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132 PAGES

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THE UK'S BEST GAMECUBE MAGAZINE

CUBE ISSUE 17

METROID PRIME ■ XTREME G: RA ■ HITMAN 2 ■ IKARUGA

THE BIGGEST GAMES...

F-ZERO GC

The anti-grav racer to WipEout the competition

XTREME G: RACING ASSOCIATION

Acclaim's uranium-charged speed show roars in

WORLD EXCLUSIVE!

EXCLUSIVE PAL REVIEW

METROID PRIME

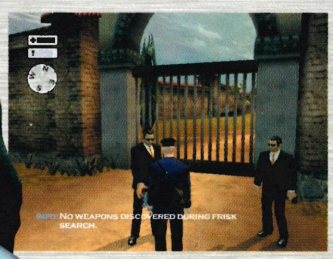
The essence of videogame perfection distilled to its purest form

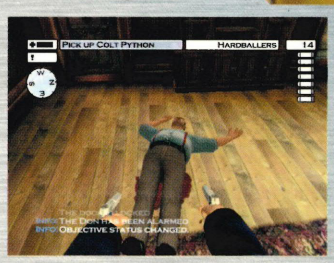
ALL NEW SHOTS AND INFORMATION

HITMAN 2

Killing is his business... and business is good!







£5 GAMES VOUCHER INSIDE!

FEATURING



IKARUGA

REVIEWED TV-tilting old school shoot-'em-up



WINNING ELEVEN 6

REVIEWED Simply the best football game ever



DAKAR 2

REVIEWED Dustbusting rally action at its best



VIEWTIFUL JOE

UP-FRONT He's got style, groovy style. Japanriffic!

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Nintendo
GAMING 24:7.
Includes new multiplayer adventure
Four Swords
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Find the Princess, before darkness finds you.
"...arguably the most loved game ever made. Essential. For everyone." CVG.com
"One of the best SNES games ever, and a startling new multiplayer game. This is an essential GBA purchase." NGC 92%.
"One of the GBA's absolute musts, especially with the addition of Four Swords." Gamesmaster 95%.
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WELCOME

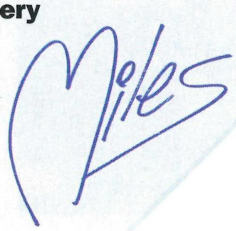


THE FOREIGN PERCEPTION of the English as a race of bumbling, over-apologetic delinquent toffs as perpetuated by almost any Hugh Grant film you care to mention is still widely held, although the image of football hooligans and chip shops lingers as well. Odd then, considering their close proximity, how our funny-speaking European neighbours don't share our capacity to make the best of things in adversity and get on with it (it's the Blitz spirit, you know). They beep their car horns, they complain in restaurants and the concept of queuing is utterly alien to them. As soon as a bus open its doors it's like London pigeons to a discarded fag end. And there we are, the Brits, busy proffering appologies to people who've blatantly bumped into us and made us drop our shopping all over the pavement. That slender ribbon of water that separates our crowded little rock from the continent represents a rift in culture far more pronounced than mere geography would suggest.

Further evidence, as if it were needed, of the fundamental difference between the Brits and Europe is clear throughout history. The centuries are littered with constant bickering, wars, invasions and cheap jokes based on national stereotypes. We have one small thing in common however, and that is our meek acceptance that Nintendo isn't really arsed with getting its games out in PAL format. It seems to regard the whole notion as a necessary evil compared to the admittedly more lucrative cash cows of Japan and the US. The reason we're united with our continental mainland cousins on this issue like no other is that there's quite simply naff-all we can do about it. The days of raising an army and marching off to fight the infidel, leaving the country to go to the dogs under the vile tyranny of Prince John and the Sheriff of Nottingham are gone. Those heady times of yore have been watered down to a few strongly worded posts on various online forums and letters written to magazines like CUBE, bemoaning the hopelessness of the situation and mooting wistfully the day Nintendo finds sympathy in its cold heart for our plight.

Enter the Freeloader, and suddenly the whole picture has changed. There's no need for fiddly rewiring or buying an imported console. You just slip the disc into your GameCube, follow the on-screen prompts and bish bosh – a whole new gaming dimension opens up before your eyes like a magic valley filled with fairy lights and sweets. Whether Nintendo will choose to fight the power by further encoding their software so that it won't work with Datel's gadget remains to be seen, but it'll be good while it lasts.

Miles Guttery
Editor



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CUBE

ISSUE SEVENTEEN

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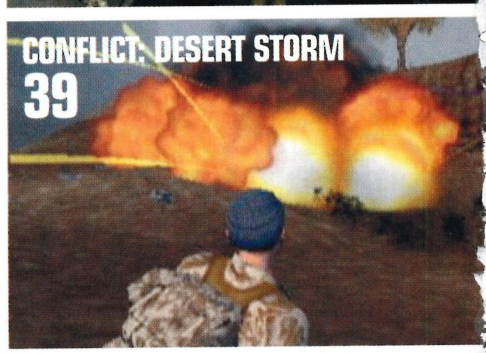
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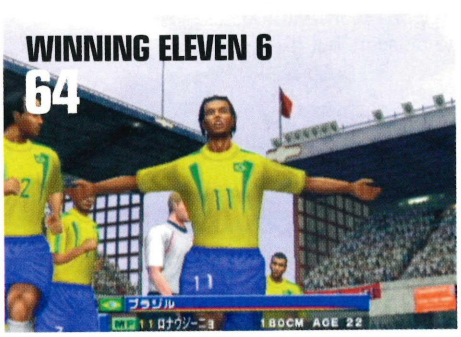


IKARUGA 68

It's another trouser-looseningly packed issue of the UK's finest Nintendo GameCube magazine...



DAKAR 2 76



WINNING ELEVEN 6 64

The freeloader ensures no GC owner needs to be without this essential game despite the fact it will never be released in Europe

Just when you thought 2D blasters were a thing of the past, along comes *Ikaruga* to prove you very wrong indeed, my friend

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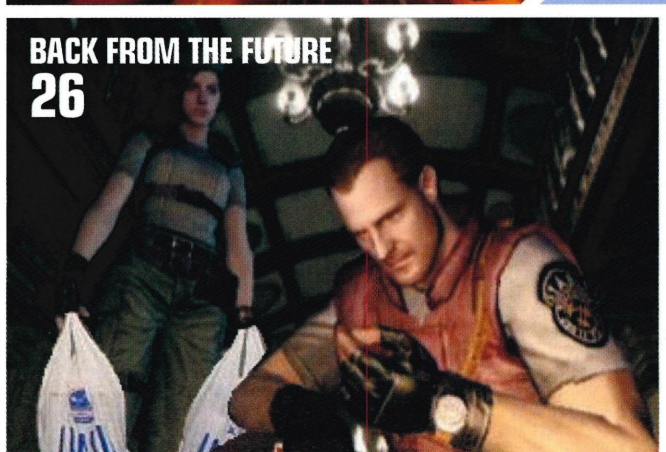


Samus Aran still looks good after all these years...



Go back and finish them off with *Hitman 2*





UP FRONT

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UP FRONT

CUBE

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VIEWTIFUL JOE

PUBLISHER: CAPCOM
DEVELOPER: PRODUCTION STUDIO 4
ORIGIN: JAPAN
GENRE: BEAT-'EM-UP
PLAYERS: 1

PERCENTAGE COMPLETE
00 25 50 75 100

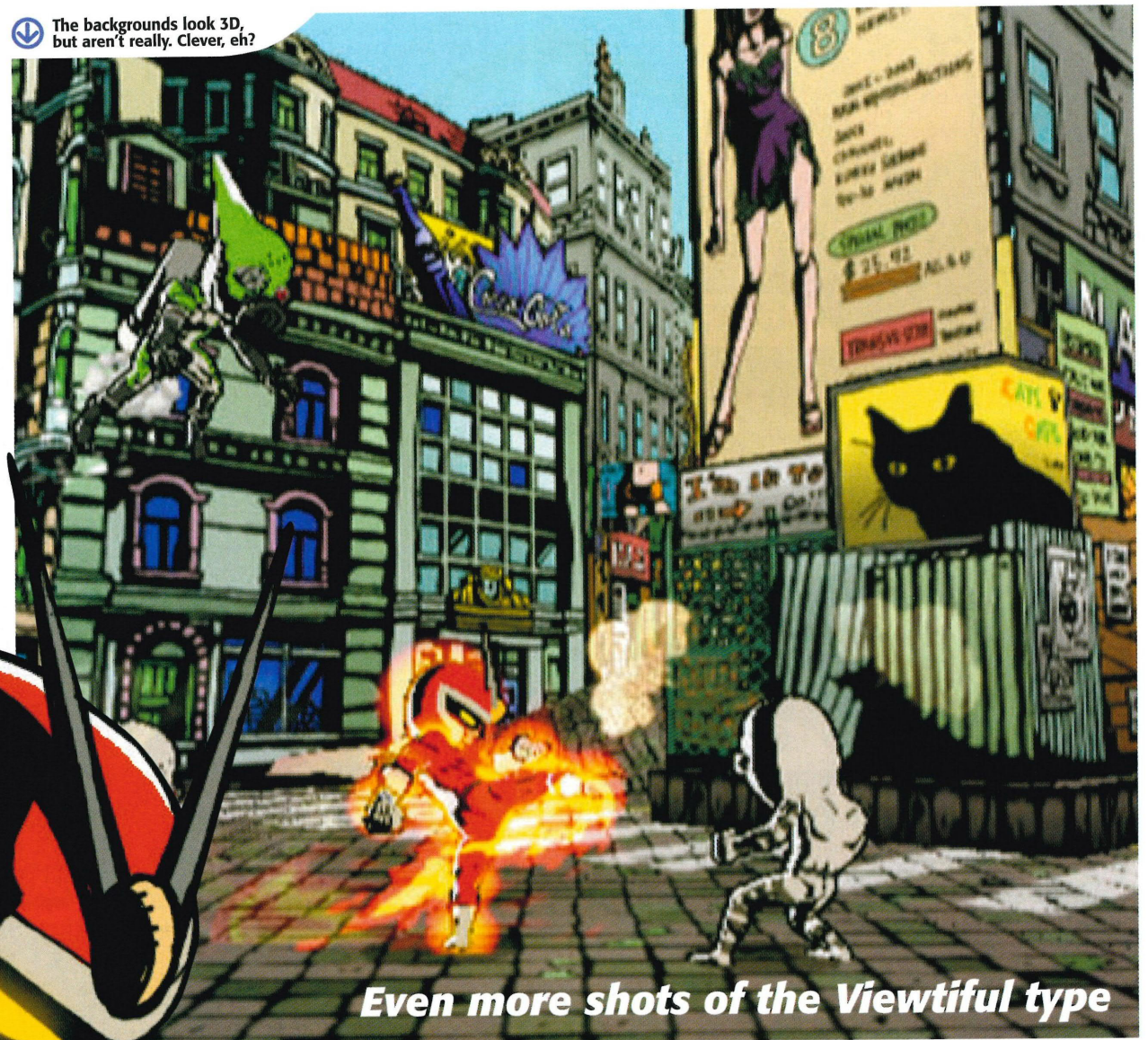
AT-A-GLANCE

- VIEWTIFUL BACKDROPS
- PSUEDO-3D GAMEPLAY
- FANTASTIC COMBOS
- HI-SPEED/SLOW-MOTION ATTACKS
- NON-STOP FIST-FEST

TOTAL GAMES NET MOVIES ☑ PICTURES ☑

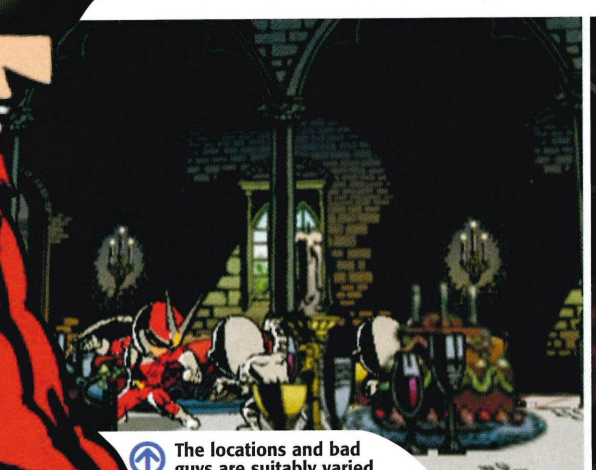
Q4 '03 MAY '03 AUG '03

The backgrounds look 3D, but aren't really. Clever, eh?



Even more shots of the Viewtiful type

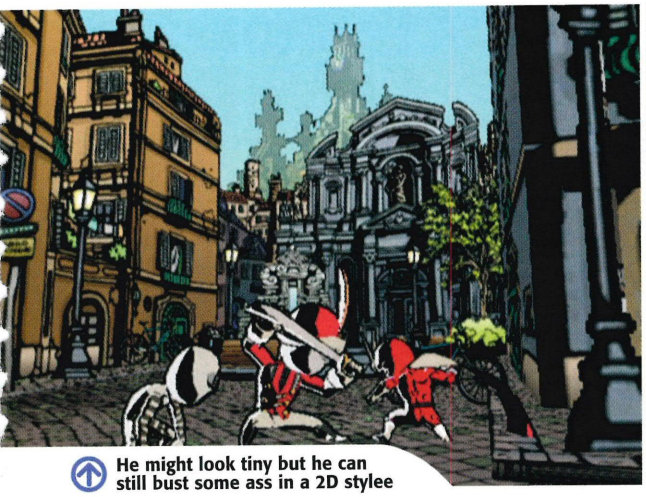




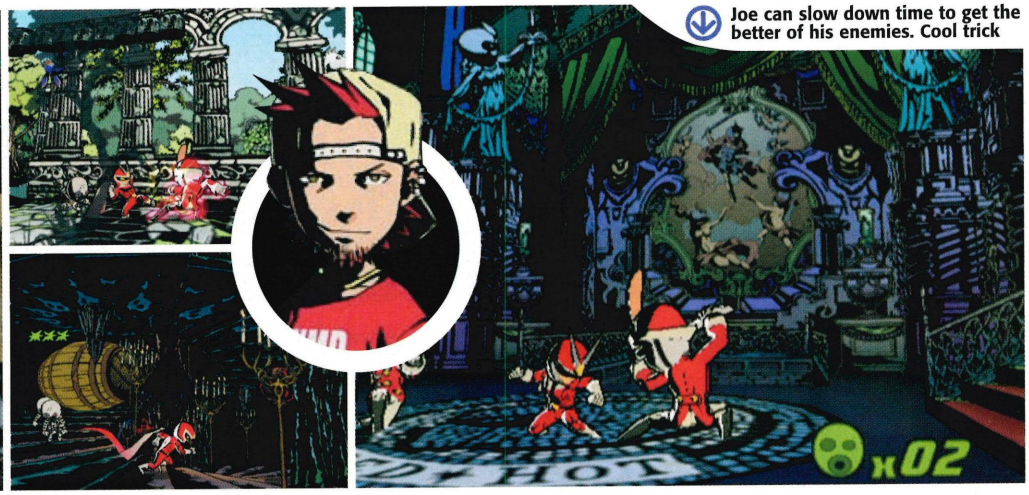
The locations and bad guys are suitably varied



"IF THE SPECIAL EFFECTS METER RUNS OUT, VIEWTIFUL JOE THE SUPERHERO WILL CHANGE BACK INTO JOE THE BUM"



He might look tiny but he can still bust some ass in a 2D stylee



Joe can slow down time to get the better of his enemies. Cool trick

VIEWTIFUL JOE

ORIGINALLY DUE TO hit the shelves before *PN03*, Capcom's side-scrolling beat-'em-up has been shifted back a little and will now arrive in May. To make up for the delay, and to reassure everyone about how good the game is, Capcom recently allowed the press to go hands-on with the toon hero. The results were surprising – *Viewtiful Joe* looks to be one of the most exciting offerings from the Capcom five, but then it was also the one with the most potential for being rubbish. Thankfully it plays just as well as we'd hoped.

Joe has a Special Effects meter on the screen which is drained every time he chooses to use his time-altering abilities. Regular readers will know from issue 15's In-Depth that Joe can change the speed of his surroundings in an attempt to get the better of his enemies. In practice, Joe's enemies are reduced to super-slow movement, resulting in some great combos. Alternatively Joe can jump over the sloth-like characters and kick them in the back. When it comes to armoured or shielded enemies this is the only way to attack their vulnerable parts.

These super powers aren't just limited to enemies – the whole level slows down, including moving objects such as platforms. Some areas feature lightning-fast platforms and you need to slow them down in order to get cross. When it comes to platforms and high-up areas, Joe has a double jump at his disposal. At the moment the A button makes him jump and tapping the button again activates the double jump.

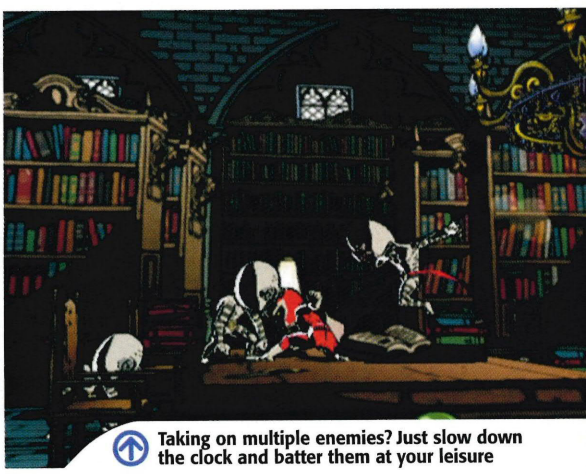
Going back to the Special Effects meter, we've already mentioned how it gets drained every time you use the time-altering moves. If the meter totally runs out, Viewtiful Joe the superhero will change back into Joe the bum. In this state he can't really do much beyond offending people with his cap. Thankfully, the meter is constantly recharging and you won't have to wait long before he regains his abilities.

We still don't have a complete understanding of the storyline and Capcom has confused matters further by suggesting that it all has something to do with making a film. Curious.

Anyhow, we'll have our own copy to play in the office in a few weeks, so we'll be able to tell you more then. CUBE

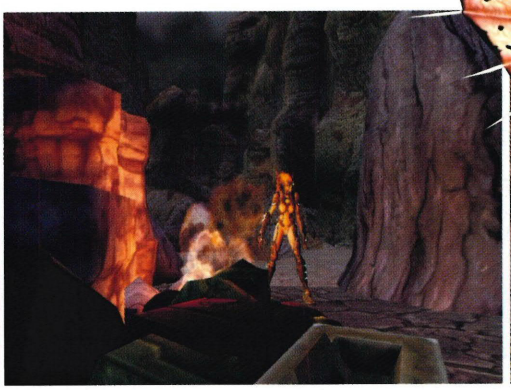






Taking on multiple enemies? Just slow down the clock and batter them at your leisure









CUBE

INFORMATION

STARCRAFT GHOST	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	BLIZZARD ENT
ORIGIN:	US
GENRE:	STEALTH-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- STARCRAFT UNIVERSE
- ADOPT GHOST ABILITIES
- ENCOUNTER ALIEN SPECIES
- PLAN AIR AND GROUND ATTACKS
- SEMI-INTERACTIVE ENVIRONMENTS

TOTAL GAMES NET MOVIES ☒ PICTURES ☑

Q4 '03 Q4 '03 Q4 '03

STARCRA

I ain't afraid of no ghost...

