano. Rebecca isn't much cop, so it's down to Billy's piano lessons to get you through.



Filled up your inventory? Now you can simply drop whatever you don't want

DROP ZONE

CHOP AND CHANGE AT WILL

One markedly different aspect of *Resident Evil Zero* is the ability to drop items whenever you want. Along with the option to Examine, Use and Combine are two new options: Exchange and Leave. Choosing the Leave option will see your character dropping the item on the floor, thus freeing up some vital inventory space. The objects appear on the floor as fully modelled items and you can only leave a maximum of eight items in any room. We assume Capcom has limited this so that the engine doesn't start suffering.

You can also exchange items between the characters as well as leaving them. You can actually divide up stocks of ammunition too. You don't have to give your partner 160 rounds of handgun ammo, but can instead split the stash however it suits you.

friend rather than on your own. You know that however bad the situation is, you'll always have two characters' worth of ammunition. As a result, the feeling of isolation and the fear of the unknown are distinctly subdued. The lack of item chests also detracts from the fear. No longer will you think to yourself, "damn that inventory space, I'm in some real deep s*!# now".

It's still a scary game, but it's just nowhere near as frightening as *Remake* or *Eternal Darkness*. We're being a little bit harsher on *Zero* because, after all, it's supposed to be a horror. As a game, Capcom's latest is a fantastic achievement and a must buy for any *Resident Evil* fan. The new gameplay additions may even sway those of you who couldn't get to grips with *Remake*. So go on, don't be scared, give it a try...

CHANDRA

CUBE VERDICT

RESIDENT EVIL ZERO

ANOTHER BEAUTIFUL COMBINATION OF PUZZLES

VISUALS Superbly detailed backdrops and the best characters we've ever seen

AUDIO As good as *Remake* with added squelches, hisses and edgy strings

GAMEPLAY Take *Remake* and refine it, thus removing the annoying bits

LIFESPAN Similar to other *RE* titles. Not massive, but you WILL play it again

ORIGINALITY Enough new gameplay modes to keep you interested

ALTERNATIVE

The first and best game in the series gets a complete overhaul for the GC. Scary as hell!

RESIDENT EVIL

Reviewed: Issue 10 **CUBE Rating:** 9.2

2ND OPINION

ITCHY, TASTY! "If this is to be the last *Resident Evil* game as we know it, it's a fitting finale and takes the genre about as far as it can go. Sometimes scary, always beautiful."

MILES

FINAL SCORE

9.0

IMPROVES ON THE ORIGINAL IN MANY WAYS BUT IT'S JUST NOT SCARY ENOUGH!

CUBE INFORMATION

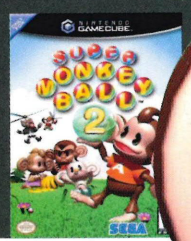
SUPER MONKEY BALL 2	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	2 BLOCKS

STATS

- 150 NEW LEVELS
- NEW, IMPROVED PARTY GAMES
- TWO TO FOUR PLAYER MODES
- MORE ADDICTIVE THAN CRACK

TOTAL GAMES NET MOVIES ☑ PICTURES ☑

OUT NOW | OUT NOW | OUT NOW

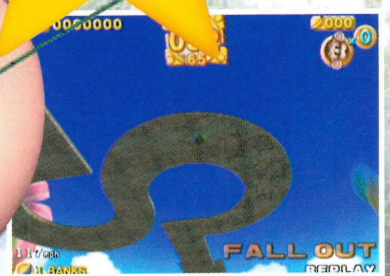


Monkeying around

SUPER MONKEY



CUBE STAR GAME







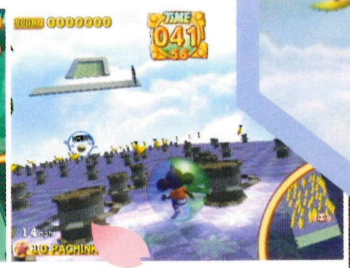


WARP FACTOR
On some floors, it's worth going through the secondary goals, which are located in more hazardous places. In the Challenge mode, they'll warp you to higher floors.

"THE EYE-SEARING BACKGROUNDS, INTRICATE FOREGROUNDS AND WATER EFFECTS WILL MAKE YOU GASP"







BALL 2

Goodness, gracious, great balls of fur...

LIKE MANY of SEGA's games, the original *Super Monkey Ball* was undeniably an arcade style experience – after all, it was a coin-op conversion. Created by the head of Amusement Vision, Toshihiro Nagoshi, the man behind *Daytona USA* and *Virtua Striker*, *Super Monkey Ball* was a typical example of SEGA's philosophy of making novel, intuitive and fun games.

While *Super Monkey Ball* was easy to pick up and play, putting the pad down was often a considerably more difficult task. Although *Super Monkey Ball* was part of Nintendo's next gen assault when it launched, it was essentially a retro game and an old-skool example of skill taking precedence over style or gimmicks; and this was what got us hooked.

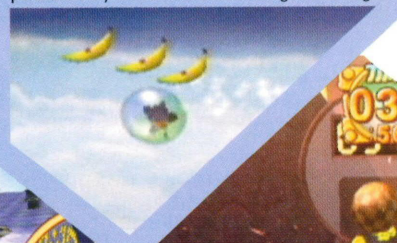
Although in playing the original, we'd slip again and again off those same bloody perilous ledges on certain floors, swearing to never play that level again – their design was often just too teasing and damn satisfying to give up on. Indeed after clearing dastardly floors they'd instantly seem a walk over, leaving us eager for the next test of nerve, dexterity and, of course, skill.

This, along with the similarly engrossing mini games, was the charm of *Super Monkey Ball*. However, the level design has slightly been altered in this sequel. You'll still need talent and that elusive knack to clear the more devious scenarios, but you'll also find puzzle elements to solve. Yet, does this sully the refined purity of the original's gameplay?



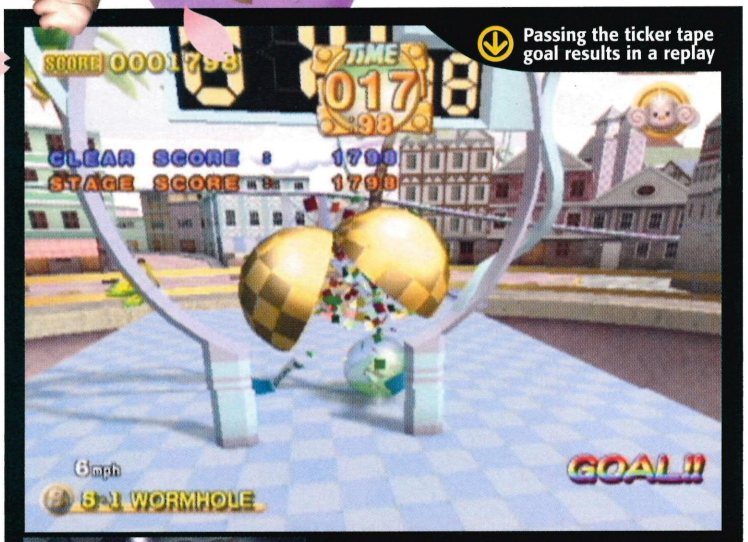
All the monkeys handle differently. The Baby is the most responsive but twitchy.

POINTS WIN PRIZES: In the story mode, not only are you allowed to buy more mini-games, but you can also purchase story mode movies and mini-game endings.



Don't let the little lass fall into the lava!





Passing the ticker tape goal results in a replay



WHAT THE?!?

MONKEY SEE, MONKEY DO

If you're glancing at this page bemused as to what on earth these simians are doing in hermetically sealed spheres, then you're obviously unfamiliar with the world of *Super Monkey Ball* (shame on you). *Monkey Ball* is so simple even a chimp can play it. All you need to do is roll yourself (using the analogue stick), across each geometric landscape and through the ticker tape of a goal, thus completing the floor. The difficult bit is not to fall off the edge whilst trying to reach the goal in time – and that's all. You just need your thumb, at least one eye, some semblance of consciousness and you're fully qualified to get rolling.

MULTIPLAYER BLISS...

GET YER MATES ROUND

For many gamers the multiplayer modes are one of the main reasons to buy *Super Monkey Ball 2*. This time round, as well as including revamped versions of the original six mini-games, we also get half a dozen other games thrown into the mix, including Monkey Tennis. Here's an overview:



MONKEY RACE

Similar to the original, but with more elaborate track designs and power-ups. As with all the party games, this one is best played with friends.



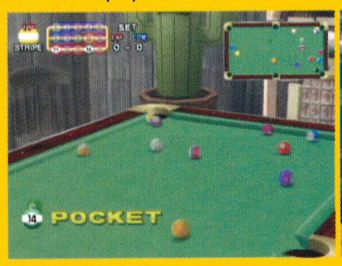
MONKEY FIGHT

Only three arenas. You can charge up punches by holding the B button and fight in scenarios that crumble under your feet.



MONKEY TARGET

Massively improved. You can now play simultaneously and items are suspended in the air. You also get to fly monkeys in formation. Excellent!



MONKEY BILLIARDS

Much like the original, only this time there are US and Jap nine ball, eight ball and rotation. Almost good enough to be a pool sim in its own right.



MONKEY BOWLING

Contains challenge modes (difficult combinations of pins and splits), Crazy Lanes with undulating surfaces and moving sections. Great fun!



MONKEY GOLF

Plays similarly to *Mario* Golf, although nowhere near as good. If you like playing golf games, you'll definitely enjoy this.



MONKEY BOAT

Slightly scrappy to control but projectile whales and submarine-like power-ups make it quirky and fun – something of an acquired taste.



MONKEY SHOT

Pretty much a light-gun game but without the gun. Point, shoot, reload and repeat. Far from inspiring but worth playing once or twice. Maybe.



MONKEY DOGFIGHT

Like Monkey target to control only with the addition of guns and minus the gravity. Quite good but could be better.



MONKEY SOCCER

Pretty basic; you pass, tackle and shoot and that's about it. The pitch is sealed off (no throw-ins) and there are only four monkeys per team.



MONKEY BASEBALL

Slightly bizarre this one. The CPU is easily fooled when you're pitching, and batting is just a matter of timing and where you place yourself. Weak.



MONKEY TENNIS

Surprisingly competent, yet simple tennis sim. Plays much like a pared down *Virtua Tennis* and it's one of the best new party games.

It's not the size of a monkey that counts – it's his ball control

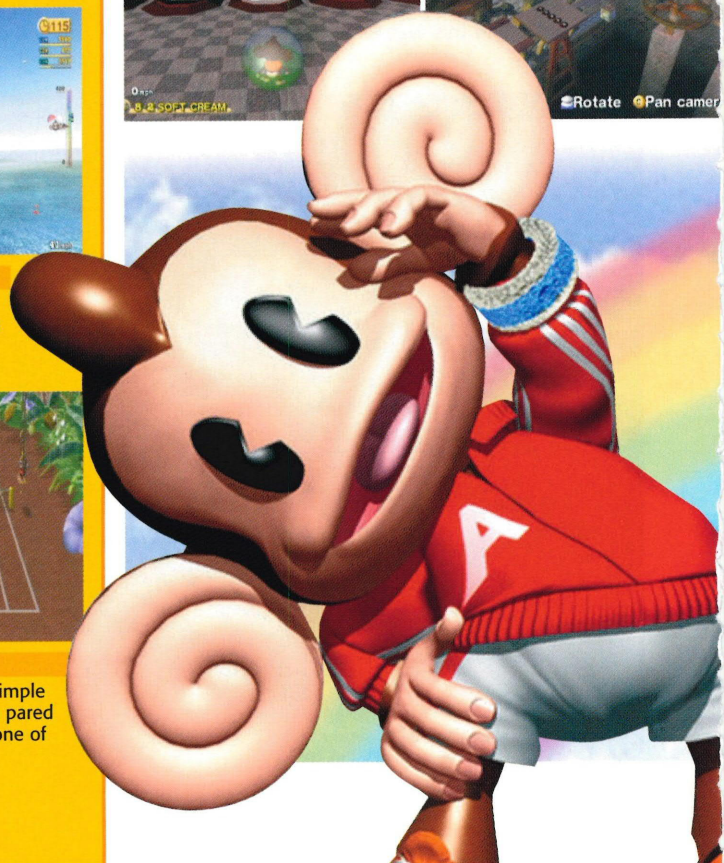


VIDEO NASTY?

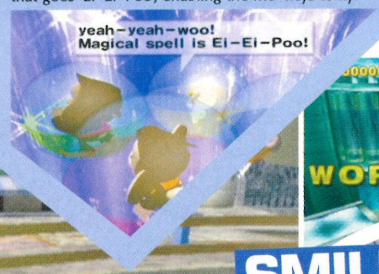
REMOTE CONTROLLER

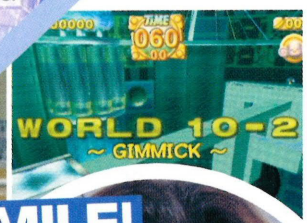
Scattered around some of the levels are Play, Pause, Fast-Forward and Rewind buttons. Trundling over one activates the structure of the floor you're playing on, making your route to the goal either attainable or sometimes, a lot more difficult. For instance, on the level pictured, if you don't press Play, you won't make it across the static corkscrew to the goal. As you'd expect, pressing Fast-Forward turns the screw quicker, making it difficult or easy, depending on how fast you like to traverse the coil. These VCR-style function buttons add a bit strategy to playing floors and make for some great set pieces as you manipulate large slabs of geometry. However, the switches are sometimes used cheaply, resulting in trial and error scenarios, but this is very rare.





MONKEY MAGIC: Whenever nemesis Dr BAD-BOON tries to steal bananas, our monkey hero will cast a spell that goes 'Ei-Ei-Poo', enabling the monkeys to fly!



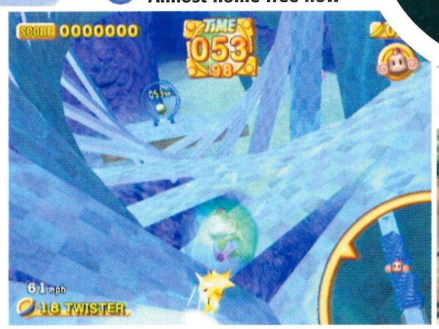


He shoots, he scores! Almost home free now

SMILE!

I MADE THIS!

Here's the cheeky visage of none other than Toshihiro Nagoshi, the man behind *Super Monkey Ball* and many of SEGA's most acclaimed titles.

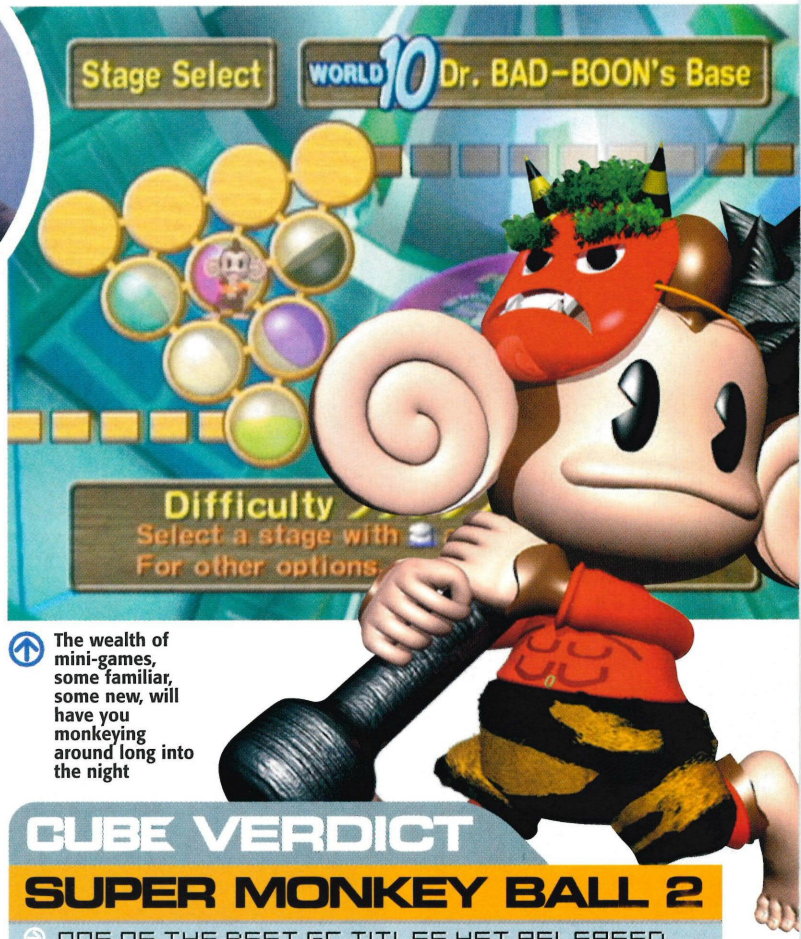




ANGER MANAGEMENT

TRY NOT TO LOSE YOUR RAG...

Whereas in the original *Monkey Ball* you could sometimes come up against an excruciatingly hard floor that could indefinitely block your progress (such as that bloody level seven in Expert), the structure of *Super Monkey Ball 2* in the story mode is different. Throughout the ten worlds, you can choose to tackle any floor whenever you like. Gladly, this alleviates the urge we sometimes got with the original to crush our GameCube, but then again, even if you put off a level till the end, you've still got to crack it eventually.



The wealth of mini-games, some familiar, some new, will have you monkeying around long into the night

"SMB 2 IS IN EVERY ASPECT AN ATTEMPT TO HONE, POLISH AND IMPROVE – AND THAT'S EXACTLY WHAT AMUSEMENT VISION HAS ACHIEVED"

COMMENT Although the difficulty curve of the original *Super Monkey Ball* could be erratic, the floor layout was invariably ingenious and immaculate – as was the physics of the experience. The same applies to the sequel, but die hard fans of the original may criticise *Super Monkey Ball 2* because some floors are completed by luck, activating a switch or trawling through trial and error routes, rather than by using your gameplaying ability. Such levels are perfectly playable though, and give *Super Monkey Ball 2* a bit more variety than its predecessor. This is pretty much our only criticism of SMB 2, so consider the rest of this review an explanation of the charm of monkeys with balls... urgh, we mean, monkeys in balls. Whatever.

Essentially, *Super Monkey Ball 2* is very much like the original, but beefed up. Firstly, the visuals, which are drawn with the same lurid pallet of day-glo colours, are noticeably more lush. For example, there are spectacular backgrounds such as eye-searing lava fields, intricate foreground structures that'll make you gasp and water effects that look wetter than an otter's pocket.

Complementing this improved appearance is a similarly enhanced one-player game of elaborate and perilous levels to navigate, better versions of the original party games and six brand new mini games. In fact, whilst the solo mode contains a staggering 150 floors (the original had 50), the multiplayer options have also been lavishly upgraded. *Super Monkey Ball 2* is in every aspect an attempt to hone, polish and improve, and that's exactly what Amusement Vision has achieved.

Considering how many other licenses in their seasonal or yearly updates often make cosmetic changes or tweaks, *Super Monkey Ball 2* puts them to shame. Put simply, there are no other games out there (on any console) that offer such highs of elation and laughs. So, if you're interested in games that don't involve killing, pulling tricks or talking to orcs, then *Super Monkey Ball 2* is essential.

BYRON

CUBE VERDICT

SUPER MONKEY BALL 2

ONE OF THE BEST GC TITLES YET RELEASED

VISUALS The graphics are better than functional, and quite charming

AUDIO Weakest part of the game. Perky or naff, depending on your taste

GAMEPLAY No long intros and no manipulating stats. Just neat playability

LIFESPAN Endless multiplayer possibilities. An ideal excuse to make more friends

ORIGINALITY So what if it's a sequel? It offers rewarding tests of your gaming skills

ALTERNATIVE

Not in the same league as *Super Monkey Ball 2*, but it has a great variety of multiplayer scenarios.



MARIO PARTY

Reviewed: Issue 13 CUBE Rating: 9.0

2ND OPINION

IRREPRESSIBLE! "Every so often a game comes along that simply charms the shorts off everyone who plays it. SMB2 is everything the original was, and more."

MILES

FINAL SCORE

9.1

FOR PURE UNADULTERATED GAMING THRILLS, NOTHING COMES CLOSE. WORTH GOING APE OVER!

Let me be your Phantasy...





A targeting system keeps combat nice and easy







Although there's some distinctive enemy character design, they reappear too often

CUBE

INFORMATION

PHANTASY STAR ONLINE EPISODE I & II

PUBLISHER:	INFOGRAMES
DEVELOPER:	SONIC TEAM
PRICE:	£39.99 (GAME ONLY) £59.99 (+MODEM)
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	5+ BLOCKS

STATS

- GC'S FIRST ONLINE GAME
- REAL-TIME ACTION
- WORLDWIDE COMMUNITY AWAITS
- FOUR-PLAYER OFFLINE MODE

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

7 MAR '03 | OUT NOW | OUT NOW



PHANTASY



Is Phantasy Star Online enough of a reason to get connected?

BACK AT the start of the Millennium, the Dreamcast played host to Sonic Teams' most ambitious project to date. *Phantasy Star Online* was a remarkable step into the future, not just for the series, but for gaming as a whole. Garnering a significant cult following and spawning a community of devoted and surprisingly friendly gamers, *Phantasy Star Online* was a staggering achievement of conception, married to simplistic co-operative gameplay and all wrapped up in a bubble gum sci-fi styling.

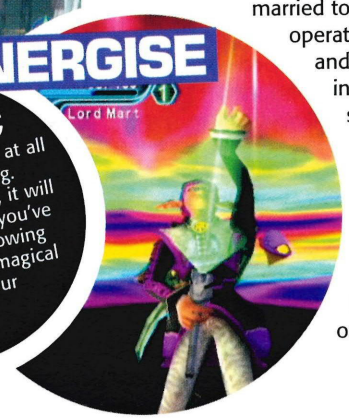
Now, two years on, and with the GameCube in dire need of both a quality PAL RPG and an online killer app, Nintendo has turned to SEGA, who in turn has coded an update of both the DC original and its upgrade – *Episode II* – for the GC, adding new locations, bosses and functions.

Phantasy Star Online begins with a standard RPG storyline: after your home planet was destroyed, a spacecraft called Pioneer 1 is dispatched to search for a new habitable planet and finds a suitable location called Ragol. The craft lands and calls in the remaining survivors travelling aboard Pioneer 2. As strange things happen, contact between the two craft is lost and it's up to you to investigate what's happened. From here you choose your character (see character building), the story effectively disappears and the similarities to most other RPG's end.

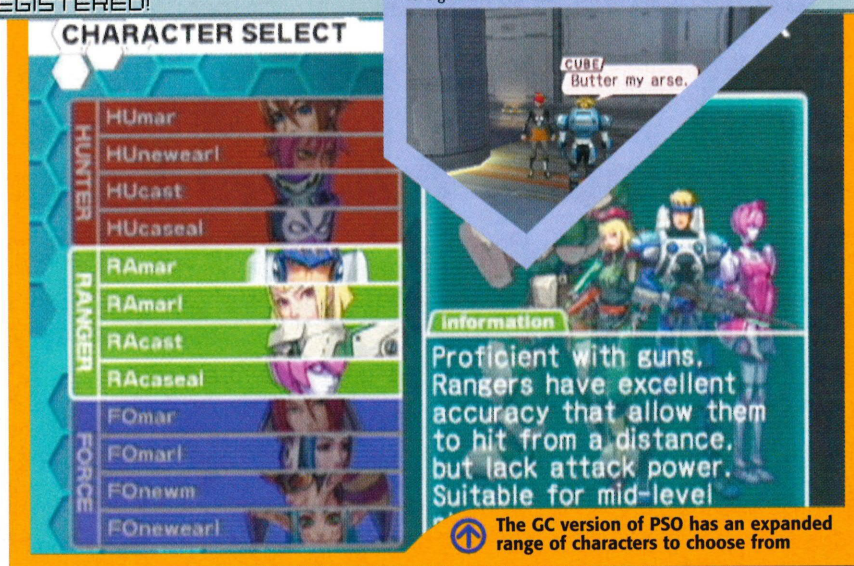
Leaving aside for a moment the integral communication aspect of this game, the best way to describe the experience of playing *Phantasy Star Online* is to imagine playing a 3D, over-



ENERGISE



MAG-IC
Hovering behind you at all times is your Mag. Whenever you're hit, it will absorb the energy you've been hit with, allowing you to unleash a magical attack on your foes.



HELLO? KONICHIWA?: *PSO* allows you to connect to European, US or Japanese servers, so you can teach foreigners to swear like natives!

The GC version of PSO has an expanded range of characters to choose from

CHARACTER BUILDING

YOU'RE UNIQUE, JUST LIKE EVERYONE ELSE

Before immersing yourself in *Phantasy Star Online*, you need to select from 12 different character types. The multiple characters breakdown into three distinct classes; hunters who are powerful and adept at close combat, rangers that are good with long range weapons and the Force caste, who have magic-casting qualities. Reasonably well enhanced since the Dreamcast version is the ability to individualise your character's appearance. From skin colour to costume, through to body proportion and hairstyle, the options only show their true depth when you go online and realise that everyone looks quite different. Be careful to pick your character wisely, because your choice determines what items and weapons you'll be using throughout the game.

HOW TO MAKE FRIENDS AND INFLUENCE PEOPLE

THE ART OF COMMUNICATION...

It may essentially be just a hack-'n-slasher, but in communicating with others, there are hidden depths to *Phantasy Star Online*. If you're stuck in a mission and low on health, you can either ask for aid or make a request to the group you're playing with to lay a Telepipe to transport you back aboard Pioneer 2. If someone is kind enough to do as you wish, you could give them your guild card (a kind of business card), enabling that person to instant message you at any time. It pays to play nice because if you die mid–mission then others can pick up your weapons and money (Mesetas). In conversations – if you've been a total git – then whoever picks up your loot may not be too keen on giving it back to you, but then you could get round this by leaving your valuables in the bank before going down to the surface.



Avoid loosing your stash by going to the bank

STAR ONLINE EPISODES I & II

the-shoulder version of *Gauntlet*. *Phantasy Star Online* is a hack-'n-slash-'em-up. Playing co-operatively in groups of up to four players at a time, you're transported to atmospheric locations where, more than anything else, you fight. Disposing of hordes of repeating creatures opens up pathways to further, similarly battle strewn scenes, culminating in a colossal boss encounter. Combat itself is equally straightforward in that you face the right direction and perform strong and weak hits, using well-timed combinations of two different buttons.

All of which, hardly sounds worthy of Nintendo's flagship online game don't you think? Well, as the name so obviously suggests, without getting connected you won't experience this game as it was intended to be played. In an online game of *PSO,* routes are negotiated, items traded and different castes play to their strengths, be it attacking, healing or using magic whilst in the various shops and lobbies you can exchange and trade items and, of course, meet others. In description at least, this hardly sounds captivating but it's this teamwork and sharing of a game experience that makes *Phantasy Star Online* special. Yet as a solo experience it's terribly dull. The offline multiplayer modes are similarly uninspiring in that they're graphically weaker, display pop-up, a low frame rate and a lack of finesse in catering for so many necessary option screens.

For the novice and connected player, *Phantasy Star Online* is – despite its simplistic gameplay – still a unique and deeply engrossing experience. Sadly though, it's impossible to recommend as an offline, solo or multiplayer game. Connected it is then, but playing online is expensive. Not only will you have to pay the monthly fees; you'll also need to have the actual game, a modem and most definitely a keyboard (coversations without it are a nightmare). Whilst we're still deeply enthused by Sonic Team's opus, to enjoy this game as it should be played costs a lot of money, perhaps too much money – but then, that decision is yours.

BYRON

CUBE VERDICT

PHANTASY STAR ONLINE

PSO IS ONLY WORTH BUYING IF PLAYED ONLINE

VISUALS
Poor multiplayer quality offline, but lurid solo games with great design

AUDIO
From menu effects to sonorous title credits, the best aspect of *PSO*

GAMEPLAY
Despite various weapons, Mags and items, playing becomes too samey

LIFESPAN
The game soon becomes too familiar, but if you can afford to get online...

ORIGINALITY
Character design, atmosphere, and communication modes are still novel

ALTERNATIVE

The only current title that's comparable to *PSO*, although it's only vaguely similar and hardly as good.

BATTLE HOUSHIN

Reviewed: Issue 7 CUBE Rating: 7.0

2ND OPINION

WIRED UP! Without any other online games on the market it's hard to recommend the entire package to anyone other than die-hard fans or gamers with plenty of money to burn.

CHANDRA

FINAL SCORE

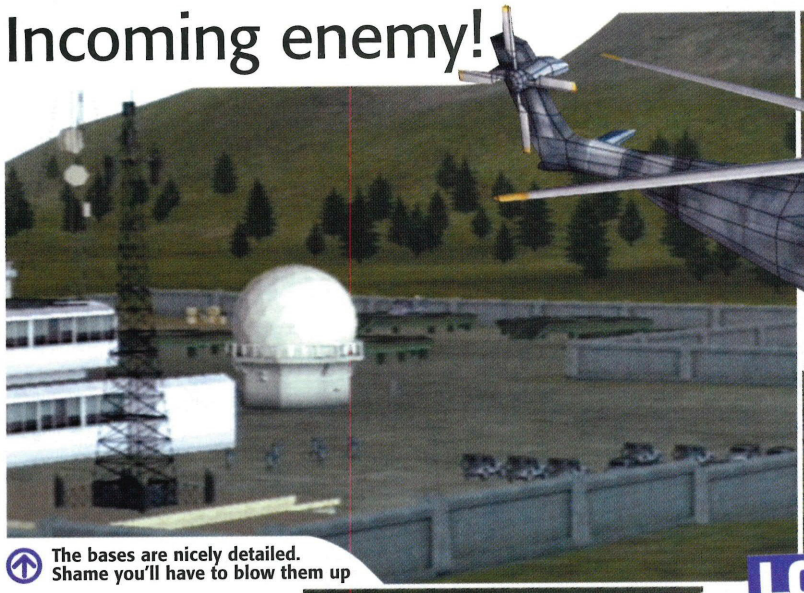
7.5

A POINTLESS EXPERIENCE OFFLINE, BUT ONCE CONNECTED, PSO CAN BE MESMERISING



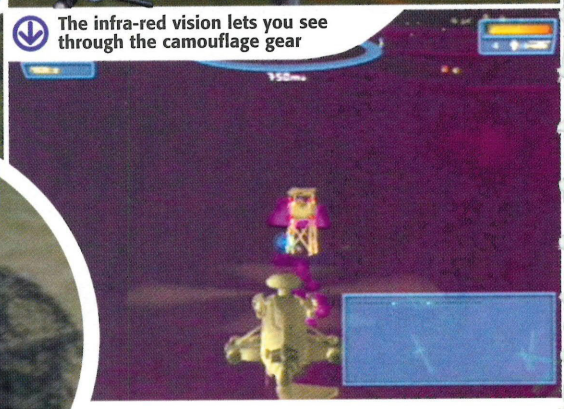
FIREBLADE

Incoming enemy!