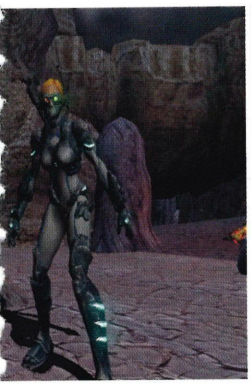


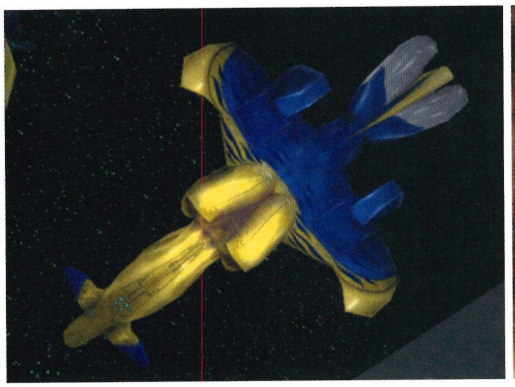
WE BROUGHT YOU the first shots of Blizzard's latest game in the acclaimed *Warcraft* series back in issue 12. Since then the developer has been extremely cagey about the precise nature of the game, and only now can we tell you more about it.

Fans of the series hoping for something similar may be in for a surprise. *Starcraft Ghost* is based in the classic sci-fi universe moulded by Blizzard over the years, but the gameplay is quite different from anything that's gone before it. Drawing inspiration from classic stealth-'em-ups, *Ghost* is obviously inspired by the gameplay of *Metal Gear Solid* and *Splinter Cell* while encompassing the character design of something like *PN03*. In fact, lead character Nova may as well be Vanessa from *PN03*. Both wear skin-tight, futuristic combat suits, but Nova has far more abilities at her disposal. Being a Ghost operative she can rely on her Psionic abilities. These are:

- **Stealth:** Nova can become invisible to the enemy. While in this mode she must move slowly otherwise her transluscent state will be detected, *Predator*-style.
- **Action:** Rather than climbing down ladders, Nova can choose to slide down them if she's in a hurry, although the downside is that she'll make more noise upon landing. She can also swing from objects, grab on to ledges and perform handstands to stay out of sight. Once in a suitable position she can creep up behind enemies and 'silent kill' them.

"THE GAMEPLAY IS OBVIOUSLY INSPIRED BY MGS, WHILE THE CHARACTERS ARE VERY PN03"









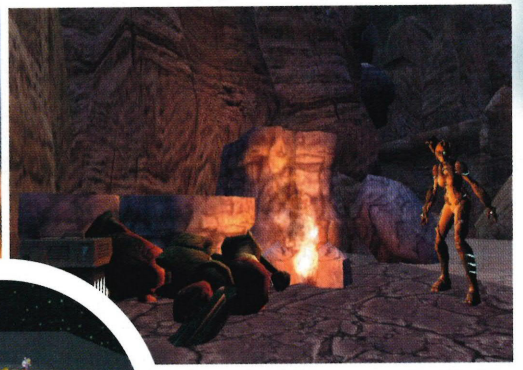
FT GHOST

● **Lockdown:** Certain types of machinery can be frozen and kept out of action for a short period of time. Scanners, cameras and motion sensors are the obvious targets.
● **Infra-red Vision:** This speaks for itself really, doesn't it?
● **Sniper mode:** Because the environments are semi-interactive, Nova can shoot out lights from a distance, impairing the enemy's vision. In a nod to *Splinter Cell*, enemies are more likely to miss you when you stand in a darkened area. You can tell how hidden you are by looking at your threat indicator.
● **Hyper Speed:** Nova can move and react at ridiculous speeds – from a gameplay perspective everything around her will move in slow motion, in a similar way to *Viewtiful Joe*.
● **Call-Down:** As with other *Starcraft* games you can call in reinforcements if you need to. These can come in the form of aerial attacks, tanks, radiation bursts and so on.

Most of these abilities are going to drain Nova's power resources so they'll be limited in availability and should only be used under extreme circumstances. *Starcraft Ghost* is blatantly using ideas from other games but the package as a whole looks very promising. Early videos show a decent graphics engine, fluid animation and a faithful recreation of the *Starcraft* world in a third-person environment. With the game not due until Xmas at the earliest, it's looking a top prospect.



Some of the baddies are quite impressive



Interactive environments offer lots of scope for exploration





Much like *Viewtiful Joe*, Nova's surroundings can be slowed down if she goes into Hyper Speed mode

With her skin-tight outfit, Nova is the spit of *PN03*'s Vanessa, although most videogame ladies look the same anyway

GCN GAMECUBE NEWS

NEWS CONTENTS AT A GLANCE

HELLO MOTO!

Hey, it's an affectionate term! Legendary games designer Shigeru Miyamoto chats about *Pikmin 2* and *Mario Kart*



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DOWN AND OUT?

With games getting canned and rumours of Nintendo's imminent downfall, we set the record straight... kind of



PAGE 012-013

INSTANT LLAMA

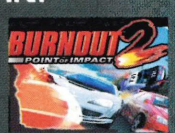
We talk to Jeff Minter – llama fan and gaming legend whose latest game, *Unity*, will be coming to the 'Cube



PAGE 014

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PAGE 016

TOTALGAMES.NET

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CHARTS/RELEASE LIST

All the latest release dates and charts to keep you up to date on what's happening in the world of the GameCube



PAGE 020-021





HELLO M

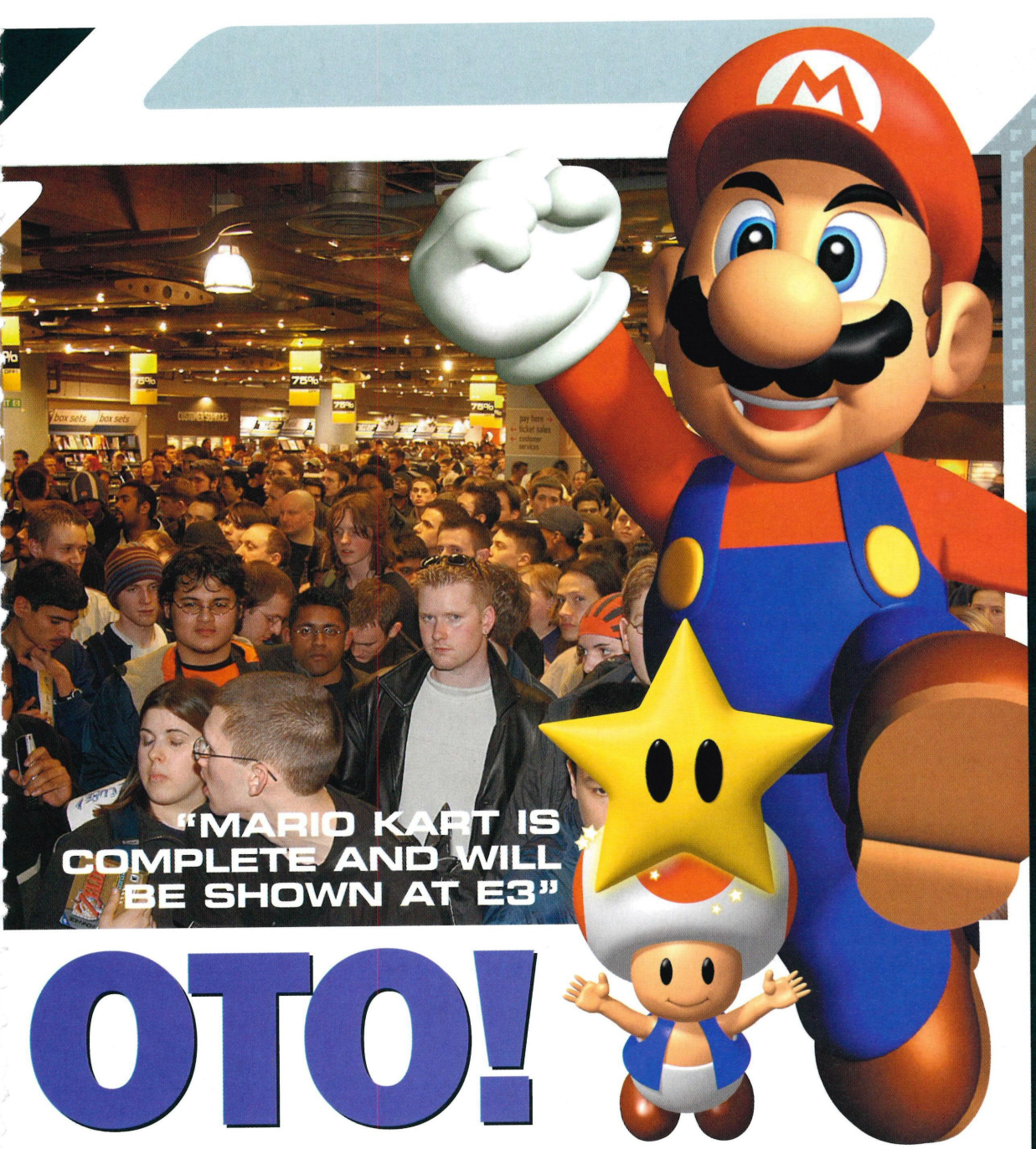
The greatest man in games gets a hero's welcome in London

AMID SCENES MORE commonly associated with the gushing devotion lavished on pop acts or movie stars, Shigeru Miyamoto met an adoring public at London's Virgin Megastore last month.

Stepping on stage and greeted by raucous cheers from the crowd, he flung his arms aloft and beamed from ear to ear. As the din of appreciation subsided, Miyamoto-san got down to the business of meeting literally hundreds of gamers and, just as importantly, signing all manner of gaming trinkets from immaculate copies of *Mario 64*, to platinum 'Cubes through to vintage NES consoles. Without exception, everyone that queued to meet him left with a look that can only be described as 'chuffed'.

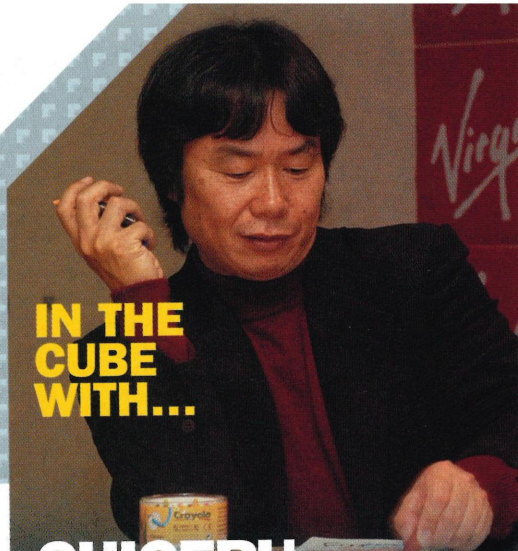
A selection of the gamers we spoke to had travelled from not just the far reaches of Britain but also from Holland, Belgium and Denmark. In fact, over a thousand Nintendo devotees turned up to catch a glimpse of the creator of *Donkey Kong*, *Mario* and, of course, *The Legend Of Zelda: The Wind Waker*, which he was specifically here to promote. **CUBE** was also there on business, although to tell the truth we were also pretty desperate to get our Platinum GBA's signed and meet the great man as well.

Although we expected little more from the notoriously secretive Nintendo than just *Wind Waker* information, the press conference (held before the public meet and greet) kicked off with some unexpected introductory footage. Before posing questions to Miyamoto and *Wind Waker*'s director, Eiji Aonuma, **CUBE** was shown footage of *Metroid*, *Zelda*, *Soul Calibur*, previously unseen *F-Zero* locations and, more interestingly, *Pikmin 2* and *Kirby's Air Ride*. Footage of both the latter two titles was unfinished – *Kirby's Air Ride* seemed typically cute yet promising all the same, whilst



"MARIO KART IS COMPLETE AND WILL BE SHOWN AT E3"

OTO!



IN THE CUBE WITH...

SHIGERU MIYAMOTO

POSITION: HEAD OF RESEARCH AND DEVELOPMENT
COMPANY: NINTENDO OF JAPAN

Time being short, **CUBE** asked not about *The Wind Waker* but about Nintendo's future, and Miyamoto-san was surprisingly candid:

CUBE: In comparison to the PS2 and Xbox there is a relatively small degree of third-party support for the GameCube. There is a perception in Europe that despite the quality of games such as *The Legend Of Zelda: The Wind Waker*, Nintendo may face an uphill struggle convincing people to buy GameCubes and that this problem is due to a lack of third-party support. What are your thoughts on this?

MIYAMOTO: If you are just simply comparing the three different hardware systems, well in terms of functionality of course you can make similar games and that's why many people are making multi-platform games. This may be good for the choice of the audiences or game users, but when it comes to some kind of unique attraction of the hardware, I really don't think that multi-platform games are contributing a lot to take the most from each console.

Whilst it's good to have this many different titles for Nintendo's hardware platform, what is more important is that there are some titles, some gaming experiences, only the Nintendo game console can provide customers with. That is why it is very important for Nintendo to come up with the best first-party titles and also it is very important for Nintendo to try and create the unique entertainment experiences only Nintendo hardware platforms can provide.

For example, Nintendo is aggressively pursuing the connectivity idea between GC and GBA and this year we are going to introduce the GB Player so that you can play GBA games on your TV by utilising the GameCube console. And also, in the United States we have already started selling the e-Card Reader system so that from simple paper you can get some of the important gaming data onto the GameCube and GBA.

Nintendo is trying to construct these kinds of unique systems all the time, and I'm positive that more and more third-party people are interested in these kind of unique applications and opportunities that only Nintendo can create. And for those who are interested in taking advantage of this unique opportunity, Nintendo is more positively than ever trying to co-operate with them. I really don't know if I can give you any specific examples right now but we are in discussion with EA amongst others, and with Namco and SEGA we may be having even closer ties in creating some very unique gaming opportunities for the Nintendo platform.

Pikmin 2, although seeming very similar to the original, did feature a simultaneous two-player split screen mode (see page 130 for screens).

Fortunately such openness set the tone for the interview to come. Asked about whether the *Wind Waker* engine will be transferred to other games or utilised in the next *Zelda* game, Aonuma-san said he can't yet commit to a new *Zelda* title although ideas that weren't incorporated in *Wind Waker* have been integrated into other projects. On a similar note, we were told that two stages were removed from *Wind Waker* due to time constraints.

In the final *Zelda*-specific question, Miyamoto-san stated his position on the often cited 'problem' regarding the childlike visuals of his games and their subsequent lack of mass-market appeal. His response was that such a visual style was no form of handicap and rather that if all developers copied trends then the market would shrink. Nintendo, we were told, are more concerned with implementing unique ideas than trying to match the competition.

Such questions about Nintendo's franchises, their updates and the competition formed the bulk of the remaining discussion. Asked about the popularity of *GTA* and Nintendo's response to its success, Miyamoto-san denied that Nintendo was in direct competition. Indeed this was less of a concern than the huge amount of important franchises that need updating. "Most of our team is occupied in creating sequels and that situation is kind of troublesome," he said. Importantly, "lack of ideas isn't a concern" and we were assured that Nintendo has the staff to implement them. In a further question about franchises, namely *Mario Kart*, Miyamoto-san noted how, with limited resources there had to be a decision to focus on *Wind Waker* instead of *Mario Kart*. While no concrete gameplay details were revealed, we were told that the game is complete and will be shown at this year's E3!

So then, only two months from now we'll see the latest *Mario Kart*, by which time we'll hopefully have secured another face-to-face with Nintendo's gaming god, Shigeru Miyamoto.

CUBITES

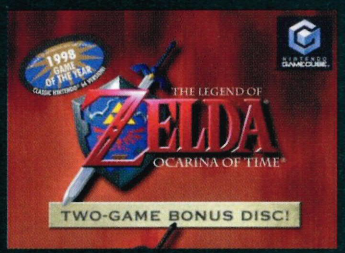
TASTY SLICES OF NINTENDO BIRTHDAY CAKE WRAPPED IN A PAPER NAPKIN

STATESIDE ZELDA FEVER

Even before the pre-sell programme had begun, The Legend Of Zelda: The Wind Waker *notched up pre-orders of over a quarter of a million in the US. Perhaps it's something to do with the free bonus* Ocarina Of Time *and* Master Quest *disc that comes from pre-ordering. Oh, look below…*

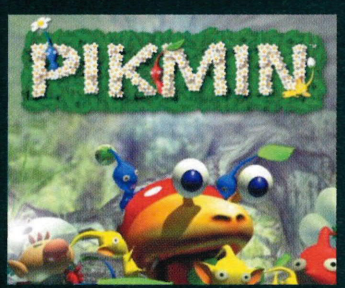
SECOND WIND

Launching on 3 May, The Legend Of Zelda: The Wind Waker *will, on its PAL release, contain the bonus disc featuring* Ocarina Of Time *and the* Master Quest. *No pre-ordering necessary, it just comes in the box, but only while stocks last. UK gamers are finally getting a good deal from Nintendo.*



BUY ONE GET ONE FREE

Until 20 March you can buy a GameCube and get a free game from a range of seven. For £129.99 you get a 'Cube and either Doshin The Giant, NBA Courtside 2002, Luigi's Mansion, Wave Race, Disney's Magical Mirror, Pikmin *or* Eternal Darkness.



CHEAP AS CHIPS

Rounding up our quartet of good Nintendo news is the Players Choice range of cheaply priced titles. As of 4 April you can pick up Luigi's Mansion, Super Smash Bros Melee *and* Pikmin *for a mere £19.99. Expect more games at a similar price soon.*



What is Nintendo playing at?

NINTENDO: THE DIFFER

THE GAMECUBE IS faltering. Flagship games are being canned (*Haven*, *Colin McRae*), SEGA sports titles have been discontinued, the world's biggest publisher, Electronic Arts, has downgraded its projected GC sales figures, and third-party software sales are plummeting.

It's all too apparent that gamers aren't interested in owning Nintendo's machine as a platform on which to play third-party ports of existing games. Well, why would they? Nintendo consoles and games are about innovation and fun, they're not about milking a franchise, giving buyers ported versions of this year's update safe in the knowledge that in the next fiscal year the next version will still be a 'must have' thanks to casual gamers and clever marketing. Or are they?

Nintendo gains more financially from its franchises – *Mario*, *Zelda*, *Pokémon* and so on – than any other videogame company in existence. Why then isn't it accused of cynically exploiting its intellectual property? Probably, and forgive us but we're just guessing here, it's because the games crafted from these original creations just happen to be invariably wonderful. And they're exclusive to the GameCube.

Whilst other consoles may carry exclusive titles months before GameCube, when such titles are finally launched for the 'Cube they often carry little new content, hence the relatively poor sales figures.

As the N64 proved, a console with a lack of third-party support is doomed to be perceived as a failure, even if from a business perpsective it isn't. For Nintendo it wasn't – it made a stack of cash from the N64. Yet if Nintendo is serious about not being dwarfed into insignificance in the console race, it needs third-party support, but it needs to be the right kind of support.

Microsoft understands this sentiment – that's why it bought Rare. Investing in an established and well-respected developer gives it an Xbox-only developer with the potential to deliver games that sell systems. Of course, such a practice is far from lost on Nintendo Japan's President, Satura Iwata. From buying out Retro to funding Silicon Knights, Genius Sorority, Camelot, Zoonami and the Square/Enix affiliated Game Developers Studio, it's obvious that the Japanese giant is spending its money wisely. Thing is, these are first or second-party developers, but what of the third-parties? What incentive is there for publishers to pay for novel games designed around and launching first on the GameCube?

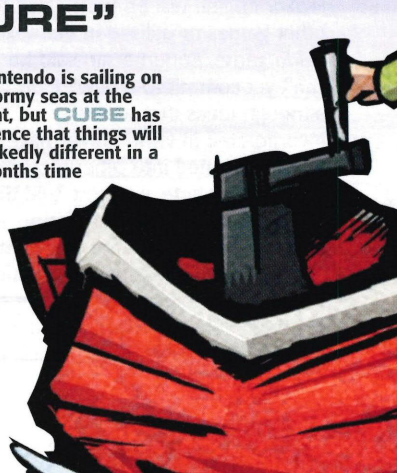
The cost of the proprietary discs used by the GameCube is hardly an encouragement. Financially and time-wise, such production costs are considerably greater than developing for PlayStation or Xbox. This, of course, is an issue linked to the decision to combat piracy by using bespoke and accordingly expensive discs. To make such costs more palatable and encourage more third-party development, Nintendo needs to sell more GameCubes. Nintendo knows this, of course.

The Players Choice range of games and the choice of free games accompanying new 'Cubes (see Cubites, left), the online roll-out, the advertising surrounding the launch of *Metroid* – all these factors show a Nintendo committed to increasing the number of GC owners. While there's undoubtedly uncertainty as to future sales of GameCube hardware, one thing seems increasingly obvious. If third-party publishers don't start commissioning games other than hackneyed, licensed software that can barely even hold a candle to Nintendo's own efforts, then frankly they don't have a future with the GameCube. Hopefully this is as much of an incentive as they'll need… CUBE

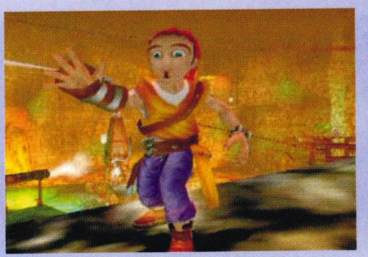
"AS THE N64 PROVED, A CONSOLE WITH A LACK OF THIRD-PARTY SUPPORT IS SEEN AS A FAILURE"



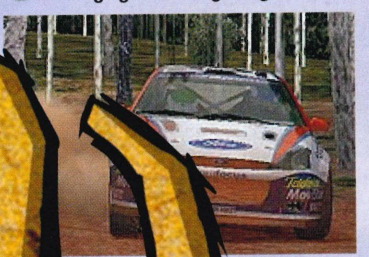
Nintendo is sailing on stormy seas at the moment, but CUBE has confidence that things will be markedly different in a few months time



ENCE



Does it really matter that the average games are getting canned?





EASTERN PROMISE

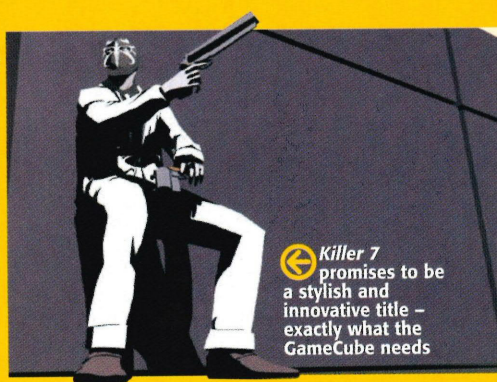
INNOVATE OR IMITATE?

"Software is a very fluid business. You have to be flexible, changing your colours like a chameleon to survive." So said Hiroshi Yamauchi, former President of Nintendo Japan.

In order to survive, videogame publishers face a quandary over two distinct choices. Either commission developers to produce software tied to recognisable and potentially lucrative licences like, for instance, the recent *Men In Black*, *Spider-Man*, *Lord Of The Rings* and *Harry Potter* outings. Or stump up the development costs for a studio to create novel and innovative games in the hope they'll create the 'next big thing'.

In the first case scenario, publishers take what is perceived to be a lesser risk. The alternative – taking a gamble as Capcom has with Production Studio 4 – is as yet pretty much unheard of in the West (Lionhead and *Unity* aside) but may become standard practice.

As a Japanese developer at a time when the country is in recession, Nintendo's decision to make original games is perhaps taking a foolishly large financial risk. In our opinion though, such actions illustrate foresight into how the software industry needs to evolve. But whereas Production Studio 4 itself talks of a crisis in the "industry's continuing regression," noting that such a dire situation is "solely the fault and responsibility of we creators," we feel this isn't entirely correct. Franchises simply aren't selling on the 'Cube and publishers need to take more chances. Without this, their conservatism and narrow-minded obedience to market forces may ultimately cost them their existence.



Killer 7 promises to be a stylish and innovative title – exactly what the GameCube needs



IN THE CUBE WITH...

JEFF MINTER

POSITION: CEO
COMPANY: LLAMASOFT

CUBE: How did you first get into the videogames industry?
JM: A combination of factors really. I'd taught myself to code 6502 assembler at sixth form college and was knocked out of the conventional further education system by illness.

While I was ill I wrote games on my Vic-20. I'd previously sold a few ZX81 games to another company, and after seeing that a lot of the software released for the Vic was pretty bad, I decided I could do better myself. So I started Llamasoft to try that out.

CUBE: What are your top three videogames of all time?
JM: *Star Raiders* on the 8-bit Atari – extraordinary depth and grace of gameplay for 8K of code on a machine designed in the late Seventies.

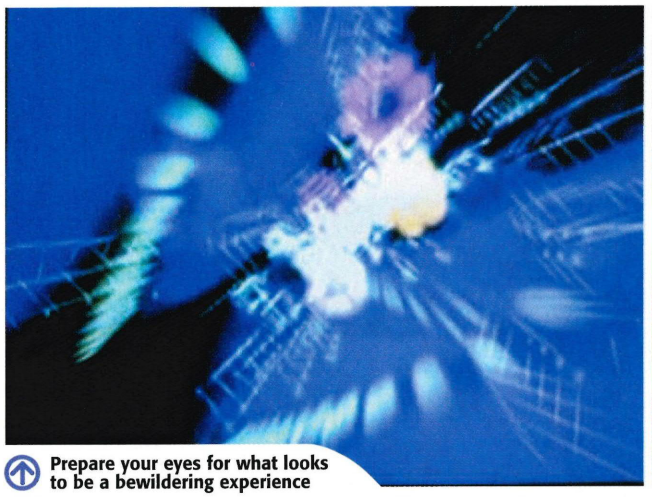
Robotron coin-op – beautifully balanced and wonderfully intense, pure shooting action.

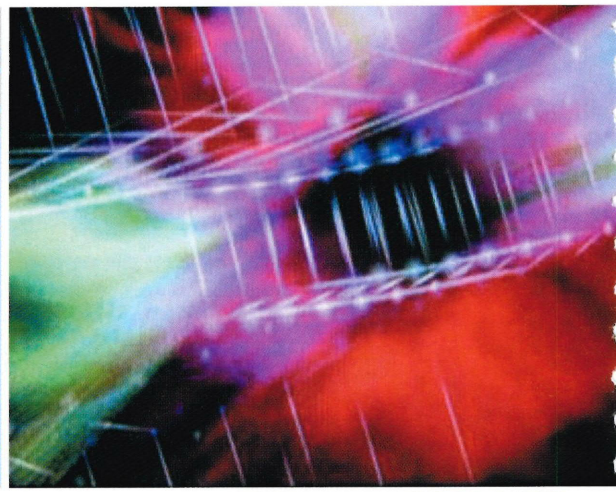
Mario 64 – first game to successfully allow all kinds of players to exploit and interact with a fully 3D environment. Shigsy's da man.

CUBE: Can you explain the interface in *Unity* – how do you play it?
JM: You begin playing it just like any good shoot-'em-up. The multi-player interaction is going to be pretty unique, though. And after playing it for a while, if I get it right, then it will become more than just a shoot-'em-up.

CUBE: Your previous work has invariably been designed for less mainstream consoles than the GameCube. What attracted you to Nintendo's machine?
JM: PS2 is heavily oversubscribed, the Ox-box is... the Ox-box. I like the Cubie – it's elegant, nice to code on, and the games, although not as numerous as PS2 titles, have something of a reputation for excellent playability. That's not a bad thing to be associated with.

CUBE: How have you found working with the GameCube hardware?
JM: It's quite lovely – easy to get stuff up and running on quickly, but with plenty of power to do interesting things. Excellent for effects, which suits the nature of this project very well indeed.

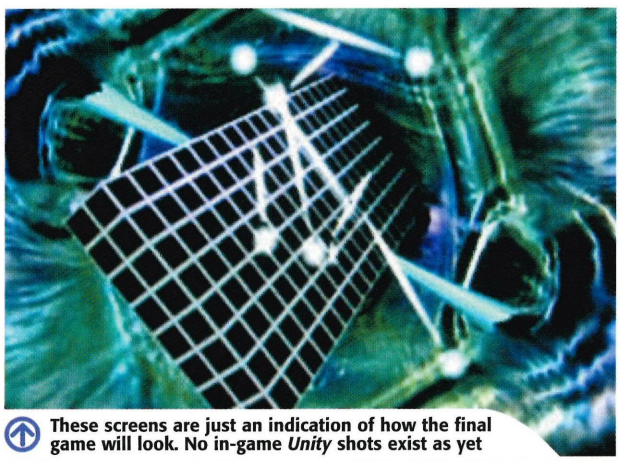




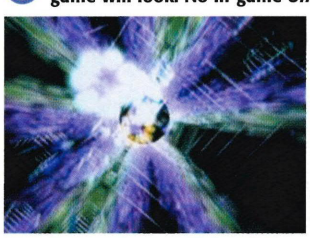
Prepare your eyes for what looks to be a bewildering experience

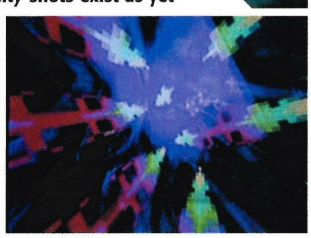
UNITY





These screens are just an indication of how the final game will look. No in-game *Unity* shots exist as yet







Llamasoft's trademark visuals are already in place

A synthesis of playing, seeing and hearing...

IN A MONTH when we've questioned the level of third-party support for the GameCube, it's heartening to find that an original, exclusive and potentially innovative title is heading our way.

Recently confirmed as a new publishing venture tied to Peter Molyneux's Lionhead studios, *Unity* is currently six months into development at Llamasoft's west Wales studio and is being coded by industry veteran and Llamsoft's founder, Jeff Minter.

Described as 'a fabulous journey through a succession of beautiful abstract 3D spaces', gameplay details of *Unity* are scant at the moment. But, given Llamasoft's history of kaleidoscopic colour schemes, eye-searing light trails and electronic soundscapes tied to a shoot-'em-up mechanic, *Unity* is expected to be in a similar vein.

If the game gets made in the way Jeff Minter intends, *Unity* will become more than just a shoot-'em-up. The intention with this game is to craft a unique piece of entertainment that blurs the boundaries between playing a game and using an instrument.

Having always been interested in light synths (the generation of modulation of visuals from sound), Minter is yet to give concrete details about the mainly third-person perspective of 'embodiment' through which *Unity* will be played.

What is clear, however, is that this is an attempt to make a game unlike any other and whose premise is to immerse gamers visually and aurally in a unique creative experience. CUBE will deliver further details on this game over the coming months... CUBE

NINTENDO GAMECUBE

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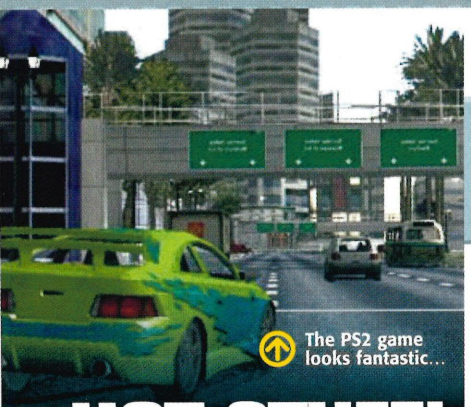


THE BIGGEST RPG ON GAMECUBE

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WELCOME TO THE FUTURE. YOUR STAR IS READY TO RISE.



The PS2 game looks fantastic...

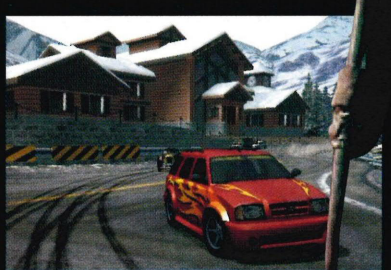
HOT STUFF!

MORE BONUSES THAN YOU CAN SHAKE A GIANT STICK AT

There are so many new features in GameCube *Burnout 2* that we thought we'd list them all for you. That Guildford lot have been very busy for the last four months...

- Gamecube version includes 15 more crash junctions than the PS2 version. This mode is now twice the size of the PS2 game mode.
- Advanced lighting effects such as Bloom Lighting – highlights reflect off of windscreens and metal exactly as in real-life.
- New Custom Series mode that allows you to race modified vehicles complete with body kits and decals.
- Significant increases in polygon count and texture size.
- True specular reflections with specular mapping.
- Dynamic weather effects including rain and snow.
- Anti-aliasing and flicker filtering.
- Progressive scan TV support for NTSC version.
- Dolby Pro Logic II support.
- Enhanced traffic system supporting complex intelligent behaviours.
- Enhanced engine audio model including real-time distortion processing.
- Dynamically mixed context-sensitive audio streaming.
- Non interrupt-driven texture upload system for higher performance.

COR BLIMEY, GUV...



... but still pales next to the upgraded version.

A whole lotta mangled metal

CRASH 'N' BURN

IT MAY HAVE launched on the PS2 over six months ago, but the GameCube version of the massively acclaimed *Burnout 2* should leave the PS2 original eating dust. With a range of specific enhancements that puts many other ports to shame, Criterion has tweaked this game something silly.

First up, everything looks so much better. There's been a significant increase in the polygon count and texture size resulting in a game that looks more like a sequel than a conversion. The difference really is that obvious. The GameCube's wicked effects capabilities have also been put to great use. It looks like Criterion has really got to grips with the hardware and is trying to give Nintendo a run for its money. New additions include reflections, lighting, dynamic weather effects and context-sensitive audio. Even the traffic AI has been improved over the original.

That's a pretty impressive series of improvements already, but it doesn't stop there. The Crash Junctions section of the game has been doubled, with 15 all-new junctions included. But enough with the talking already – we'll bring you a massive hands-on In-Depth in the next issue. This one's going to be very special.

Put the pedal to the metal in *Burnout 2*



EPIC MANNEQUIN!

One remarkable life-size statue, to rule them all...

PLUS 5 COPIES OF THE TWO TOWERS

LOOK AT IT, use your eyes, peruse and behold this monument to all things Ring-like. Kind of makes you feel small, huh? In fact, we're writing this sat next to the thing and it's so damn lifelike it's making us wonder if we actually exist...

And now you too can feel similarly belittled, because as part of its quest to bring you ever closer to Middle Earth, Electronic Arts is giving this statue away. On top of that we've also got five copies of *The Lord of the Rings: The Two Towers*! To win this fine and noble piece of craftwork, and of course the statue, simply answer the following question:

Q) WHAT IS THE NAME OF THE CHARACTER PORTRAYED BY THIS STATUE? IS IT:

A) GOT THE HORN B) ARAGORN C) GORN BUT NOT FORGOTTEN

WIN!

There are also four runners-up prizes of a copy of the game to be won, so send in your answers, along with your contact details so that we can send you the loveliness, to:

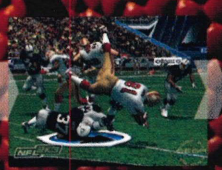
RING MY BELL! CUBE, PARAGON PUBLISHING, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET, BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. The closing date for entries is 10 April 2003. Proof of sending entries is not proof of receipt.

ENTER THE ARENA

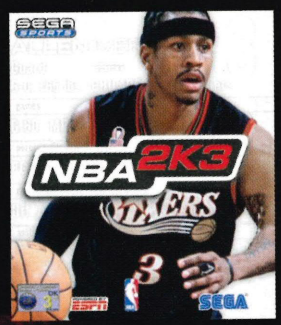
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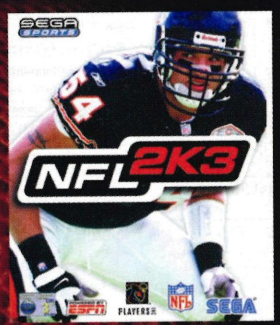


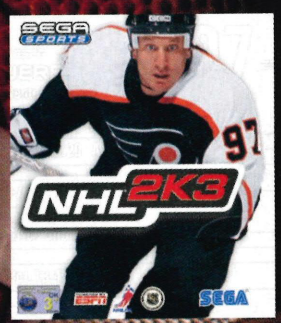




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CUBITES

TASTY SLICES OF NINTENDO BIRTHDAY CAKE WRAPPED IN A PAPER NAPKIN



RETROGRADE

Alleviating all the miniscule D-pad woes of the GameCube's controller is this beauty from Japanese firm Hori. Perfect for beat-'em-ups and with the Game Boy Player, we've just bought a stack of them.