The bases are nicely detailed. Shame you'll have to blow them up





The infra-red vision lets you see through the camouflage gear



LOCKED ON

TARGET PRACTICE

The training mode teaches you how to target enemies, how to use the sniper rifle and how to neutralize defences without blowing everything to kingdom come.



"FANS WILL STILL LAP FIREBLADE UP LIKE A BOWL OF WHISKY-LACED WARM MILK"

CUBE

INFORMATION

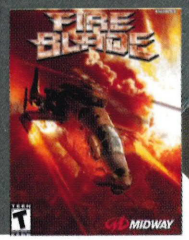
FIREBLADE	
PUBLISHER:	MIDWAY
DEVELOPER:	AVALANCHE SOFTWARE
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	2 BLOCKS

STATS

- GC'S FIRST CHOPPER GAME
- 18 MISSIONS
- TWO VEHICLES TO FLY
- SNIPER AND STEALTH MODES

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

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What!? A chopper game with some innovation?

IF YOU WERE to write down the top ten successful franchises from the days of the SNES/Megadrive, it's almost certain that the *Strike* games would be in there. EA's helicopter combat games were extremely topical, and being based on real-life situations made sure they sold hot-cakes. While other genres have leapt forwards in terms of gameplay and innovation, the helicopter shoot-'em-up has remained just as it always was.

Fireblade comes to the 'Cube as the first game of its type, and as such it will appeal to the fans, but there is little to get anyone else interested. You can no doubt already guess the storyline: you're the goodies, they're the baddies, you'd better take out their base or it's all over. Seriously though, the 18 missions will see you sabotaging transport routes, dropping troops behind enemy lines... oh, and blowing

CRATE EXPECTATIONS: As with all games in this genre, 'health' and ammo can be picked up by flying over coloured crates on the ground

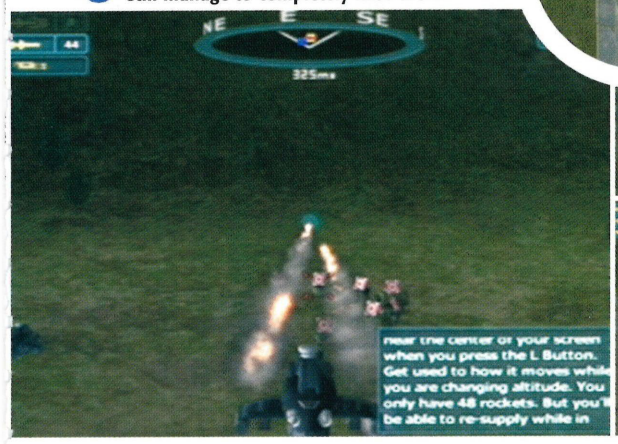


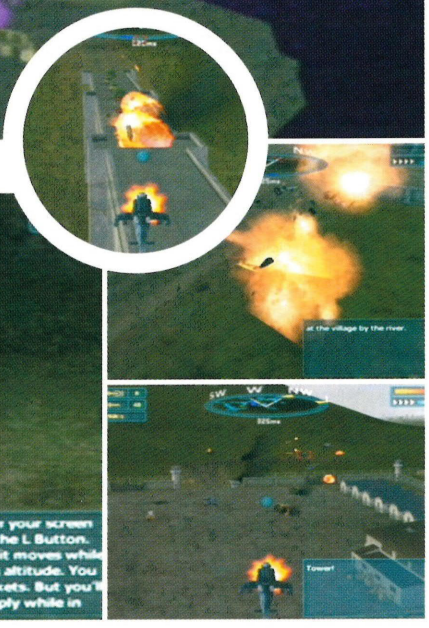


Destroying outposts is essential if you're to avoid detection

Wait until they're right over the target point before you blast 'em

Despite having six massive targets, we still manage to completely miss them





SEE NO EVIL...

HOW DO YOU HIDE A HELICOPTER?

One very interesting ability your chopper has is its Stealth mode. By tapping up on the D-pad, your vehicle will become silent and transparent, meaning that it's undetectable from a distance. Obviously it's quite hard to miss a helicopter when the rotor blades are blowing a gale in your face, but that's where the sniper rifle comes in. Staying at a safe distance you can move the rifle crosshair with the analogue stick and zoom in and out with the C-Stick. With the troublesome scouts taken out, you can then throw a few rockets into the fray, just to be safe.





up everything with a red ring around it. It's not all derivative fair though, and *Fireblade* does make an attempt to innovate with its Stealth mode. Once in Stealth mode you have access to a sniper rifle but can't use the standard chain gun. Stealth mode comes with many advantages: you can avoid detection on the enemy radar and take out scouts from a safe distance. In fact, there aren't any drawbacks to it, and this is where Avalanche has messed up. Why would you not fly in Stealth mode? If it used up more fuel, disabled all weapons bar the sniper or reduced your top speed, the gameplay would be far more balanced. As it is you'll spend all your time undetectable to the enemy. Okay, so maybe that's a slight exaggeration – in some missions it would be stupid to use Stealth mode. Enemies can obviously see you if you're right in front of them, and in the midst of battle, it's understandably useless.

Sadly though, this single addition can't save the game from nose-diving into tedium a few hours in, an aspect that isn't helped by the uninspired graphics. Cue the bit where we moan about the state of PS2 ports and how we expect better, but really it's more about the fact that this genre hasn't moved on very far. Just because the graphical standard for the genre isn't very high, it doesn't mean that you can get away with low-resolution textures, average polygon models and lame explosions.

Technical jibes aside, fans will still lap *Fireblade* up like a bowl of whisky-laced warm milk. It does what it needs do, delivers a few new (though flawed) ideas and has the best control system of any game like it. Won't win any medals though.

CHANDRA

CUBE VERDICT

FIREBLADE

DOESN'T EXCEL IN ANY PARTICULAR AREA

VISUALS
Smooth frame rate and animation but textures and models don't convince

AUDIO
They suit the game and do exactly what they should for this genre

GAMEPLAY
The controls work very well. You won't curse for not lining up shots properly

LIFESPAN
Tough missions, but you'll most likely get bored before getting there

ORIGINALITY
Some nice touches, but they end up making the gameplay a tad shallow

ALTERNATIVE

As another mission-based shoot-'em-up, *ROF* fills you with excitement you won't feel in *Fireblade*.



REIGN OF FIRE
Reviewed: Issue 13 CUBE Rating: 8.0

2ND OPINION

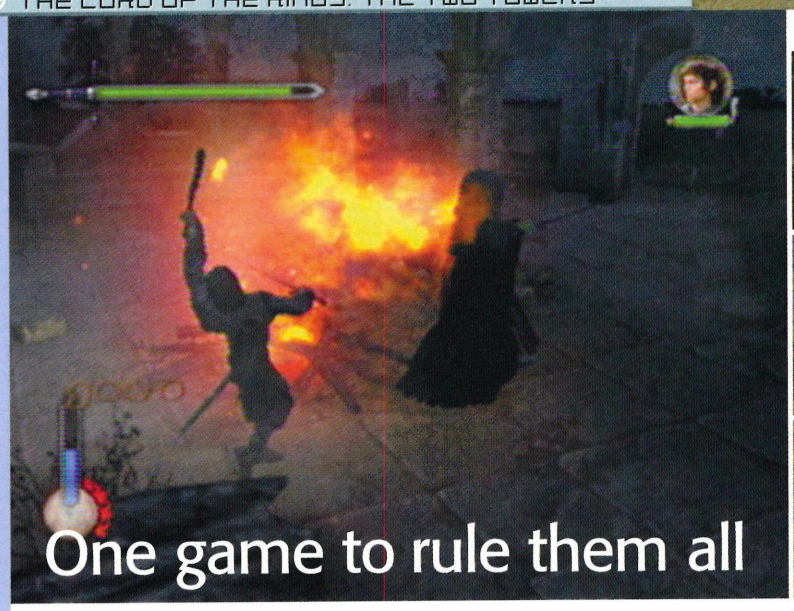
CHOPPER! "This is a mildly diverting mission-based shoot-'em-up. It's hardly the most gripping example of the genre and it may be too ticky for some peoples' tastes ."

SIMON

FINAL SCORE

6.5

A SO-SO MISSION-BASED SHOOT-'EM-UP WITH SOME INNOVATIVE AND FUN ADDITIONS





You're rewarded for taking out baddies in the most stylish way possible



THE LORD OF THE RINGS THE TWO TOWERS

Take a pinch of Golden Axe, a hint of fine literature, and what do you get...?

CUBE

INFORMATION

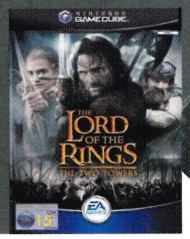
LOTR: THE TWO TOWERS	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	X BLOCKS

STATS

- CHARACTER UPGRADES
- MOTION PICTURE SOUNDTRACK
- UNCOVER BONUS AREAS
- PLAY YOUR FAVOURITE CHARACTER

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

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TAKE A LOOK at this title and you'd be forgiven for letting out a groan. It's been said before, and it has to be said again; film-licence games disappoint! However, with the most lucrative of licenses, EA has managed to carve out a pretty solid title that will have action fans leaping up and down on their sofas. Looking at the screens, it's obvious that this is a good-looking game.

Shafts of golden sunlight penetrate the foliage-littered floors of forest glades, and while fighting at Helm's Deep, an ominous barrage of rain splatters and dribbles down the camera lens, making visibility a problem. The production values don't stop there though. The music is straight from the official soundtracks and the voice-overs are provided by the actual actors.

It may appear to be one of those RPG thingies, with lots of thinking and drawn-out fights involved, but you'll be pleased to hear this isn't the case. What we have here is a mix of *Golden Axe*



CHOP-CHOP

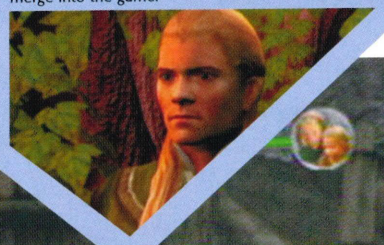
HALF TIMBER!
When a tree blocks your way, chop it down with your axe. You can also put out fires by hitting water-filled barrels. A tip for the Green Goddess crews there!





The movie's epic locations are beautifully recreated

A REMINDER: Throughout the game there are cinematicss narrating the storyline, which seamlessly merge into the game.



Like all the best hack n' slash-'em-ups, the bad guys come thick and fast

"WHAT WE HAVE HERE IS A MIX OF GOLDEN AXE AND DEVIL MAY CRY"

and *Devil May Cry*. You run around each environment, hacking and slashing at everything you see before facing a level guardian. Sound simple? To a certain extent it is, but in this day and age we expect more, and EA comfortably delivers that. There are plenty of different moves to perform, including long-range attacks and short stabbing motions. However, in order to get a decent score at the end of the level and upgrade your character, you need to use a variety of attacks and keep your foes at bay the best you can. This is simple at first, but the game soon gets complicated with arrows flying everywhere and Orcs popping out of the water you're wading through.

All is not as good as it seems though. The downside is that everything will be over too quickly. The worst part of all is the shocking lack of a multiplayer mode, and this is one of the main reasons why it doesn't get a higher score. Still, jolly good fun... for a while!

GARY

Come and have a go, if you think you're hard enough



YOU'RE THE BOSS!

ARE YOU LOOKING AT MY BIRD?

Every now and then, you'll come across a big nasty boss just begging to have an arrow stuck in his eye. Usually, these bits are taken straight from the films, for example when the cave troll attacks in the mines of Moria. At first you'll be running around hitting him at close range, but after a while you'll be thrown to a ledge where you'll have to fire arrows and throw axes from distance. As the action heats up in front of your eyes, it's hard not to be impressed.

A HELPING HAND

YOU'LL NEVER WALK ALONE

On most levels you'll receive a helping hand from one of the other characters. For instance, when protecting a Rohan village from invading Orcs, Gandalf will wave his wand around and take some of the damage otherwise intended for you. However, this is all he'll do for you, so don't expect to just hang back and relax.



Not everyone is an orc ripe for a kicking



CUBE VERDICT

THE TWO TOWERS

HACKING, SLASHING FUN WILL KEEP FANS HAPPY

VISUALS
Fantastic effects with solid frame rate and smooth animations

AUDIO
The voice acting is top-notch and sounds just like the movie

GAMEPLAY
Curiously hypnotic to play (aren't all games?) with loads of upgrades

LIFESPAN
A total lack of replayability. Once you've played it, you've forgotten it

ORIGINALITY
A time travel to the Eighties. If you can bear the perms, then it's good

ALTERNATIVE

Small, weedy and completely pointless, but if you're bored then this might just do it for you.



GAUNTLET DARK LEGACY

Reviewed: Issue 6 CUBE Rating: 6.5

2ND OPINION

PRECIOUS! "In a world where movie tie-ins are rapidly becoming a no-go zone it's good to see a game that tries to do justice to the license. Fun, but not spectacular"

MILES

FINAL SCORE

7.7

LACKING MULTIPLAYER IS A SERIOUS CRIME. STILL, GREAT FUN WHILE IT LASTS...

Leave it out, he's 'armless





RAYM HOODLUM

CUBE

INFORMATION

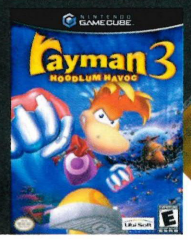
RAYMAN 3: HOODLUM HAVOC	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	FRANCE
PLAYERS:	1
MEMORY:	12 BLOCKS

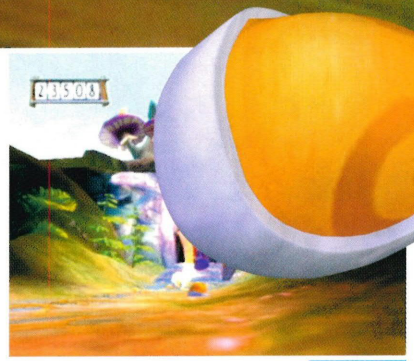
STATS

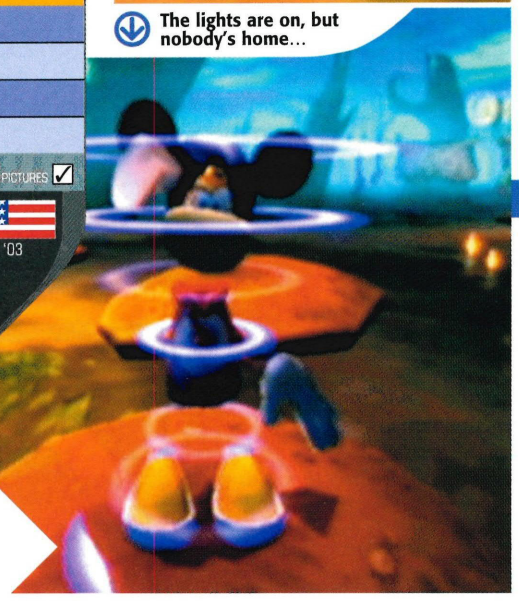
- GBA LINK-UP
- GC EXCLUSIVITY
- CLASSIC RAYMAN
- VARIED ABILITIES

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

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The lights are on, but nobody's home...

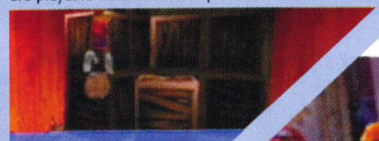
Multi-format game in GameCube before PS2 shocker!

POOR LITTLE Rayman. He's never really received the attention he deserves. The original game was one of the first games to appear on the PSOne, and what a game it was. The lush, 2D side-scrolling platformer screamed at you with its vibrant colour scheme, feel-good level design and stylish characters. The music too was fantastic and gave a fitting example of what CD-based consoles could offer.

With the arrival of the N64 though, the 3D platform adventure was born, so naturally Rayman's next adventure would have to follow suit. Designed and developed from the ground up on the N64, *Rayman 2* was fantastic, offering some of the best graphics on the system. It was no *Mario 64* or *Banjo Kazooie*, but it wasn't too far off.

So, we arrive at the third instalment. Unlike *Rayman 2*, this version is multi-format and has been designed with the PS2 in mind. Work on the GameCube version only started in September last year, so there hasn't been much time. On top of that, Nintendo recently chucked a load of money Ubi Soft's way (allegedly of course) to bring the GameCube version out before the other versions, which resulted in the development time being cut back even more. This will inevitably mean that the GameCube version doesn't offer anything above its PS2 roots and may even appear rushed in places. Don't give up just yet though – there's still a cracking game in there.

LEVEL UP: Every now and then you'll earn enough points to unlock one of the many bonus levels, which are playable from the start-up screen





Don't mess with moi, or I'll give toi a hard upper-cut





Every time Rayman comes across a new upgrade you get a cut-scene to show what it does



UGLY MUG!

TUMMY ACHE?

This guy is the source of everyone's problems. After getting stuck in Globox's stomach, Rayman and co have to find a way of disposing of him.





BUNCH OF CLOWNS

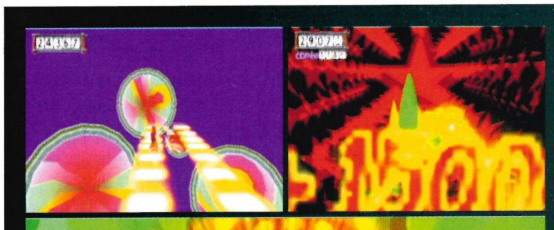
FEISTY LITTLE BEGGARS

The enemy AI has certainly been improved. The enemies will hide behind objects, attack in pairs and generally make a right nuisance of themselves. Each of them has to be taken down in a different way though. The bog standard Hoodlums will fall after a good fisting (sorry…), whereas Hoodbooms will throw grenades from lofty platforms so you'll need to use the rocket launcher to finish them off. Stumblebooms walk around on stilts – a touch of the whirlwind fists will shake them down.

Show like I was-shayin… I got 'im right in the rib cage, shee?



AN 3 HAVOC





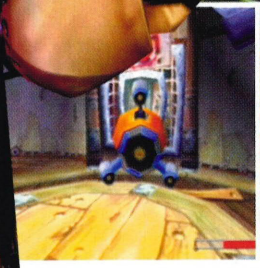
Blimey, though bonus stages are enough to make your eyes bleed!

TRIPPIN' OUT

RAYMAN IS FAR OUT MAN!

Each section of the game is divided into bite-size levels. The separate sections generally see Rayman getting to someone who can appease Globox's pain. Once you reach that person he'll probably tell you that he can't help you, but he might know someone who can…

Then it's into a wormhole and onto the next section. The wormholes consist of a series of psychedelic tunnels which test Rayman's snowboarding skills. These levels have been put in to break up the action a little and have their benefits. Traversing the platforms skillfully will see you racking up the points which can then be used to open up bonus levels.





"WORK ON THE GC VERSION ONLY STARTED IN SEPTEMBER LAST YEAR, SO THERE HASN'T BEEN MUCH TIME"



Search, hit and destroy! The rocket launcher is essential in any crisis

HEROIC HANDYWORK

SMELL THE GLOVE

Rayman never gets to keep any of his abilities. Instead, he can temporarily upgrade his gloves to allow him a wide range of wild and wacky actions. Here are a few of them:

WHIRLWIND GLOVES

Rayman's attacks now carry the rotational power of a small whirlwind, allowing him to raise and lower certain platforms by spinning them into the ground.

POWER GLOVES

These metallic spiked gloves see immense power surging through Rayman's veins. With these attached, he can smash any door into pieces.

GRAPPLE HOOK

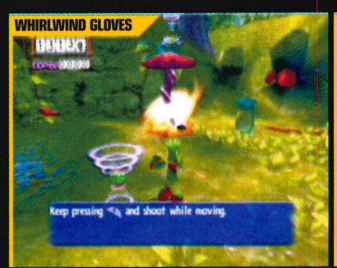
Rayman can shoot off a grapple hook attached to a long chain. As well as grabbing rings and crossing chasms, he can also use it to grab hold of enemies before sending an electric pulse along the chain.

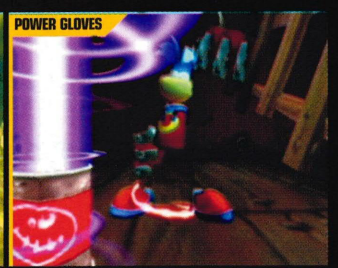
ROCKET LAUNCHER

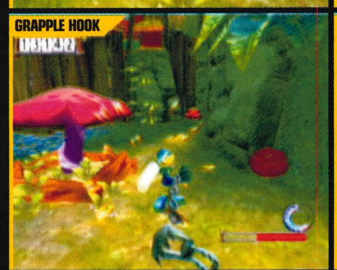
Firing off a rocket sees the camera following the explosive in a first-person view. You can control the path of the rocket until it hits the target. This is particularly useful for seeking out those pesky Hoodbooms.

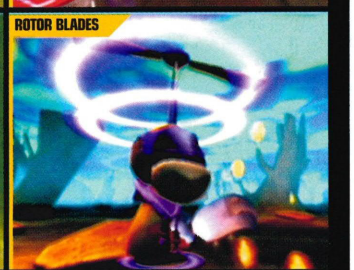
ROTOR BLADES

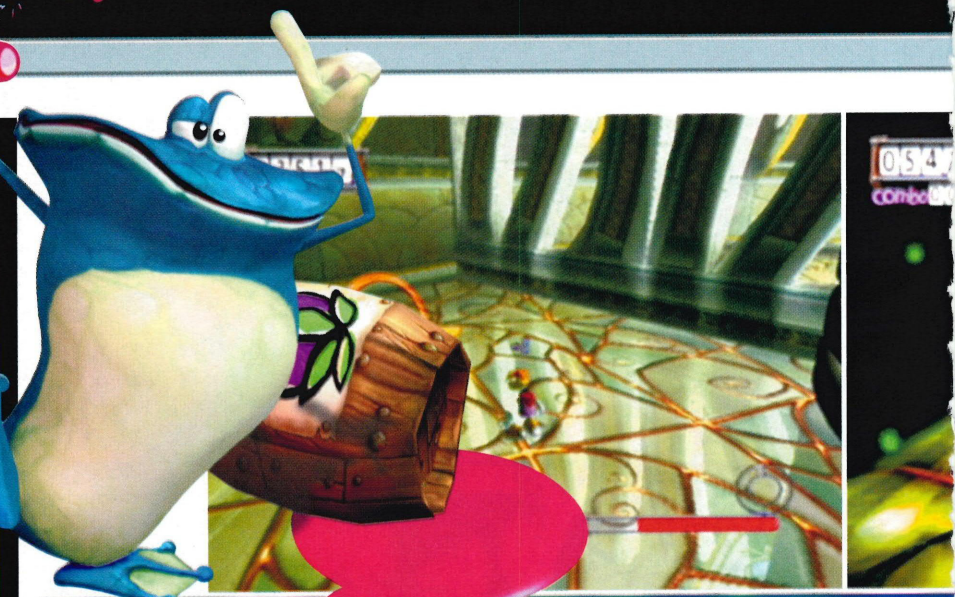
Rayman's chopper ears can help him to an extent, but when it comes to wide expanses of poisonous swamp water, the rotor blades are the only way to go.

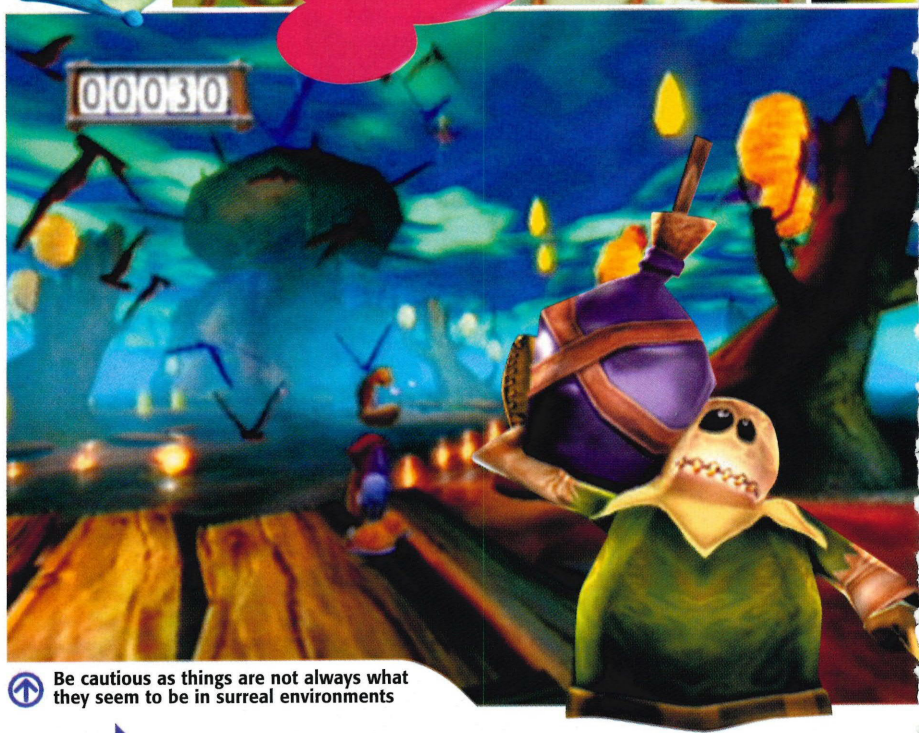












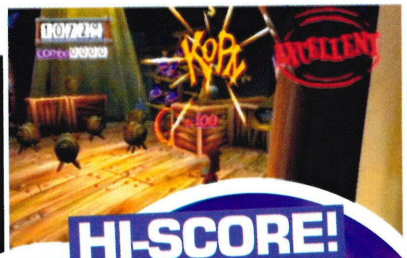
Be cautious as things are not always what they seem to be in surreal environments

COMMENT There's one thing that Rayman will always have, and that's his charming French style. Every *Rayman* game has a distinct feeling to it, and *Hoodlum Havoc* is no exception. The game sees you going on a mission to rid your friend Globox of an evil Black Lum (intent on destroying the world, naturally) that he inadvertently swallowed. A fly named Murphy accompanies you on your travels and offers the low-down on what to expect by flying ahead and acting like a scout. Murphy and Globox offer the comedy value and the voice acting has been provided by John Leguizamo and Billy West of *Ren & Stimpy* fame.

Despite the new storyline and the addition of a new sidekick, *Rayman 3* really isn't that far removed from its predecessor. It's becoming increasingly obvious that developers are finding it hard to better their 64-bit attempts, which makes you wonder where this genre will go from here. That's not to say that *Rayman 3* isn't enjoyable, but aside from a few new gameplay aspects, this is *Rayman 2* all over again. The limbless hero can tiptoe, walk, run and roll as he did before and as always, his fists are his saving grace. Tapping B will send a fist flying; holding B will charge up for a more powerful attack. A lock-on is achieved by holding R, and attacks can be made to bend around corners by holding left or right. A new addition to the game comes in the form of temporary power-ups. For a limited period of time (from five to 30 seconds depending on the power-up) Rayman will have access to



That giant flower looks mightily dodgy to me



HI-SCORE!

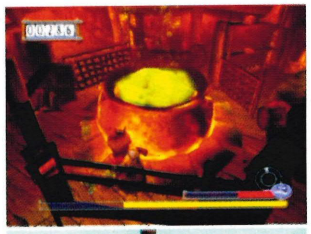
HIGH FLYERS

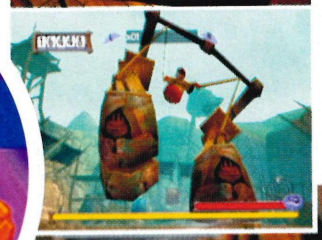
It's easy enough to go through each level and miss out on an awful lot of enemies and items. If you want to get those high scores, you'll need to be good











BOSSY BOOTS

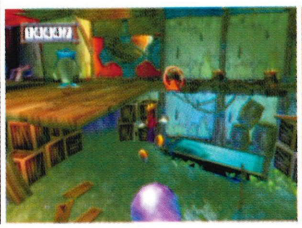
TASTE YOUR OWN MEDICINE

The boss encounters normally take place in an arena. Each of the bosses has special abilities and pleasingly, you can use their own moves against them. For example, the only way to take the first main boss down – a Hoodlum in an exoskeleton contraption – is with Rockets. Once he's on the floor you can jump into the suit and use it to crush the other Hoodlums. In a similar fashion, one boss transforms into a witch who enjoys turning you into a lame amphibian. Rayman's glove can deflect the magic back onto her for hilarious results.



There is no escaping from the might of the rocket launcher. Mwa-ha-ha!

"ENJOYABLE AND HIGHLY PLAYABLE, BUT A BIT OF A THROWAWAY GAME ON THE GC"







advanced techniques such as a grapple hook, a whirlwind fist, a rocket launcher or a helicopter. Most of the time these abilities can only be uncovered once you've defeated all the enemies in a given area. Fans of the series will know that *Rayman* games have always been divided up into many small levels as opposed to the massive expanses of *Mario 64* or *Banjo*. For some people this method works well; it ensures that you'll never get bored but on the other hand, gamers who like to get stuck into their games may find the whole experience a little disjointed.

Graphically, *Rayman 3* is as lush as it always has been. The gorgeous fairy glades, dark and dreary swamps and psychedelic sub-missions could easily have come out of the *Dark Crystal*, *The Labyrinth* or any other fantasy adventure you can think of. When it comes to colours and textures however, the GameCube is far more advanced than the PS2, and you can't help dreaming of how amazing this could have looked had it been a GameCube exclusive from the start. The music and the soundtrack definitely stand out and the voice-acting combined with the consistently high-quality and memorable tunes add enormously to the game.

Though no *Mario Sunshine*, *Rayman 3* is enjoyable and highly playable but, as with many multi-platform titles, it's a bit of a throwaway game on the GameCube. Saying that, *Mario Sunshine* has been and gone, and for fans of the genre we highly recommend it. Just don't expect a revolution in gaming.

CHANDRA

CUBE VERDICT

RAYMAN 3

AN EVOLUTION OF A GREAT N64 GAME

VISUALS
Gorgeous design, but the GC version should have been more vibrant

AUDIO
Rayman games always succeed in this department. Wicked voice-acting

GAMEPLAY
Plays really well. It's basically a more polished version of *Rayman 2*

LIFESPAN
Not the largest game in the world, but it'll keep you happy for a while

ORIGINALITY
It's *Rayman 2* with knobs on. To be honest, this genre is pretty limited

ALTERNATIVE

Everything a *Mario* game should be. It may as well be called *Mario 64 II*, which is not a bad thing, eh?