ROCK, MAN

A cel-shaded GameCube incarnation of Capcom's long running Megaman *series is currently receiving its finishing touches over in Japan. Featuring customisable attacks and over a hundred moves, we'll have the full review next issue.*



BENDER

Developer SCi is bringing The Great Escape *– a game based on the film – and a title themed around one of our favourite cartoons ever,* Futurama*, to the 'Cube.* The Great Escape *is a puzzle-solving stealther while* Futurama *is a 3D action adventurer.*



RED MIST

We simply had to show you this. Last issue we confirmed the rumour that Link would indeed be appearing as a playable character in Soul Calibur II*. Now we can confirm that his second colour will be red. Check it out!*







CIRCLES OF POWER

Racing towards a better future... courtesy of some cracking games

CUBE GETS THEMED... we didn't intend to have a theme going this issue, but it seems to have happened anyway. With Metroid Prime, XGRA and F-Zero GC, we're definitely on a futuristic tip this month, and we can see no better way of embracing the future than by adorning this page with the relevant fascias. Aren't they lurvely?

FEELING LEFT OUT?

Missed out on our amazing free gifts from issues 9, 12 and 16? Go to page 126 and get yourself a copy then!



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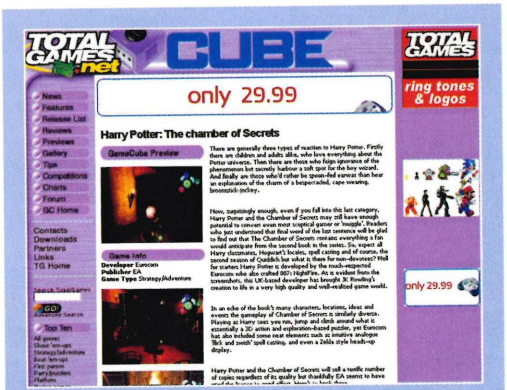
The place to be for the latest in GameCube news, reviews, tips and gossip!

IT'S BEEN AN eventful month in the world of videogames, and whatever your inclination you're bound to have an opinion on the current hot topics – Nintendo's treatment of third-parties, Nintendo 'doing a SEGA,' the usefulness of FreeLoader and even whether Miyamoto-san would look good in drag. Aside from offering up all the latest screens, movies and gaming news, TotalGames.net offers you the chance to chat with other like-minded gamers. Not everyone will agree with you, but how boring would it be if that were the case? Exactly. Just for the record, we had nothing to do with the 'Miyamoto-san In Drag' topic...



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 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 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 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. No, really.

CUBE MOST PLAYED

THERE ARE SOME GAMES WE JUST CAN'T LEAVE ALONE



WINNING ELEVEN 6

FreeLoader owners take note: *Winning Eleven 6* is *Pro Evolution 2* on your GameCube – only better! Containing everything from *Pro Evo 2* and a tweaked control system, this is the beautiful game as it should be played (without the inconvenience of leaving your house, obviously).



MR DRILLER

Four-player Mr Driller races is currently, after *Winning Eleven 6*, our favourite lunchtime pastime... apart of course, from a liquid lunch followed by the afternoon off and a trip to Akihabara, Japan. It's a hard life, but we enjoy every strenuous minute of it.



NINTENDO PUZZLE COLL.

Even after spending days 'reviewing' it, Gary spent a further (so he tells us) five hours and 55 minutess playing at home whilst simultaneously watching season two of *Family Guy* on DVD. "Get out my brain," he's taken to saying. "What on earth do you mean?" we've taken to replying...

CUBE MOST WANTED

THE GAMES THAT EVERYONE HAS BEEN TALKING ABOUT...



PIKMIN 2

If we had to guess at what new additions *Pikmin 2* will include we'd count on the following: a two-player co-operative and versus mode, downloadable challenges (possibly even networked games) and all new breeds of Pikmin. But who knows what Miyamoto-san will do...



MARIO GOLF

One of the few oversights EA made when they put together *Tiger Woods* was to omit 3D greens. We're expecting Camelot (the creators of the sublime N64 version) to avoid any such pitfalls with this GC update, which (fingers crossed) should be the best golf game ever made.



FINAL FANTASY CC

As massive fans of *Chrono Trigger* and *Secret Of Mana* we're chuffed that Square has taken inspiration from these old skool role players, incorporating real time battles and multiplayer support. As you read this it's only a month away from a Japanese release!

UK RELEASE LIST

CUBE's at-a-glance guide to what you can expect in 2003

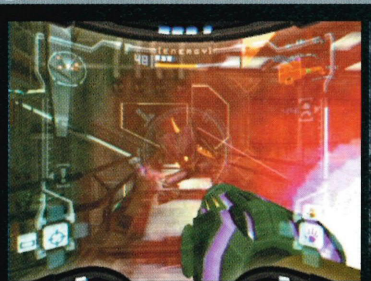
Game	Genre	Publisher	Release Date	Anticipation
Defender	Shoot-'em-up	Midway	14/3/2003	★
Downtown Run	Racing	Ubi Soft	14/3/2003	★
Pac-Man World 2	Platform	Namco	14/3/2003	★★
Super Bust-a-Move 2: All Stars	Puzzle	Ubi Soft	14/3/2003	★★★
The Lord Of The Rings: The Two Towers	Adventure	EA	14/3/2003	★★★
BattleBots	Adventure	THQ	21/3/2003	★★
Mace Griffin Bounty Hunter	Adventure	Vivendi	21/3/2003	★★★
Metroid Prime	Adventure	Nintendo	21/3/2003	★★★★★
NBA 2K3	Sports	Infogrames	21/3/2003	★★★
NHL 2K3	Sports	Infogrames	21/3/2003	★★★
Summoner: A Goddess Reborn	Adventure	THQ	21/3/2003	★★
The Sum Of All Fears	Adventure	Ubi Soft	21/3/2003	★★★★
Tom Clancy's Ghost Recon	Adventure	Ubi Soft	21/3/2003	★★★★
Batman Gotham City Racer	Racer	Ubi Soft	27/3/2003	★★
Disney Sports Basketball	Sports	Konami	28/3/2003	★
Evolution Snowboarding	Sports	Konami	28/3/2003	★★
Galleon	Virgin	Adventure	28/3/2003	★★★★
NFL 2K3	Infogrames	Sports	28/3/2003	★★★
Batman – Dark Tomorrow	Beat-'em-up	Kemco	March 2003	★★
Lotus Challenge	Racing	Xicat	March 2003	★★★
RTX Red Rock	Adventure	LucasArts	March 2003	★★★
World Racing	Racing	TDK	March 2003	★★★
Zapper	Shoot-'em-up	Infogrames	March 2003	★★
Baldur's Gate: Dark Alliance	Adventure	Virgin	Q1 2003	★★
Celebrity Deathmatch	Beat-'em-up	Take 2	Q1 2003	★★
Skies of Arcadia Legends	RPG	Infogrames	Q1 2003	★★★★★
Sonic Mega Collection	Platform	Infogrames	Q1 2003	★★★★★
The Sims	Virtual Living	EA	4/4/2003	★★★★
X-Men: Wolverine's Revenge	Beat-em-up	Activision	18/4/2003	★★★
BloodRayne	Adventure	Vivendi	April 2003	★★★
Hitman 2: Silent Assassin	Stealth-'em-up	Eidos	April 2003	★★★★
Ikaruga	Shoot-em-up	Infogrames	April 20	★★★★★
Red Faction II	Shoot-'em-up	THQ	April 2003	★★★★
WWE Crush Hour	Sports	THQ	April 2003	★★★
The Legend of Zelda: The Wind Waker	Adventure	Nintendo	3/5/200	★★★★★

JAPAN & US

Soul Calibur II	Beat-'em-up	Namco	Mar '26	★★★★★
Ridge Racer VI	Racing	Namco	Mar '03	★★★★★
Viewtiful Joe	Beat-'em-up	Capcom	Mar '03	★★★★★
F-Zero GC	Racing	SEGA	Q1 '03	★★★★★
Pikmin 2	Simulation	Nintendo	Q2 '03	★★★★★
1080: White Storm	Sport	Nintendo	15/4/03	★★★★
Legend Of Zelda: The Wind Waker	Adventure	Nintendo	24/4/02	★★★★★
Mario Party Online	Party Puzzler	Nintendo	Q2 '03	★★★★★
Mario Kart Online	Racing	Nintendo	Q2 '03	★★★★★
Animal Forest Online	Adventure	Nintendo	Q2 '03	★★★★★
GameCube Wars	Strategy	Nintendo	Q2 '03	★★★★★
StarFox GC	Shoot-'em-up	Nintendo	Q2 '03	★★★★★
P.N. 03	Shoot-'em-up	Capcom	May '03	★★★★★
Killer 7	Shoot-'em-up	Capcom	Q3 '03	★★★★★
Dead Phoenix	Shoot-'em-up	Capcom	Q4 '03	★★★★★
Resident Evil 4	Survival Horror	Capcom	2004	★★★★★

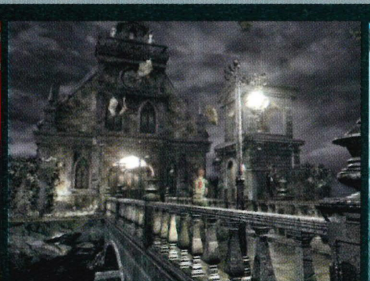
CUBE RECOMMENDS

OUR TOP THREE DESERT ISLAND GAMES FOR THIS MONTH'S PAL RELEASES...



METROID PRIME

If you can only afford one game this month then there's no debate – it's got to be *Metroid Prime*. Hype or otherwise, you can't fail to be amazed by this game.



RESIDENT EVIL ZERO

Control system tweaks and partner zapping aren't the only additions – the visuals look even better! If you like survival horror, you need this game.



PHANTASY STAR ONLINE

There have been mixed reactions about *PSO*. Byron and Gary reckon it's still great, but they warn that you'll be disappointed if you don't get a modem and keyboard.

GAMECUBE CHARTS

PLAYGROUND SCRAP

GET OVER HERE

MORTAL KOMBAT: DA

KILLER INSTINCT

It had only been out for one day when we were compiling this chart but all the same, in the space of just twenty four hours it's gone straight in at number one. It seems that Midway have that rare killer instinct the punters love. And it's nice to see a decent *Mortal Kombat* game after so many duff titles.



1

UK CHART

TOTAL GAMES .net

ChartTrack

Week ending 15 February '03

You may have read in this month's news about the waning third-party support for the 'Cube. A glance at the charts seems to confirm this trend with under half of the top ten games published by companies other than Nintendo.

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

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	MORTAL KOMBAT: DA	MIDWAY	8.6
2	1	SUPER MARIO SUNSHINE	NINTENDO	9.4
3	NEW	STAR WARS: BOUNTY HUNTER	LUCASARTS	6.9
3	NEW	STARFOX ADVENTURES	NINTENDO	9.4
5	3	MARIO PARTY 4	NINTENDO	9.0
6	9	ETERNAL DARKNESS	NINTENDO	9.3
7	13	LUIGI'S MANSION	NINTENDO	7.8
8	4	JAMES BOND 007: NIGHTFIRE	EA GAMES	7.9
9	NEW	MADDEN NFL 2003	EA SPORTS	N/A
10	12	SUPER SMASH BROS MELEE	NINTENDO	8.3


SUPER MARIO SUNSHINE


ETERNAL DARKNESS


STARFOX ADVENTURES


SKIES OF ARCADIA LEGENDS



NINTENDO PUZZLE COLLECTION

BUMP IN THE NIGHT

GHOSTBUSTERS

LUIGI'S MANSION

SPOOKED

Along with *Smash Bros.* and *Pikmin* this is about to be reduced in price to only £19.99, so expect all three of these games to feature prominently after April when they become part of the Players' Choice range. For the moment, though, *Luigi's Mansion* is still holding on to a respectable top ten position.



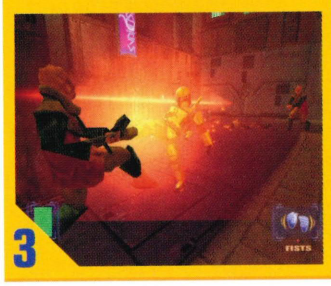
7

LUKE WARM

BOUNTY HUNTER

A TASTE OF PARADISE?

Straight in at number three and proof that, regardless of quality, *Star Wars* titles still sell. Clearly, being the coolest character in the films has compensated for the poor gameplay. Expect to see a different kind of bounty hunter in the charts next month, only this time occupying the top spot.



3

HE FORGOT THE FORCE

TOUCHDOWN

MADDEN NFL

HUT, HUT

Crashing in at number nine is an old favourite from Electronic Arts. Collectively, the **CUBE** team spent days messing around with the Mega Drive version, but this GC update is, as you'd expect, the best version yet. Watching motorcycle messengers play rugby has never been so much fun...



9

MEN WITH BIG HELMETS

US CHART

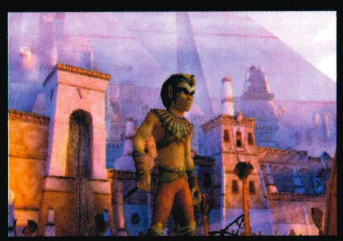
POS	LAST	TITLE	PUBLISHER
1	1	Metroid Prime	Nintendo
2	NEW	LOTR: The Two Towers	EA
3	3	James Bond 007: Nightfire	EA
4	4	Skies Of Arcadia Legends	Infogrames
5	5	Animal Crossing	SEGA

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	Nintendo Puzzle Collection	Nintendo
2	1	TLOZ: The Wind Waker	Nintendo
3	3	Mario Party 4	Nintendo
4	4	Biohazard Zero	Capcom
5	NEW	Winning Eleven 6	Konami

CUBITES

TASTY SLICES OF NINTENDO BIRTHDAY CAKE WRAPPED IN A PAPER NAPKIN



WALK LIKE AN EGYPTIAN

Eurocom, the developer behind Harry Potter *and* Nightfire *is developing a totally original adventure by the name of* Sphinx. *THQ will publish the title based around the mythology of ancient Egypt.*

SP FANTASIES

The initial Japanese shipments of the GBA SP were snapped up in record time. The limited edition Final Fantasy Tactics *package was the most popular choice, with the game selling on a 1:1 basis with the hardware overall.*



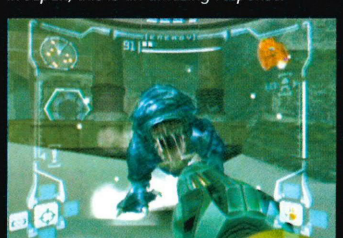
TUNNEL VISION

ND Cube, the developer behind F-Zero: High Velocity *has unveiled its new GameCube racer. Entitled* Tubesliders, *the game looks and plays like a poor man's* F-Zero. *It's due out next month in the US.*



SAMUS SCORES

Samus fared well in the Japanese press this month with Famitsu *and* Famitsu Cube *awarding it 33/40 and 37/40 respectively. Considering that this genre isn't too popular in Japan, this is an amazing response.*



Bloodlust and mind control

PART FIVE



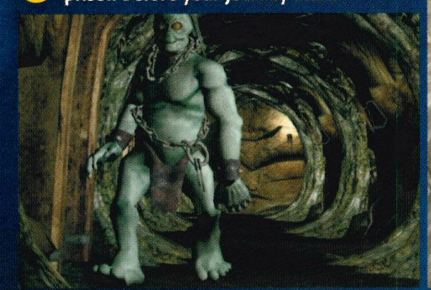
www.hot-head-studios.com

DEVELOPER





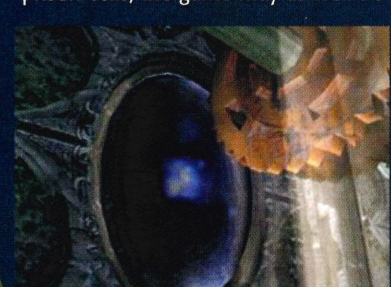
You'll have to fight your way out of prison before your journey starts

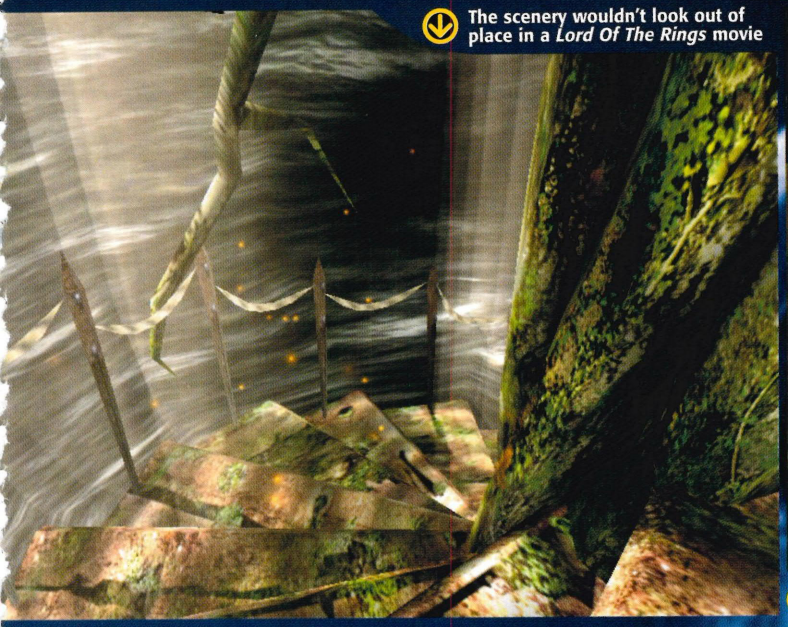


HOTHEAD'S ADVENTURE GAME

has taken a massive step forward this month as the team prepares to strike a publishing deal at the Game Developers' Conference in the US. From the looks of the latest assets they'll be fighting off the offers. Codemasters for one is looking to sign up five separate titles so maybe they'll find exactly what they want in *Shadow Of The Sun*.

It hasn't been long since work started on the title, but already you can get a feel for what HotHead is trying to achieve. Take a load of vampires, a mighty Vampire Council and stick them all in Tolkien's Middle Earth. *SOTS* feels very *Lord Of The Rings*, from the menacing architecture to the claustrophobic dungeons and prison cells, the game may as well be





The scenery wouldn't look out of place in a *Lord Of The Rings* movie



Prison guards are weak-minded and controlled by the Vampire Lord

DIARY...

set in the heart of Mordor. We can only imagine what the results would have been like if HotHead had been let loose with the official *Lord Of The Rings* licence. Oh well, with their imaginations running free maybe the finished game will be even better.

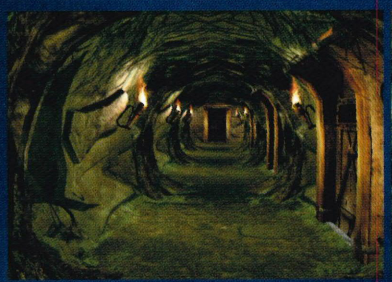
As the intro kicks in, a romantic yet tragic story unfolds (tchoh, it's always the same with vampires). A once powerful vampire, incarcerated for hundreds of years by the Vampire Council, is spurred into action by the most unlikely of events. Drifting in and out of consciousness, the fading vampire has a vision of a beautiful woman begging for his help.

Filled with a new lease of life he must escape his prison cell (shown in some of the screenshots) and find her. The game itself will involve first-person shooting, special vampire abilities, puzzle solving and a deep storyline.

Last month we brought you exclusive pictures of some of the enemies and this month we can show you the final renders for two of the enemies. The Guards are weak-minded creatures controlled by the Vampire Lord and used to do his dirty work during the hours of daylight. The War Beasts are a little like the hybrid Uruk-Hai from *The Two Towers*. Made from the bodies of underlings and guards, these guys can be the size of buildings.

Shadow Of The Sun is developing into an extremely exciting title and we'll continue to bring you more new information every month.

CUBE





HotHead Studios



Dear CUBE,

This month we've been working really hard on putting the final touches to our Game Developers' Conference build of Shadow Of The Sun. Richard (HotHead's CEO) is flying out to San Jose to the Game Developers' Conference where we have numerous meetings with publishers.

Shadow Of The Sun is looking absolutely fantastic, and every day we are getting loads of enquiries and very positive feedback from people interested in the title.

I said in last month's diary that I'd give you an insight into the story behind Shadow Of The Sun and who the player will control, so without further delay, here goes.

Shadow Of The Sun is an extremely cinematic story-based, first-person adventure title set in an alternate universe where vampires rule. The main character was once a powerful Vampire Lord who was overthrown and imprisoned by the devious Vampire Council. After hundreds of years of torture and imprisonment he is visited by a vision of a beautiful woman pleading for his help.

Compelled to find and help her he is filled with a new sense of purpose and, thirsty for revenge, he escapes from his cell and sets out to find the source of his vision.

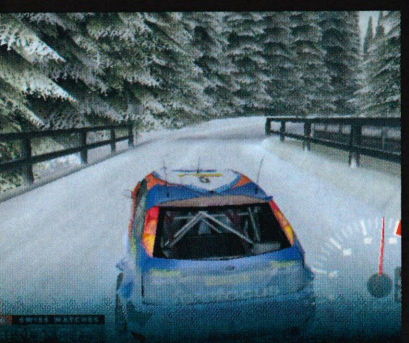
That's all I can tell you right now, but I've included some great new characters for you to check out. I hope you like them.

Until next month then.

Cheers,
Tony ;-)
Executive Producer, HotHead Studios

WHATEVER HAPPENED TO...

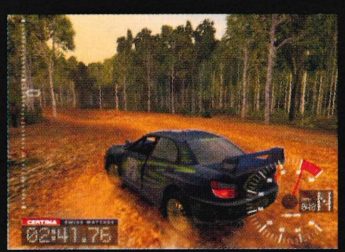
CUBE LOOKS AT MYSTERIOUS, 'CUBE-RELATED DISAPPEARANCES

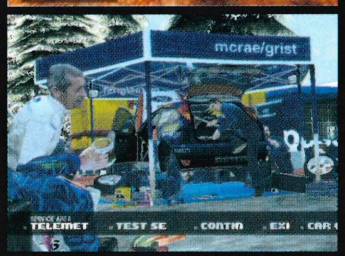


COLIN MCRAE RALLY 3

Why even bother to announce a game when you're not going to make it? A publicity stunt maybe? Trying desperately to attract more attention for a game that just isn't getting noticed? We won't admit to having the answer, but what we do know is that work on the GameCube version of *CMR3* never even started in spite of the five-game announcement from Codemasters.

Despite no official word from Codemasters it seems that we will never see the game, the main reason being the fact that the other versions simply didn't sell in significant quantities. It's very strange though that Nintendo never once placed any of the Codies games on its release lists...





NAMCO TRIP

Nintendo-Namco link strengthens beyond belief



AS IF LAST MONTH'S news that Link would be a playable character in the GC version of *Soul Calibur II* wasn't enough, Namco has now confirmed a further two bonus characters. As we hinted in last month's Up Front, Link's arch nemesis Gannondorf will indeed make an appearance to battle Link for the all-powerful Soul Edge. The Prince of Darkness will be Link's final adversary and, if beaten, will become available as a secret character. In true Namco style, Gannondorf's fighting style will not be totally unique and will be based on fellow *SCII* big-hitter Astaroth. But hang on – that's only one new character. What about the second?

Tekken fans will know that Namco likes to include comedy bonus characters such as Gon the T-Rex and, due to the company's close ties with Nintendo, none other than *Wind Waker* Link will become the third GameCube-exclusive fighter! Arriving in full toon-shaded glory, little Link does look strange in his surroundings but he's a welcome

FASTER, FASTER, FASTER!

Last-minute F-Zero update

We've covered *F-Zero GC* in more detail on pages 34-5, but some details regarding the TRIFORCE version of the game have just come in hot from the AOU show in Japan. The arcade version has a dedicated cabinet (see right), which features a rotating seat, accelerate and brake pedals, left and right air-brakes, four camera viewpoints and a boost button. The cabinet also has two slots on the left-hand side: one for a Pilot's Licence Card and one for a GameCube Memory Card. Every player gets a Pilot's Licence which records your times and statistics. The specifics of the Memory Card slot are still unknown. We know the two versions of the game will be compatible but SEGA isn't saying any more.





LE WHAMMY!

addition nonetheless. Imagine *Wind Waker* Link versus adult Link...!

Along with SEGA, Namco is also one of the three companies involved with Nintendo's TRIFORCE arcade hardware as well as being the co-developer for *StarFox Armada*. Whereas SEGA is developing *F-Zero* for GameCube and TRIFORCE, up until now Namco didn't have a TRIFORCE title in the works. At this month's Amusement Operators' Union show in Japan that changed though, with the two N's making a joint announcement regarding their new title *Smash Bros Vs Namco All-Stars*.

Using an adapted *Soul Calibur II* engine, the game will incorporate ten fighters from *Super Smash Bros* and ten Namco characters. This news confirms last year's reports that Namco was very interested in creating its own version of Nintendo's hit fighter, but no-one was expecting this. No screenshots are available as yet, but the game will be shown in an early form at the Tokyo Game Show in March.* CUBE

Gannondorf as a playable character? We told you so...



KINGS OF INNOVATION

Haven't we seen this somewhere before?



This unmissable bundle should significantly perk up GC sales

SALES OF THE GameCube in Europe are set to soar come the end of March when Nintendo rolls out what must be the most amazing deal ever. Not only will *Metroid Prime* go on sale on 21 March, but a *Metroid Prime* bundle will also hit the shelves for a staggeringly low 199 euros (£129). The bundle contains a copy of the game and a '*Metroid Prime* Name Plate.' Obviously inspired by CUBE's replacement fascias, Nintendo has now decided to supply its very own version. So anyway, you get the greatest game in the PAL territory this year, free when you buy a GameCube? You'd be crazy not to buy one. Does this mean the price of the solo pack will go down? Not according to Nintendo, but a £99 price-point would do wonders...



Nintendo now relies on CUBE for its marketing ideas. C'est la vie non?

GCN GAMECUBE NEWS

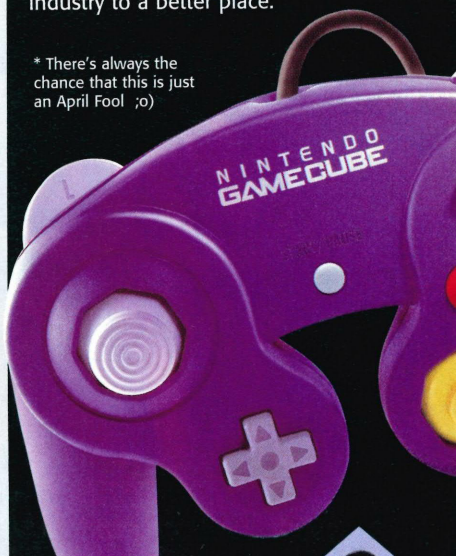
FINAL THOUGHT...

YOU MAY WELL have seen online reports this month concerning the demise of Nintendo, the downfall of the GameCube and the dead-as-a-dodo predictions from the drama queens of the industry. Our advice? Ignore it.

While nobody in their right mind would put their hand up and say Nintendo is doing a marvellous job, the Japanese publisher and hardware developer is not in any way going down. We've talked about games getting canned this month, but what are the real reasons behind the cancellations? And do we really care that much if we lose a couple of derivative multi-platform titles? Not really, especially when you look at all the exclusive titles that are just down the line.

What concerns us more is what it all means for the gaming industry as a whole. The fact that certain games aren't selling well on the GameCube is just an early indication of where the market as a whole is going. Nintendo executives have been predicting it for years, and while their words of wisdom did make sense, none of it appeared to be ringing true... until now. Next month, **CUBE** will be taking a very close look at whether GameCube really is down and out, or just leading the industry to a better place.

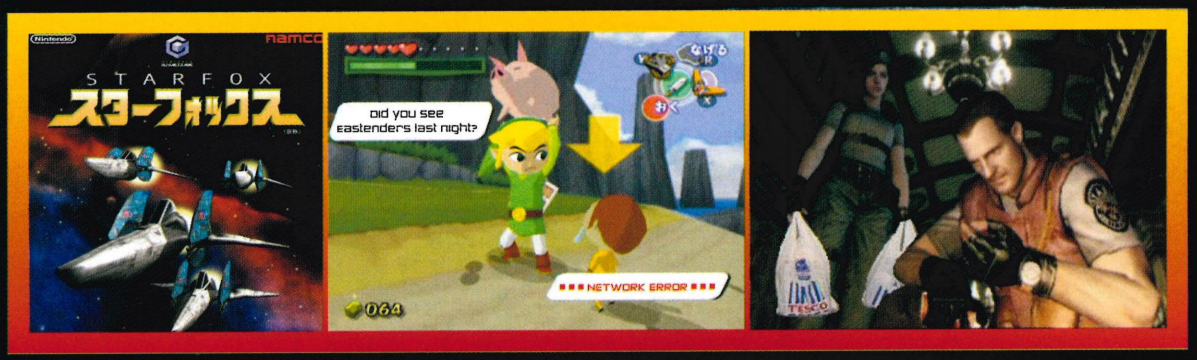
* There's always the chance that this is just an April Fool ;o)





BACK FROM THE FUTURE





What does the future of gaming hold? We've seen it and we know. Read on, if you dare...

Some odd things happen in the world of **CUBE**. One of the oddest occurred this month when a small rift in space-time opened up under one of the desks and a copy of **CUBE** issue 71 (June 2007) plopped through it. Obviously, we can't reveal everything that's featured since, as *Back To The Future II* makes clear, knowing too much about the future can have calamitous consequences. However, we couldn't resist reprinting this... a GameCube retrospective as the world of 2007 awaits the imminent launch of the Nintendo GameRhombus. Just keep it under your hats, okay?

"It's a sad time for any console, but with the release of *Mario Party 9* this month the GameCube is finally making the transition from next-gen hardware to retro console. Meanwhile, the GameRhombus is released in Japan in a few months and the whole shebang starts again. This generation hasn't been plain sailing for Nintendo but everything turned out well with a comfortable second place in the console arms race and loads of great games. So come with us now as we take in part two of our GameCube retrospective covering Christmas 2003 to today.

CHRISTMAS 2003: NINTENDO GO ONLINE

After the early present that was SEGA's *F-Zero*, hopes were high for Christmas '03, especially after 2002's rather mixed efforts in Europe. Nintendo weren't going to make the same mistake five times in a row though and managed to release *1080° Avalanche*, *Pichu Bros*, *Party Panic*, *Pikmin 2* and, of course, *Mario Kart Online*. Despite only minimal technical support from Nintendo Europe, and the usual crap advertising campaign, *Mario Kart Online* turned out to be the best thing ever. Even today there's little to beat the pure joy of a twelve-player race across Cheese Gorge with the smell of freshly hurled Koopa shells in your nostrils.

It wasn't just Nintendo that had a good Christmas though, for although only two of the Capcom Five were released from custody in 2003, both *PN03* and *Viewtiful Joe* managed to light up the cash tills with their super swanky visuals and old-school gameplay.

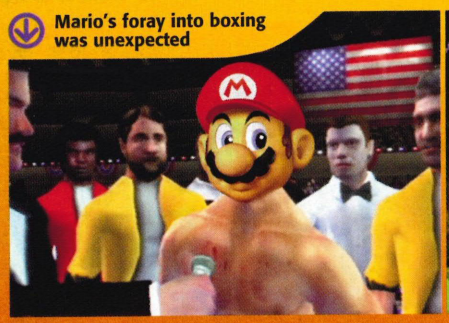
2004: THE YEAR OF TRIUMPH

With peace breaking out all around the world and people storming onto the streets committing random acts of kindness, Nintendo managed to cash in on the zeitgeist with the release of *Super Mario 128*. The game was set back in Mushroom Kingdom with the *Mario Sunshine* camera replaced with the old "why did they change it in the first place" Lakitu-cam from *Super Mario 64*. There was even the return of old favourites like the Fire Flower, Tanooki Suit and giant hammers. Expanding on the void levels from *Super Mario Sunshine* and ditching FLUDD, this new game was rightly regarded as the zenith of the platforming genre and led to the shock announcement from Nintendo that this would be the last *Super Mario* game ever.

After the transcendent perfection of *Super Mario 128* though, Nintendo's other big spring release was a bit of a disappointment. The much anticipated *Pokémon* game for the GameCube turned out to be nothing more than *Pokémon Stadium 3* which, even if it did cost less than a GBA game and work online, was still far from the RPG spectacle we'd hoped for.

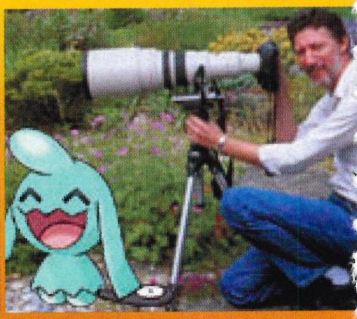
The Yanks got *Metroid Prime 2: Prime Harder* for Easter but we could console ourselves only with the promise of an Autumn release and the fact that American chocolate is rubbish compared to ours. When it did arrive it was a qualified triumph. The way the Screw Attack and Wall Jump worked were great, with special mention going to the new Magnetic Boots which allowed you to walk on walls and ceilings like a kind of heavily armed Spider-Man. The appearance of Kraid as officially the largest end-of-level boss ever put a final stop to anyone moaning that half the levels were, thanks to the vastly shorter development time, only slightly tweaked from the original.

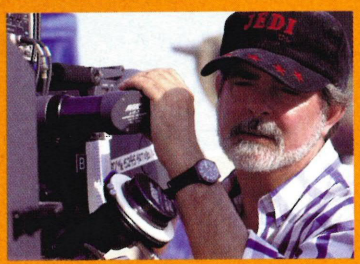
There was no nit-picking about Namco's *StarFox Armada* though – full-on shoot 'em-up action in the style of the first two games. A four-player online mode caused some controversy when the proposed link-up to arcade versions of the game failed to function with any sort of regularity, but among console players it worked a treat. Indeed, for a short time it proved even more popular than *Mario*


Mario's foray into boxing was unexpected

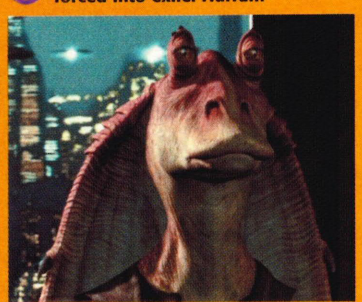








THE RISE AND FALL OF GEORGE LUCAS


Bearded hat-wearer Lucas was forced into exile. Hurrah!

After the disastrous box office failure of *Episode III*, George Lucas's spiral into self-rightousness only worsened. In a new attempt to pretend the original trilogy had actually been rubbish all along he released new extra special editions with CGI worsened effects and the inclusion of Jar Jar Binks's spoon-playing children into every second scene. He also attempted to invade Canada with an army of clockwork Ewoks. Thousands of angry fans stormed his California home but Lucas managed to escape a lynching in a working replica of the Millennium Falcon and now lives on the moon where he's thought to be working on *Howard The Duck 2*.

Kart, until Nintendo clamped down on an unofficial patch that stopped the fourth player from having to be Slippy.

Released at the same time was *Golden Sun Cubed* from Camelot, which linked up with the first two GBA titles and provided fans with what was essentially their first proper RPG since the console's launch. Proving that Tolkien-esque fantasy worlds are like buses, Square managed to release *Final Fantasy: Crystal Chronicles* in the same month. However, the cool GBA controller-enhanced four-player mode and lack of turn-based battles made it an easy winner with customers and critics alike.

Once again, Europe got stiffed by Nintendo over Christmas, but with almost two decades of the same sort of carry-on behind them, nobody was particularly surprised when Nintendo's first MMORPG – *Fire Emblem Online* – wasn't released in time for Euro reindeer delivery.

We did get *Marionette* though, which came free with Nintendo's new ultra-broadband adapter, and was basically an MMORPG without the RPG. Nintendo fans from around the world were able to wander around a virtual Mushroom Kingdom chatting, swapping emails, images and songs (created in integrated versions of *Mario Paint* and *Mario Music*) and generally doing their thing for peace in the global village.

Even though Nintendo's online output at this time was far less numerous than that of its console rivals, at Christmas it finally managed to release the cash cow everyone had been expecting for years: *Pokémon Online*. For once managing a simultaneous worldwide release, *Pokemon Online* quickly outstripped *Fire Emblem Online* and every other online title on any machine ever as the most popular online title in the world. Finally the GameCube got a proper *Pokémon* RPG, not just the *Pokémon Stadium*-style battles, and the world loved it.

It wasn't an entirely online Christmas though. Capcom's *Killer 7* was released and, as expected, it looked amazing, featuring old-school shoot 'em-up gameplay, and sold about three copies. SEGA's *Virtua Fighter Quest* fared only a little better because, although it wasn't half as long-winded or dull as *Shenmue*, being only half as boring as the most boring thing ever still proved too much of a virtual anaesthetic for most punters.

2005: THE YEAR OF SHAME

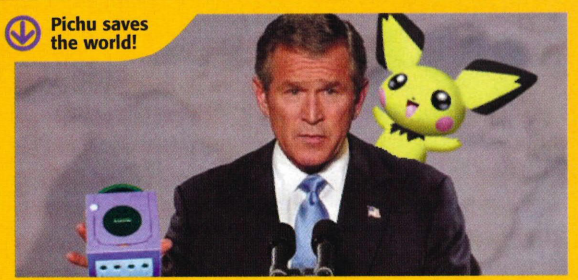
After more than a year of love and peace, the year 2005 cast a shadow across the world that even now is almost too painful to talk of. Things started well enough for Nintendo with the release of *Pokémon Snap 2* – a free-roaming version of the N64 semi-classic that featured some of the most lush and realistic looking landscapes ever seen in a video game.