SUPER MARIO SUNSHINE
Reviewed: Issue 10 CUBE Rating: 9.4

2ND OPINION

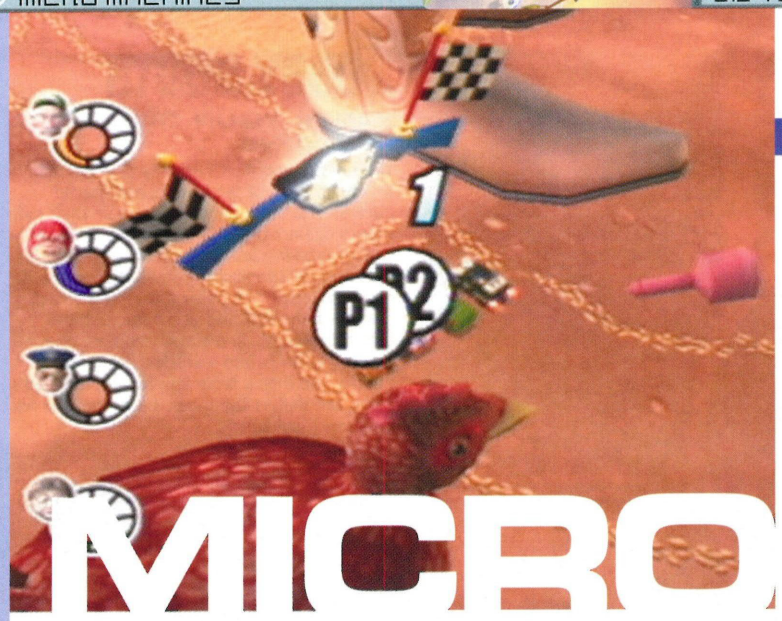
LEGLESS! "Occasionally too simplistic, occasionally too tricky, but generally the latest remix of Rayman 2 is a very solid platform adventure indeed. Recommended.

WILL

FINAL SCORE

8.1

A PLEASANT AND STYLISH, IF SOMEWHAT DERIVATIVE ADDITION TO THE RAYMAN SERIES



MICRO MACHINES

Brand new retro...

MICRO Machines used to be massive. Back in the Nineties, Codemasters' game was a hit on practically every format available – from NES and Master System to the MegaDrive and onto the SNES. A decade ago few games could adequately support more than two players, let alone have up to eight (often sharing pads) playing simultaneously, enjoying the riot of what was, back then, twitch-style gaming at its best. Thankfully it's 2003 now and driving games are no longer top down and two-dimensional, apart of course, from Micro Machines.

For a number of years, retro gaming (of which *Micro Machines* is undoubtedly an example) has become ever more popular, spawning a type of often ageing and misty-eyed gamer, who never tires of saying how back in their day – as less time was spent on graphical tricks and suchlike – games were more about skill and playability. While *Micro Machines* is very long in the tooth visually, Infogrames is hoping the one thing that hasn't aged is the playability, and that's the crux of whether this is still worth playing or not. Well... it's not. The graphics are passable, the sounds are still 16-Bit and the all important gameplay lacks immersion. Despite the differently attributed characters and range of vehicles, driving in *Micro Machines* is frequently uninvolving. It's not the fault of the track design or a lack of refinement in development, it's just that as with all other iterations of this franchise, the

CUBE

INFORMATION

MICRO MACHINES	
PUBLISHER:	INFOGRAMES
DEVELOPER:	SHEFFIELD HOUSE
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-4
MEMORY:	X BLOCKS

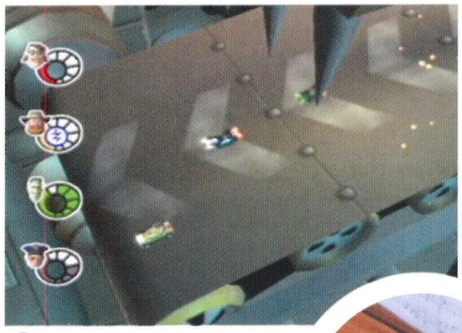
STATS

- 3D SOLO MODE
- BOMB TAG MINI GAME
- EIGHT NEW CHARACTERS
- FIVE TYPES OF VEHICLE

TOTAL GAMES.NET MOVIES ☒ PICTURES ☑

OUT NOW	TBA	OUT NOW



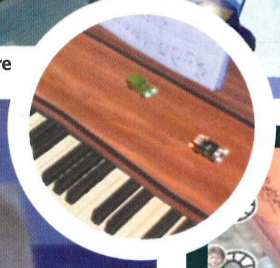






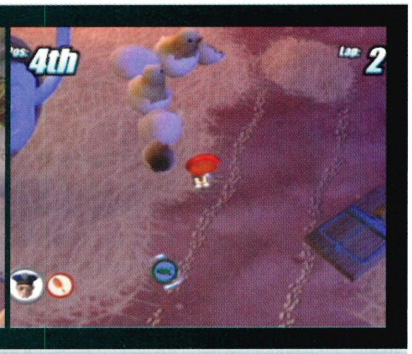


More diminutive racers, more out-sized environements



There's a lot of love for *Micro Machines* around the world, but it's all starting to wear a bit thin





DÉJÀ VU

SO, WHAT ELSE IS NEW?

Although practically everyone reading this review will have played, or is at least familiar with *Micro Machines*, this newest incarnation certainly has features that you won't have seen or heard of before. Most apparent is the new 3D viewpoint in the solo player mode – it's perfectly playable, but no great addition to the package. Next up are the weapons; the homing rockets, fireball power-ups that turn you into a motorised ball of flame and the frying pans that spank nearby opponents.

These weapons actually support the ageing style, but they simply can't compensate for the fact it's still the same game it has been for years.

same terminal flaws are evident.

Essentially, there are two major problems with *Micro Machines*. The first is that success on nearly all the tracks is down to memorising their layout. The second is that in multiplayer mode when you drive well, you're in effect penalised because by doing so you're too close to the edge of the screen and end up crashing.

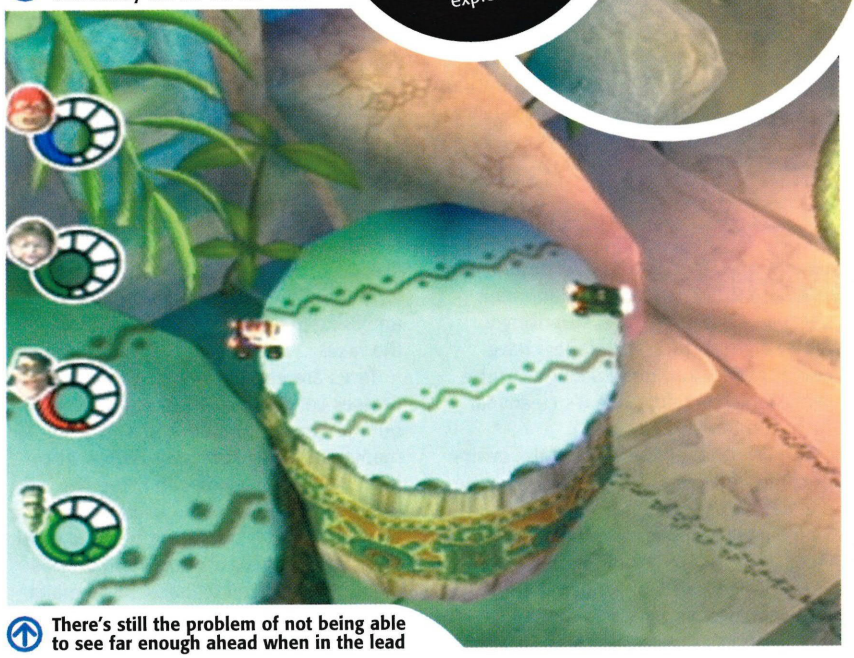
There's a single-player championship mode with a 3D camera that snakes behind you, overcoming these criticisms, but *Micro Machines* was never about playing solo

Put simply, *Micro Machines* is a retro title retailing for £40, at a time when you can pick up an old console and a copy of (virtually) the same game for the same price, so we're left wondering why a GC version was considered neccessary.

BYRON

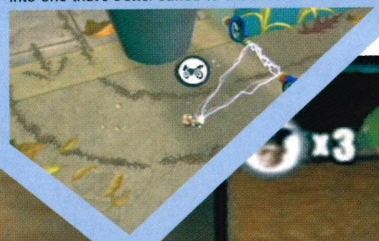


You can look for shortcuts, but don't stray too far off the track



There's still the problem of not being able to see far enough ahead in the lead

TRANSFORMERS: When passing through these unavoidable zones, your current vehicle will mutate into one that's better suited to the terrain ahead.



It gets pretty lonely in single-player. Do yourself a favour – make a friend

WARNING!

POP UP

When driving off-track, an exclamation mark appears above your vehicle. If you go slightly off course, it'll turn green. Stray further and it'll become red until your vehicle explodes.

BANG!

MISS, DYNAMITE

Among the eight characters on offer, there are a range of driving styles, each coupled to four pairs of drivers. For instance Aunt Betty, the coffin dodging bingo fiend is a good all-rounder with medium top speed and acceleration. Alternatively Elmo, the buck toothed southern hick, who's sure got a pretty mouth is an expert's choice with a high top speed but low acceleration and average cornering. These attributes can be toggled on and off and are most noticeable in the Bomb Tag mode, where one competitor (selected randomly) will try to hold onto the bomb for as long as possible whilst her/his fuse burns out before transferring it to an opponent's vehicle.

Although this mode could have added some longevity and variety, the omission of a radar means too much time is spent trawling circuits looking for other competitors.

CUBE VERDICT

MICRO MACHINES

GREAT FUN IF YOU'VE NEVER PLAYED A VIDEOGAME

VISUALS
Solid, functional, competent and entirely uninspiring

AUDIO
Some reasonable voice acting, but all quite forgettable

GAMEPLAY
Still elicits moments of enjoyment, but they're few and far between

LIFESPAN
For someone who's unfamiliar with this, loads of mileage to complete

ORIGINALITY
A bomb tag mode and a clutch of stereotyped characters is not original

ALTERNATIVE

EA's attempt at *Crazy Taxi*, whilst no match for SEGA's cabbie carve up, is all the same a bit of a laugh.



SIMPSONS ROAD RAGE

Reviewed: Issue 6 CUBE Rating: 7.5

2ND OPINION

DIMINUTIVE! "In this day and age a game like this will struggle to find favour with gamers acclimatised to more sophisticated things. Still fun with a few friends though."

MILES

FINAL SCORE

5.2

GIVEN THAT IT'S 2003 THIS IS A RELIC, AND NOT A PARTICULARLY VALUABLE ONE AT THAT. AVOID!

"AS WITH ALL OTHER ITERATIONS OF THIS FRANCHISE, THE SAME TERMINAL FLAWS ARE EVIDENT"

"ATV2 HAS MORE IN COMMON WITH SSX TRICKY THAN OTHER OFF-ROAD RACERS"

FLASHY!

IT'S TRICKY
Furthering comparisons to *SSX Tricky*, the freestyle option drops you into a Pipedream-esque tricks arena. Just aim for the biggest score you can.



A well-timed kick can see off persistent opponents and clear the track



Parrrp! That should see him off...



CUBE

INFORMATION

ATV2 QUAD POWER RACING	
PUBLISHER:	ACCLAIM
DEVELOPER:	CLIMAX
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	9 BLOCKS

STATS

- TEN RACING TRACKS
- FIVE REAL-WORLD LOCATIONS
- OVER 20 TRICKS
- TEN NEW FANTASY RIDERS

TOTAL GAMES NET MOVIES ✗ PICTURES ✓

TBA TBA TBA



ATV 2 Quadicus Maximus QUAD POWER RACING



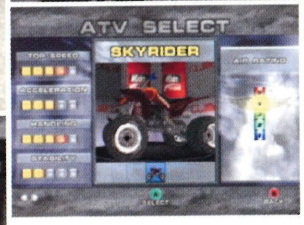
Shut your mouth and look at my quad!

IF YOU'RE not totally 'extremed'-out already, pay attention because *ATV2* is, perhaps surprisingly, rather a good crack. Developers have largely overlooked quad biking over the years, which is odd, since it's clearly far more fun than motorbikes.

A quick tutorial teaches you the basics of control and simple stunts, then you're pitched into the main game with Arcade, Single Race, Challenge mode, Time Attack, Freestyle and Career options to explore. A career means working your way through three leagues: starting as an amateur, you need to finish the season in the top three to progress to the professional ranks. Each season consists of about half a dozen races. There are six competitors and up to 50 championship points up for grabs in each race. You'll get 25 points for finishing first, 20 for coming second and so on, while another 25 points can be gained for amassing the biggest trick score during the race.

Tricks are easily accessed using button presses combined with stick directions, but the key for big bonuses is to string as many moves together as possible. Also, every trick you do helps to fill up the boost meter. This can be used at any time by holding the X-button for a speed burst. In order to put big-scoring trick combos together, you need to catch some major air. Holding the right trigger preloads the front shocks as you approach a jump. At the last moment release the trigger and, if you timed it right, you should find yourself flying high. Then you need to connect together as many poses, flips and spins as you can before landing the quad







Try to land all four wheels at the same time and facing the right direction. Not like this!

KICKING UP DUST: Wheel-to-wheel scraps only really occur earlier in the game, since later on opponents will just kick you off if you come anywhere near them.

TAKE UP THE GAUNTLET

FIND OUT HOW GOOD YOU REALLY ARE

If you like your thrills short and sharp, the Challenge mode obliges with a series of tasks to perform such as slaloms and trick combos. Gold, silver and bronze medals are to be had on each one, and some of them will have you bouncing the controller off the walls. These also make quite a decent party mode if you get a few friends round. Taking it in turns to try and beat the challenges is as much fun as the two player mode, and some of them are absolutely evil.







Challenge mode should provide hours of big-wheeled multiplayer fun

HIT THE DIRT

HERE'S MUD IN YOUR EYE

To progress in Career mode you need to complete as many tricks as possible. The more you can combine in one jump, the more points you'll earn and the more boost you get, both of which are vital. The secret is to know instinctively where each specific trick is located on the pad rather than choosing randomly in-flight. Some take less time to perform than others, so there's more chance of big combos if you throw in a couple of quick ones combined with a more complex move. Changing the order also helps as you're penalised with reduced bonuses for repetition. Don't underestimate the benefits of pulling wheelies on straight bits of track either. The extra points earned can be invaluable in the final race stats.



"ATV2 HAS MORE IN COMMON WITH SSX TRICKY THAN OTHER OFF-ROAD RACERS"

(hopefully) on all four wheels. As always with this type of game, the secret is resisting the temptation to go for that one trick too many that inevitably leaves you on your arse in the dirt.

Strangely, *ATV2* has more in common with *SSX Tricky* than other off-road racers. This is due to the emphasis on tricks rather than the actual racing. You need to get good for two reasons; you'll never complete Career mode without picking up decent trick scores, but you also need to keep topping up that boost if you want to win races. Between jumps you can do wheelies and bicycles (like a sideways wheelie) to keep the boost meter charged, but obviously this makes the quad trickier to control. With a bit of practice though, you'll get the hang of it.

The racing itself is far more satisfying than *SSX*. Its catch-up system meant you could never put significant distances between yourself and the computer riders no matter how well you did. Good use of tricks and boosts is rewarded in *ATV*, but it only takes one badly-judged move to undo all that work. When you're going wheel to wheel with the computer it gets quite intense and becomes a real duel. There's also the rather underhand option of kicking opponents off their bikes, in which case you nick all their boosts. Be warned though – the further you progress through the Career mode, the more aggressive your opponents will become.

The graphics vary from okay to decent, but never shake the foundations. Like *SSX Tricky*, *ATV2* relies on tight playability to keep your mind off the averageness of the visuals. The only real moan is that crashes lack any sort of bone-jarring impact. It's hard to put your finger on quite why, but otherwise it's a top racing title.

MILES

CUBE VERDICT

ATV2

GOOD PROGRESSIVE FUN WITH PLENTY OF TRICKS

VISUALS
Perfectly adequate but no sparkle, they don't detract from gameplay

AUDIO
Engine noises and a nu-metal soundtrack. Pretty good as it goes

GAMEPLAY
The emphasis on tricking is far more satisfying than just racing

LIFESPAN
Finish the Career and Challenge modes and you'll still want more

ORIGINALITY
Like *SSX Tricky*, but the off-road aspect gives *ATV2* a new identity

ALTERNATIVE

A great snow-boarding game that strikes the balance of wild stunts and finely tuned playability.



SSX TRICKY

Reviewed: Issue 7 CUBE Rating: 8.0

2ND OPINION

STUNTED! "Although hardly an essential purchase, *ATV* is competently made and fun, making it pretty much ideal renting."

BYRON

FINAL SCORE

8.1

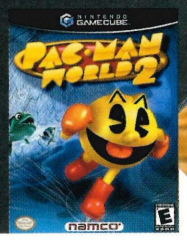
PLENTY OF TASKS AND LOTS OF VARIETY ADD UP TO A LASTING RACING CHALLENGE WITH A TWIST

CUBE INFORMATION

PAC MAN WORLD 2	
PUBLISHER:	EA
DEVELOPER:	NAMCO
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	8 BLOCKS

TOTAL GAMES NET MOVIES: ✗ PICTURES ☑

OUT NOW | OUT NOW | OUT NOW



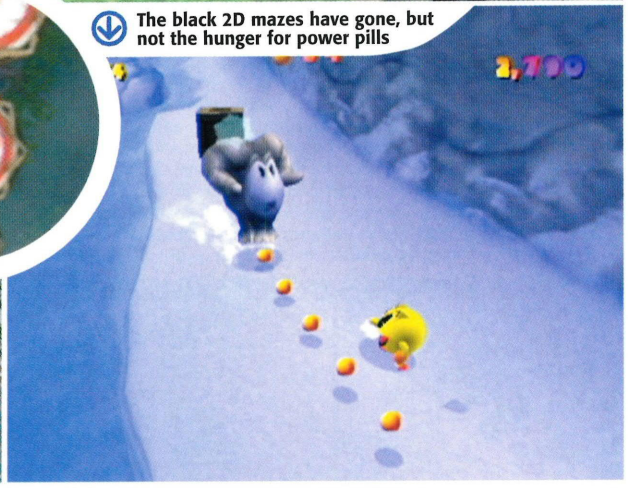
Pac your bag



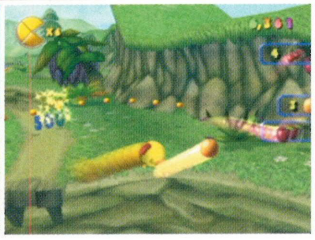


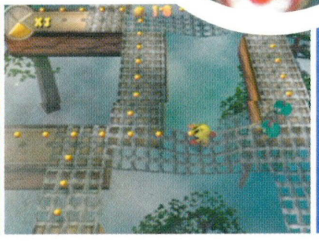
In 3D, the Pacmeister just doesn't have the same charm

The black 2D mazes have gone, but not the hunger for power pills









PAC MAN WORLD 2

Namco should stick to what it knows

ALTHOUGH a well-respected developer of a variety of renowned games, such as *Tekken*, *Soul Calibur* and *Ridge Racer*, Namco is yet to craft its own *Mario* or *Sonic* beater. It has got *Pac Man*, but he's an old-skool 2D guy, right? Well, not any more. *Pac Man World 2* is a 3D platform adventure with which, if you've played any previous games of the genre, you'll feel wholly familiar.

There are items to collect (yellow pills obviously), a variety of themed worlds, baddies to stomp, just like *Mario*, and even a charge up dash function which is, as you've guessed, just like *Sonic*. Gladly though, there are also similarities in terms of enjoyment to be had between this and the games of Nintendo and SEGA's mascots, although the similarity is slight.

In the same way as *Sonic* and *Mario*, *Pac Man*'s level design is tight, well considered and more importantly, fun to play, only, in significantly smaller measures. And, appropriately enough for a game so generic, its biggest flaw is absolutely typical of the genre – the viewpoint.

Unsurprisingly, *Pac Man World 2* has an errant camera, but then again, so did *Mario Sunshine*. *Sunshine* was, of course, teeming with novel touches, inventiveness and whilst sometimes frustrating, never less than excellent. By comparison, *Pac Man World 2* can only be recommended to those who are utterly desperate for a colourful yet average platformer that, had it been released five years ago, would still have been outdated, if not forgotten.

BYRON

"NAMCO ARE YET TO CRAFT THEIR OWN MARIO OR SONIC BEATER"

CUBE VERDICT

PAC MAN WORLD 2

A VERY COMMON AND SIMPLE 3D PLATFORMER

VISUALS Day-glo colours and a clean finish, but hardly spectacular

AUDIO Chirpy, chipper and the 'wocca wocca' noise remains intact

GAMEPLAY Controls are capable and there are a variety of levels. Not bad...

LIFESPAN All the original *Pac Man* arcade games are unlockable, if you fancy it

ORIGINALITY It's rare for games to be original and this one certainly isn't

FINAL SCORE

5·7

FROM THE '3D PLATFORMERS MADE EASY' MANUAL WITH THE 'INNOVATION' CHAPTER MISSING

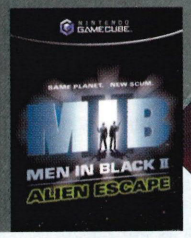
From celluloid to digital, this is downright miserable...

MEN IN BLACK II ALIEN ESCAPE

CUBE INFORMATION

MEN IN BLACK II: ALIEN ESCAPE	
PUBLISHER:	INFOGRAMES
DEVELOPER:	MELBOURNE HOUSE
PRICE:	£39.99
ORIGIN:	AUSTRALIA
PLAYERS:	1
MEMORY:	3 BLOCKS
TOTAL GAMES .net	MOVIES ✗ PICTURES ✓

OUT NOW | TBA | OUT NOW





Crazy aliens and huge guns – surely a perfect basis for a game

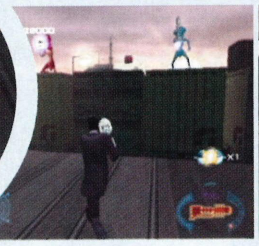








MiB would love to be the new Ghostbusters, but it's not even close





'Here come the men in black' ... only we wish they'd leave. Now!

FOR AN increasingly worrying number of games, the date of launch and the license with which they're associated is often their greatest selling point rather than the actual content. Take *Men In Black II* for instance. Produced to coincide with the DVD and video release of the movie, the only redeeming feature is its title.

By virtue of being anchored in name to the *Men In Black II* blockbuster, this game may well sell a reasonable amount to the ill-informed or novice game buyer, but is a complete let-down. Neither Will Smith's nor Tommy Lee Jones' have much of a likeness represented in the game. The character models are clunky, the camera work is scrappy and the gameplay is so hackneyed, mundane and bereft of any excitement that you'd glean more enjoyment simply re-watching the movie.

Although seemingly a competent 3D shooter, the tempo and pace is relentlessly straightforward and samey – shoot and dodge repetitive waves of increasingly similar aliens, using as little thought as possible. It's like watching the same movie scene again and again. Frankly games like this give the industry a bad name, because every kid suckered into buying this tosh is going to think twice about buying a game again. Honestly, why didn't Infogrames spend the money on financing Melbourne House to make an original piece of entertainment instead?

BYRON

CUBE VERDICT

MEN IN BLACK II

FLAWED BY THE LISTLESSNESS OF ITS GAMEPLAY

VISUALS Reasonable pyrotechnic effects, whilst everything else is average

AUDIO Generic, unemotive and very forgettable

GAMEPLAY Excruciatingly samey throughout with so little variety it hurts

LIFESPAN Five missions and four levels, all of which are best avoided

ORIGINALITY No innovation whatsoever, as straightforward as they get

FINAL SCORE

4.2

LACKING ANY OBVIOUS FEATURE TO RECOMMEND IT. TURGID, RANK AND WITHOUT MERIT

Cartoon grappling? Now we've seen everything...

KINNIKU MAN II NEW GENERATION VS LEGEND

CUBE INFORMATION

KINNIKU MAN II	
PUBLISHER:	BANDAI
DEVELOPER:	AKI
PRICE:	£49.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	2 BLOCKS

STATS

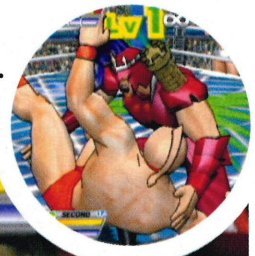
- CREATE YOUR OWN WRESTLER
- BASED ON THE 'HIT' CARTOON
- FIRST CEL-SHADED WRESTLING
- LOADS OF SECRETS TO UNLOCK

TOTAL GAMES.NET MOVIES ✗ PICTURES ☑

TBA | 22 NOV '03 | Q2 '03



We've always said that if you want the best of something, you only have to look to the Japanese...

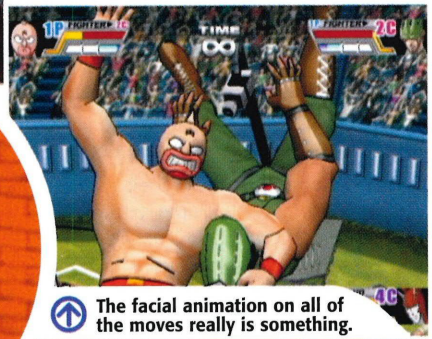


The man doing the drop kick is called Kevin. Really.

WHEN IT comes to games aimed at a niche market, the biggest problem is that they don't appeal to everyone – such is the definition of the word 'niche'. For example, games only designed for the Japanese market and games with unique graphical styles, or games based on sports, risk putting off more then half of the audience straight away. So what would you do if you found a game that had all three of the above styles? An uber-niche title that virtually no one ever heard of, or perhaps one of the best games of its kind on the GameCube.

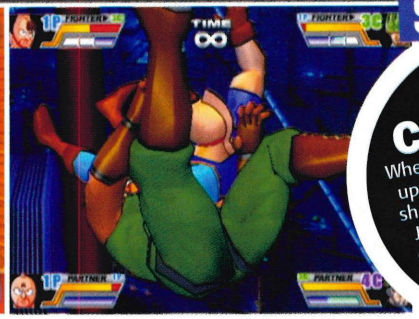
Surprising as it may seem (as mentioned in issue 15 in our *Zelda* review... it's previewed on the bonus *Ura-Zelda* disc, you see), *Kinniku Man II* is easily one of the most fun and interesting games we've played for a long time, taking into account that it's a wrestling game. Okay, so not everyone like wrestling. Half of you have probably turned the page by now, but hey... if you're still with us you're in for a treat.

Anyone who's played the old N64 WWE games, especially *No Mercy*, will instantly feel at home with *Kinniku Man II*, mainly because it's created by Aki



The facial animation on all of the moves really is something.



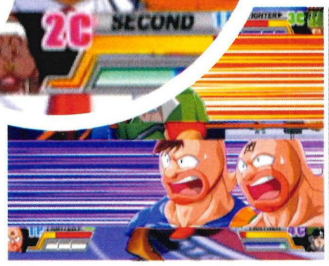


SAY WHAT?

FAIR COMMENT

When the action really heats up, the commentators will shout something at you in Japanese, which can be quite funny, especially if you don't understand the language.







"DESPITE COMING OUT OF NOWHERE, THIS REALLY IS THE FINEST WRESTLING GAME TO GRACE THE GAMECUBE YET"



WITH FRIENDS LIKE YOU: If you gather enough friends and teach them all how to play, you can have a four-player Battle Royale of rather epic proportions...

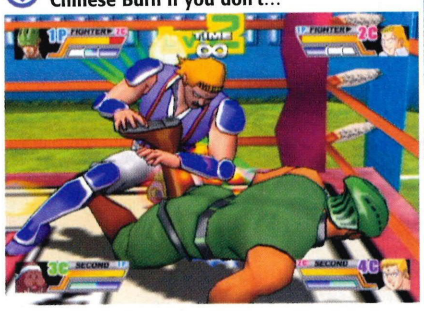
and the team have used a similar engine. Grapples, attacks and other moves are all easy to use, but the game has a much more solid pace to it than the *Smackdown*-styled mess that was WWE *Wrestlemania X8*, making it a decent game, rather than something meant to sell on the licence alone. Of course, on top of the brilliantly solid gameplay, you've got the gorgeous cel-shaded visuals that are completely new to this type of game. With some top-notch animation on all of the extremely OTT moves (especially the bigger finishing grapples) and some larger-than-life characters to match, Aki has done a fine job of coming up with a game that's more playable and fun to watch than all of the current GameCube wrestling titles put together.

This is a Japanese import so the chances of most of you playing it are rather slim. Don't despair however, because the game isn't as out of reach as you might think. With the *Kinniku Man* cartoon being re-branded for the US market in the next few months under the name *Ultimate Muscle*, we may yet see the game on our shores too. Keep your fingers crossed, eh?

MARTIN



Some of the double-team special moves look like they *really* hurt...



Come on... give up! I'll give you a Chinese Burn if you don't...







FINISH HIM!

LA GRANDE FINALE

As you'd expect in a wrestling game, each character has their own set of unique finishing manoeuvres. These come in several different forms depending on how much you've filled up the white bar beneath your fighter's energy bar. At Level 1 you can perform a powerful but basic attack, while Level 2 allows you to pull off a crippling grapple or airborne move. If you can manage to fill the bar all the way up to Level 3 you can use your super-special finishing move by getting within range and hitting both trigger buttons simultaneously – complete with over-the-top cut-scenes and some hideously nasty moves, these look like they really hurt. There are even double-team moves in the Tag-Team mode that are more unbelievable than the ones in the single player mode.



I WANNA TELL YOU A STORY

If you've never heard of the *Kinniku Man* cartoon series... well, we're not really surprised. However, that's exactly what the entire game is based on, and to make matters worse, there's a rather odd story tacked onto the whole thing. After you've chosen your fighter in the Story mode, you're whisked away into a tale of intrigue, mystery and most importantly, time travel. With the cartoon having a rebirth in Japan, it's only right that the game should feature characters from both generations – hence we've got the 'new generation' from the recent cartoon going back and battling the 'legends' and, in some cases, their parents from the original. As well as trying to beat and unlock the legends for use in the main game, six secret wrestlers will also appear to try to thwart your every move. Like we said, odd... but rather appealing at the same time.

CUBE VERDICT

KINNIKU MAN II

AMAZINGLY FUN AND A GREAT LAUGH WITH MATES

VISUALS
The cel-shading works and the character animation is well-polished

AUDIO
Tons of Japanese speech and the most bizarre intro song ever heard

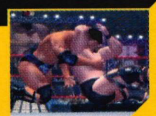
GAMEPLAY
Fast and furious action, but without the sacrifice of control

LIFESPAN
The Story mode takes a while, and even then, there's more to discover

ORIGINALITY
The first cel-shaded wrestling game, and with bags of playability

ALTERNATIVE

The next best wrestling game on the GameCube. Although it's not all that great.



WWE WRESTLEMANIA X8

Reviewed: Issue 12 CUBE Rating: 6.7

2ND OPINION

BODYSLAM! "The appeal of officially endorsed WWE tie-ins is that you get to beat up all those well known steroid-jockeys, but *Kinniku* has something called playability."