It got even better when Capcom released their final GameCube-exclusive title in the form of the superlative *Resident Evil 4*. It featured unbelievably detailed, fully 3D backdrops, a completely new cast of new enemies and, most welcome of all, a proper control system that didn't seem to be emulating the movements of a clinically obese man after a heavy night out.

It was shortly after *Resident Evil 4*'s April release that the first and, to some minds, the greatest tragedy occurred – the release of *Star Wars: Episode III – Revenge of Jar Jar*. The wave of *Star Wars* fundamentalism that followed Lucas's enforced exile some weeks later (see boxout) did, however, ensure that *Rogue Squadron 3* was an enormous success. *Super Smash Bros: Bar Room Fighting* fared similarly well and after the successful releases of *Eternal Darkness II: Sanity's Holiday* it looked like Nintendo could do no wrong. Their two biggest titles for Christmas were *Advance Wars Online* and, tragically, *Donkey Kong 2005*. The former was a highly addictive 3D version of the GBA classic but the latter

GULF WAR II: NINTENDO SAVES THE WORLD!

THE POWER OF POKÉMON CAUSES AN OUTBREAK OF PEACE


Pichu saves the world!

At the beginning of 2003 things were looking rather grim and most people were about to break out the *Mad Max* gear in anticipation of World War III. But fed up of boring White House meetings, George Bush took to playing *Pokémon Sapphire* under his desk and, so enchanted did he become with the game, his simple heart was filled with only love and respect for his fellow man. When Saddam Hussein offered to trade him a level 100 Groudon in a peace meeting an entire new chapter in world peace was secured. Following this major breakthrough, the Security Council was disbanded and replaced with The International League Of Trainers – an organisation devoted to ensuring peace through *Pokémon*. Subsequent international disputes were caused by nothing more serious than minor misunderstandings of the rules.



Self-aware Pikmin became increasingly popular... and lethal

"LEGEND OF ZELDA ONLINE BECAME THE BIGGEST SELLING VIDEOGAME EVER"

was, as if anyone could forget, released on the exact same day as giant space monkeys from Mars attempted to invade our planet and steal our women.

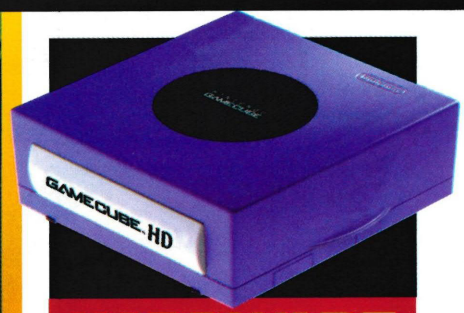
The poor timing of the release meant that Shigeru Miyamoto and the rest of the Nintendo high command were immediately arrested as traitors to mankind and only saved from execution when they suggested that it had all been a horrible coincidence and that throwing giant hammers at the invading hordes might yet win the day. Even so the *Donkey Kong* character become the embodiment of evil for societies all around the world and the humble barrel had to be redesigned in a pyramid shape to appease bereaved families and alcoholics so emotionally disturbed by the events that they'd taken to drinking alchopops.

2006: THE YEAR OF ABSOLUTION

True to form, Nintendo managed to bounce back from the tragic events of 2005 and started the year with the magnificent *Pikmin Online*. Although there were initial problems with finding enough people who actually wanted to be one of a faceless horde of Pikmin sacrificing their lives for the glory of a single person, a celebrity endorsement from the cryogenically frozen head of Lenin proved a sterling success.

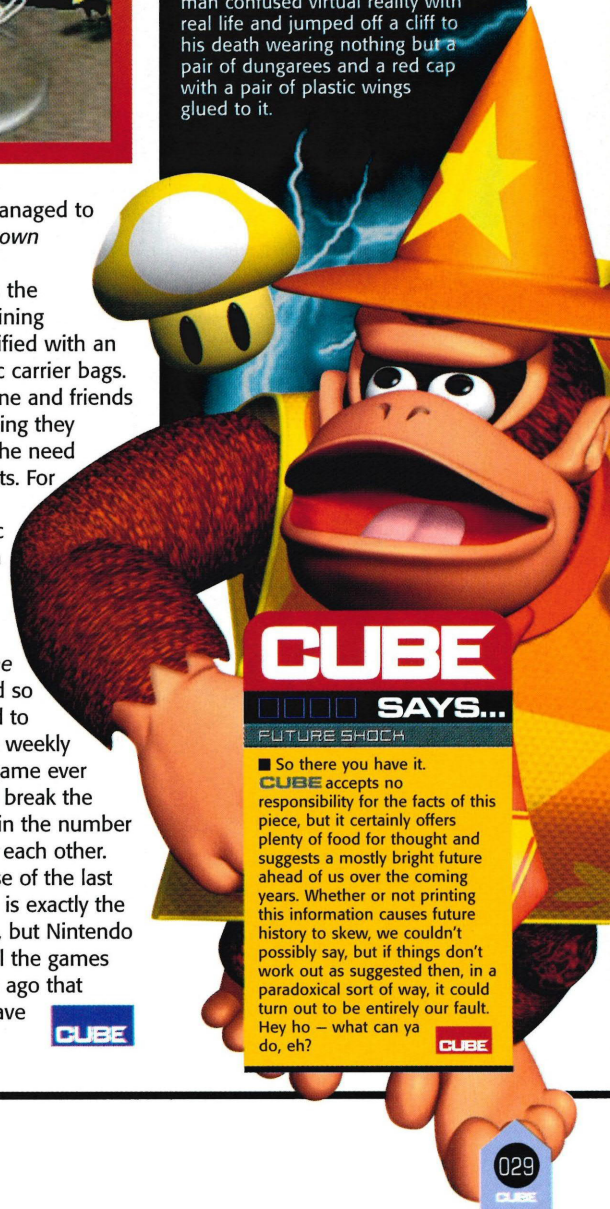
Despite now being well underway with their GameRhombus launch titles, Nintendo still managed to release *Extreme Punch Out* and *Excitebike: Brown Storm*, which coincided with the unexpected appearance of Capcom's *Resident Evil 5*. With the controls fixed in the last game, the only remaining complaint levelled against the series was rectified with an amazing new inventory item – a roll of plastic carrier bags. Obviously wise to Umbrella's game, Jill Valentine and friends entered battle with enough bags to hold anything they might find on their adventure and eliminated the need for leaving stuff on the floor or in magical chests. For Christmas Nintendo relied on only two titles – *Pilotwings 3*, which simulated the aerodynamic abilities of a fat, jetpack-wearing Italian to such an incredible level of detail it was used by the US Army to train their new crack anti-space monkey units, and the biggest release of the year, and perhaps Nintendo's whole history, *The Legend Of Zelda Online*. Sporting a gameworld so massive it took over a month to walk from end to end, and new puzzles and items updated on a weekly basis, it quickly became the best-selling videogame ever made. Indeed it was so popular it managed to break the Internet, causing an almost catastrophic surge in the number of people going outside and actually talking to each other.

Which brings us nicely to this month's release of the last ever GameCube game – *Mario Party 9* (which is exactly the same as the last eight). It's been a bumpy ride, but Nintendo can be proud of another classic console and all the games upon it. If only we could've known a few years ago that everything would turn out so well we could have saved ourselves a lot of anguish!" CUBE



HARDWARE HEAVEN

Despite unpleasant memories of the 64DD, Nintendo went ahead and successfully released the GameDrive in the winter of 2005. A 100GB hard drive that fitted under the bottom of the GameCube, it was used solely to support the online market, in particular *Marionette*. Sadly for Nintendo, the Virtua Boy Advance was, like its predecessor, a failure and had to be withdrawn after one man confused virtual reality with real life and jumped off a cliff to his death wearing nothing but a pair of dungarees and a red cap with a pair of plastic wings glued to it.

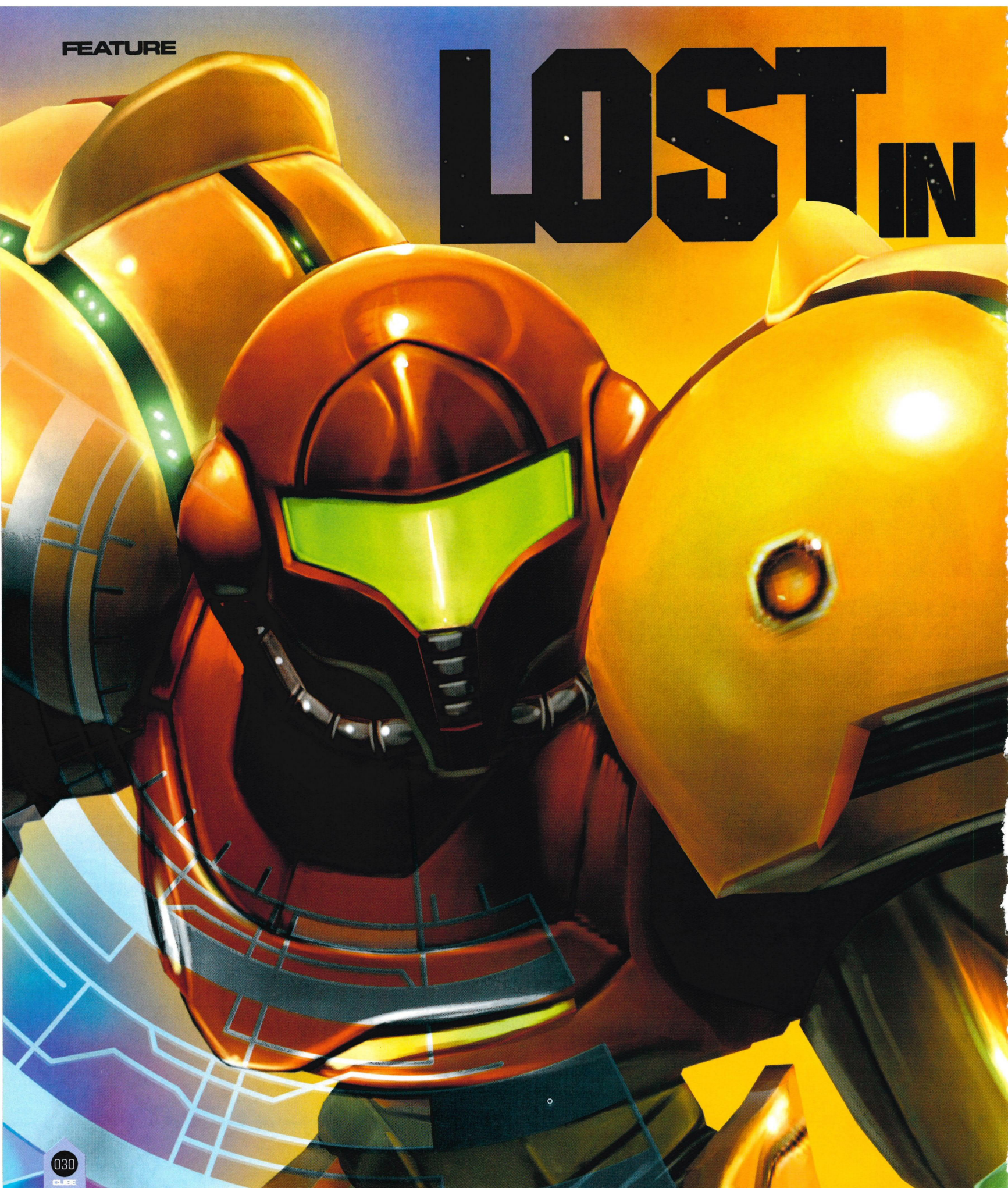


CUBE SAYS...

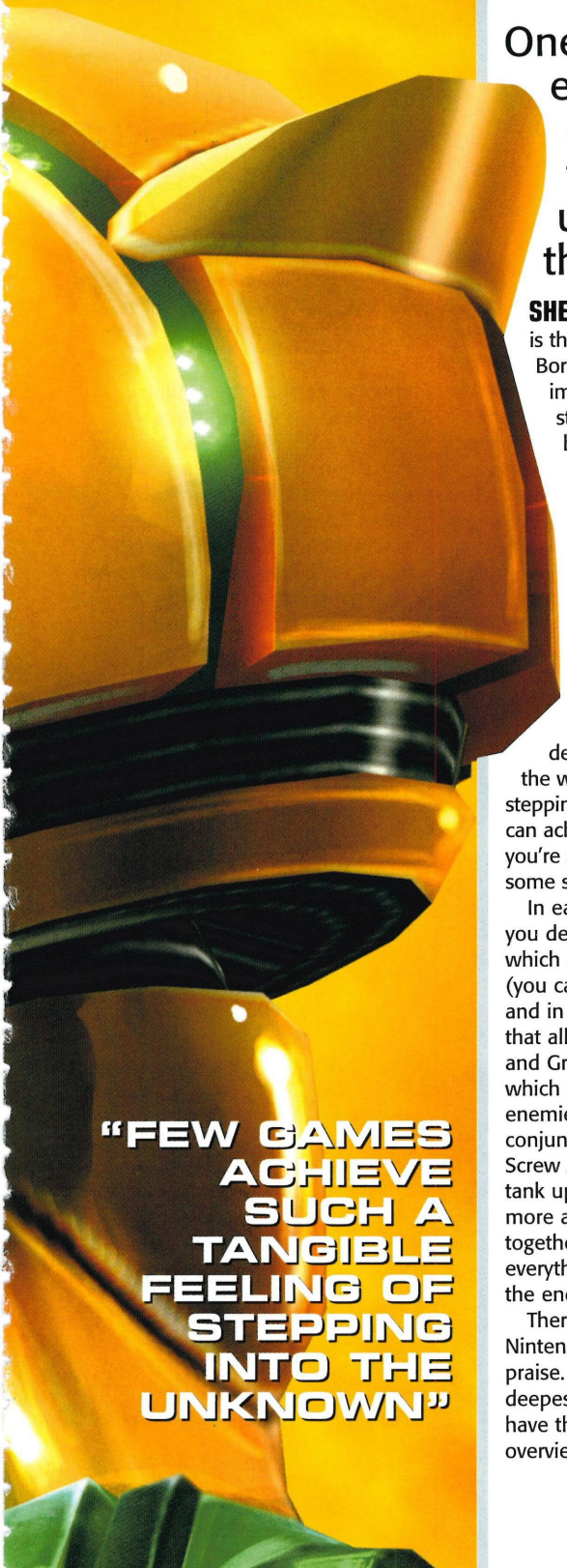
FUTURE SHOCK

■ So there you have it. CUBE accepts no responsibility for the facts of this piece, but it certainly offers plenty of food for thought and suggests a mostly bright future ahead of us over the coming years. Whether or not printing this information causes future history to skew, we couldn't possibly say, but if things don't work out as suggested then, in a paradoxical sort of way, it could turn out to be entirely our fault. Hey ho – what can ya do, eh? CUBE

LOST IN



SPACE



"FEW GAMES ACHIEVE SUCH A TANGIBLE FEELING OF STEPPING INTO THE UNKNOWN"

One of the best-loved series ever – five games that changed our world for the better! For the uninitiated, welcome to the history of Metroid

SHE MAY HAVE the body of a woman, but the truth is that Samus Aran is still a sprightly teenager. Born in 1986, she was proving herself immediately after her conception in a startlingly good NES adventure that went by the name of *Metroid*. Since then, sequels have been few and far between, but well worth the agonising wait once released. So what puts the series a considerably large number of steps ahead of other action games?

To find the most obvious answer you have to take the game at face value. Unmistakable in its presentation, the deeply brooding atmosphere is not just a result of the ambient music and sound effects, but is also down to the devious design of the environments and the wonderful feeling that you really are stepping into the unknown. Not many games can achieve this – all too often you're aware that you're simply reacting to an on-screen prompt of some sort, but *Metroid* has always been different.

In each of the games you gain various abilities as you delve further in. There's the Morph Ball, which allows you to crouch into a rolling ball (you can later drop bombs while in this mode and in some games get the Spider upgrade that allows you to roll up walls), Ice, Spazer and Grappling beam upgrades for your blaster which have different effects on different enemies (and a good few side-effects if used in conjunction with other items), Hi-jump Boots, Screw Attacks, various missile upgrades and energy tank upgrades. All of these allow you to explore more and more areas, and gradually the sprawling map areas piece together. It's a bit like finishing a large jigsaw puzzle – everything fits together perfectly and makes sense in the end.

There are five *Metroid* games – one on each major Nintendo system – and they're all deserving of the highest praise. It would be possible to fill entire books with their deepest secrets and hidden techniques, but we simply don't have the space. So here for your enjoyment we have a brief overview of each one. Enjoy.



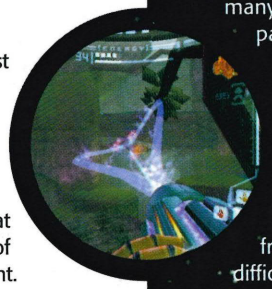
Metroid Prime

FORMAT: GAMECUBE
YEAR RELEASED: 2002

THE MOST CONTROVERSIAL of all *Metroid* games. When it was announced that not only was it being developed by a Western publisher, but that it was also going to be in the first person, the fanboys went crazy and marched to Kyoto armed with pitchforks and flaming torches. However, once released, sales of humble pie increased and the global crow population dived alarmingly.



The game is fantastic, a true classic in every sense of the word. Atmospheric, exciting, unusual, steeped in lore – it's not something you can just dip into every now and again. The attention to detail serves to flesh out the history of both Samus and the mysterious Chozo civilization whose architectural delights and legends play a large part in uncovering the storyline. For this reason alone the game caused many long-time fans to spasm with joy (head to page 60 of this very magazine for a review and more information).



However, for all of the superlatives aimed in its direction from all corners of the press, there's still a small minority of fans who wish for a simpler perspective and miss the Screw Attack, among other things. They argue that viewing the world from Samus' helmet makes exploration difficult and that it taints the 2D history of *Metroid*. Don't listen to these fools. It was a brave move by Nintendo to turn the series upside down and it's paid off – not just for Nintendo and their large, gold-lined pockets, but for us too. And there's already a sequel on the way for next year...





For many, *Metroid Prime* is by far the greatest game in the series. Can it get any better than this?

Metroid Fusion

FORMAT: GAME BOY ADVANCE
YEAR RELEASED: 2002



It might not have the graphics of the GC version but it's still ace

FOR THOSE WHO were disappointed with Samus' move into 3D, this is the perfect antidote. It's classic *Metroid* 2D, but with a lot more bells and whistles attached to Samus' body armour. This time round the destruction of the Metroids has caused an imbalance in the food chain of SR-388. Because of this, the Metroids' choice appetizer, the X parasite, has taken a dominating role and is causing havoc with other life forms. Samus was infected at one point, but saved by the DNA of a Metroid. Now, genetically, she's part made up of the creatures she once hunted and as a result she's able to absorb the X parasites in order to gain energy and power-ups. As she fights the parasites, a strange lookalike of her former self starts to stalk her... who is this mysterious bounty hunter?