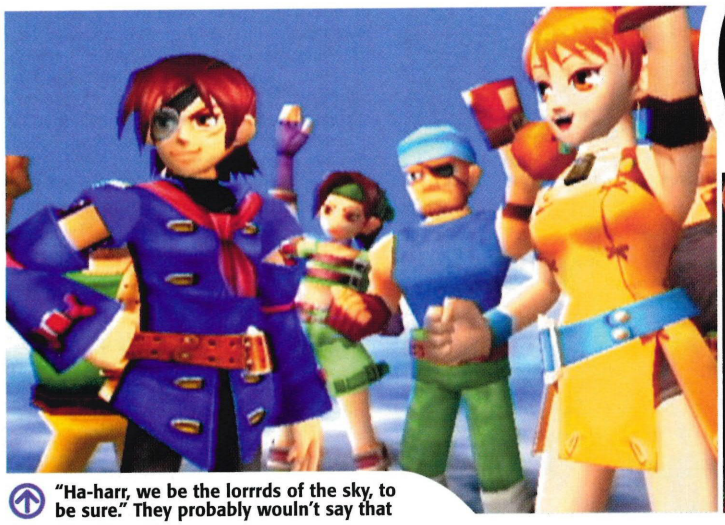
MILES

FINAL SCORE

8.9

THE BEST WRESTLER AVAILABLE TODAY... SHAME IT'S ONLY ON IMPORT

Role-playing in the sky, with diamonds!



"Ha-harr, we be the lorrrds of the sky, to be sure." They probably wouln't say that

GIRL POWER

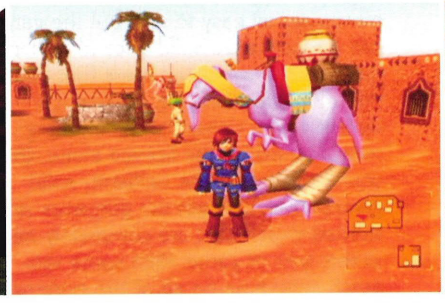
FEMALE INTUITION

Developed by a team largely comprised of game-mad Japanese ladies, *SOAL* makes us wish more women would enter the male-dominated world of games development.





The mega-damage dealing special moves are worth waiting for



SKIES OF AR

The Gamecube port of Overworks' top-notch RPG arrives, and it's a cracker!

CUBE INFORMATION

SKIES OF ARCADIA LEGENDS	
PUBLISHER:	SEGA
DEVELOPER:	OVERWORKS
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- TEN NEW 'DISCOVERIES'
- NEW CHARACTERS TO MEET
- IMPROVED CHARACTER MODELS
- PORT OF A DC CLASSIC

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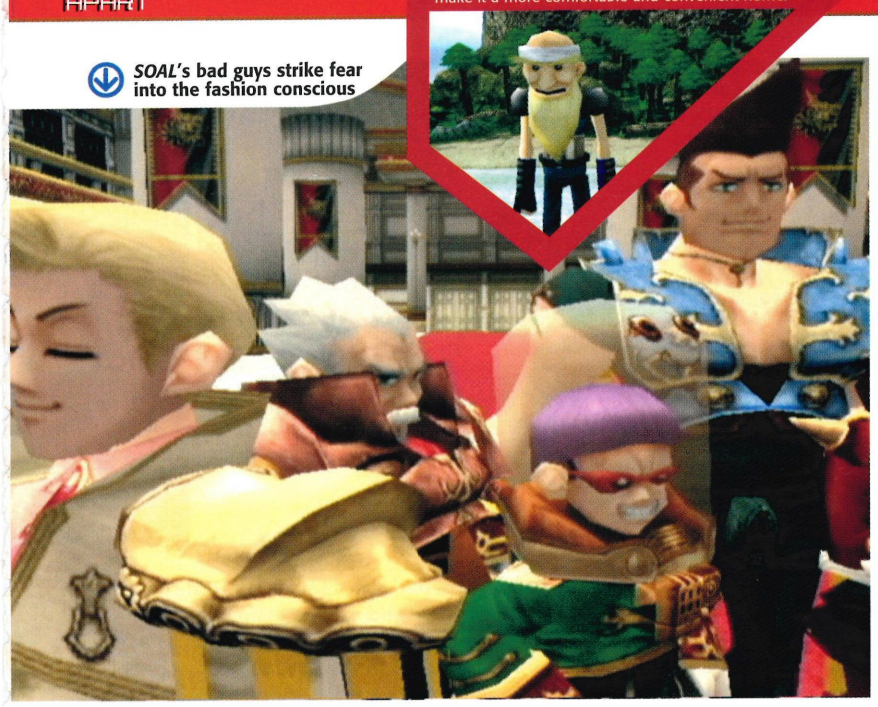
CUBE STAR GAME

HOPES HAVE been running high for this GameCube port of *Skies of Arcadia Legends*, and understandably so. Not only does it pioneer the RPG genre on the 'Cube, but the game has already proved its worth, being a port of the widely acclaimed Dreamcast game *Skies of Arcadia*. Far from being a simple console-to-console conversion though, *Eternal Arcadia Legends* boasts many features that are original and exclusive to the GameCube version. Good things come to those who wait.

Arcadia is undoubtedly a classic RPG, featuring an involving story, likable characters and a well honed, turn-based battle system. Japanese role-playing games have never really suited westerners, and *Arcadia* is no exception. The dialogue is wholly unintelligible, unless you have a grasp of the Japanese language, or if you had the pleasure of playing the westernised Dreamcast version. Fortunately, the gist of the plot can easily be followed through the beautifully rendered cut-scenes, though for most the English translation (to be released shortly) will be a wiser choice.

Developed by Overworks, the people behind the excellent Japan-only *Sakura Taisen* series, *Arcadia Legends* is the first major game in the genre for the 'Cube. With that in mind, much is expected of it and thankfully, much is delivered...

TREASURE ISLAND: The Hideout is a floating island used by Vyse as a safe haven. You can build it as you wish to make it a more comfortable and convenient home.



SOAL's bad guys strike fear into the fashion conscious

PATIENCE REWARDED

THE LATEST DEVELOPMENTS

Visually, not much has changed from the Dreamcast. However, numerous additions have been made to the GameCube version. Firstly, the plot is more cohesive, deeper and more complex. A number of GameCube-exclusive characters have been created, including the gothic Piastol, as well as new 'Discoveries' – these include rare objects and hidden places of interest. New side quests have also been thrown in. While these changes are minor, making it perhaps a little lacklustre for those who completed the DC original, they do contribute something extra to what is a superb example of the genre. Those who enjoyed the original should definitely give this one a go too.



Information on 'Discoveries' sells well on the *SOAL* black market

CADIA LEGENDS

"WELL-ROUNDED, EXCELLING IN EVERY IMPORTANT AREA"





ONCE UPON A TIME

THE SAGA OF THE ANCIENT RELICS

If there's one thing a good RPG should do, it's deliver an inspired story. Squaresoft has done it countless times, as has Nintendo through the *Zelda* and *Earthbound* series. In *Eternal Arcadia*, Vyse boards his dad's flying pirate ship and manages to rescue a damsel in distress from the evil Valuan Empire. This young lady, together with Vyse and a host of other characters, are thrown into a quest where they must discover ancient relics. These relics could spell the end for Arcadia, the world of heroes and heroines, if the Valuan Empire obtains them before our chums.

We won't spoil it for you, but rest assured the story is compelling throughout. The characters, although occasionally a little too obvious, are usually interesting and genuinely likable. Considering the cast range from an old muscle-bound pirate with an iron arm to a fragile young lady who runs around in what looks like her wedding dress, the results are even more surprising.





WAR AND PEACE

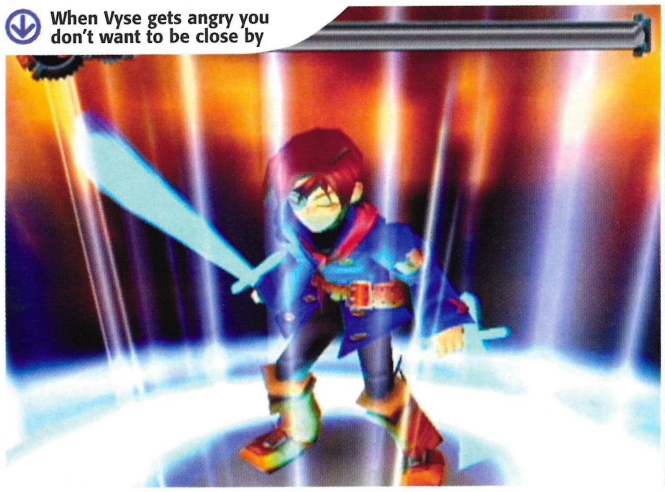
LET'S GET TACTICAL HERE...

An RPG's battle system is always one of its most important features. Battles generally make up a very large part of role-playing games so, in order to ensure that boredom never sets in, the system has been tweaked. Overworks has managed this with aplomb. It may not be the most original (what's left to be attempted in the ageing turn-based regime?), but it is satisfying to play. The usual curative and offensive magic features require a preset amount of what is effectively MP. There are also close and long-range physical assaults. *Arcadia's'* best battle feature however, is its special move system, which is different for each character. The point system is relatively accessible. An impressive cut-scene accompanies each of these attacks, although you're likely to take advantage of the developer's thoughtfulness and skip these with the push of a button.

Tactical elements on a scale similar to *Shining Force* simply couldn't be introduced here. However, *Arcadia* makes tactical demands on your ability; careful consideration of which are the most effective attacks is essential during boss battles. Characters can be made to defend so they sustain less damage from enemy attacks and, of course, you must consider the option of fleeing. Gripping stuff.



There are plenty of magic attacks to learn



When Vyse gets angry you don't want to be close by



COMMENT The basis for a good RPG rests on three things; likable characters, an involving story and a battle system that can hold your attention even after a thousand brawls. *Arcadia* has all of these features and much more. Aside from the superbly designed lead characters who participate in the main events, townspeople and travellers can be recruited to assist you on your ship. They all have their own story to tell and you find yourself checking up on everybody throughout the game. People whom you may meet by chance become key allies, and all avoid the trap of being too predictable. *Legends* has a fine cast if ever there was one, and therefore an excellent foundation for a top-drawer RPG.

The plot is engaging. Besides the main objectives there are countless sub-plots and side-quests to pursue, which add lifespan and depth to the game. For example, you can spend time and expend energy in the building of Vyse's reputation as a pirate. This in turn, will attract people to your crew. A strong reputation is difficult to gain however, as it's based both on your reactions and the discoveries you make. With rival pirate factions out there trying to achieve the same, speed is also of the essence. There are many choices to be made within the story which will affect subsequent events. Options become available mid-conversation, which allows you to pursue different courses. It's neat little ideas such as these that set *Arcadia* apart from average RPGs.

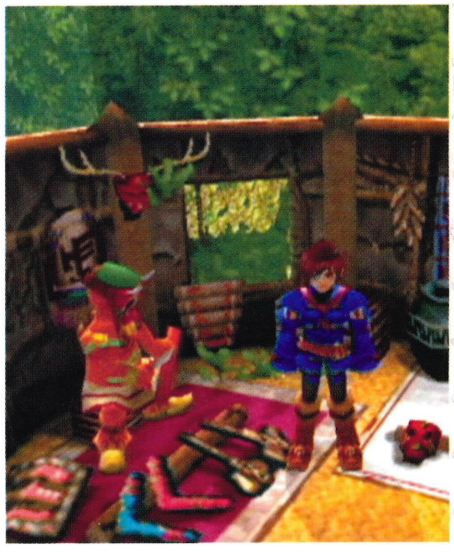
Combat is well thought-out and always enjoyable. A range of attacks are available, and as weapons of greater power are purchased and experience is gained, the strength and force of your characters improves over the course of the game, thereby



YOU'VE GOT TO BE SHIP-SHAPE AT 20,000 FEET

I SEE A SHIP LOADED WITH GOLD... IT BE MINE I TELLS YA!

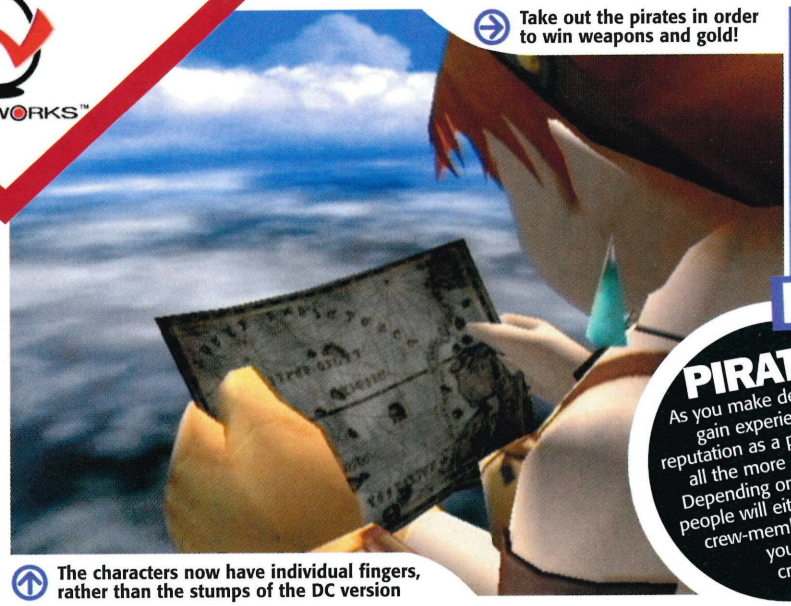
The most enjoyable aspect of the game are the on-ship exploits. Almost all exploration is carried out by flying around on your 'air-boat', aided by the compass and the directions of fellow travellers. Particularly good fun is when battles take place mid-air between two pirate ships. These are reminiscent of battles in *Panzer Dragoon Saga* (arguably the best SEGA Saturn game ever released). Freedom is absolute, allowing you to move to any side of your opponent's ship and use any of the arsenals at your disposal. The battles take a while to get used to, but these airborne dogfights are tremendously fun. Upgrades can be purchased to make your cannons more powerful and magic can also be utilised in battle, making the amount of weaponry – hence the number of decisions to be made – quite intense. As you progress, you'll be able to take control of new, more powerful ships, resulting in huge and destructive pirate battles. There has never been a better outlet for your misguided dreams of being Jim Hawkins!



OVERWORKED? As well as developing *Eternal Arcadia* and the *Sakura Taisen* series, Overworks continues to release Java and i-Mode games for mobiles.

Created by OVERWORKS™





Take out the pirates in order to win weapons and gold!



REPUTEDLY

PIRATES

As you make decisions and gain experience, your reputation as a pirate becomes all the more established. Depending on your infamy, people will either join you as crew-members, or shun you like a criminal.

The characters now have individual fingers, rather than the stumps of the DC version

serving to keep your interest piqued. The finest element of *Legends*' battle system is the new ship-versus-ship combat, which works surprisingly well.

The fact that *Skies Of Arcadia* is so well-rounded and excelling in every important area makes it a superb game both for RPG enthusiasts and newcomers to the genre alike. The port from Dreamcast to GameCube has, as one would expect, been seamless. Our only real gripe is that the visuals haven't been improved sufficiently to help GameCube *Arcadia* match the likes of Capcom and Nintendo's original GameCube creations. Still, the graphics are smoother and crisper than Dreamcast *Arcadia*, and since that game was a stunner we're quite happy to have its charm preserved on the 'Cube. As the first major (bona fide) GameCube RPG, we're pleased to report that *Skies Of Arcadia Legends* delivers by the spadeful. May can't come soon enough.

JONTI



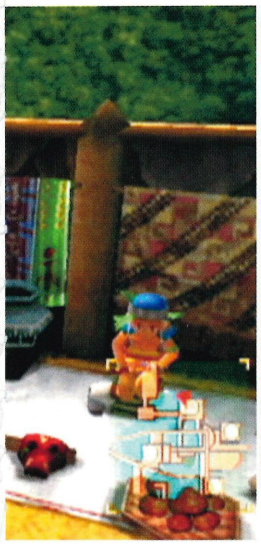


PIRATES AHOY!

FROM THE EVIL TO THE POOR

For anyone who needs escapism, *Arcadia* has the perfect setting. Melding sci-fi elements with the choicest of swashbuckling influences, the basic premise is that the hero is part of a pirate clan who, in a very Robin Hood-like manner, rob the evil to feed the poor. Other pirate organisations that roam the Seven Skies rob from everyone and anyone. The pirate element isn't the only draw though, because as the title suggests, *Skies of Arcadia* is based entirely in the sky. The ships fly and there are islands floating in mid-air. How the gravity-defiance thing occurs is anyone's guess, but that's not the issue. The setting is 17th Century, but with a great twist. If that doesn't appeal to your explorative nature, then nothing will.

"A SUPERB GAME BOTH FOR RPG ENTHUSIASTS AND NEWCOMERS..."





Female pirates have got short tempers... you've been warned

CUBE VERDICT

SKIES OF ARCADIA LEGENDS

A TOP CLASS RPG WITH AN ORIGINAL SETTING

VISUALS
Technically not spectacular, but remarkably solid and eye pleasing

AUDIO
Wonderful soundtrack. Sfxs and voice-overs are equally great

GAMEPLAY
Extremely enjoyable ship battles. Easy system to get to grips with

LIFESPAN
It'll keep you occupied for hours and days. Fantastically engrossing

ORIGINALITY
Original settings. The tried-and-tested RPG formula is adhered to

ALTERNATIVE

Want to see what all RPGs aspire to? Check out this SNES classic. It's the best role-playing game ever.



CHRONO TRIGGER

Reviewed: Issue — CUBE Rating: N/A

2ND OPINION

SCURVY! "Years on and it's still one of the best RPGs around. It's just a shame that SEGA didn't make it look a little bit better."

CHANDRA

FINAL SCORE

9.0

FOR JAPANESE-SPEAKERS, THIS IS THE TOPS. EVERYONE ELSE, WAIT FOR THE ENGLISH VERSION

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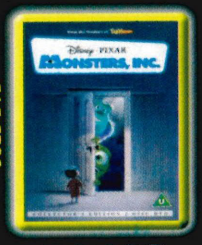
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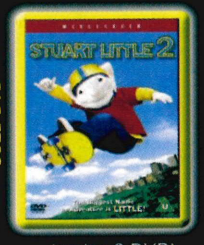
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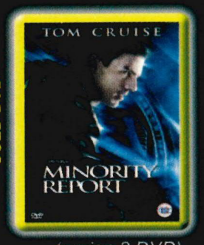
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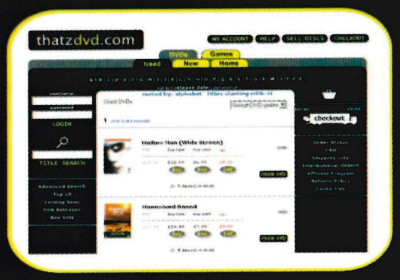
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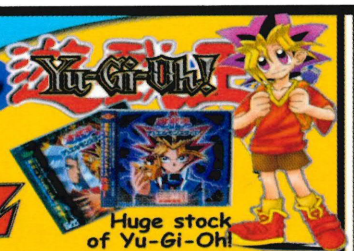


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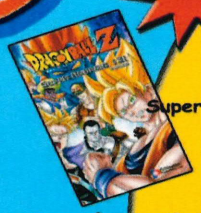


Huge stock of Yu-Gi-Oh!

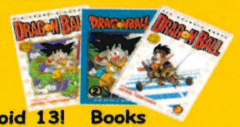
Kaiba, Yu-Gi Decks & Lots of Boosters



DRAGON BALL Z



Super Android 13!



Books

SAILOR MOON

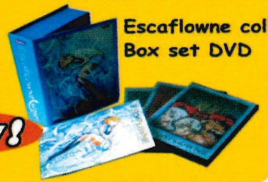


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NETWORK CUBE

ISSUE SIXTEEN

It's the time of the month when we go all interactive

YOUR LETTERS

VIEWPOINT

90 The choice picks from this month's mailbag. It's the place you can learn AND have fun



FORUM FRENZY

92 A slice of life from the CUBE forums. If you're not involved, get yaself signed up!

READER REVIEWS

93 Review a game and win a prize if your words get printed... which is a prize in itself really!

CHEATING MONKEYS

96 Between scurrying about under the desks and some excessive grooming (it's their 'courtship' season you know), the monkeys just love getting letters. They use them to line their nest.



REGULARS

BEAT THE TEAM

94 As usual, we've been hacking away at this month's games and wracking up some pretty impressive scores on *Super Monkey Ball 2*, *Zelda*, *ATV 2* and *Wave Race*.

ADVANCE

107 This month, *Mortal Kombat: Deadly Alliance* comes to the small screen and fares remarkably well in the confined environment of the GBA.

COMPETITION

108 Since everyone's so excited about *Resident Evil Zero*, Capcom has decided to give away a massive 32-inch TV, a limited edition *RE Zero* branded GameCube and a copy of the game to one lucky winner.

STUDIO EYE

112 DarkBlack, the focus of Studio Eye over the last few months, have had to shut down, but members of the team that worked on horror shooter *Asylum* are back with a new dev house – HotHead Studios.

SOLUTIONS

MOH: FRONTLINE

100 Part two of our complete guide. Every level mapped for you so you know exactly where to find those much needed ammo and health packs





SUBS & BACK ISSUES

Missed that elusive Issue one? Can't find CUBE where you live? Then you'd better check these pages!

124 & 126

SUPER MONKEY BALL 2

98 SEGA's rollin' monkeys are back in full PAL effect. To celebrate, here are a bunch of pointers to help you along



BEAT THE TEAM

Accept the challenge and you could win a whole bunch of JOYTECH gear

94

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CUBE VIEWPOINT

ISSUE SIXTEEN

WRITE TO US, OR THE MONKEY GETS IT. THIS IS NOT AN IDLE THREAT. THESE ARE DESPERARE TIMES!

Another month, another mound of missives to wade through, and it seems we are learning to live in harmony with our alternative console brethren.

RANT ON!

RISE ABOVE IT

Dear CUBE

I couldn't agree more with Matthew Smart' letter in issue #14. I own all 3 next gen consoles and also buy many of the magazines for each console. You can certainly see a difference from the 'Cube and Xbox mags to the PS2 mags. Granted, the GC and Xbox might not be selling as much as the PS2, and the relative mags don't try to hide that, but reading a PS2 mag,I have never witnessed such anti-other console views before. The writers of PS2 mags must surely all be wearing their rose tinted specs. The Xbox and GC mags don't seem to mind airing views about the other machines, but they get slated in the PS2 mags. I recieved my GC at christmas from my girlfriend bless her and I love it (the cube that is...and her...oh god). I'm not saying this because this is a 'Cube mag but for pure gaming only, this is the machine to own. I love the Xbox too and to be honest, it's the PS2 that's gathering dust at the moment.(Maybe I've realised there is better out there!) What some people don't understand though is that, whilst the three players in the console world battle out against each other, we are reaping the rewards with ultra low prices. Imagine if PS2 was the only console out there? They'd charge whatever they wanted for games and the console itself. Think people, and just remember that we are the BIG winners in all of this.

VIA EMAIL

CUBE: ***You must be one of the only people to consider game prices to be 'ultra low'. They have effectively levelled out however, granting a degree of stability to the industry. The question of whether or not multiple hardware platforms are a good thing can be argued long into the night. On the one hand if there was one console it would mean an end to dodgy ports and potentially shorter development times, but there's room for PS2, Xbox and the GC to coexist. There's always been multiple platforms, and it's down to people to decide which one suits them best. If you can afford more than one console, all the better. Otherwise it's a taste thing.***

SUNSHINE IS FOR GIRLS

Dear CUBE

I have just read issue 15 of CUBE and I think Chris Neilson has a good point about *SMS*. When I got my cube for Xmas I got *Tony Hawk's 4* and *SMS*. I now have 4 games and the game I play on least is *SMS*. I have a 17-year old sister who plays on it quite a lot and is far better than I am at it, and she quite likes it, but I have two PS2 owning friends who both completely HATE it. I'm not saying it's a bad game, but it is a lot overrated. My sister has an N64 and *Banjo Kazooie*, which I much prefer. On *SMS*, the graphics aren't that good, the audio is awful and it's a bit hard in places. I am considering trading it in for *Luigi's Mansion* or *Starfox Adventures*; do you reckon I should? Oh, and I REALLY want to know - is *Banjo Kazooie* coming out - I know Nintendo own the rights to *Donkey Kong* from Rare, but I'm not too bothered about that.

JONATHAN POOLE, HUDDERSFIELD

CUBE: **Sunshine** ***has divided opinion like no other*** **Mario** ***game. What more can we say? No to*** **Banjo** ***though, although there will be a version on the Xbox. It's all swings and roundabouts at the end of the day.***

SCARY

G'day

I hate the way I love you

ZAC

CUBE: ***You can never have enough love for*** **CUBE**. ***You should remember that.***

GET IN TOUCH

Pale face ride for many days, he say we cannot contact **CUBE** with um smoke signals. We not listen. We try heap big harder!

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

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SEGA ON MY MIND

IS THE GAMECUBE GETTING A RAW DEAL?

Dear CUBE

Alright lads n' girls. A great mag, got every edition so keep up the good work. I've never written to a magazine before but I felt I had no choice as yours is so great and I'd love to see my name grace your pages. Anyway, to my point.

SEGA seem to be supporting all the next generation consoles but I'm just wondering why the 'Cube seems to be getting the worst deal. PlayStation gets *Virtua Fighter 4*, Xbox gets *Shenmue 2+3* plus *House of the Dead 3*, and what do we get? *Crazy Taxi* and and *Virtua Striker*!!! What's all that about, I ask? Okay, *Beach Spikers* is okay, but the games the other ones are getting look a bit more tempting, I think you'll agree. Please could you give me some good news and let me know SEGA's future releases. Okay, Nintendo's games are top class, but SEGA has had a place in my heart for ten years.

SCOTT FINNEY, EXMOUTH

CUBE: ***Well there is this obscure thing called*** **Super Monkey Ball** ***that we've vaguely heard about which is supposed to be quite good. Also, to be fair,*** **Crazy Taxi** ***is a way better game than*** **House of the Dead 3,** ***and*** **Skies of Arcadia Legends** ***(see page 84) is pretty sweet as well. So there.***

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The CUBE SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...
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There's always a little sunshine when Mario's around, bless him

SHOP YOUR MATES

Dear CUBE

In response to the letters in issue 11 and 12 about the gamecube being ignored in games shops. Who really gives a monkeys right bum cheek about where the gamecube display is in the store as long as we are happy with what WE are buying. Why do we even care what the public thinks about our special little cube of power. The reason the 'Cube does not have a lot of space in the shop is because, as much as we all want to ignore it the 'Cube does not have many games out compared to the PS2 so what would we do with the space. Richard Dewsbery's letter could not have put it in better words. Us Gamecube owners go into a shop with an intention to walk in, buy what we came for and get out. I for one only buy a game if it is worth my money and has received good reviews. I currently own only two games and they are *Super Mario Sunshine* and *Timesplitters 2*. I went to the shop intending to buy these 2 awesome titles and nothing else. Lets stop complaining about how our favourite game system is positioned in the shops and start concentrating on the fact that we keep on getting quality games sold to us. Fellow gamers, throw down your marketing strategies books and pick up a controller and have some fun with the small tower of power we know as the Gamecube.

FROM AUSSIE GAMER

PS keep up the good work at CUBE, you guys are the people that inspired me to buy *Super Mario Sunshine* and the best ever FPS known as *Timesplitters 2*.

CUBE: *PlayStation dominates floor space because it has more games available. As a result PlayStation owners are more likely to browse while GC owners are generally more aware of what's available and therefore more likely to go to stores with a specific game in mind. It's no skin off our collective noses, is it?*

EURO CHUMPS

Dear CUBE

Once again, Nintendo has failed to live up to its promises in delivering the goods (in terms of peripherals and software) and continues its trend of treating European buyers like second-rate customers. It makes me wonder if Nintendo would be around today if it made its Japanese customers wait so long for its first/second party titles and peripherals. Somehow I doubt it.

The Gamecube is an excellent console with some great games, but it really doesn't offer enough incentive in terms of big licences to encourage European users to buy/stay with it.

Most people will probably own at least seven or eight good titles but then struggle to find much else that appeals or that ranks above gross mediocrity. Those titles will also have been played to death by now and even worse, around 50 are likely to be ports of games from the PS2/X-Box/PC stables.

I love Super *Mario Sunshine, TimeSplitters 2, Super Monkey Ball, Burnout, Super Smash Brothers, Eternal Darkness, Luigi's Mansion* and *Rogue Leader* to bits, but I also want to play something different! I want to play *Splinter Cell* but it's been delayed, I want to play *Metroid Prime* but I've got to wait three months, as for *Zelda*? Oh god I wish I could mess about with time like Link. I also don't want to be just limited to black and purple accessories and no DVD playback. The only respite is the rumour that *Super Monkey Ball 2* (YAY SEGA!) is coming to Europe in February and *Mortal Kombat: DA* should relieve some virtual tension.

I guess I'm just being petty in wanting shorter waiting times, but I don't really think that lack of support for yet another absurd choice of storage media (meaning delays in production time) and lax interest in translating/testing gameplay under PAL systems represents a viable argument for such delays. Surely there's a way of doing them in parallel with NTSC and other console release dates? And no - I'm not going to buy another Gamecube on import before you mention it.

MORGAN EVANS, NOTTINGHAM

CUBE: *We'd love to disagree, but Nintendo's attitude has always been Japan first, the US second and Europe third, if at all. We don't like it, but we can't do anything about it. The reason we stick with it is because we know that, eventually, Nintendo will make it worth our while.*





TXT LIFE

LET'S TALK ABOUT TXT

We want your text!

DO YOU KNOW IF THERE WILL BE ANY MUSIC MAKER GAMES COMING OUT ON GAMECUBE?
CUBE: Nothing doing at the moment

D E CHANCE OF THEIR EVER BEING A GC PILOT WINGS?
CUBE: If only

DO YOU KNOW IF THQ ARE GOING TO MAKE A DECENT FOLLOW UP 2 WRESTLEMANIA X8
CUBE: Follow-up, certainly. Decent? You'll have to wait and see. Or check out the Kinniku Man review this ish

SANNA IS SWEET, STEPHANIE? WHAT!
CUBE: Well, quite!

NINTENDO SHOULD BRING OUT A ZELDA MEGA COLLECTION WITH ALL NES SNES AND GB GAMES ON, DO YOU AGREE?
CUBE: Yes

LINK IS MY INVISIBLE FRIEND, HE TELLS ME TO PLAY ZELDA 24/7
CUBE: Byron is also invisible and says send us all your money

DO YOU HAVE ANY JOBS ON OFFER I'LL DO ANYTHING
CUBE: Do you do your own sound effects at all?

YOU GUYS SAID YOU WERE GOING TO DO SOMFIN ON RUNE 2 IN ISSUE 13 AND YOU DIDN'T I WAS LOOKING 4ARD TO THAT
CUBE: Observe the Lost Kingdoms II preview on page 40

I JUST SOLD MY CUBE WITH 6 GAMES TO GET AN XBOX.
CUBE: You're not making any friends round here, you know

WILL STAR FOX ARMADA BE VERY SIMILAR TO LYLAT WARS ON THE N64?
CUBE: That's the plan

XBOX

I have just seen screens of *DOA: Beach Volleyball* on Xbox. Does anybody mind?
JIMMY G, NEWTON ABBOT
CUBE: *As a matter of fact, we do*

CUBE FORUM FRENZY

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

There have been a few problems with the forums recently, but by the time you read this they will have been moved to a new service provider and things will be running much smoother. Hurray!

TOPIC: FAVOURITE GUN/WEAPON IN ANY FPS

Author: Majora
Some of my favourites include the RCP-90 (*Goldeneye*), the Laptop Gun (PD) and the Sbp90 Machine gun in *TimeSplitters 2*.

So what are your favourites?

Author: Lyris
The Shotgun or pistol in *Halo*.

Author: Xel'lotath
2x Lugers on *TS2*, AR34, Shotgun in *TS2*, Dostivel in *GoldenEye*, Sniper rifle *TS2*

Author: Theory Of Games
Cerebral Bore (*Turok*), Laptop Gun (PD) and SB90 Machineguns (*TS2*) are my favourites.

Author: Axel101
I've always loved Sniper Riffles

Author: link182
The Glue-on gun from *Half-Life* is amazing, either that or the good old RCP-90. Or the plasma grenades from *Halo* (hehehe – oh the fun I've had...)

CUBE: We've always been fond of proximity mines... oh, and giving people a slap.

TOPIC: WHAT WOULD YOU LIKE TO SEE IN RESIDENT EVIL 4?

Author: Android18a
I thought it might be interesting to have a discussion on what features and changes you'd like to see on *Resident Evil 4*.

A new control system perhaps? Or a way to aim more accurately instead of 45 degrees' angles up and down? Perhaps a lock on so you could shoot and walk and the same time?

We already know the game is going to use real-time 3D areas for the first time since *Code Veronica* on Dreamcast, so that doesn't need mentioning...

But what would YOU like to see in the game?

Author: thehappyclown
Definitely a new control system. I don't hate the present one, but it would definitely improve the game if a new up-to-date one, was implemented.

I think I prefer the backgrounds in *Remake*, rather than full 3D ones. Surely the graphics will be better with pre-drawn backgrounds as it leaves more polygons for the characters.

Author: Anony
For them to admit *Night of the living dead* was their influence...

Author: Nimmo
Capcom has made no secret that Romero's films were its biggest influence in creating *Resident Evil*. They even had the man himself directing the original *RE* film, but it was scrapped.

CUBE: Our forum regulars are pretty well informed you know. So. If you've any gaming queries you know where to go...

TOPIC: CONNECTIONS

Author: jw
I've got a dearth of good RGB connections available, so I wondered if my UK PAL GameCube has S-video output? I've found S-video to be a bit sharper than RGB on Sony TV's so I wanted to give it a go.

If so, can I get an S-video lead through some site that will send to an address in the UK?

I'd really love it if someone knows this stuff. Thanks.

Author: Number45
Nope. Sorry mate, the PAL cubes don't output an S-Video signal!!

CUBE: See what we mean about getting your gaming queries solved...

HONOURABLE MENTIONS
(The people that shouted loudest over the last four weeks)

Cain for offering his services online (oo-err) $**tlgotaheadrush for informing us on his groinal state, Rebs for managing to get people talking about Skegness and Chris_g for being the most observant person on the forum... Oh yes – and a big raspy boo to everyone who called Gary a traitor. For Real.

WHERE IT'S AT!

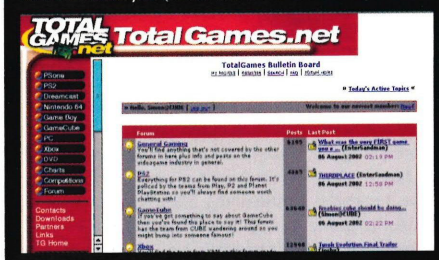
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Joining In the fun couldn't be simpler!

STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are Internet capable, whether they're 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.

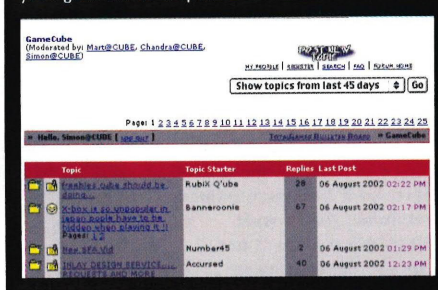
STEP TWO:

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 cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be e-mailed 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 the **CUBE** team managed to register first time, and if you're lucky, you'll get a chance to speak to us there!



READER REVIEWS

If you fancy a stab at being a games reviewer, here's your chance to impress the world with your lyrical flare. Gives us your thoughts on any GC game and we'll send a JOYTECH memory card for those we print.

WIN JOYTECH MEMORY CARD

THE NINETY PERCENTERS...



DIE HARD VENDETTA

PUBLISHER:	VIVENDI
DEVELOPER:	BITS STUDIOS
ISSUE REVIEWED:	13
CUBE RATING:	8.2



LET'S GET THE major gripe out of the way – there's NO MULTIPLAYER! But this game doesn't need one and it wouldn't work. *DHV* is the warm-up for *Metroid Prime*, exhibiting the same style, same puzzle elements and although it falls short of the future King (well...Queen) of GC on every front, it's still an extremely enjoyable game. The graphics are good, the audio adds to the experience and there is a control system to suit everybody's needs. But the levels are long with no save points and doing the same section again and again gets frustrating, as does accidentally killing a hostage at the end of a section. Gripes aside, if you want something different get this – at least till *Hitman2* and *Prime* enter our lives.

MATT MESSENGER





STARFOX ADVENTURES

PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ISSUE REVIEWED:	12
CUBE RATING:	9.4



I'VE ALWAYS LOVED adventure games, and for me the *Zelda* series have always stood head and shoulders above the rest. But now Rare has given us a game that is similar to Link's classics. *StarFox* is different to *Zelda*, although it's clear that Fox McCloud's quest draws much inspiration from Link's long-running series.

The developers have used every trick in the book to make a game that, as far as graphics are concerned, really pushes the capabilities of the GC hardware. The music matches the visuals and the audio in-game fits every beautiful location perfectly. As for gameplay, well... it's a Rare game isn't it? A Rare game with a sprinkling of elements from *Zelda*. This game changed my view about Rare leaving Nintendo. Now I say, it's a real shame.

ROSS MORLEY





SUPER MONKEY BALL

PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
ISSUE REVIEWED:	6
CUBE RATING:	9.0



SUPER MONKEY BALL is one of the great non-Nintendo demi-classics of this gaming era. In the main mode you control a monkey rolling around in a ball, trying to reach the end of each stage without falling off or running out of time. The controls are incredibly simple, fluid and easy to master. The music is soothing and really helps you unwind, whilst the graphics are bright, fun and the backgrounds are almost utopian. More importantly, the gameplay is excellent. The learning curve is relatively steady without removing longevity from the game.

As for the multiplayer, this consists mainly of mini games. The same audio and visual points apply, but the games are unique, varying from golf to boxing, with loads of fun waiting to be released.

NICOLAAS BORGSTEIN



CUBE

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SUBSCRIPTIONS
Subscription Rates
(12 issues) UK £33.00 Europe £45.00 World £56.00
UK direct debit £7.42 every three issues
Subscription Hotline: 01454 642442

PRINTED BY St Ives (Andover) Ltd, West Portway, Andover, SP10 3SF

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD 0207 3968000

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PARAGON PUBLISHING

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ISSN 1475-1399

Cover image supplied by Eidos Interactive.

BEAT THE TEAM

AT THEIR OWN GAME

WIN!

A multifarious selection of JOYTECH pads and peripherals

PICKING THE WINNER from the challenges of issue 14 hasn't been easy. The decision came down not just to who beat the team by the biggest margin, but how they fared in comparison to everyone else's scores. Whilst we had some very good entries for both the *TimeSplitters 2* and *Tony Hawk 4* tasks, our winner of two advanced controllers, a 4Mb memory card, a GBA link-up cable and a gold-plated RGB SCART cable all courtesy of JOYTECH, played *Mario Sunshine*.

Clocking in with a shockingly fast time for Il Piantissimo's challenge in Pianta Village, our winner was in fact only just over a second quicker than his nearest rival. So, if you want to bag those goodies, be warned – the competition is tough.

For our challenges this month we've got a mixed bag of off-road antics with *ATV*, an ever-popular monkey target to try and, for importers out there, a *Zelda* boat run to get stuck into. We've even included a retro challenge for all you misty-eyed *Wave Race* owners. Now, stop reading and start playing...



THE WINNER!

CUBE WINNER

Despite very close competition from Adam Bawn of Surrey, our winner is... Arif Saddiq from Huddersfield! Good on you, fella! Here's that special time that won him the loot:

CHALLENGE THREE:	CAPTURE THE FLAG
TIME:	14.84 SECONDS



Can all you import types rise to the team's *Zelda* challenge? We dare you...



SUPER MONKEY BALL 2

CHALLENGE ONE

SIX OF THE BEST

MONK DUNK

He's the biggest fan of *Monkey Ball* on the team, and also the best at it. No-one even came close to his import challenge on *Monkey Target 2* back in issue 12, but now that the game is out in the UK there are no doubt quite a few of you who, this time round, can give him a run for his money. The set-up for this challenge is a six-round run for the highest score on *Monkey Target 2*. Get rolling!

CHANDRA'S SCORE: 24360



ATV

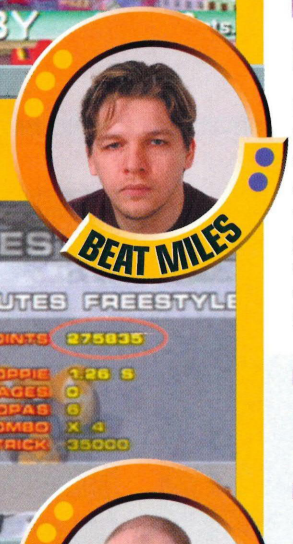
CHALLENGE TWO

STUNTED

ON YER BIKE

Despite having reviewed *ATV* this month, Miles just couldn't resist one last blast with Acclaim's accomplished quad racer. To challenge our editor, pick a freestyle run that's three minutes long and simply pull the highest score you can manage. Miles spent three uninterrupted days honing this score you see before you. Until that is, we pointed out to him that his pad was disconnected and that he was playing the demo. Still, great score... (cough)

MILES'S SCORE: 275835



THE LEGEND OF ZELDA

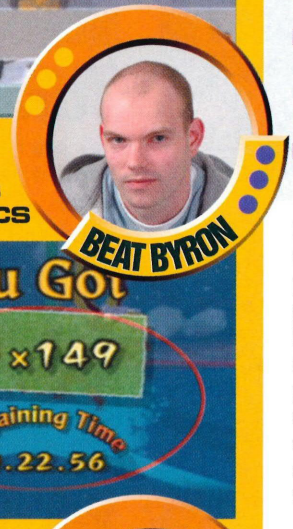
IMPORT CHALLENGE

WAHEY WAHEY

I'LL GET MY BOAT

He may have sworn, after having had 'just a quick go' (lasting six hours), that he wouldn't play *Wind Waker* again until its US release so as not to spoil it, but this month Byron went back to being Link. Amid yells of "no, I don't want to see that, you're ruining it for me," he dutifully sailed the timed rupee challenge before retreating to the pub. To locate this same challenge, travel to the spot highlighted on the map (left).

BYRON'S TIME: 149 RUPEES IN 22.56 SECS



WAVE RACE

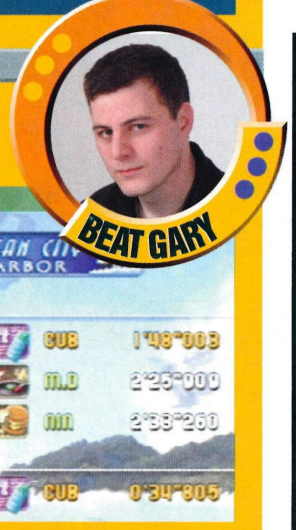
RETRO CHALLENGE

SLIM WEEPER

CRY ME A RIVER

CUBE expatriate Gary, although always one to weep uncontrollably when someone beats his score, still lives for the time when he can hawk his gaming prowess; challenging you – our readers. So, granting his wishes and despite the inevitable waterworks, Gary this month tried to carve out an unbeatable *Wave Race* time. Challenge the boy Adams by picking normal difficulty, sunny conditions and racing a time trial at Ocean City Harbour.

GARY'S TIME: 1'48"003



WHAT A PICTURE



How to take that perfect snapshot

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

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

Be warned – photos sent by e-mail are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we will NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

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!
CUBE MAGAZINE
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET
BH1 2JS

THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS 12 MARCH '03 SO YOU'D BETTER SHAKE A LEG...

CUBE
ISSUE SIXTEEN

CHEATING MONKEYS

Our monkeys have spent all month working on tips with the sole purpose of helping you, so get your cheat on…

Don't like this level? Fine, just choose a better one!



SONIC MEGA COLLECTION

Here are some level select cheats for *Sonic The Hedgehog 1* to *3*:

SONIC 1

At the main title screen, press UP, DOWN, LEFT, RIGHT. Then hold B and go to the Level Select and Sound Test screen.

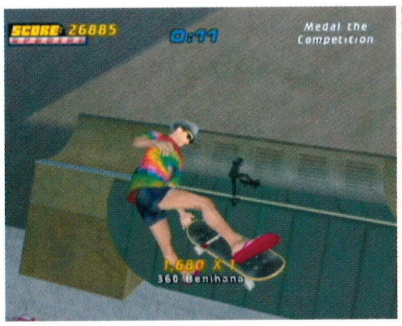
SONIC 2

Go into Sound Test Mode. Play these sounds: 19, 65, 09 and 17. Hold X then press Start. Once you get to the title screen, hold B and press Start and Stage Select is yours.

SONIC 3

Press UP, UP, DOWN, UP, UP, UP after you hear SEGA but, and this is important, do it before the main screen shows.



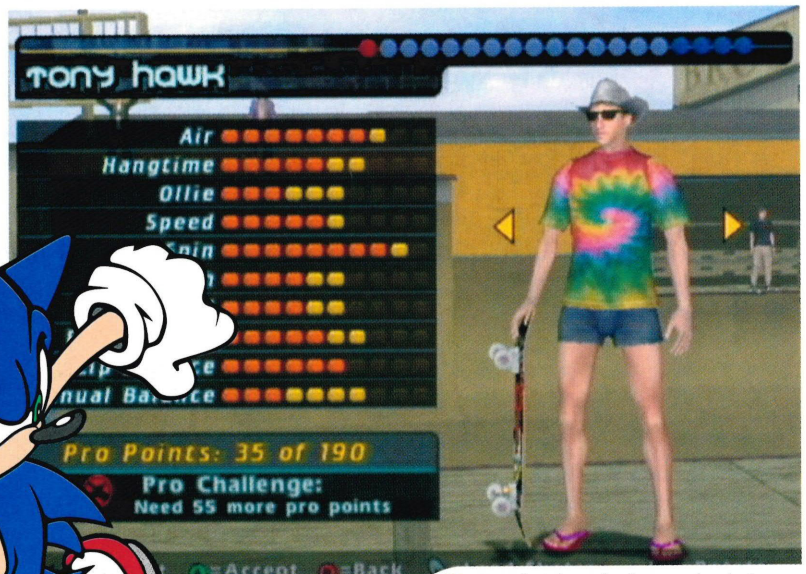




TONY HAWK'S PRO SKATER 4

He's still the chairman of the board, and this is his best game yet… until *Tony Hawk* of course. In the meantime, here are some very useful cheats:

GET	TYPE
SPECIALS ALWAYS ON	TYPE DOASUPER ON THE CHEATS SCREEN
FLAWLESS MANUALS	TYPE MULLENPOWER AT THE CHEATS SCREEN
FLAWLESS RAIL BALANCE	TYPE SSBSTS ON THE CHEATS SCREEN



Top skateboarder he may be, but there's no excuse for a shirt like that…

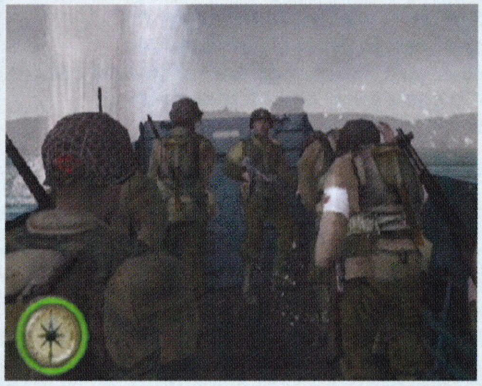
MEDAL OF HONOR: FRONTLINE

Enter each of these codes in the Enigma machine. If you've typed them correctly you'll see green lights flash.

GO TO:	TYPE:
MISSION 2	"EAGLE"
MISSION 3	"HAWK"
MISSION 4	"PARROT"
MISSION 5	"DOVE"
MISSION 6	"TOUCAN"



There are plenty of ways to win a war. One of them is to cheat. Go to it, soldier!



Use your Enigma machine to get to new missions – more stealth than you can handle.



CHIMP'LL FIX IT

They toil all month over your questions and in return we let them share a felt banana – that my friend, is the life of a cheating monkey. So, keep our chimps in fabric food by sending your gaming queries to Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or you can drop them an e-mail at cube@paragon.co.uk





LIFE'S A BEACH

Dear Cheating Monkeys,
I took your evil masters' advice and bought *Beach Spikers*. I would like to know how I could get more outfits etc.
Thanks old chaps,
Andre Adams, via TGN

The monkeys say...
"Beating the World Tour will unlock hairstyles 71 to 74, sunglasses 86 to 93 and uniforms 96 to 102. Similarly, if you complete Arcade mode up to three separate times you'll unlock the uniforms 87 to 94. But better than doing this is to separately enter the following codes all based on SEGA games:
JUSTICE
OHTORII
PHANTA2
DAYTONA
FVIPERS
ARAKATA
Having typed these codes you'll gain uniforms 107 to 117 and get a range of hair and face styles."

SAFE AND FOUND

Dear Cheating Monkeys,
I'm on the prison level in *Die Hard* and I can find the safe code, but not the safe. This means that I'll then fail the mission cuz I can't find the keys to go in and save the warden. Please help! Cheers.
Jonathan Heywood,
Rough Common, Canterbury, Kent

The Monkeys say...
"Where you found the safe code (under the desk) is exactly where you need to be. All you need do is push the desk up against the fireplace, then jump on top of the desk and you'll find the safe behind a painting hanging on the wall."

FELLOW PRIMATES

Dear Cheating Monkeys,
I'm stuck with my head behind a radiator and my 'Cube is too far away for my WaveBird to work. Please send someone round to either get me out or move the damn thing closer! Thank you for you time.
The ANIMATOR, via TGN

The monkeys say...
"What's it worth?"

FISHY BUSINESS

Dear Cheating Monkeys,
I recently bought *Tony Hawk's Pro Skater 4*. However, I'm stuck on the Zoo level. How the hell do you unlock the Aquarium? I've tried everything I can think of, but nothing works. Thanks,
Neurotica, TGN

The monkeys say...
"No problem. Simply jump from the roof of the snack bar over the elephant ensuring that you just miss his head. This freaks the elephant out and he stomps his way over to the aquarium, bashing the door open on his way."



SHARE YOUR GAMING GENIUS!

If you've come up with a game hack you want to share with the world, send it to the monkeys at: **Chimp'll Fix It, CUBE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.** Or whack it on the forum at **www.totalgames.net**

Q&A
SUPER MONKEY BALL 2
ASK AIAI

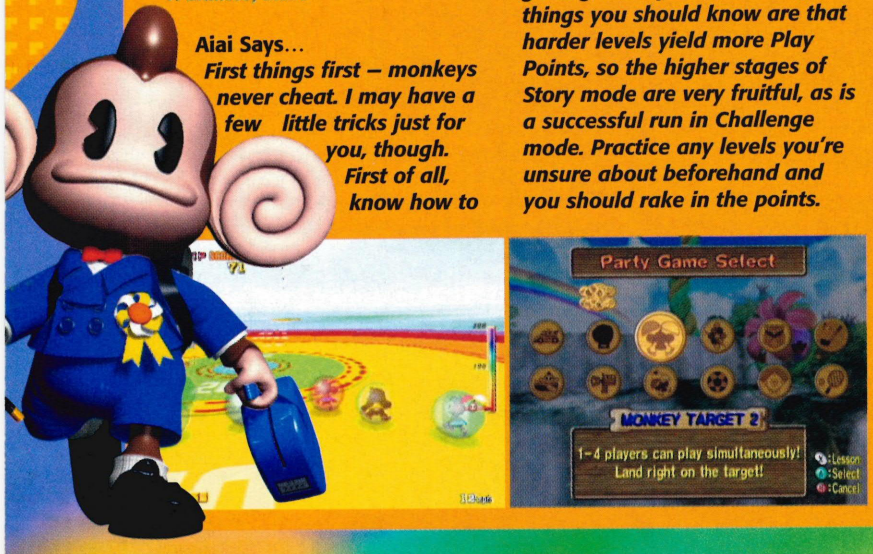
ISSUE SIXTEEN

Are you new to the Monkey Ball phenomenon? Don't know your MeeMee from your GonGon? Getting pounded in *Monkey Fight* or blitzed in *Monkey Dogfight*? Whatever your problem, cut out the middleman and address your questions directly to the world's most popular ball-rolling simian, AiAi.

PLENTIFUL POINTS

Dear Aiai
I really want to get all the mini-games as quickly as possible but I'm not too great at the main game and don't earn many Play Points every time I try to get through Challenge mode. Are there any cheats or sneaky tactics to get loads of extra points?
P. BARNES, LEEDS

Aiai Says...
First things first – monkeys never cheat. I may have a few little tricks just for you, though. First of all, know how to use your Play Points. Once you have enough for a new mini-game, remove your memory card and try one out. When you're done, turn off your GameCube, re-insert the card and start over – this will allow you to go through all the games and see which you want first. As for getting more points, the only things you should know are that harder levels yield more Play Points, so the higher stages of Story mode are very fruitful, as is a successful run in Challenge mode. Practice any levels you're unsure about beforehand and you should rake in the points.



BOAT RACE BOTHERATION

Dear Aiai
I've managed to unlock most of the mini-games but I really don't understand Monkey Boat Race. No matter what I do, I always seem to lose and I'm doing exactly what the game tells me to. Is there some hidden trick to beating the other monkeys or am I just rubbish?
D. Cobham, Leicester

Aiai Says...
Don't feel bad, friend. It's a tough one and no mistake. In fact, it's probably the hardest monkey mini-game yet! The trick here is to alternate the shoulder trigger you press and to release it only when the gauge at the top of the screen fills. As you release one, begin to hold the other and repeat this pattern to gain speed. Turning can also be quite confusing, but concentrate on the opposite trigger to the direction you want to turn (keep hitting L to turn right, for example) and you should pick it up. The Submarine power-up is very handy, too – if you get one, hold down both triggers to go super fast and turn as normal to get an even bigger lead.

STORY STRIFE

Dear Aiai
How on earth am I supposed to finish the '8 Bracelets' level on World 7 of Story mode in *Super Monkey Ball 2*? I've tried countless times and it just seems impossible...
F. OLIVER, WOLVERHAMPTON

Aiai Says...
It always seems that the longer you try to do the more difficult levels, the harder they get. Although you have unlimited attempts in Story mode, don't just keep trying and trying – frustration will undoubtedly get the better of you. Instead, take a break, chill out, try an easier level, have a banana, watch Congo – just do something to take your mind off the tricky monkey puzzle. As for that nasty level, the trick is to maintain momentum. If you slow down at all you'll have a lot of trouble reaching the end, so speed down the rings and try to jump out at the end and fall into the highest possible point of the next hoop. Keep this up and you should reach the goal eventually. Good luck!

CUBE
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
LIVE CHEATS HOTLINE
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

STUPID SWITCHES!

Dear Aiai
AAAAARRRRGGGHHH!!!! If I ever see another switch again, it'll be too soon! I keep getting stuck on the Switch Inferno level and I can't work out what to do! Is there a safe switch or is there some sneaky monkey trick that nobody's telling me about?
L. GRIFFIN, DONCASTER

Aiai Says...
You'd be amazed how many humans have the same problem – but it's easy for us monkeys! Take a trip to the far right corner of the switch patch – the button you want is the one on the far right in the second to last row. Good luck getting to the goal in time though. You'll need to hit the switch while running to get there before it goes away again!

EXTRA! EXTRA!

Dear Aiai
I've heard that in addition to the three normal modes in Challenge mode, there are extra levels – is this true? If so, how do you get to them? Is it the same 'don't lose a life' nonsense that made the first game so difficult?
K. INGMAN, BATH

Aiai Says...
Extra levels are a lot easier to obtain this time around and to reach them all you need to do is finish a set of levels without continuing. The first set should be a breeze, but Advanced and Expert can prove somewhat troublesome. We heartily recommend that you wait until after you've bought all the mini-games – you'll then be able to buy extra Monkeys (ie extra lives) for Challenge mode which means a single continue goes even further. We've not found a maximum to this value yet, but we're into the forties – and that's a lot of monkeys!



BABY'S CRASH COURSE #1: LABYRINTH

ONE OF THE TOUGHEST LEVELS TO FIGURE OUT, BUT BABY TAKES YOU THROUGH IT STEP BY STEP!

This is a race against time so learn these directions well and don't slow down if you want to reach the end!



1. Go up the big ramp on the left and drop into the gap straight after it.
2. Turn right and follow the low level to the end, where you need to turn round and go up the ramp that passes under another.
3. Follow this level round to the left and go down the ramp back down to the lower level – follow this to the ramp at the end.
4. Go up the slope and go left, then take another left up to a purple-floored area.
5. Go straight forward to a ramp on the right – use this as a little run-up and charge down it and off the edge to a lower area.
6. Take a right, then right again up to a bunch of bananas and a tricky ramp on the left.
7. Get a run-up and dash up the ramp to the platform on the left (this is the hardest part), drop off in the direction of the slope you just came up and run through the goal.

SEE? IT'S EASY WHEN YOU KNOW HOW, EVEN FOR A BABY! EI-EI-POO!

TOP TEN TIPS AND TRICKS

GOOD LUCK... YOU'LL REALLY NEED IT!

AiAi addresses those general sticking points that even the toughest Monkey Ballers have problems with sometimes:

1. Use Practice mode often. Not only will this help you brush up on your skills but it's also a good way of getting to grips with the harder stages.
2. The 'View Stage' option in the menu is a must, but bear in mind that it's only available in Story and Practice mode and in levels you've cleared before in Challenge mode. We'd never have cleared some of the maze-like stages without it.
3. You're best off using AiAi for most of the main game – since we've cleared Story mode using him, he can't be all bad!
4. Play Points are built up towards the end of a set of Challenge levels. While the early levels are worth a pittance, later levels are quite decent earners, particularly the last level of a set. Bear this in mind as you go earning.
5. In Monkey Fight, the 'swing' technique from the first game is a lot less effective. Instead, make a beeline for power-ups and use the new charge attack (B button) wherever possible to earn big points.
6. Monkey Target is all about the speed and distance now – open the ball as late as you can and you should have the speed to glide all the way to distant targets for more points. On smaller levels, use this extra speed and height to stay in the air longer and knock your opponents from their high-scoring positions.
7. If you land on a Fast-Forward button at the start of a stage, check around for a Play switch. While there may not be one, finding one can give you a much better chance of finishing the level.
8. If in doubt, try running in a perfectly straight line. You'd be surprised how many levels this actually works on...
9. Try to stick with Story mode before going into Challenge mode. This gives you much more time and freedom to learn the levels as well as being a marvellous source of Play Points.
10. Master levels are back! To reach them, finish Expert mode and the Extra Expert levels that follow in a single continue, but don't expect an easy ride when you get there. There are even Master Extra levels for the best Monkey Ballers among you.

CUBE MASTERCLASS

ISSUE SIXTEEN

MEDAL OF HONOR - PART 2

Fire in the hole! Last month we showed you how to get through the first half of the game. Well, now it's time to finish the job. With these maps to hand there shouldn't be any nasty surprises...

KEY

- FIELD SURGEON PACK
- MEDICINAL CANTEEN
- ENEMIES
- MEDICAL KIT
- GRENADES
- ALARM

NEW WEAPON

GEWEHR 43

The German Issue Sniper Rifle can hold ten bullets in the magazine, meaning you will have to reload a lot less. It is accurate and has a good zoom range for spotting the enemy snipers on the scaffold of the bridge.

START

CAMPAIGN 3
SEVERAL BRIDGES TOO FAR

MISSION ONE: Nijmegen Bridge

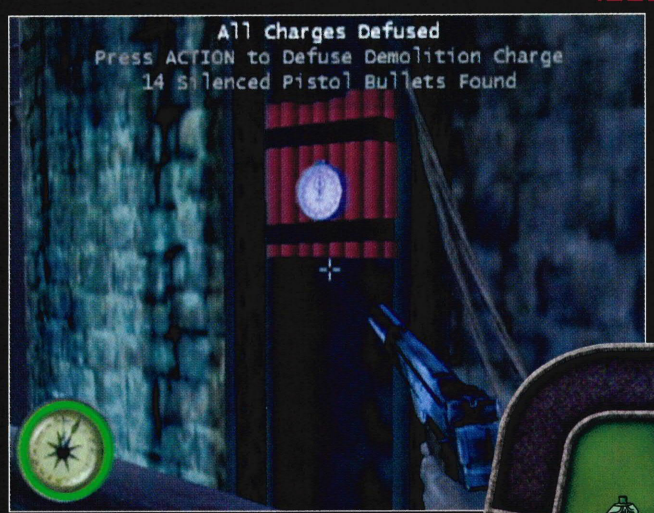
TOTAL ENEMIES 77

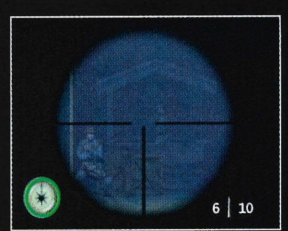
SUMMARY

Nijmegen Bridge has been primed with explosives that could blow at any time. Disarm them while watching out for enemy snipers on high sections of the bridge.

OBJECTIVES:

1. DEFUSE CHARGES UNDER BRIDGE
2. DESTROY ANTI-AIRCRAFT GUN
3. ESCAPE IN MEDICAL SUPPLY TRUCK





Blast the barrel in the corner to destroy the Anti-Aircraft Gun

Look on the beams that support the bridge to find the explosives left by the German Engineers. Simply press the Action button to pull the wires and stop the bridge from being blown up!