This is the darkest of all the *Metroid* games story-wise and in gameplay terms one of the most comprehensive. Samus can now grab hold of ledges and crawl about making for faster gameplay, and the new control scheme lends itself well to this. Not only this, but it takes on a mission-based structure that's very focused (for want of a better word). The adventure is not particularly large but the fact that it's possible to complete with a very low item percentage has caused many *Metroid* fans to go through the game again and again. If you own a GBA then you must have this title.



All the defining characteristics of the series are present in *Fusion*

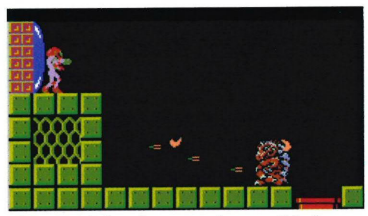




Samus was a bit blocky when we first met her, but still lovely

Metroid

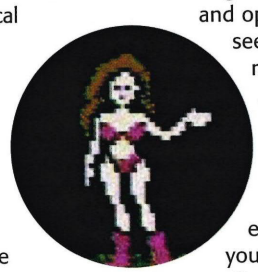
FORMAT: NES
YEAR RELEASED: 1986



Don't laugh, young 'uns – this is how games looked in our day...

THE ONE THAT started them all. You play the bounty hunter Samus Aran, who has been set the task of making sure that the rebellious Space Pirates don't carry out their plan of using destructive life forms known as Metroids, which have only just been discovered, as their personal army in order to take out the entire Galaxy Federation (think *Star Wars Republic*). The only way to prevent this is to destroy Mother Brain, the leader of the Space Pirates, who is hidden away somewhere on the fortress planet Zebes. Go in, take out the Pirates and escape. Sounds like a typical action game? Think again.

Created by Gunpei Yokoi, *Metroid* was a hugely innovative game that took the adventure genre to whole new levels. Secret passages and exploration had all been done before, but the design of *Metroid*, with its interlocking secrets and reliance on the gamer taking notice of seemingly unattainable secret items – which were only accessible at much later dates through the collection of weapon and armour upgrades – was something entirely new. Even at the time the visuals were nothing spectacular – the structures were basic and the colours gaudy, but the animation of Samus was smooth and stood out among other NES titles. The real stimulant was the sound though – the tunes were unsettling when they needed to be, and optimistic when your seemingly hopeless mission took a turn for the better.



Depending on how fast you went through the game, you could earn up to five different endings. The more rapidly you finished, the more revealing the attire of Samus would be during the end sequence – completing the game in under an hour would reward you with her wearing only a skimpy purple bikini! This method of rewarding fast players has been repeated in nearly all of the later games.

TIMELINE

IN ORDER OF APPEARANCE:

01



The Galactic Federation is created and proves a great success. However, Space Pirates also appear on the scene to rob travelling star ships.

02

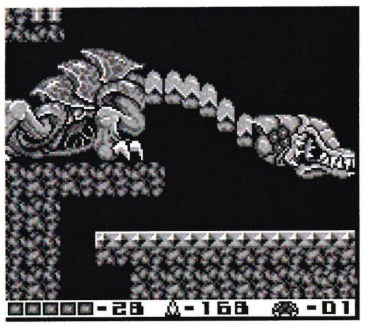


Space Pirates attack a deep-space research vessel and steal an unknown life form known as a Metroid. With this biological weapon, they will be able to create havoc in the galaxy. (*Metroid*)

03



Samus learns that a major research operation involving Phazon and Metroids is taking place on Talon IV. She investigates. (*Metroid Prime*)





It's big, green and ugly, so you'd best get on and kill it

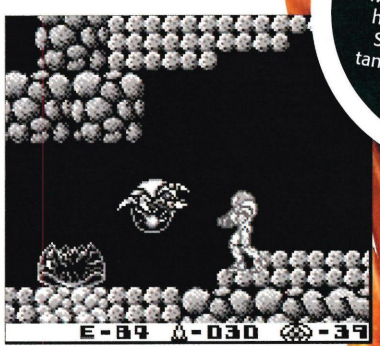
Metroid II: Return of Samus

FORMAT: GAME BOY
YEAR RELEASED: 1991

IT TOOK NINTENDO five years to come up with a sequel but eventually they delivered, and this time it was on their new handheld system. The story once again revolved around Samus, who this time had to beam down to the Metroid's home planet SR-388. A research team had been dispatched here in order to make sure that no Metroids were still present and later, after their disappearance, a group of soldiers were sent to find out what happened to them. Of course, contact was lost with them too, and so Samus once again finds herself hunting Metroids. What she doesn't know is that at the end of her adventure, she's going to have to face off against the Queen Metroid herself.

For a Game Boy title this was impressive stuff. The music was unsettling, although sometimes a little too quiet, but there were some genuinely jumpy moments, mostly involving the imaginative Metroid mutations. This title also introduced important items such as the Spazer Beam and various Ball upgrades (Spring Ball, Spider Ball) that improved Samus' flexibility enormously. The addition of save points rather than a password system not only made things more convenient for the player, but also added an element of strategy and forward thinking to the proceedings.

Although often overlooked and dismissed due to the increased linearity of the gameplay which caused distress to some fans, this was in many ways just as innovative and important to the *Metroid* series as the original.



Even in black and white *Metroid* looks great

FACT

TOP AND TAILS

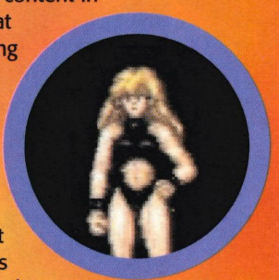
If you manage to complete *Metroid II* in under three hours you get a shot of Samus in a thong and tanktop at the end. Game Boy titillation – hoooo-eee!

SUPER METROID

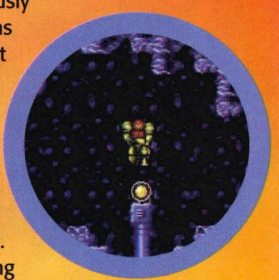
FORMAT: SUPER NINTENDO
YEAR RELEASED: 1994

IT WAS ONLY three years until the next *Metroid* game, and this time it was on Nintendo's new wonder-console, the Super NES. At the time of release, the 24-Meg cart was unfeasibly large and everybody was excited to see what could be done with the 16-bit power of the new console.

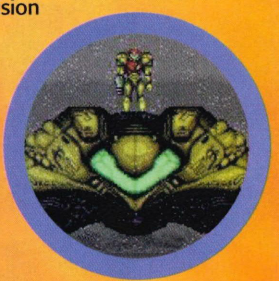
The story picks up immediately after *Metroid II*. After destroying the Metroid queen, a Metroid larva hatches and, mistaking Samus for its mother, helps her escape. Not knowing what else to do, Samus takes it to a research lab where scientists find that they can use the natural energy of the Metroids for human benefit. They come to the conclusion that Metroids had originally been manufactured for this purpose. Just as Samus is leaving, content in the knowledge that everything is at peace again, she receives a warning message – Ridley and his gang of Space Pirates have stolen the Metroid larva and fled to Zebes! Once more you have to suit up and save the Galaxy.

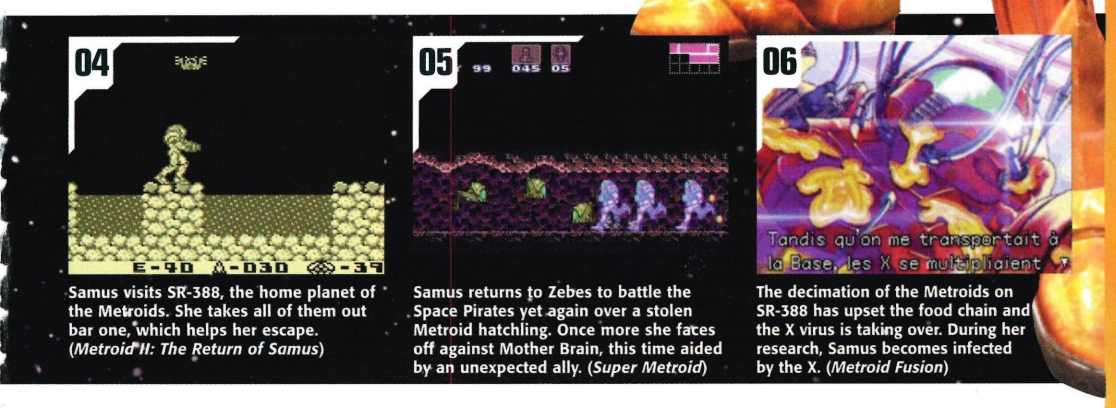


Typically, Nintendo came out with one of the most well thought out and superbly presented games ever. The atmosphere was deliciously cinematic and the playing area was massive, hiding hundreds of secret areas. The (perhaps unintentional) way that you could skip ahead of the scripted progression by using advanced techniques (such as the wall-jump, later seen in *Mario 64*) early on in the game was inspired.



New items such as the Grappling Hook, Running Ability and X-ray Vision meant made this was the most varied *Metroid* yet, and the vast amount of secrets gave even experienced bounty hunters a huge challenge. What nobody knew at the time though was that the next instalment wouldn't appear for another eight years! Still, we knew it would be worth hanging on for...





Samus visits SR-388, the home planet of the Metroids. She takes all of them out bar one, which helps her escape. (*Metroid II: The Return of Samus*)

Samus returns to Zebes to battle the Space Pirates yet again over a stolen Metroid hatchling. Once more she faces off against Mother Brain, this time aided by an unexpected ally. (*Super Metroid*)

The decimation of the Metroids on SR-388 has upset the food chain and the X virus is taking over. During her research, Samus becomes infected by the X. (*Metroid Fusion*)

1,000 mph deathwish

CUBE INFORMATION

F-ZERO GC	
PUBLISHER:	NINTENDO
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

0.0 25 50 75 100

AT-A-GLANCE

- TWO-PLAYER SPLIT-SCREEN
- 30 CARS ON-SCREEN
- LETHAL RAM ATTACKS
- CLASSIC TUNES REMIXED
- RACE AT OVER 1,000 MPH

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

OCT '03 | 17 MAY '03 | 23 JUN '03





This massive half-pipe can result in some lethal, momentum-driven ram attacks

F-ZERO GC

Strap yourselves in for the ride of your life!

A FEW SHORT weeks ago the World Hobby Fair 2003 was held in Tokyo. With little other gaming goodness to boast of, the event organisers must have been extremely grateful for the existence of Amusement Vision's take on Nintendo's killer-pace racer. This was the place where the world actually got to play *F-Zero GC* for the first time, and believe us it's very impressive.

We've already gone into a lot of depth about the game in previous issues, but now we can confirm some of the grey areas of the game. Firstly, there will be a two-player mode, but no four-player mode. If you saw the game in motion you would understand why, and it's hard to see how Amusement Vision has managed to run the game so well in split-screen. As far as we can see there is no loss of speed or detail in two-player, however, there are no other vehicles on the course. A new addition to the series (and something we were hoping for) is the first-person viewpoint. Only a madman would drive in this mode – the speed and field of vision are ridiculous but it's nice to have the option. Saying that though, once you know the courses this could well be the only way to go for a full-whack adrenaline rush.

Grand Prix mode will let you race against 29 other vehicles (although we're sure we counted more in earlier screenshots). A Nitro Boost will become available after each lap, and as with *F-Zero X*, usage will draw directly from your energy bar.

Only three courses and four vehicles were playable at the show, but we're expecting a near-complete version to be shown at this year's Tokyo Game Show in March. CUBE





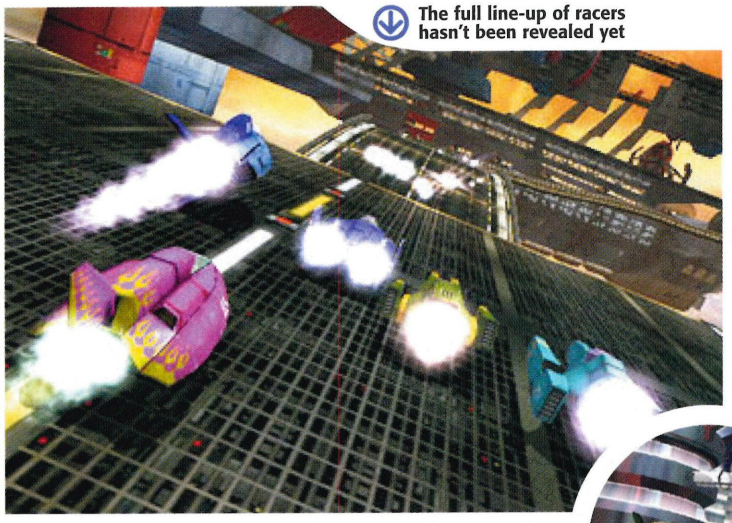
FACT

ALL LIT UP

AV has really gone to town on the track decorations, with neon signs and holographic projections everywhere you look. Mute City is rammed full of them – other tracks have their own unique selling points.

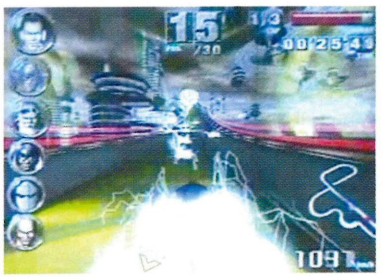






The full line-up of racers hasn't been revealed yet





Nitros see a storm of electricity burst from your engines

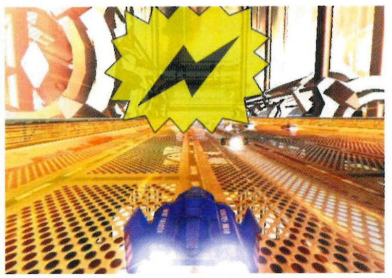
GO! GO! GO!

LIGHTNING STRIKES...

Boost Pads line most of the courses but because you're travelling so fast it's difficult to change direction at the last minute. Because of this the developer has placed neon boost-logos above the pads making it far easier to see them from a distance.

Driving over the pads will give you a short injection of speed, during which time your vehicle will be engulfed in a storm of electricity.







Port Town is filled with serious inclines and death-defying jumps



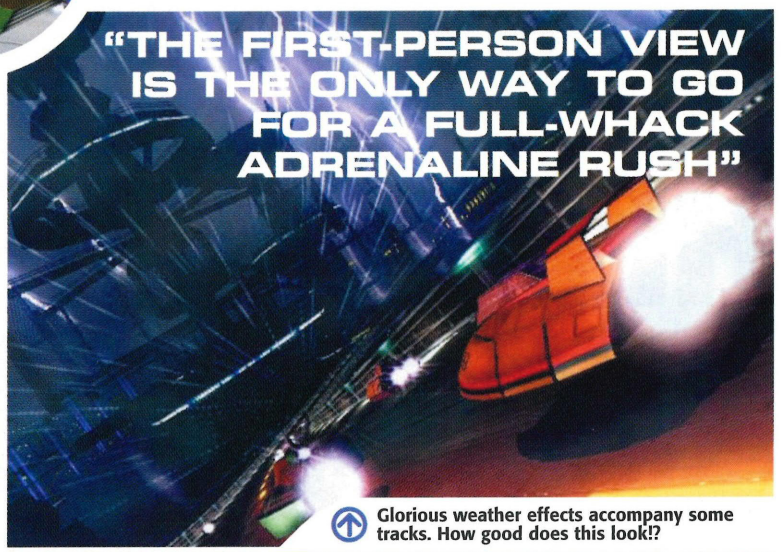
Mute City is brought to life by neon signs and safety barriers



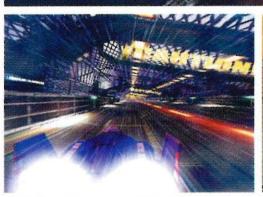
PAR DE COURSE

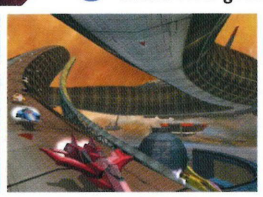
YOU TAKE THE LOW ROAD...

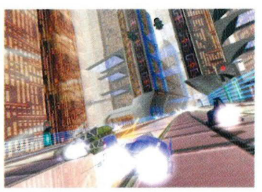
Three courses have been shown so far. These include old classics Port Town and Mute City, and a new track called Green Plant. Port Town is industrial in nature and features vomit-inducing ramps and dangerous jumps. Mute City is ablaze with neon signs, holographic projections and pulsating safety barriers. Green Plant runs through a lush forest with transparent tubes arching all around you. The vastness of the forest is put to shame by the game's immense speed as you travel from the roots to the lofty heights within seconds.

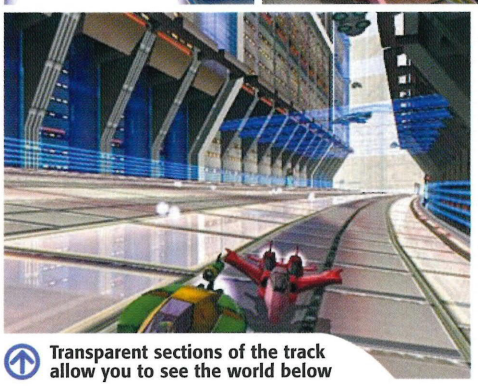


Glorious weather effects accompany some tracks. How good does this look!?









Transparent sections of the track allow you to see the world below

CUBE SAYS...

FIRST IMPRESSION

■ We never had any doubts whatsoever as to Amusement Vision's abilities but this play-test has confirmed that *F-Zero GC* is well on its way to being the best game in the series. With this, *XGRA* and *TubeSliders* all coming this year, it appears that we're in for one hell of a ride. CUBE

CUBE

INFORMATION

RED FACTION 2	
PUBLISHER:	THQ
DEVELOPER:	VOLITION
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

Q2 '03 TBA Q2 '03

Mass destruction!





You'll need all the firepower you can gather to take on powerful enemies





A passable impersonation of Mr Freeze if ever there was one

RED FACTION 2



Wait for a lock-on then let 'em have it

"CREATE SHORT CUTS BY BLOWING THROUGH WALLS OR COLLAPSING STRUCTURES"

Quite literally bringing the walls down

IN KEEPING WITH GameCube and Xbox tradition, yet another of last year's PS2 hits is coming our way in an upgraded form. The difference with *Red Faction 2* is that we're actually looking forward to it. Famous for its Geo-Mod engine, *RF2*'s environments are fully interactive, ie nearly everything can be blown up. This allows you to create short cuts by blowing through walls or collapsing structures. Developer Volition is going to some lengths to iron out any problems – the frame rate was a bit of an issue with the PS2 version, but the game now runs at a constant 60fps.