CAMPAIGN 3 SEVERAL BRIDGES TOO FAR

MISSION TWO: Yard By Yard

TOTAL ENEMIES 87

SUMMARY

You're on the outskirts of Arnhem. There are several roadblocks preventing the supply truck from reaching the injured men. Scout ahead and blow up these barricades.

OBJECTIVES:

1. CLEAR ENEMY CHECKPOINTS FROM MAIN ROAD
2. DESTROY RADIO
3. FIND YOUR WAY TO CENTRAL ARNHEM



TOP TIP

LISTEN UP, SOLDIER!

Some of the crates lying around the streets contain additional supplies and health bonuses. Smash them open with a short burst of fire from your MP40 and ensure that you collect the contents.

START

A

■ Climb over the fence and follow the guy through the gate

■ Use the Machine Gun to destroy the checkpoint

■ Machine-Gun the final checkpoint outside

UPSTAIRS

START

UPSTAIRS

■ Use the Machine Gun to blast the small red canister outside

UPSTAIRS

■ Destroy the second checkpoint with the Machine Gun

NEW WEAPON

BAR



The BAR is a lethal machine gun that has a magazine of 20 bullets. The fire rate is extremely slow, but each bullet causes maximum damage to the enemy, making it a useful weapon in these Nazi-filled streets.

■ Kill the squad and grab a Panzerschreck rocket launcher

■ Snipe the guards from here, then run for the Machine Gun to destroy the tank

■ Either use the Panzerschreck on the tank or dash past it to the Machine Gun



CAMPAIGN 3 SEVERAL BRIDGES TOO FAR

MISSION THREE: Arnhem Knights

TOTAL ENEMIES 71

SUMMARY

Arnhem is a bloody battleground. You must save the friendly forces pinned down by Nazi troops and take out the enemy tanks that are known to be cruising the streets.

OBJECTIVES:

1. DESTROY PANZER IV TANKS
2. NEUTRALISE PANZERSCHRECK SQUAD
3. MEET JIGS AT CUSTOMS HOUSE



CUBE MASTERCLASS

MEDAL OF HONOR - PART TWO



TOP TIP

LISTEN UP, SOLDIER!

Ammo is in short supply in this area of occupied territory, so you must try to avoid wasting it. Remember to search the bodies of all the Nazis you kill, which should give you enough ammunition to accomplish your mission.



CAMPAIGN 4 ROLLING THUNDER

MISSION ONE: On Track

TOTAL ENEMIES 70

SUMMARY

You've made it to Emmerich, but the city is due to be bombed in a few hours' time. Get yourself into the station and sneak aboard Sturmgeist's personal train to hitch a lift to a secret airbase nearby.

OBJECTIVES:

1. STEAL OFFICER'S UNIFORM
2. STEAL OFFICER'S ID PAPERS
3. ENTER TRAIN STATION
4. DESTROY STATION CONTROLS
5. BOARD STURMGEIST'S TRAIN



The guards in the warehouse are annoying as there are no more health bonuses to be found



CAMPAIGN 4 ROLLING THUNDER

MISSION TWO: Riding Out The Storm

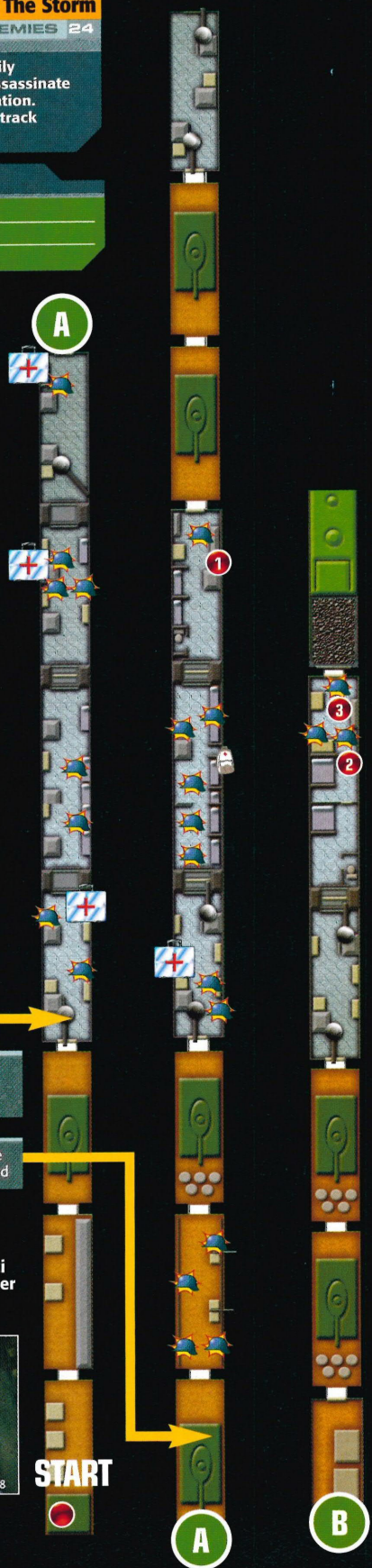
TOTAL ENEMIES 24

SUMMARY

You are aboard Sturmgeist's heavily armoured train and must try to assassinate him before he reaches his destination. Watch out for other trains on the track next door.

OBJECTIVES:

1. DESTROY RADIO
2. HUNT DOWN STURMGEIST
3. STEAL STURMGEIST'S BRIEFCASE



LET'S WIN THIS ONE FOR THE ZIPPER!



CAMPAIGN 4 ROLLING THUNDER

MISSION THREE: Derailed!

TOTAL ENEMIES 72

SUMMARY

Sturmgeist's given you the slip, but you've found the location of the secret airbase in his briefcase. The allies want to destroy this base quickly, so you must try to find an alternative form of transport.

OBJECTIVES:

1. INFILTRATE TRAIN YARD
2. FIND THE DEMOLITION CHARGES
3. DESTROY FUEL DEPOT
4. FIND TRANSPORTATION TO GOTHA



TOP TIP

LISTEN UP, SOLDIER!

Take things slowly and use your Sniper Rifle to scout the territory ahead. It's much easier to kill the Germans from a distance and you'll find yourself taking less damage. Keep your eyes open when looking through the sight as sometimes guards can sneak up on you.



Use Explosives on the gate

Leap from the engine before it crashes into the wall!

This soldier refused to dance, so we showed him how to do the Fosbury Flop with a bullet in his chest!

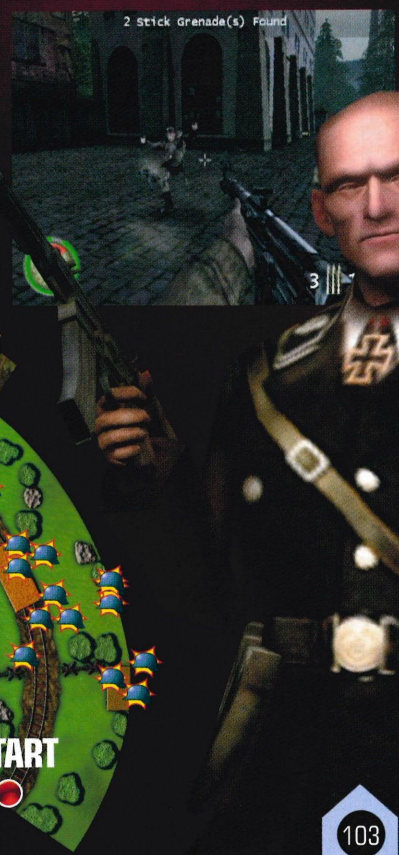
Place some Explosives on the centre of the locked gate and then back away to avoid the blast!







Your Sniper Rifle can be used to kill the guards on the platform behind the gate without getting too close



CUBE MASTERCLASS

MEDAL OF HONOR - PART TWO

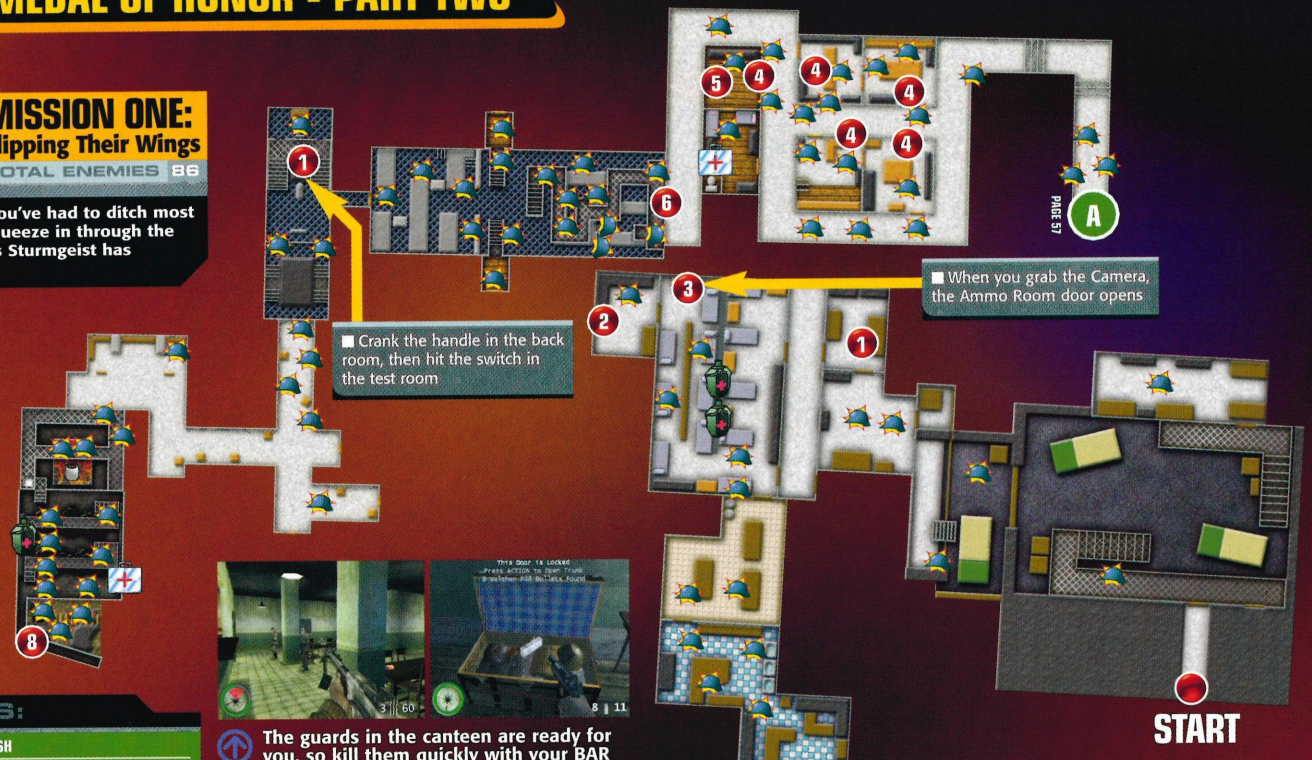
CAMPAIGN 5 THE HORTEN'S NEST

MISSION ONE: Clipping Their Wings

TOTAL ENEMIES 86

SUMMARY

Arriving at the Base, you've had to ditch most of your weapons to squeeze in through the air ducts. Take care, as Sturmgeist has alerted the guards.



The guards in the canteen are ready for you, so kill them quickly with your BAR

OBJECTIVES:

1. FIND THE WEAPONS STASH
2. FIND THE AMMO ROOM
3. FIND THE SPY CAMERA
4. PHOTOGRAPH 5 BLUEPRINTS
5. LOCATE THE PLANS FOR THE HO-IX
6. FIND A WAY INTO THE MANUFACTURING PLANT
7. DESTROY THE TEST ENGINE
8. EXIT THE FACILITY





TOP TIP

LISTEN UP, SOLDIER!

Medical kits are few and far between in this facility, so you'll need to use plenty of cover to avoid taking too much damage. Don't charge around with guns blazing, take your time and back off when confronted by several enemies.

CAMPAIGN 5 THE HORTEN'S NEST

MISSION TWO: Enemy Mine

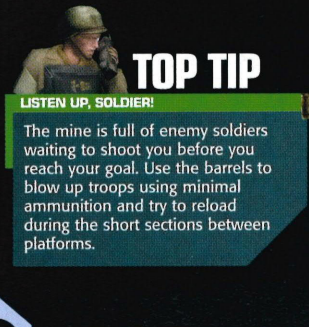
TOTAL ENEMIES 40

SUMMARY

The only way to get out of the complex is to travel through the mine. Keep your eyes open and look for barrels on the platforms to take out several enemy soldiers in one shot.

OBJECTIVES:

1. RIDE MINECART TO SECRET RADAR INSTALLATION



TOP TIP

LISTEN UP, SOLDIER!

The mine is full of enemy soldiers waiting to shoot you before you reach your goal. Use the barrels to blow up troops using minimal ammunition and try to reload during the short sections between platforms.

CAPARZO, GET THAT KID BACK UP HERE!

CAMPAIGN 5 THE HORTEN'S NEST

MISSION THREE: Under The Radar

TOTAL ENEMIES 102

SUMMARY

You are just outside the secret airbase and must now try to contact your friends to give them the exact coordinates for their bombers.

OBJECTIVES:

1. FIND THE DEMOLITION CHARGES
2. DISABLE BOTH RADAR STATIONS
3. RADIO ALLIES YOUR POSITION
4. FIND ENTRANCE TO THE HO-IX HANGAR

1st GOLD MEDAL TIP

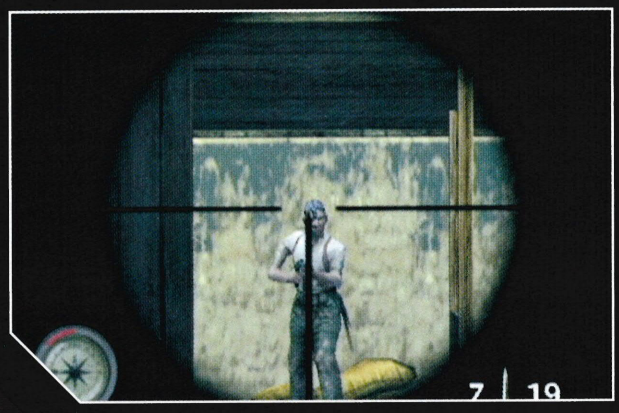
LISTEN UP, SOLDIER!

When you reach the hangar entrance, return to the very start of the level and loads more enemies will appear for you to kill.



■ Use the Sniper Rifle to eliminate enemy snipers on the towers

Hide behind the targets and use your Sniper Rifle to kill the soldiers on the firing range



CAMPAIGN 5 THE HORTEN'S NEST

MISSION FOUR: Stealing The Show

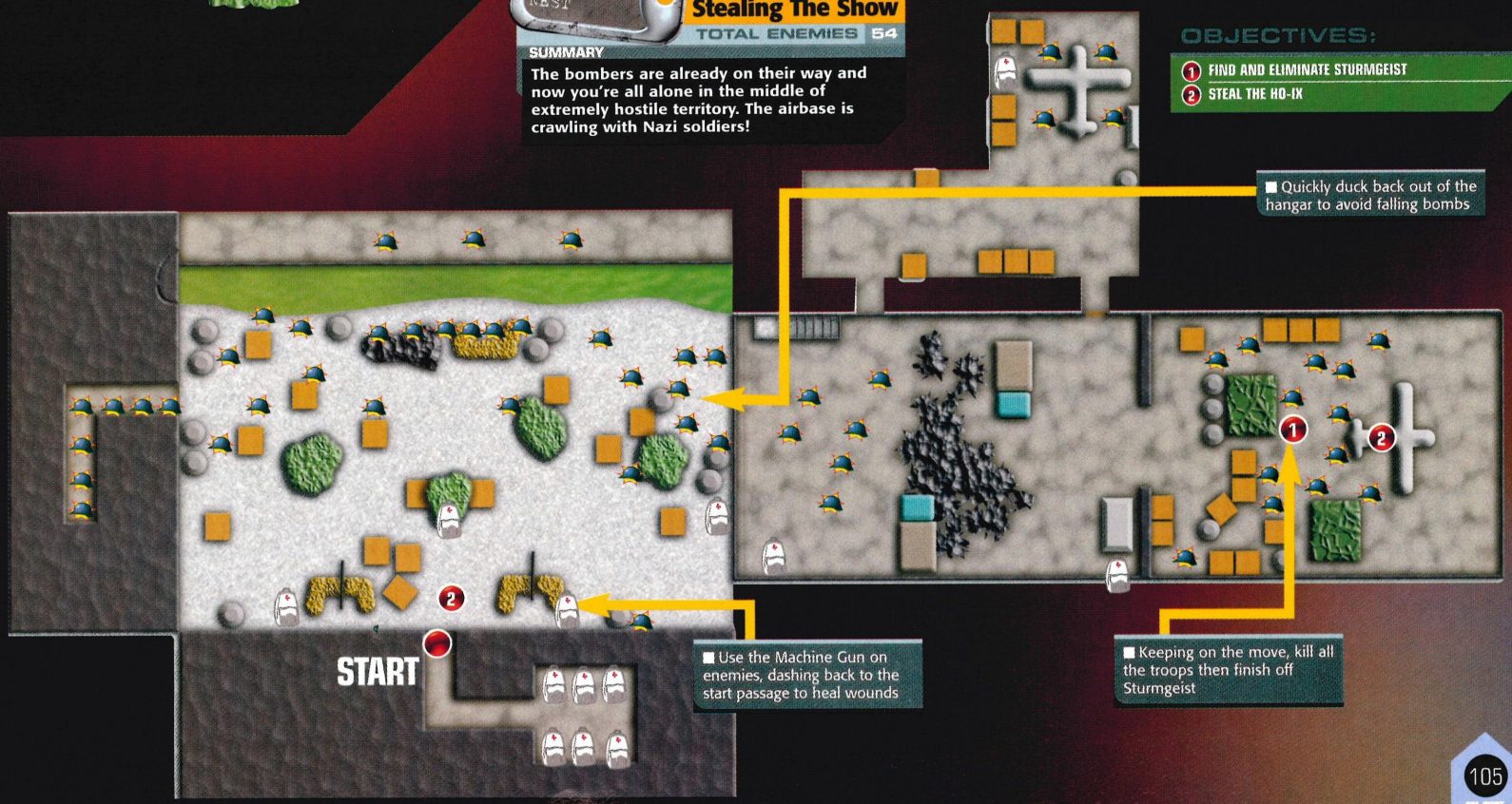
TOTAL ENEMIES 54

SUMMARY

The bombers are already on their way and now you're all alone in the middle of extremely hostile territory. The airbase is crawling with Nazi soldiers!

OBJECTIVES:

1. FIND AND ELIMINATE STURMGEIST
2. STEAL THE HO-IX



■ Quickly duck back out of the hangar to avoid falling bombs

■ Use the Machine Gun on enemies, dashing back to the start passage to heal wounds

■ Keeping on the move, kill all the troops then finish off Sturmgeist

WELCOME TO ADVANCE...



THE REVELATION OF the Game Boy Advance SP is sure to convince anyone who's ummed and ahhed over buying a GBA in the past to finally part with the readies. Not only is it sleekly designed to appeal to the gadget-loving and image conscious among u, but, more importantly, the screen is front-lit. Lord have mercy – you'll actually be able to see what you're playing without having to sit under a naked bulb, keeping the screen at the exact perfect angle to illuminate the action without obscuring it with glare. It's like science fiction or something! The price of carts is still astronomically high however, and given the desperate quality of so many releases, it's unforgivable that we're expected to pay almost as much as for them as a full price GC game, so Advance picks out the crème de la crème...

ADVANCE

Only the best GBA games reviewed – if we don't got 'em, you don't want 'em!

CUBE

INFORMATION

PUBLISHER:	SEGA
DEVELOPER:	SEGA
GENRE:	SPORTS
PLAYERS:	1-2
RELEASE:	OUT NOW

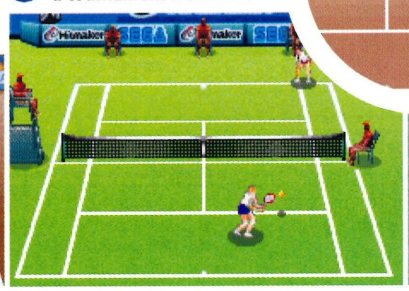
STATS

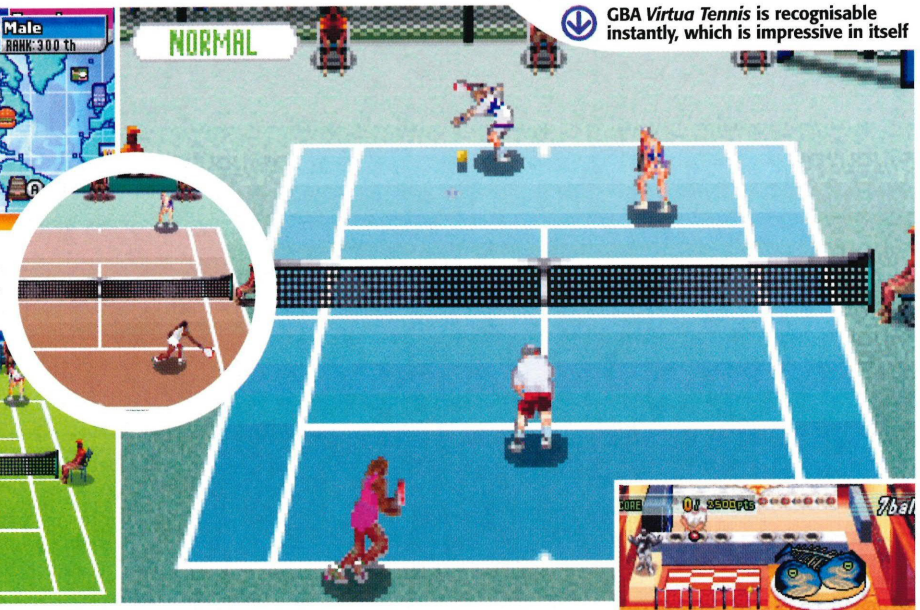
- 12 PLAYABLE CHARACTERS
- THE WILLIAMS SISTERS
- 2-PLAYER LINK UP
- WORLD TOUR MODE



Buy new gear, train or enter a tournament from here







GBA *Virtua Tennis* is recognisable instantly, which is impressive in itself

VIRTUA TENNIS

The ball was in, man!

WAS THERE EVER a sport more ideally suited to video game conversion than tennis? It's amazing how many companies have managed to cock it up over the years, but *Virtua Tennis* showed all how it should be done. With the possible exception of *Smash Tennis*, SEGA's simulation effortlessly brushed aside the opposition, and now it's made it onto the GBA with remarkably little to distinguish it from its bigger brothers. The graphics are smooth and crisp and the control is deft, although it takes a fair bit of practice. Be prepared for a few pastings off the CPU before you really start to find your feet.

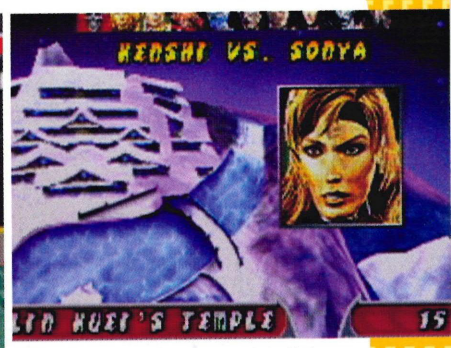
Out of the box, you can play exhibition games or single tournaments, but the meat of the single player game is to be found in World Tour mode. First you get to create a character, select their look, outfit, choose a name, then you can hit the road to glory (hopefully), or end up hurling your GBA at the wall in frustration (more likely), depending on your patience threshold. There are various options. A shop enables you to buy better rackets and new courts for use in exhibition mode. This, requires mucho moolah, and the only way to get cashed up is to win a few tournaments. These can be tough at first though, so it's wise to investigate a few of the slightly wacky training exercises first. Here, you can boost up your stats by performing tasks such as returning balls fired at you by a tank or serving (in the tennis sense of the word) hamburgers in a fast food restaurant. The tennis itself is great fun, if occasionally flawed. It's always tougher to play, for example, from the top of the court, but the depth of World Tour mode is what will keep you coming back for more. Top!

CUBE RATING 8.7



Those outrageous plumes of blood are still very much in evidence





How have they crammed all the *MK* bruisers into that little cart?

MORTAL KOMBAT DEADLY ALLIANCE

CUBE

INFORMATION

PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- 12 CHARACTERS
- 2 PLAYER LINK-UP
- KOFFIN SECRET SYSTEM
- 120 SECRETS



Midway have done a remarkable job of transferring the visual experience to the GBA



"BACKGROUNDS ARE SCALED, IMPRESSIVELY ROTATED AND EVEN MANAGE TO SHOW REFLECTION"

C'mere! How dare you to resist an order like this?

YOU'LL BE SHOCKED to hear this, but the latest GBA *Mortal Kombat* title is actually rather good, going against every known law in the entire Universe. Since the original arcade hit, *Mortal Kombat* has been a rather scrappy take on the beat-'em-up genre and has always played second fiddle to more established fighters. However, this is all set to change with the latest GBA edition. Like its console counterparts, every fighter has his/her set of moves – close or long range attacks – and they all have two different stances to play in, which give you the option to learn loads of moves.

The visuals are pretty impressive even if the characters are not 3D. The fighting backgrounds are scaled, impressively rotated and even manage to show reflection. The illusion is pulled off perfectly. The sound fits the proceedings, but the characters' grunts and groans can become slightly annoying.

The fighting is fluid, smooth and finely balanced, and there are also mini-games to get involved with. After every fight your eyesight will be tested by following fast moving shells, or chopping a piece of wood in half in a show of strength. Although these are only button-bashing exercises, they definitely add spice and variety to the game.

The real gameplay is a dream though. There are loads of moves, plenty of secrets and, most importantly, finishing moves to perform. Let the Kombat Kommence!

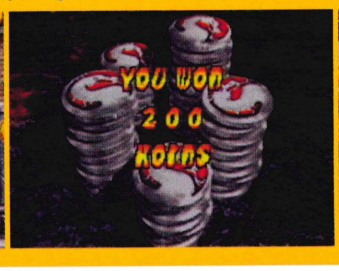
CUBE RATING 8.0

EARN YOUR KOINS

MONEY, MONEY, MONEY, IT MUST BE FUNNY

Like the console version, you can open up secrets in *Deadly Alliance* by earning koins. These are obtained by taking part in the survival and arcade single-player games. Once you've earned a few hundred, you'll enter a room filled with 120 koffins. Opening them will reveal various prizes such as extra costumes for your characters, a stage select mode, or more koins to add to your collection. Unlike the console versions, there's only one currency of koins, which makes life lot easier.







CUBE COMPETITION

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EVIL STARTS IN THE HOME...

COMPETITION!

YOU'VE GOT to admit this is pretty special. To celebrate the launch of *Resident Evil Zero* in the UK (see page 56), Capcom has kindly offered to give away this amazing set-up. How do you fancy a 32-inch, widescreen Sony TV? Yeah, thought so. How about an ultra limited edition *RE Zero* GameCube (so limited we coudn't even get a picture)? You wouldn't say no, would you? Oh, and how could we forget a copy of the only game to be playing in March, well, apart from *Metroid Prime* of course? One lucky reader can have it all: the TV, the GameCube and a copy of *RE Zero*.



AYE-AYE CAP'N!

Naturally you'll want to know how to be in with a chance, right? Well, it's simple really – all we want to know is:

Q) WHAT IS THE NAME OF THE CAPTAIN OF THE STARS ALPHA TEAM?

What? You want clues? Okay then. It might have been written in an issue of **CUBE** at some point. It might have been issue 14. But then again it might not have...

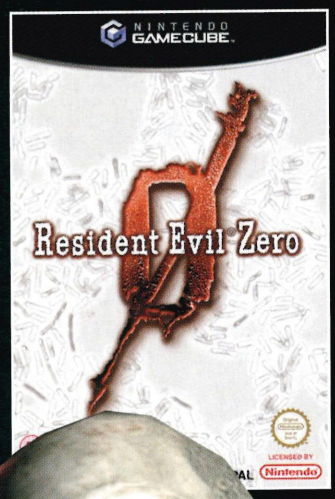
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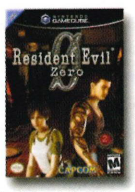
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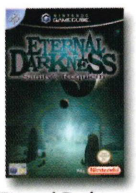
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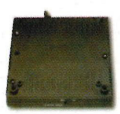
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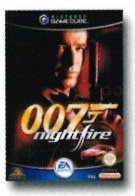
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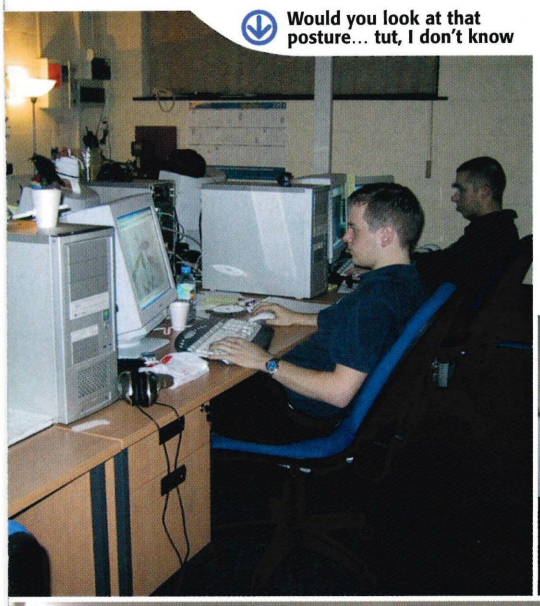
RISING LIKE A PHOENIX OUT OF THE ASHES OF DARKBLACK, WELCOME TO HOTHEAD

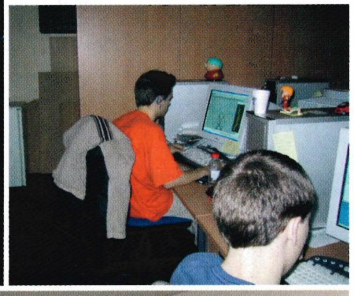
STUDIO EYE

THIS MONTH... HOTHEAD STUDIOS

HotHead Studios

Would you look at that posture... tut, I don't know







STUDIO EYE

INFORMATION

COMPANY NAME:	HOTHEAD STUDIOS
START UP DATE:	2003
FOUNDERS:	RICHARD BESTON GUY REDMAN
WEB-SITE:	HOT-HEAD-STUDIOS.COM
ADDRESS:	UNIT B18 HOUGHTON ENT. CENTRE LAKE ROAD HOUGHTON-LE-SPRING, DH5 8BJ

PLATFORMS

- GAMECUBE, PS2, XBOX

VACANCIES

- "NOT AT THE MOMENT, BUT AS SOON AS WE FIND A PUBLISHER FOR SHADOW OF THE SUN WE WILL START THE HIRING PROCESS"

Cube dons its trenchcoat and shades in an attempt to infiltrate the world's most heavily guarded development studios...

AH, STUDIO Eye. It's been a long time since our dodgy reporter last had a look through the Eye, but now he's back on the case. Regular readers may recall that we've been promising you a Studio feature on DarkBlack for months now, but it never materialised. As reported on page 16, the developer responsible for the horror shoot-'em-up *Asylum* sadly had to close its doors late last year, which explains why it disappeared off the face of the earth.

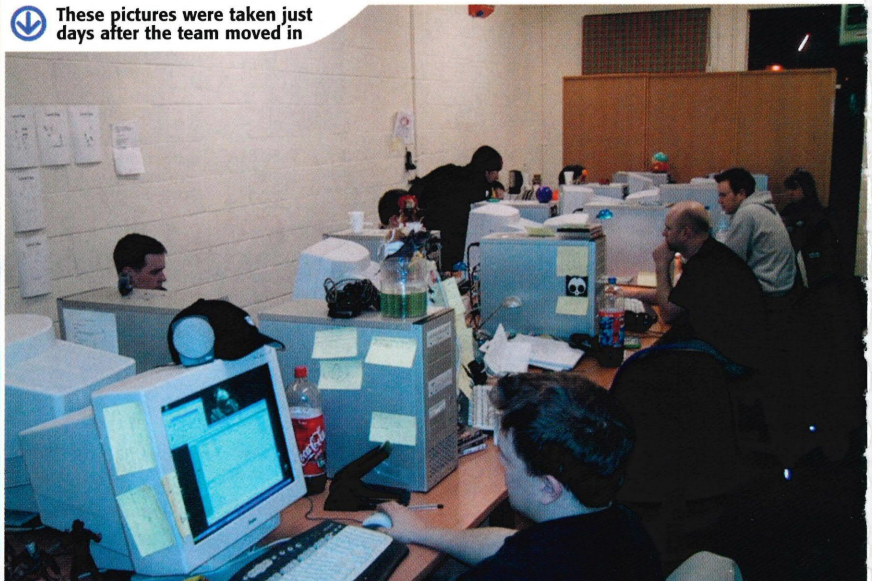
As well as *Asylum*, the British softco was also working on two other games; an arcade smash-'em-up called *Wreck'n Krew* and a motocross simulation, *MotoXXX*. The closure was a bit of a shock, especially given that DarkBlack had recently received external funding for *Asylum*. Sadly though, it all came too late. It's not all bad news though, and a new company has been formed from all but three of the original line-up. The name, logo and software line-up may be different, but the same talented blood runs through the veins.

The small amount of coverage given to *Asylum* generated a large amount of interest, and those of you who were looking forward to the game need not fret – *Asylum* will return in spirit, albeit under a different name and a slightly different guise. *Shadow Of The Sun* is HotHead's first project, and producer Tony Charlton describes it as a "story-driven, first-person, action-horror-adventure." A bit of a mouthful then, but essentially *Shadow Of The Sun* will draw upon the warped ideas, technology and technical knowledge gained from developing *Asylum*.

The only shots we have at the moment are extremely early tech demos that show the guard character at various stages of the rendering process. You can see more of these on page 16.

We were keeping a close eye on *Asylum* and you can be sure that we're just as interested in HotHead and its new project. For more information on the company and its games, visit the website (www.hot-head-studios.com) and be sure to check back with CUBE's Developer Diary each month.

These pictures were taken just days after the team moved in



TAKE A LOOK THROUGH THE EYE



It's quite obvious where HotHead's twisted horror-adventure draws its inspiration from

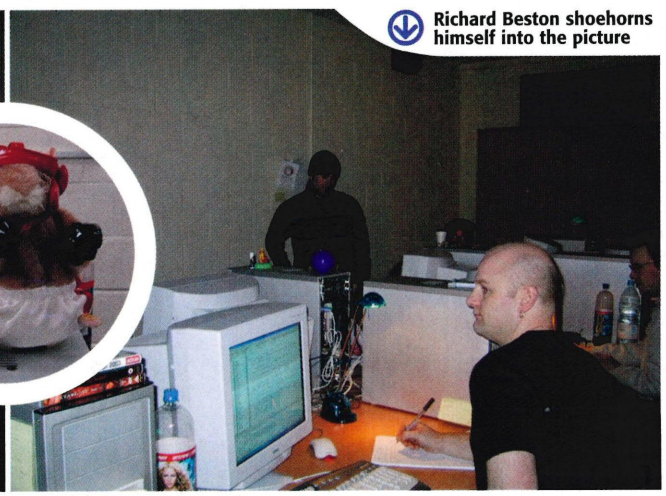






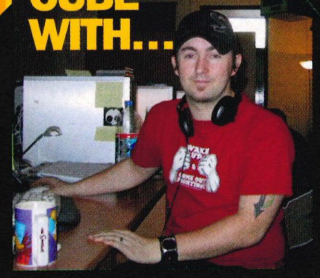


Acting relaxed when you're having your picture taken is nail-biting stuff



Richard Beston shoehorns himself into the picture

IN THE CUBE WITH...



RICHARD BESTON

POSITION: CEO
COMPANY: HOTHEAD STUDIOS

CUBE: How did you get into the videogames industry?
RB: I got into the industry while still at school, working as a freelance artist for a company called Players and Zeppelin Games. I've been in the industry for 16 years.

CUBE: Top three videogames of all time?
RB: *Mario 64*, *Halo* and *GoldenEye*.

CUBE: What games have you worked on in the past?
RB: I've worked on *Destruction Derby 2* and *Test Drive 4* & *5* to name a few.

CUBE: Tell us a bit about HotHead. What are your gaming values?
RB: HotHead Studios is made up from the old DarkBlack Team. After DarkBlack closed its doors in November we were lucky enough to find new investment based on the work we'd done on *Asylum*. We all worked from home for a short period and moved into our new offices over the Christmas period. Development is well under way on our new title *Shadow Of The Sun*.

Our gaming values are simple: to develop titles that will excite and enthral all gamers, ourselves included. The whole HotHead team are avid gamers so we want to create a title that we would all love to play.

CUBE: Do you have any advice for people wanting to get into the gaming industry?
RB: It depends on what people want to do, as there are so many jobs within the industry. Obviously, different jobs require different qualifications and skills. All I will say is have a good all-round knowledge of games and be prepared to start at the bottom and work your way up. Working in the games industry is hard but very rewarding.

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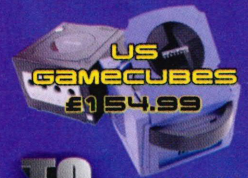
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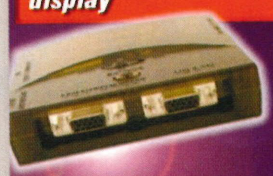
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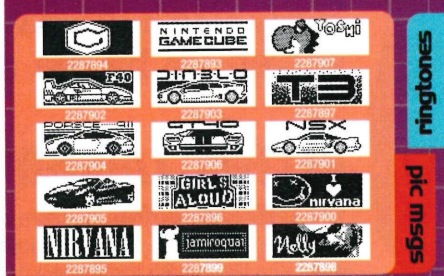
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2287874 daniel bedingfield - if you're not...
2287875 love inc - you're a superstar
2287876 las ketchup - aserje
2287877 avril lavigne - skater boi
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2287887 ja rule - thug lovin'
2287888 dj sammy & yanou - heaven

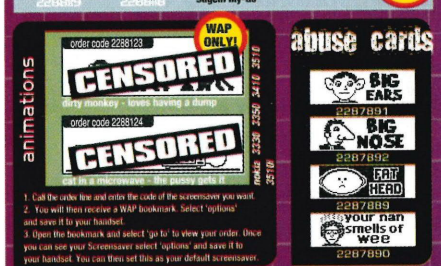


how to order

call or text the order line and enter the code of the graphic you want. you will receive a wap download link
highlight the link and connect to the wap sight and download your graphic.
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nokia 7210,7650 sony ericsson T68,T68i Sagem My-G5

WAP ONLY!



1. Call the order line and enter the code of the screensaver you want.
2. You will then receive a WAP bookmark. Select 'options' and save it to your handset.
3. Open the bookmark and select 'go to' to view your order. Once you can see your Screensaver select 'options' and save it to your handset. You can then set this as your default screensaver.

POLYPHONIC

nokia 3610, 6610, 7210, 7650, Samsung T100

WAP ONLY!

2288125	MC Hammer - Can't Touch This
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2288127	Linkin Park - One Step Closer
2288128	Ricky Martin - Livin' Lavida Loca
2288129	Jamiroquai - Deeper Underground
2288130	R.A.T.M - Bulls On Parade
2288131	Matrix Theme
2288132	Limp Bizkit - Rearranged
2288133	Simpsons Theme
2288134	Michael Jackson - Beat It
2288135	Korn - Freak On A Leash
2288136	Oasis - Wonderwall
2288137	Marilyn Manson - Sweet Dreams
2288138	Liberty X - Just A Little
2288139	The Verve - Bittersweet Symphony
2288140	Austin Powers Theme
2288141	Kylie- Can't Get You Out Of My Head
2288142	Holly Valance - Kiss Kiss
2288143	Star Wars Theme
2288144	James Bond Theme

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3. enter the code when asked
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1 text grab followed by a space then the Item code
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Calls to the orderline cost £1.50/min (1.90/min in eurozone), and may cost more from a mobile. Average call length is 2 minutes. You should only call the orderline from a normal landline. Orders from a mobile should be made via text message. UK text orders: £1.50 per message received. Number of messages received varies on item type. Text games and text information = 1 message. Logos and ringtones = 2 messages. Picture messages = 3 messages. Polyphonic ringtones, animated screensavers, colour graphics and all other WAP downloads = 4 messages. EIRE text orders: Charge varies on item type and is not based on number of messages received. Text games and text information = 2.00 per order. Logos, ringtones and picture messages = 4.00 per order. Polyphonic ringtones, animated screensavers, colour graphics and all other WAP downloads = 6.00 per order. Polyphonic ringtones, animated screensavers, colour graphics and all other WAP delivered items are sent to your phone as a link. This should be noted down carefully and pasted into your phone's WAP browser. Problems can occur whilst downloading items via WAP at times of high usage.For the latest charges, see www.dmob.co.uk. Ordering messages are charged at your operator's standard rates. Orders usually take a few seconds to arrive, but please allow up to 24 hours for delivery. Delays can be caused by network congestion and faults, which should be checked with your service provider. You must be over 16 and have the bill payer's permission. dmob are an ethical mobile marketing company. Check www.dmob.co.uk/privacy for our privacy policy.

compatibility

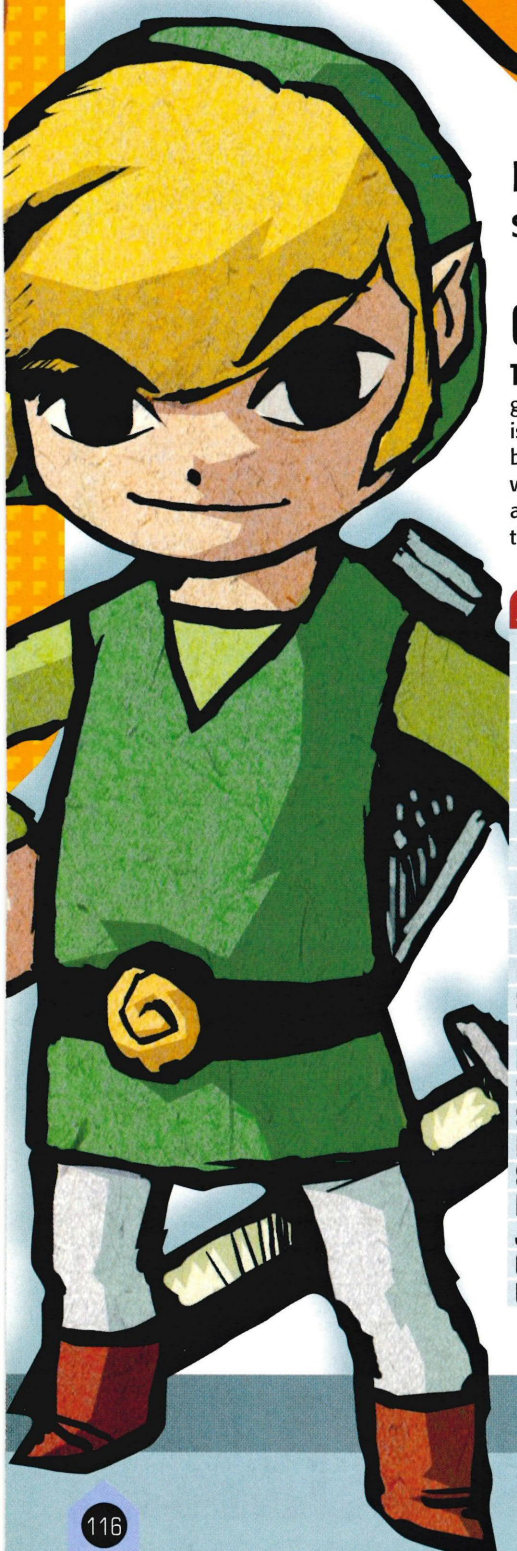
Monophonic Ringtones - Nokia 3110, 3210, 3310, 3315, 3330, 3350, 3395, 3410, 3510, 3510i, 3530, 3590, 3610, 3650, 5210, 5510, 6110, 6130, 6138, 6150, 6210, 6250, 6310, 6310i, 6500, 6510, 6590, 6610, 7110, 7190, 7210, 7650, 8110, 8210, 8250, 8290, 8210, 8390, 8810, 8850, 8855, 8890, 8910, 9110, 9210, 9210i, 9290
Postcards - Nokia 3210, 3310, 3315, 3330, 3350, 3360, 3395, 3410, 3510, 3510i, 3530, 3590, 3610, 5210, 5510, 8210, 5250, 6310, 6310i, 6500, 6510, 6590, 6610, 7210, 7650, 8210, 8250, 8290, 8310, 8390, 8850, 8855, 8890, 8910, 9210, Samsung T100, Sony Ericsson T68, T68i, T69
3 For 1 Bundles - Nokia 3210, 3310, 3315, 3330, 3350, 3395, 3410, 3510, 3510i, 3530, 3590, 3610, 5210, 5510, 6210, 5250, 6310, 6310i, 6500, 6510, 6590, 6610, 7210, 7650, 8210, 8250, 8290, 8310, 8390, 8850, 8855, 8890, 8910, 9210

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dmob mobile entertainment

CUBE DIRECTORY

ISSUE SIXTEEN



Every game reviewed in **CUBE** since the dawn of time, all served up by the most fanciable reviewers in the business!

GETTING LARGED UP FOR THE NEW YEAR

THE EVER-EXPANDING CUBE directory lists all the games to have been reviewed within these pages since issue one along with their scores to make it the ultimate buyers' bible. A glance here and you'll instantly know which games are worth buying and which are best avoided. The section is growing, amoeba-like. It's up to three pages now, and it's only gonna get bigger. You may have noticed that some of the scores are different to those that originally appeared in the magazine. That's because we're constantly updating the section to reflect the quality of what's out there. Some games don't age as well as others, hence their scores might drop from time to time. So, as you can see, there is a method in the apparent madness. How could you ever doubt us?

ADVENTURE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
LEGEND OF ZELDA	Nintendo	In-house	1	✗	✗	12	15	PAL	9.7
METROID PRIME	Nintendo	Retro Studios	1	✓	✗	2	14	NTSC	9.6
STARFOX ADVENTURES	Nintendo	Rare	1	✗	Issue 12	3	12	NTSC	9.4
SUPER MARIO SUNSHINE	Nintendo	In-house	1	✗	Issue 11	15	10	NTSC	9.4
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	✗	✗	15	12	PAL	9.3
RESIDENT EVIL	Capcom	In-house	1	✗	Issue 11	8+	10	PAL	9.2
MINORITY REPORT	Activision	Treyarch	1-2	✗	✗	4	15	PAL	8.6
SONIC MEGA COLLECTION	Sega	In-house	1-2	✗	✗	2	15	PAL	8.0
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	✗	✗	3	8	NTSC	8.0
REIGN OF FIRE	Bam!	In-house	1-2	✗	✗	3	13	PAL	8.0
LUIGI'S MANSION	Nintendo	In-house	1	✗	Issue 1	3	6	PAL	7.8
BLOOD OMEN 2	EIDOS	Crystal Dynamics	1	✗	✗	1	15	PAL	7.7
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	✗	6+	6	PAL	7.6
DOSHIN THE GIANT	Nintendo	In-house	1	✗	✗	40	12	PAL	7.4
HARRY POTTER: COS	EA	Eurocom	1	✗	✗	4	14	PAL	7.0
STAR WARS: BOUNTY HUNTER	Activision	LucasArts	1	✗	✗	3	15	PAL	6.9
STAR WARS: THE CLONE WARS	Activision	LucasArts	1-4	✗	✗	3	13	PAL	6.7
BATMAN VENGEANCE	Ubi Soft	In-house	1	✗	✗	2	6	PAL	6.2
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	✗	✗	2	7	PAL	6.0
DISNEY'S MAGICAL MIRROR	Nintendo	Capcom	1	✓	✗	3	11	PAL	5.9
JEDI KNIGHT II: JEDI OUTCAST	Activision	LucasArts	1	✗	✗	6	14	PAL	4.7
GAUNTLET: DARK LEGACY	Midway	In-house	1-4	✗	✗	4	10	PAL	4.4
UNIVERSAL STUDIOS	Kemco	In-house	1	✗	✗	1	6	PAL	3.0

THE SECTION THAT COULD ONLY BE TASTIER COVERED IN MAYONNAISE

RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL CROSSING	Nintendo	In-house	1-4	✓	✗	59	12	NTSC	8.5
LOST KINGDOMS	Activision	From Software	1	✗	✗	2	8	PAL	7.0

PARTY/PUZZLE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SUPER MONKEY BALL 2	SEGA	Amusement Vision	1-4	✗	✗	2	11	NTSC	9.2
PIKMIN	Nintendo	In-house	1	✗	Issue7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	✗	✗	5	6	PAL	9.0
MARIO PARTY 4	Nintendo	Hudson	1-4	✗	✗	2	13	PAL	9.0
WORMS BLAST	Ubi Soft	Team 17	1-2	✗	✗	3	7	PAL	7.8
ZOOCUBE	Acclaim	Coyote	1-4	✗	✗	2	9	PAL	7.0
ONE PIECE TREASURE BATTLE	Bandai	In-house	1-4	✗	✗	4	15	NTSC	5.8
PAC-MAN FEVER	Namco	In-house	1-4	✗	✗	10	12	PAL	5.7
EGGO MANIA	Kemko	Hot Gen Studios	1-4	✗	✗	2	11	PAL	5.2
TETRIS WORLDS	THQ	Randicall Ent	1-4	✗	✗	4	11	PAL	4.7

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	6.2
PAC-MAN WORLD 2	Namco	In-house	1	✗	✗	16	5	NTSC	6.1
CRASH BANDICOOT	Eurocom	Vivendi	1	✗	✗	4	13	PAL	5.6
TAZ WANTED	Infogrames	Blitz Games	1-2	✗	✗	4	11	PAL	5.6
SCOOBY DOO!	THQ	Heavy Iron Studios	1-2	✗	✗	5	13	PAL	5.2
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	✗	✗	8	6	PAL	5.0
TY THE TASMANIAN TIGER	EA	Crome Studios	1	✗	✗	1	13	PAL	4.8

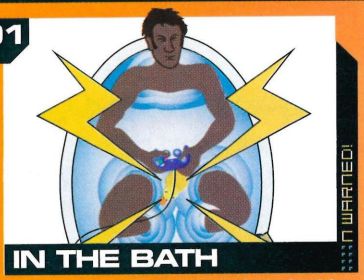
RACING	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	✗	Issue 5	3	6	PAL	8.9
BURNOUT	Acclaim	Criterion Games	1-2	✗	✗	6	6	PAL	8.4
XG3: EXTREME G RACING	Acclaim	In-house	1-4	✗	✗	3	6	PAL	8.2
F1 2002	EA	In-house	1-2	✗	✗	7	9	PAL	7.6
SIMPSONS ROAD RAGE	EA	Radical Ent.	1-2	✗	✗	5	6	PAL	7.5
CRAZY TAXI	Acclaim	In-house	1	✗	✗	4	6	PAL	7.3
SMUGGLER'S RUN: WARZONES	Take-Two	Rockstar	1-4	✗	✗	6	12	PAL	7.1
MX SUPERFLY	THQ	Pacific Coast	1-2	✗	✗	8	11	PAL	7.1
DRIVEN	Bam! Ent.	In-house	1-2	✗	✗	3	6	PAL	7.0
PRO RALLY	Ubi Soft	In-house	1-2	✗	✗	3	13	PAL	5.9
NEED FOR SPEED: HOT PURSUIT 2	EA	In-house	1-2	✗	✗	2	12	PAL	5.3
SUPERCROSS WORLD	Acclaim	In-house	1-4	✗	✗	9	9	PAL	4.6
18WHEELER AM-PRO TRUCKER	Acclaim	In-house	1-2	✗	✗	3	8	PAL	4.4
CEL DAMAGE	EA	In-house	1-2	✗	✗	2	6	PAL	4.3
SMASHING DRIVE	Namco	Point Of View	1-2	✗	✗	3	5	PAL	3.8
WRECKLESS: YAKUZA MISSIONS	Activision	Broadsword	1-2	✗	✗	22	15	PAL	2.5

BEAT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
MORTAL KOMBAT: DA	Midway	In-house	1-2	✗	✗	1	15	PAL	8.6
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	✗	Issue 6	11	6	PAL	8.3
ROCKY	Rage	Steel Monkeys	1-2	✗	✗	2	12	PAL	8.3
CAPCOM VS SNK 2: EO	Capcom	In-house	1-2	✗	Issue 10	2	9	PAL	8.2
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	✗	✗	3	6	PAL	7.0
BATTLE HOUSHIN	Koei	In-house	1	✓	✗	6	7	NTSC	7.0
UFC THROWDOWN	Ubi Soft	Crave	1-4	✗	✗	5	11	PAL	6.4
X-MEN: NEXT DIMENSION	Activision	Exact Ent	1	✗	✗	3	15	PAL	5.6
BARBARIAN	Virgin	Saffire	1-4	✗	✗	3	11	PAL	4.3
GODZILLA: DAMM	Infogrames	Pipeworks Studios	1-4	✗	✗	4	13	PAL	4.0

TOP 5

WAYS NOT TO ENJOY YOUR GAMES...

01

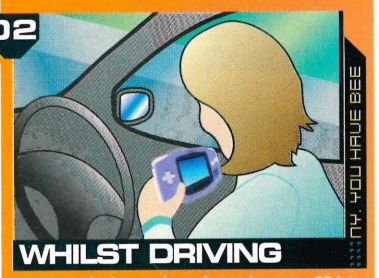


IN THE BATH

I WARNED!

Playing with your GameCube in the bath might sound more fun than a rubber duck and a squirty bottle, but you will be electrocuted and die.

02

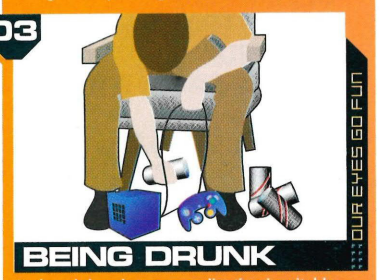


WHILST DRIVING

TY: YOU HAVE BEE

You can take it anywhere, but using your GBA to help wile away the hours during long and boring car rides is a good idea ONLY if you are riding in the passenger seat.

03

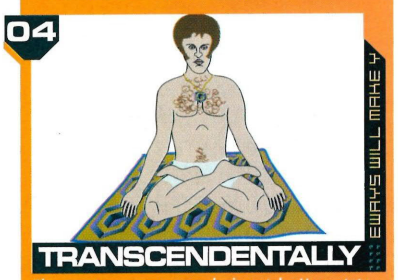


BEING DRUNK

OUR EYES GO FUN

Reduced thumb-eye co-ordination inevitably leads to poor progress, accidentally saving over important files and unfortunate breakages. Games and alcohol don't mix!

04

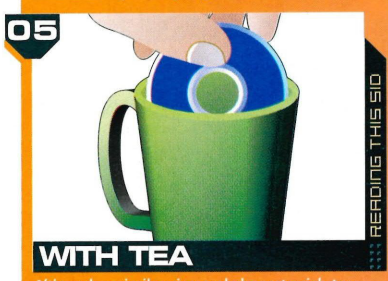


TRANSCENDENTALLY

EWAYS WILL MAKE Y

The most serene game-playing style. Your state of mind never allows you to become frustrated, but you won't get any credit for your high scores because they're only in your mind!

05



WITH TEA

READING THIS SID

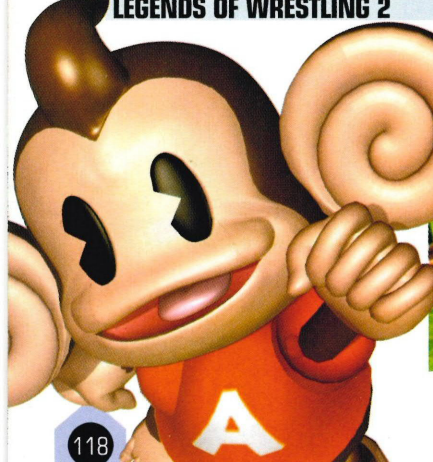
Although a similar size and shape to rich tea biscuits, GameCube discs do not benefit from being dipped in hot milky beverages and chewed. Neither do your teeth come to that!

SHOOT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
TIMESPLITTERS 2	Eidos	Free Radical	1-4	✗	Issue 12	6+	11	PAL	9.5
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	✗	Issue 2/3	3	6	PAL	9.1
MEDAL OF HONOR: FRONTLINE	EA	In-house	1-4	✗	Issue 15	4	14	PAL	8.6
DIE HARD VENDETTA	Vivendi	Bits Studios	1	✗	✗	6	13	PAL	8.2
TOP GUN: COMBAT ZONES	Virgin	Digital Integration	1	✗	✗	7	10	PAL	6.9
ROBOTECH: BATTLECRY	TDK	Mediactive	1-2	✗	✗	1	13	NTSC	8.0
NIGHTFIRE	EA	In-house	1-4	✗	✗	2	14	PAL	7.9
AGENT UNDER FIRE	EA	In-house	1-4	✗	Issue 9	3	7	PAL	6.4
TUROK EVOLUTION	Acclaim	In-house	1	✗	✗	1	11	PAL	6.1
SPYHUNTER	Midway	Point Of View	1-2	✗	✗	6	7	PAL	5.9

SPORTS

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
TONY HAWK'S PRO SKATER 4	Activision	Neversoft	1-2	✗	✗	5	13	PAL	9.2
AGGRESSIVE INLINE	Acclaim	Z-Axis	1-4	✗	Issue 10	57	10	PAL	9.1
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	✗	✗	8	11	PAL	9.0
TIGER WOODS PGA TOUR 2003	EA	In-house	1-2	✗	✗	3	14	PAL	9.0
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	✗	Issue 4	6	6	PAL	8.6
NHL HITZ 20-03	Midway	Black Box Games	1-4	✗	✗	8+	11	NTSC	8.6
NHL HITZ 2003	EA	In-house	1-4	✗	✗	30	14	PAL	8.4
NHL HITZ 2002	Midway	Black Box Games	1-4	✗	✗	5	6	PAL	8.4
NBA STREET	EA	NUFX	1-2	✗	✗	10	6	NTSC	8.4
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	✗	Issue 10	2+	8	PAL	8.4
ISS2	Konami	Major A	1-4	✗	✗	9	6	PAL	8.2
FIFA FOOTBALL 2003	EA	EA	1-4	✗	✗	29	13	PAL	8.2
MAT HOFFMAN'S PRO BMX 2	Activision	Rainbow Studios	1-2	✗	✗	3+	11	PAL	8.2
ACE GOLF	Eidos	Telenet Japan	1-4	✗	✗	3	12	PAL	8.1
BEACH SPIKERS	Sega	AM2	1-4	✗	✗	3	10	PAL	8.0
SSX TRICKY	EA	EA BIG	1-2	✗	✗	8	7	PAL	8.0
KNOCKOUT KINGS 2003	EA	In-house	1-2	✗	✗	3	14	PAL	7.9
KELLY SLATER'S PRO SURFER	Activision	Treyarch	1-2	✗	✗	3+	11	PAL	7.6
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	✗	✗	4	6	PAL	7.4
FREEKSTYLE	EA	Hypnos Ent	1-2	✗	✗	8	12	PAL	7.4
2002 FIFA WORLD CUP	EA	In-house	1-4	✗	✗	29	6	PAL	7.2
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	✗	✗	7	8	PAL	6.8
WRESTLEMANIA WWE X8	THQ	Yukes	1-4	✗	✗	12	12	PAL	6.7
DARK SUMMIT	THQ	Radical	1-2	✗	✗	4	8	PAL	6.2
NFL QUARTERBACK CLUB 2002	Acclaim	In-house	1-8	✗	✗	4+	4	PAL	6.1
ESPN INT. WINTER SPORTS '02	Konami	In-house	1-2	✗	✗	3	6	PAL	6.0
LEGENDS OF WRESTLING	Acclaim	In-house	1-4	✗	✗	3	7	PAL	4.7
DISNEY SPORTS SKATEBOARDING	Konami	In-house	1	✗	✗	3	12	PAL	4.6
BMX XXX	Acclaim	Z-Axis	1-2	✗	✗	57	14	PAL	4.5
BIG AIR FREESTLYE	Uni Soft	In-house	1-2	✗	✗	3	14	PAL	4.2
WTA PRO TENNIS TOUR	Konami	Konami	1-4	✗	✗	4	12	PAL	4.5
LEGENDS OF WRESTLING 2	Acclaim	In-house	1-4	✗	✗	3	15	PAL	4.0







TOP 10 GAMECUBE

THE EMINENT COLLECTION FOR EVERY TRUE GAMER



01 THE LEGEND OF ZELDA — 9.7 — 2002/NINTENDO



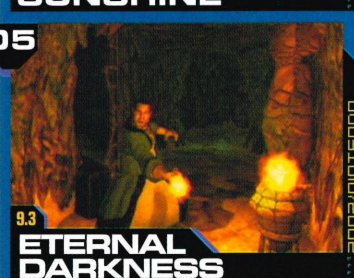
02 TIMESPLITTERS 2 — 9.5 — 2002/EIDOS



03 STARFOX ADVENTURES — 9.4 — 2002/NINTENDO



04 SUPER MARIO SUNSHINE — 9.4 — 2002/NINTENDO



05 ETERNAL DARKNESS — 9.3 — 2002/NINTENDO

06 RESIDENT EVIL — 9.2 — 2002/CAPCOM

07 SUPER MONKEY BALL — 9.2 — 2002/SEGA

08 TONY HAWK'S PRO SKATER 4 — 9.2 — 2002/ACCLAIM

09 AGGRESSIVE INLINE — 9.1 — 2002/ACCLAIM

10 STAR WARS: ROGUE LEADER — 9.1 — 2001/ACTIVISION





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AS IF THIS MONTH'S ISSUE WASN'T GOOD ENOUGH, LOOK WHAT'S COMING UP NEXT TIME...

Next Month... Next Month... Next Month... Next Month...

HORIZON



XGRA VS F-ZERO GC

BATTLE OF THE SPEED KINGS

Not only will we get a world exclusive first look at the sequel to last year's most extreme racer, but we'll also be going hands-on with one of Nintendo's hottest franchises. Who will come out on top? Mmm, we can't wait to see.





HANDS ON!

VIEWTIFUL JOE

PACKING ONE HELL OF A PUNCH

Following this month's *Resident Evil Zero* and *PN03* blowout, we'll take an in-depth look at another of Capcom's inspired offerings, *Viewtiful Joe*. It may look decidedly retro, but Capcom's pseudo-2D fist-fest is one of the best games we've played in ages.



Definitive reviews of ALL the latest GameCube

REVIEWS



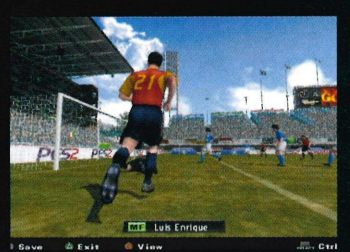
METROID PRIME (PAL)
We might just have something special in store to celebrate.



RESIDENT EVIL 2 + 3
Worthy updates or PSone rehashes? We'll see...



VEXX
Vengeful teenager tries to take on Mario. Doh!



WINNING ELEVEN 6
Pro Evo 2 on the GameCube? Bring it on.

ISSUE 17 ON SALE 13 MARCH 2003

REVIEW





IKARUGA

TIME TO FLIP YOUR TV

The Dreamcast version was absolutely minted, and finally the GameCube build has hit Japanese shores. Mr *Ikaruga* himself (Gary, to you and me) already has his TV on its side in anticipation. Expect ridiculous amounts of tilted goodness next month.

PLUS

INTERVIEWS

STUDIO EYE

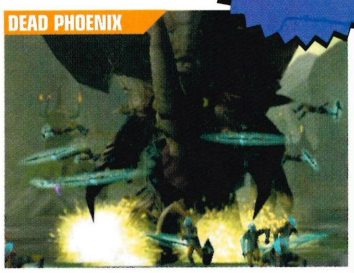
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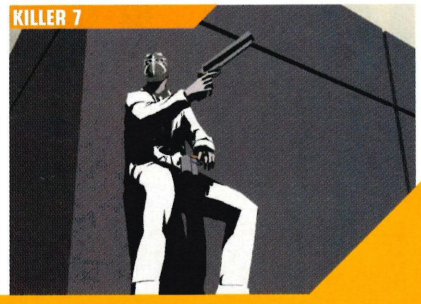
We visit the team responsible for the now-canned *Rally Fusion* and grill them as to why they decided not to release it. It's not all bad though – they may well have some other GameCube goodies under their hats.

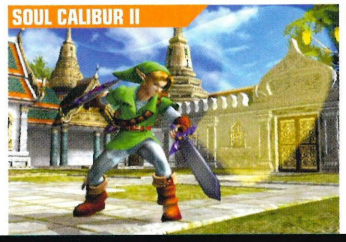


All the latest information and screenshots for all the greatest games!

- Soul Calibur II
- Dakar 2
- Final Fantasy: CC
- Dead Phoenix
- Killer 7
- Wario World
- StarFox Armada
- Harvest Moon









SOLUTIONS

PROBLEM SOLVED

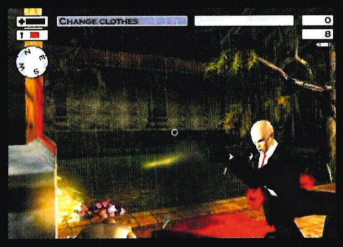
METROID PRIME

As well as all the other *Metroid* goodness that we'll be showering upon you, there'll be the first part of our mammoth guide to Tallon IV. Every missile upgrade, every energy tank and a detailed guide to defeating those nightmare bosses.



Plus all the latest cheats, tips and hints for the best GameCube titles!

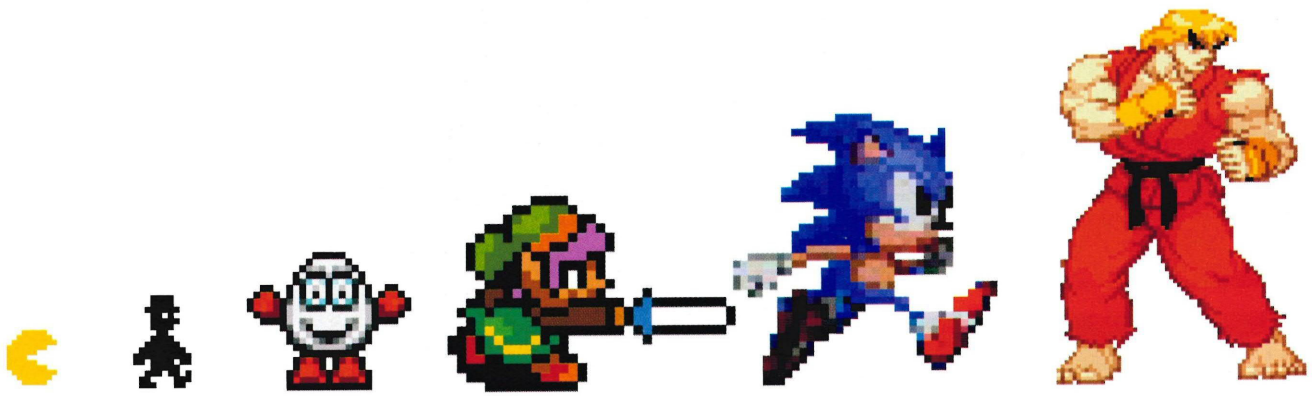
titles, including:



HITMAN 2
Vastly improved assassin action... apparently.

PLUS

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Giftpia
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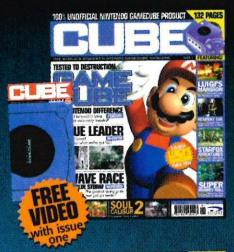
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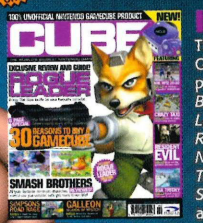
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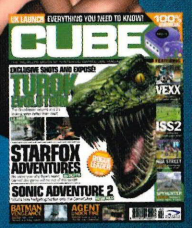
ISSUE ONE

Huge hardware review plus *Rogue Leader, Wave Race, Luigi's Mansion, Resident Evil, StarFox Adventures, Super Monkey Ball, FIFA 2002, Tony Hawk's 3* and plenty more! INCLUDES FREE VIDEO!



ISSUE TWO

Thirty reasons to buy a GameCube revealed plus *Super Smash Bros Melee, Rogue Leader, XG3: Extreme Racing, Dave Mirra 2, NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage* and many others!



ISSUE THREE

The lowdown on Acclaim's GameCube releases, a world-exclusive look at *Vexx* plus *Tony Hawk's 3, Turok Evolution, Sonic Adventure 2, Agent Under Fire* and more!



ISSUE FOUR

Find out how to link your GC with your GBA, the history of SEGA plus reviews of games like *Animal Forest+, Virtua Striker 3, Cel Damage, Dark Summit* and *Madden 2002*!



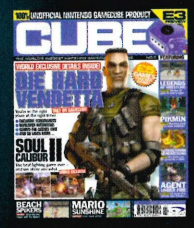
ISSUE FIVE

A feature on the world's most famous plumber, Mario, the games we'd like to see on the Cube plus reviews of *ISS2, Animal Leader, NBA Street, Pac-Man World 2, 18Wheeler* and *Smashing Drive*!



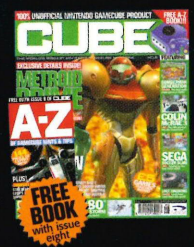
ISSUE SIX

Special 50-page feature dedicated to the UK launch of the GameCube, plus reviews of *Rogue Leader, Biohazard, Burnout, Super Smash Bros. Melee, Super Monkey Ball* and many more!



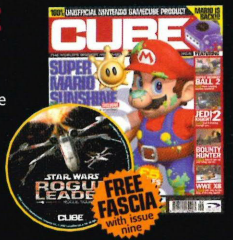
ISSUE SEVEN

A preview of E3, exclusive screenshots from *Die Hard: Vendetta* plus revies of *Pikmin, Agent Under Fire* and *SSX Tricky*. Also part one of the *Pikmin* Solution!



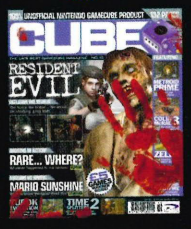
ISSUE EIGHT

All the E3 previews, *Metroid Prime* world exclusive, *SEGA Soccer Slam, Bomberman Generation*, GameCube monitors, and the second part of that *Pikmin* solution.



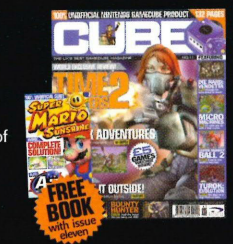
ISSUE NINE

Exclusive *Eternal Darkness* review, stunning new *TimeSplitters 2* shots, *Super Monkey Ball 2, Biohazard Zero, Steering Wheels*, and a huge *Agent Under Fire* solution plus our best-ever free gift!



ISSUE TEN

Exclusive *Resident Evil* review, massive review of *Super Mario Sunshine*, amazing new shots of *Colin McRae 3, Metroid Prime, Zelda* and *Die Hard: Vendetta*, all wrapped up in a blood-soaked slip-case!



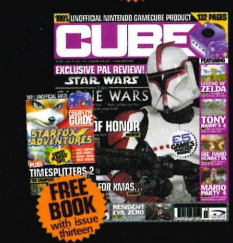
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Exclusive *TimeSplitters 2* and *Super Monkey Ball 2* reviews, *Burnout 2* is revealed and we look at *StarFox Adventures* for one last time. All that plus a free *Mario Sunshine* guide!



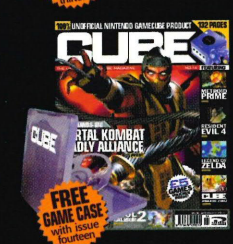
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The exclusive review of *StarFox Adventures*, a massive In-Depth on *Mortal Kombat* and a 12 page feature on *Zelda*! Also Don' forget the *Zelda* fascia AND the *TS2* tips...



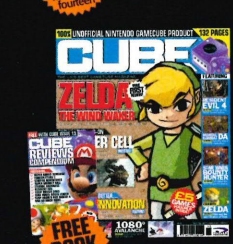
ISSUE THIRTEEN

Six pages of brand new *Zelda* stuff, an exclusive PAL review of *The Clone Wars* plus *Tony Hawk's 4, Mario Party 4, Godzilla*, and a *StarFox Adventures* guide on the cover for free!



ISSUE FOURTEEN

Exclusive review of the awesome *Metroid Prime* plus *Medal of Honor: Frontline* and first looks at *Final Fantasy: Crystal Chronicles* and *Soul Calibur II*.



ISSUE FIFTEEN

Huge eight page review of the wonderful *Zelda: The Wind Waker* and Capcom's incredible 2003 line-up revealed plus part one of our *Medal of Honor: Frontline* solution.

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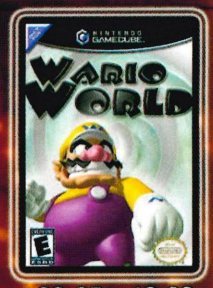
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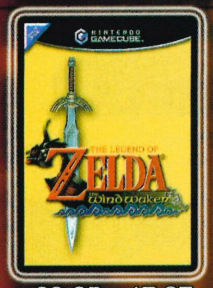
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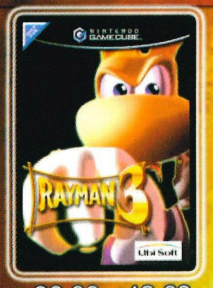
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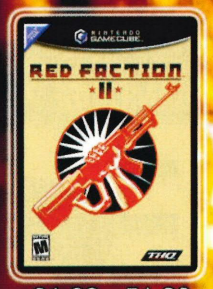
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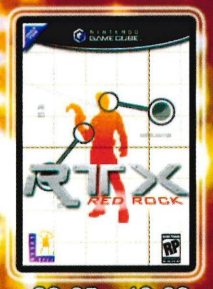
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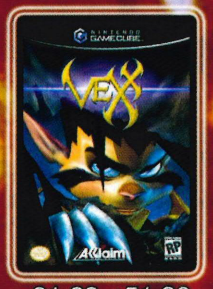
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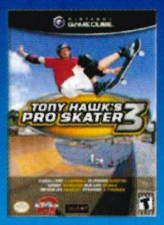
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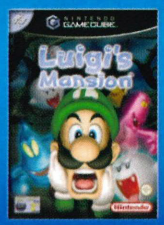


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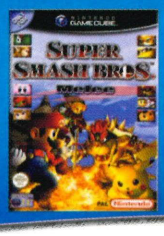


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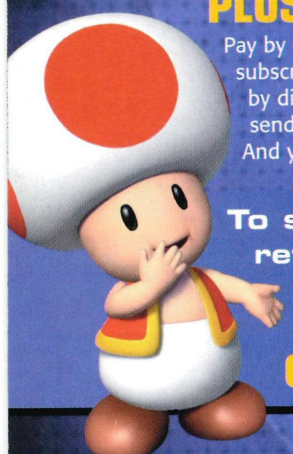
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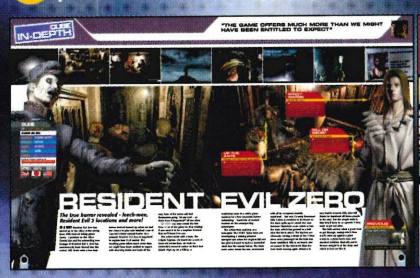


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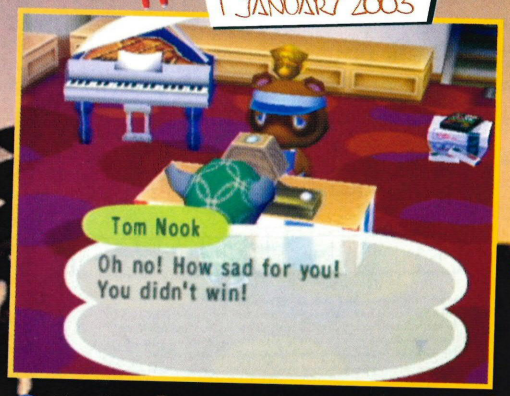
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SHOULD OLD ACQUAINTANCES BE FORGOTTEN AND ALL THAT – YES, IT'S NEW YEAR IN ALFTOWN, WHICH MEANS THE START OF A WHOLE NEW ADVENTURE FOR MART AND HIS ANIMAL CHUMS...



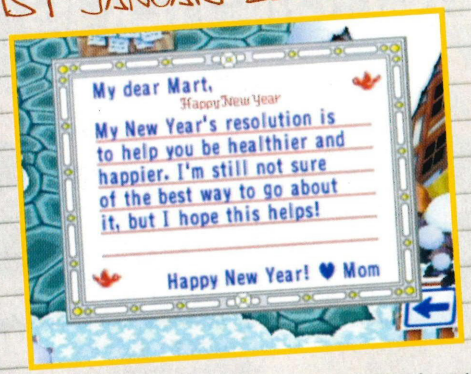
1 JANUARY 2003



That shyster Nook will have the shirt off your back if you don't watch him!



1ST JANUARY 2003



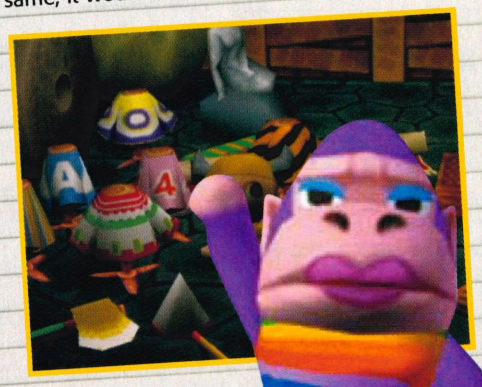
So much for getting the year off to a good start – it's only day one of 2003, and already I've had more strife than you could possibly imagine. For starters, the tail end of last year couldn't have gone any worse... mainly because of that git Tom Nook spoiling my New Year celebrations by screwing me totally on his blasted Lottery. I had over 20 tickets! How could I possibly not win anything? It's a fix, I tell you, and I'll fight anyone who claims otherwise.

Then there's the New Year festival. Despite reminding myself time and time again that I had to nip along just to welcome the year and party with my animal buddies, I nearly forgot and fell plain asleep in front of the TV and almost missed the whole thing. Luckily, I got there just in time for the fireworks but all the same, it would have been nice to share the experience properly. Oh well, never mind... there's always next year, as Teddy kept reminding me in between blowing his party horn in my face.

Of course, there's plenty of room for things to get better. This morning for instance, I got a letter from home containing a fair amount of cash, 10,000 Bells to be precise. Normally, I'd be over the moon with this but seeing as it's winter, I'm a little loathed to go planting it in the ground to get a fruitful money tree – the last two I planted came up empty, unless someone's been pinching my cash from under my nose. Still, it'll come in handy for paying off the 700,000 (!) Bells I still owe Tom for my rather spiffing mansion-style house. I've also decided to have a bit of a clear-out, what with all the clutter I've got stored down in my basement, and with Jingle out of the picture I won't need those 20 different jumpers I bought to fool him into giving me more presents. Off to the charity shop I go...

12TH JANUARY 2003

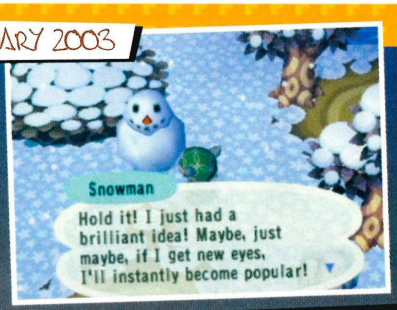
Aww, now this is nice. I wake up this morning to find that Poncho's gone and built me an igloo just outside my house. The reason? He didn't say, although I'm pretty sure he's doing it out of the kindness of his little furry heart, rather than trying to con some Bells out of me like Tom Nook would. Living in an igloo isn't exactly my cup of tea. After all, where would I put the TV? Nevertheless, the thought was

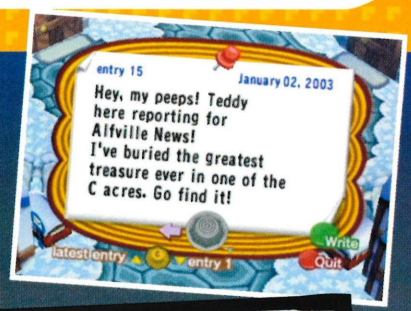




MY FAMILY AND OTHER ANIMALS











there... lovely. In return, I thought I'd build him a snowman and went about my business, trying to roll a couple of snowballs together in order to create the perfect snowbloke. Of course, it was pretty obvious that he was going to come to life once I'd finished, but I didn't expect him to complain about the way he looked... so I smashed him up again. Ungrateful little bugger!

Being a Sunday, Sow Joan is in town again! She's a crazy old woman who seems intent on peddling her turnips to me at some ridiculous price (See? I told you everyone was after my Bells in some way). Apparently, it's all about playing the Stalk Exchange; I buy turnips off her then try to flog them off to Tom Nook for a higher price and make a few bells into the bargain. Not surprisingly, this hasn't worked for me in the past. The last time I tried this, I lost a small fortune. Still, my recent New Year gift from my folks needs to be spent so I dabble a little; 200 turnips at 109 Bells a piece. Fingers crossed, Tom will be offering more for them when trading starts tomorrow morning... although knowing my luck I'll just be left with a heap of rotting turnips when next Sunday finally rolls around.

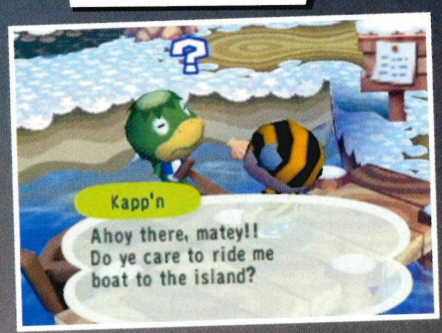
22ND JANUARY 2003

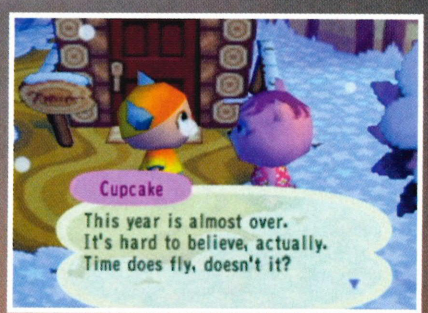
Bloody snow. Now while I can appreciate the advantages of snow falling heavily on the odd occasion (snowball fights, snowmen and the opportunity to push your younger brother/sister over into a huge pile of it), I've just about had it up to here with snow. What's up with the weather in Alftown? I'm all for a white Christmas, but a whole white January is just about all I can take. That's why I decided to take Poncho's advice and nip on over to our local tropical island – a mere stone's throw away from the mainland, as long as you're pretty good at throwing stones. According to Poncho, all you need is a Game Boy Advance and a GC/GBA Link Cable... and there I was, thinking I might need a boat of some kind.

As it turns out though, getting to the island is a whole lot easier than it sounds. By linking my GBA to my GameCube and turning it on without a cartridge in, a small boat appears at the dock on the beach. There's even a turtle on board by the name of Kap'n who's more than willing to take me to the island – although having to put up with his pointless singing and terrible lyrics about cucumbers is much worse than a mild case of seasickness.

Most interesting though is that visiting the island pays off more in the long run than I'd ever thought possible... sure, it takes up a fair amount of time getting to and from the place, but the results are well worth the effort. Why? Because the poor chap stranded out there (a wolf named Dobie) loves fruit from the mainland, and after downloading the island to my GBA, I can get up to 30,000 Bells for each piece I leave there! Looks like I'll have my loan to old Nook paid in no time after all...







The animals ruminate on the passage of time. Wise words indeed!



I ♥ NINTENDO

THE 16-BIT generation was home to some stunning games, not least Konami's *Contra III: The Alien Wars*. As a follow-up to two previous NES games, it was a side-scrolling shooter that had you blowing away everything you could see with five different weapons of mass-destruction (you could hold one in each hand and fire them at the same time), all in the name of saving the Earth.

Famously lacking in anything that required use of the old grey matter, you simply ran around shooting everything you came across.



CONTRA III: THE ALIEN WARS

Although at the time there were a million games like this, the thing that made *Contra* stand out, were its superior production values. Every little detail had been polished and waxed to a bright shine; the visuals gave a good impression of the style the developers were trying to achieve, with lots of animation going on in the background. The bosses were absolutely massive – sometimes being as large as over half the screen, and every now and then (specifically on level two and five), you would come across a mode seven overhead-level that provided, quite literally, a new perspective on things. There were also stages where you took the strain off of your feet for a while, riding motorbikes or jumping across moving missiles.

The controls were simple – fire, jump and aim diagonally, so anybody could pick up a joypad and play, and then there was that special touch – the Co-operative mode. Two friends could hook up together and spend an afternoon blasting away to their hearts' content. More often than not, previously strong relationships buckled under the strain of lost continues. The fact that this was still an incredibly tough game didn't help matters much. In an age where you don't see many games of this genre around, it's nice to know that the jumping and blasting action of *Contra* still stands proud.

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Burnout
C = 0 3
C.Bandicoot: W.of Cortex
Champ. Manager 2002
Colin McRae Rally 3
Commandos 2
Conflict: Desert Storm
D = 0 4
Dave Mirra BMX 2
Desert Storm (Conflict)
Devil May Cry
Digimon World
Digimon World 3
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F = 0 6
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Grand Theft Auto 3
H = 0 8
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Halo
Harry Potter
Harry Potter C.of Secrets
Headhunter
Hidden & Dangerous
Hitman 2: Silent Assassin
I = 0 9
In Cold Blood
J = 1 0
Jak & Daxter
James Bond: Nightfire
K = 1 1
Kingdom Hearts
L = 1 2
Legaia: Duel Saga
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
M = 1 3
Martian Gothic
Mat Hoffman's Pro BMX
Mat Hoffman's Pro BMX 2
Max Payne
Medal of Honor Frontline
Metal Gear Solid 2
Minority Report
N = 1 4
Need for Speed H.Purs.2
Nightfire
No One Lives Forever
O = 1 5
Onimusha 2
007 Nightfire
P = 1 6
Panzer Dragoon Orta
Parasite Eve 2
Prisoner of War
Pro Evolution Soccer 2
Project Zero
R = 1 8
Ratchet and Clank
Red Faction
Red Faction 2
Reign Of Fire
Res.Evil: C. Veronica X
Resident Evil
Rocky
S = 1 9
Sega GT 2002
Silent Hill
Silent Hill 2
SimCity 4
Sims
Smackdown! 4: Shut Y.M.
Spiderman The Movie
Splinter Cell
Spyro: Ent.the Dragonfly
Star Wars: Bounty Hunter
Star Wars: Jedi Knight 2
Stuntman
Summoner 2
T = 2 0
Terminator: Dawn of Fate
The Getaway
The Thing
The Two Towers
Tiger Woods Golf 2003
Time Splitters 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 3
Tony Hawk's 4
Turok: Evolution
V = 2 2
Vice City, G.T.A.
W = 2 3
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Army Men Advance
Army Men: Op. Green
Attack of the Clones
B = 0 2
Back Track
Blue Pokemon
Breath of Fire
Broken Sword 1
Buffy The Vampire Slayer
C = 0 3
Crash Bandicoot XS
Crystal Pokemon
D = 0 4
Doom
Doom 2
Dragonball Z L.Sup.Wars.
Dragonball Z: Leg. Goku
Driver 2 Advance
E = 0 5
Ecks Vs. Sever 2: Ballistic
F = 0 6
Final Fight One
F-Zero: Max. Velocity
G = 0 7
Gold Pokemon
Golden Sun
Grand Theft Auto
GT Advance Champ.
H = 0 8
Harry Potter
Harry Potter C.of Secrets
Hey Arnold: The Movie
High Heat Baseball 2002
J = 1 0
Jimmy Neutron: B Genius
Jurassic Park 3: DNA Fact
K = 1 1
Kim Possible
L = 1 2
L. of Zelda: Link to Past
Lara Croft: The Prophecy
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
M = 1 3
Mario Adv. 3: Yoshi's Is.
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Mat Hoffman's Pro BMX 2
Medabots AX
Medal of Honor Underg.
Mega Man Battle Net. 2
Megaman Zero
Metroid Fusion
Monster Force
Monster Rancher 2
Mort.Kombat: Deadly All.
Mortal Kombat Advance
N = 1 4
Nancy Drew: H. Mansion
NBA Jam 2002
New Droid Army
NFL Blitz 2002
Nicktoons Racing
No Rules Get Phat
O = 1 5
007 James Bond
007 T.W.I.N.E.
P = 1 6
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
R = 1 8
Rayman Advance
Ready 2 Rumble 2
Reign Of Fire
Road to Wrestlemania
Robot Wars: Extreme Dst.
Robotech: Macross Saga
S = 1 9
S Palmer's Snowboarder
Scooby Doo Cyber Chase
Scorpion King
Sonic Advance
Space Invaders
Spiderman The Movie
Spyro: Season of Flame
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star Wars: Att. of Clones
Star Wars: N. Droid Army
Street Fighter Alpha 3
Super Dodgeball Adv.
Super Mario Advance 2
Super Mario Advance 3
Super Monkey Ball Jr
T = 2 0
Tales of Tohunga
Tekken Advance
The Fellowship Of Ring
The L. of Zelda: L. to Past
The Two Towers
Tomb Raider: Prophecy
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's 4
W = 2 3
Wario Land 4
Wild Thornberry's: Movie
Wolfenstein 3D
Worms World Party
WWE Rd to W'mania X8
Y = 2 5
Yellow Pokemon
Yoshi's Island
Yu-Gi-Oh! Duel Monst. 7
Yu-Gi-Oh! D. Monsters
Yu-Gi-Oh! Eternal Duelist
Z = 2 6
Zelda: Links Awake. DX
Zelda: Oracle of Ages
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A = 0 1
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
B = 0 2
Batman Vengeance
Beach Spikers
BloodRayne
Bloody Roar: Primal Fury
BMX XXX
Bomberman Generation
Bond 007: Nightfire
Bond: Agent Under Fire
Bounty Hunter: Star Wars
Burnout
C = 0 3
Capcom vs. SNK: EO
Cel Damage
Chamber of Secrets
Clone Wars - Star Wars
Crash Bandicoot
Crazy Taxi
D = 0 4
Dave Mirra BMX 2
Dead to Rights
Die Hard: Vendetta
Dinosaur Planet (Starfox)
Disney's Magical Mirror
Doshin the Giant
Dr. Muto
E = 0 5
Eggo Mania
Eighteen Wheeler
Enter the Dragonfly
ESPN Int.Winter Sports'02
Eternal Darkness
Extreme G 3
F = 0 6
F1 2002
FIFA 2002
FIFA 2003
FIFA World Cup 2002
Fire Blade
Freekstyle
Frontline (M. of Honor)
G = 0 7
Gauntlet: Dark Legacy
Godzilla: D. all Monsters
Groove Adventure Rave
H = 0 8
Harry Potter C.of Secrets
I = 0 9
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 1 0
J McGrath's S'cross World
J.Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
K = 1 1
Kelly Slater's Pro Surfer
L = 1 2
Legends of Wrestling
Legends of Wrestling 2
Lord of Rings Two Towers
Lost Kingdoms
Luigi's Mansion
M = 1 3
Madden NFL 2002
Magical Mirror
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metroid Prime
Minority Report
Mort.Kombat: Deadly All.
MX Superfly
Mystic Heroes
N = 1 4
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
Need for Speed H.Purs.2
NFL Blitz 2002
NFL Q'back Club 2002
NHL 2003
NHL Hitz 2002
Nightfire
O = 1 5
007 Agent Under Fire
007 Nightfire
P = 1 6
Pac-Man World 2
Phantasy Star Online
Pikmin
R = 1 8
Red Card Soccer 2003
Reign Of Fire
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Rocky
Rogue Leader
Rune - Lost Kingdoms
S = 1 9
Sanity's Requiem
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T = 2 0
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The Simpsons: Road Rage
The Two Towers
Tiger Woods Golf 2003
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Top Gun: Combat Zones
Turok: Evolution
Ty the Tasmanian Tiger
U = 2 1
Ult.F.Champ: Throwdown
V = 2 2
Vendetta: Die Hard
Virtua Striker 3: V. 2002
W = 2 3
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