The main game sees you taking control of an elite soldier injected with nano-technology. For 15 years Sopot has oppressed the people of the Commonwealth and, as part of an elite squad, it's your job to take him out with whatever means at your disposal. *RF2* offers 15 weapons, boss battles and the ability to jump into a tank, hover craft or submarine. *TimeSplitters2* had us occupied for a good few months, but *RF2* is looking like a tasty alternative thanks to its multiplayer options. There's nothing in there that *TS2* doesn't already offer, but with a fresh storyline, characters, weapons and tactics, it'll do us just fine. CUBE



Nope, we don't know what they're saying either, but it's probably something nice



HARVEST MOON A WONDERFUL LIFE *Animal Farm*

Planting seeds and sowing your wild oats...

CUBE INFORMATION

HARVEST MOON: A WONDERFUL LIFE	
PUBLISHER:	NATSUME
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ☑

TBA | APR '03 | Q2 '03



There's something deeply disturbing about that... thing

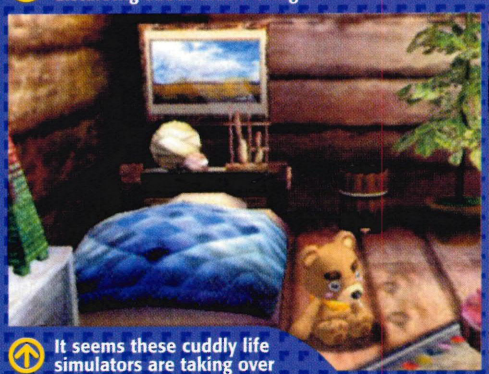
MOST VIDEOGAMES WORK by simulating some sort of escapism, and often the more extreme the departure from real life, the more a game sells, especially in Japan. As an example, consider *Grand Theft Auto*. Over in the East, *GTA3* and *Vice City* weren't even released because when the Japanese want a break from their hardworking lives they look to pleasures other than crime... games for instance, like *Harvest Moon* – a 30-year long virtual farming simulator!

If you're unfamiliar with the surprisingly popular charms of the *Harvest Moon* franchise then here's a beginner's guide. You play a young farmer given the reins of a farm, the tools to start planting and watering seeds and the freedom to go about life as you wish. Riveting, no? Okay, so you're not exactly breaking a sweat in anticipation at the prospect, but breaking a sweat isn't the idea behind *Harvest Moon*. Instead it's a kind of videogame Valium – a break from the usual high-octane preserve of games and a trip to a more tranquil experience.

Harvest Moon: A Wonderful Life closely follows the style of the many previous games, retaining the naive and simplistic graphics and sound with the main enhancements reserved for the gameplay. As ever, having spent time growing and tending your plants, you can sell them and use the proceeds to buy more plants or animals such as cows and chickens. And, just as before, it's not just seeds you sow, but also your wild oats! Yep, as a true to life sim, *Harvest Moon* sees you playing the field, plying girls with flowers and homemade cakes, all with the intention of rearing a kid who'll ultimately work beside you on the farm.

Natsume has incorporated half a dozen different stories into the experience, indicating that the choices you make will affect the path of the game and what you're able to see and do later on. Mart in particular is shuddering with excitement and has started bringing various pieces of agricultural equipment to work with him. Strange boy.

CUBE



It seems these cuddly life simulators are taking over



"PLAY THE FIELD, PLYING GIRLS WITH FLOWERS AND HOMEMADE CAKES, ALL WITH THE INTENTION OF REARING A KID"



Harvest Moon should make up for missing out on *Animal Crossing*

CROSS BREEDING

YOU DON'T BE FROM ROUND HERE

Whereas the GBA link-up in *Animal Crossing* allowed you to travel to an island separate from your town, *A Wonderful Life* goes one better by allowing its 'Forget-me-not Valley' to be visited from its GBA counterpart, 'Mineral Town'. Natsume tell us that this allows villagers to travel back and forth between towns and that 'exclusive events' and 'new surprises' will occur when you link up.

The goal rush

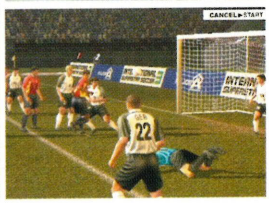
ISS3













CUBE INFORMATION

ISS3	
PUBLISHER:	KONAMI
DEVELOPER:	KONAMI OSKA
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE
00 25 50 75 100

TOTAL GAMES NET MOVIES ✗ PICTURES ✓

MAY '03 (UK) APR '03 (JAPAN) Q2 '03 (US)

Is it going to be the football daddy or a soccer mom?

THE WHOLE ETHOS behind *ISS* is quite difficult to fathom. Konami has the greatest football game in the world ever in the *Pro Evolution* series, so where exactly does *ISS* fit into the picture? As most of you will know, *Pro Evo* originally went under the *ISS* moniker until Konami decided to drop the *ISS* name altogether for the PS2 versions and just go with *Pro Evolution Soccer*. While this undoubtedly helped to differentiate the brands, the fact is *ISS* has been very much the poor relation ever since the *Pro* series first appeared.

As with previous versions, *ISS3* tackles the game from a more instant pick-up-and-play standpoint than *Pro Evo*. Appealing though it may be to newcomers, the long term appeal of this approach is bound to be limited. The new *ISS* looks solid enough and, if you're coming at it from a completely neutral standpoint, plays a balanced, if limited game of footy into the bargain. Even though the series seems to be edging slowly nearer to *Pro Evo* in feel, the arcade-styling is still very much in evidence and two players equally new to the game can partake in an entertaining kickabout. An interesting new feature is close-up mode. When in an attacking position an indicator will flash on-screen. At this point tapping the relevant button will zoom in on the attacking player, allowing him to perform a move from a repertoire of defender-foxing skills and hopefully clear the way for a shot on goal.

On top of that, expect some spectacular goals and cool new options such as the ability to build your own stadia using points accrued in Mission mode. Points can also be earned from betting on the result of two-player matches, which is a nice touch and will add a little extra needle to those grudge games.

With Sony having signed up *Pro Evolution Soccer* exclusively for the PS2, the only way you're going to get it is by buying a Freeloader and importing *Winning Eleven 6* from Japan, which leaves the way clear for *ISS3* to go head-to-head with *FIFA* on PAL systems. There are enough options and knobs on it to suggest it will rise to the challenge, but the proof of the pudding is in the playing, and we'll have football pie all over our jerseys next month. CUBE

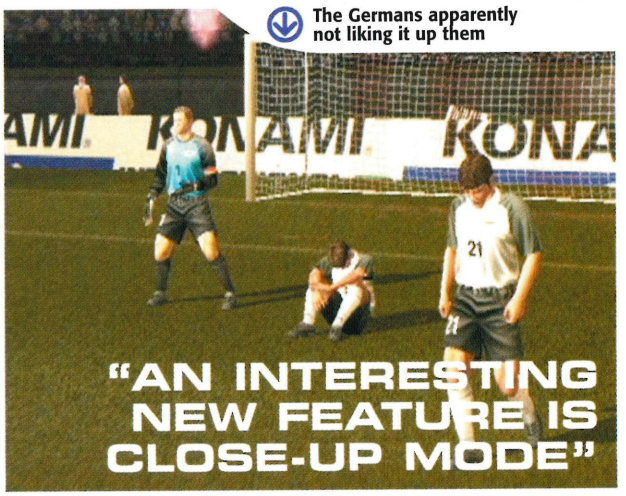


The *ISS* brand is looking to carve its own niche





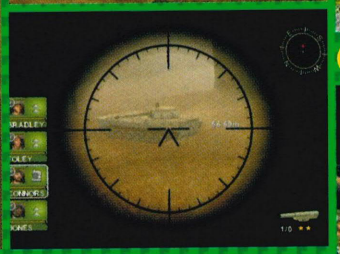
The players have the team name on their shirts rather than their actual name



The Germans apparently not liking it up them

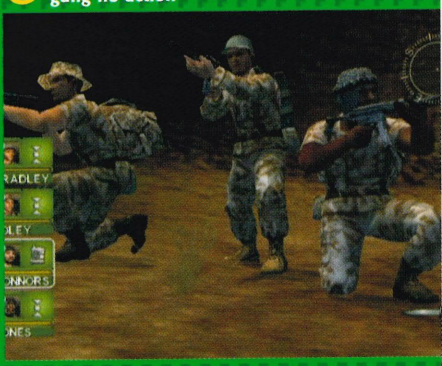








Expect a mixture of stealth and gung-ho action



CUBE

INFORMATION

CONFLICT: DESERT STORM	
PUBLISHER:	SCI
DEVELOPER:	PIVOTAL
ORIGIN:	UK
GENRE:	ACTION STRATEGY
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

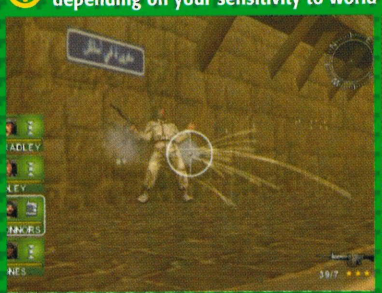
MAR '03 TBA APR '03

Apocalypse, wow!

CONFLICT: DESERT STORM



Conflict's timing is either terrible or perfect depending on your sensitivity to world affairs





Go ballistic in the desert and give Saddam his just desserts

WITH AN APPROACH to combat more akin to the punishing realism of the *Tom Clancy* games as opposed to the action based *Medal of Honor* series, *Conflict: Desert Storm* certainly ain't taking no prisoners. Mission directives were negotiated with SAS Gulf War veteran Cameron Spence and operations range from rescuing hostages, severing communication lines, calling in air strikes and embarking on search and destroy raids hunting down and obliterate SCUD missiles. Stormin' Norman – eat your heart out.

In translating this war-'em-up for the 'Cube, *Desert Storm* creator Pivotal, has taken on board the criticisms of the PS2 and Xbox originals and enhanced the enemy AI, implemented a more user friendly in-game interface and tweaked the auto-aiming system. Platform specific improvements – now that's what we want from a GC port.

As ever though, the biggest weapon in the game's armoury is its multiplayer split-screen mode. With up to four of your mates able to play simultaneously, players can choose from uniquely attributed soldiers such as the Team Leader, Sniper, Heavy Weapons Specialist and the Combat Engineer. Stealth is pretty important and each of these men has critical tasks to perform, so tell you're mates beforehand that they're not Rambo.

Just as diverse as the range of roles is the repertoire of moves both physical and mental. Every controllable character can, for instance, strafe on the move, take up a kneeling pose for more accurate gunfire or lay on their belly and squirm undetected towards the enemy. The mental side of events though is most apparent when playing a solo game. At the press of a button you can control any of your four team-mates as and when you choose. Complementing this cohesion over how your group moves is the ability to exchange (as in real conflict) items and weapons, command a particular soldier to rendezvous with others, or tell one of your group to travel unguided to a certain location. In effect, a solo game sees you play both as a commander and a four-man army. Now what self respecting gun polisher wouldn't jump to attention at such a prospect?

CUBE

CUBE INFORMATION

RTX REDROCK	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUCASARTS
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

MAY '03 TBA MAY '03



Is it a perspective thing or is there a 'big head' mode?

Dayglow green, just so you don't miss it at night

Alien breed

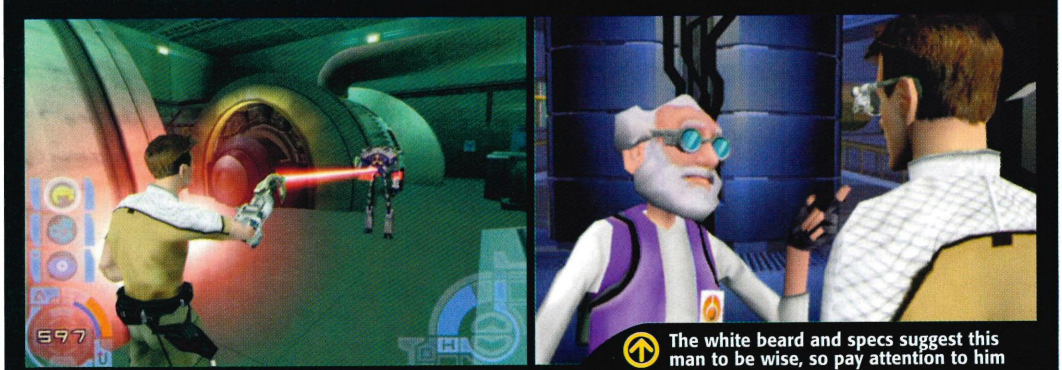
RTX REDROCK

Mars, the bringer of war, brings us war … and puzzle solving.

THE STORY IS this: You're 'EZ Wheeler' – an Army Major who's had his right arm and left eye removed due to battle wounds, but hey, it's the future, so you've had them synthetically replaced. Which is nice. Not so nice is that on the recently colonised fourth rock from the sun (otherwise known as Mars) settler humans have been given a toasting by LEDs (Light Emitting Demons). Nasty. But fret not – and here comes the gameplay – beacause you're the man to give the alien breed a good talking to via your synthetic arm that handily doubles as a grenade launcher. Cue a blend of Western sci–fi fantasy, combat, commandeering of robots and solving of puzzles. And that's *RTX RedRock* in a nutshell. Only there's also a split-screen multiplayer mode featuring head-to-head shootouts, capture the flag tournaments and racing many of the vehicles featured in the main game too.

Could be good – we'll have the full review soon.

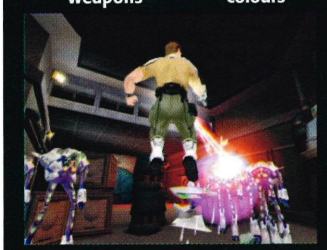
CUBE



The white beard and specs suggest this man to be wise, so pay attention to him

The *Star Wars* influence is pretty clear in the weapons

Odd to see killer robots painted in such pretty colours



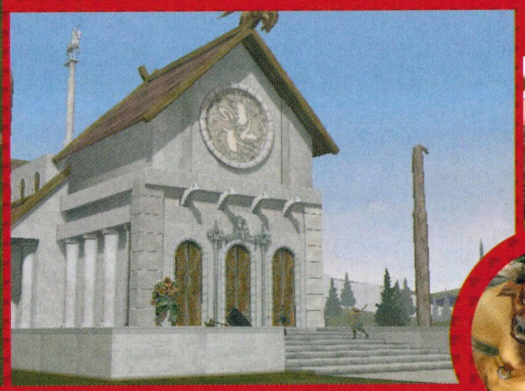
THE WHEEL DEAL

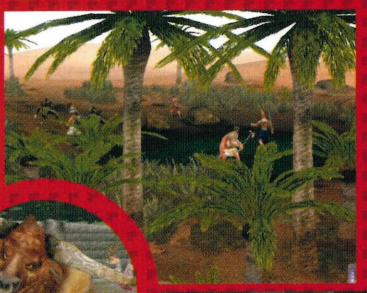
HE'S GOT AN EYE FOR DANGER AND A HAND LIKE A SWISS ARMY KNIFE

As Army Major Eugene Zeno (EZ) Wheeler you've not only got the moniker of a berk, but you're also an RTX – a Radical Tactics Expert. Erm… what? Well, basically you're used to action and well equipped to go commando… in the military sense, okay. This isn't EZ's sole speciality. His left eye is electronic and can be tuned to specific wavelengths ensuring that otherwise hidden aliens, traps and power-ups can be identified throughout the game's ten levels. Just as useful is his synthetic right arm that functions as both a tool and a weapon, and features upgrades such as a grappling hook, taser, and grenade launcher… so basically a clutch of biological enhancements that make the Bionic Man look about as technologically advanced as a tin opener.



For whatever reason, it doesn't look as nice as before





It's a pity all those ancient mythical creatures have died out, eh





Fight for your right!

GLADIUS

Curse of the ancients hits LucasArts' latest title

CUBE INFORMATION

GLADIUS	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUCASARTS
ORIGIN:	US
GENRE:	ACTION RPG
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES [X] PICTURES [✓]

MAY '03 TBA MAY '03

IT'S AMAZING HOW something like this happens, but a week ago, we were really looking forward to this game. The idea of building up a team, training them and then scouring the mythical Greek countryside in search of worthy adversaries was quite appealing. On top of that the graphics were looking pretty sweet, and that's what really grabbed our attention in the first place. Why then, after a year of showing the in-game graphics engine, has LucasArts suddenly decided to downgrade it. Anyone familiar with the quality of graphics of *Gladius* will notice the inferior nature of these screens. We've included an earlier example just to remind you. The character models and textures are all wildly inferior to what we were shown before.

This might make us sound like a bunch of graphical whores, and we're still excited about getting our teeth into the GameCube's first combat RPG, but we're sorely disappointed in LucasArts for dishing out what must have been cut-scenes for the past year. It didn't happen with *Rogue Leader* or *Bounty Hunter*. Perhaps the team just couldn't achieve what they had in their heads. Nevertheless it feels like we've been cheated. We can only hope the gameplay lives up to our original hopes. Having not played the game since last year's E3, here's hoping the graphics are the only aspect to have been downgraded. CUBE



SPOT THE DIFFERENCE

SOMETHING SMELLS A LITTLE FISHY





Detailed character models and lush scenery. You can see why we were excited, and the GameCube could do this with ease.

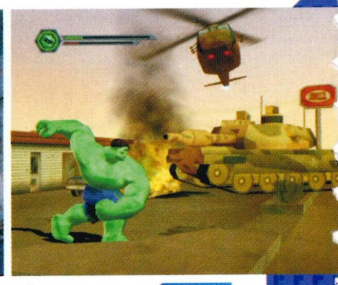
So what exactly happened here then? Looking much like a Dreamcast title, previous screens must have been from cut-scenes...

"HERE'S HOPING THAT THE GRAPHICS ARE THE ONLY ASPECT OF THE GAME TO HAVE BEEN DOWNGRADED"

What goes red-green-red-green-red-red-red?

HULK







We don't remember the Hulk being quite so day-glo



Imagine turning into a big bogie every time you got angry!

CUBE

INFORMATION

HULK	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	RADICAL
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES .net MOVIES X PICTURES ✓

13 JUNE | TBA | JUN '03



Get angry and break stuff. Curse those dratted gamma rays!

How many more '70s TV shows are gonna get made into films? *Quincy* anyone?

The Incredible Hulk in a liquidiser of course! Ambulance for CUBE...

WELL IT HAD to happen eventually didn't it? Just when you thought you'd never see that great big misunderstood green monster again, they go and resurrect him for the big screen. The superhero thing is quite trendy at the moment what with *Spiderman, Spawn, Daredevil* and the *X-Men* currently doing the rounds. Naturally they're making a game of the film as well with you controlling scientist Bruce Banner who turns into the hulking, er... Hulk when someone annoys him.

It's all that Gamma essence he has inside of him you see, and as you'd expect the evil overlords of the world will do anything to get their hands on this powerful substance. Because of this, Bruce will spend most of the game running away from his foes while smashing everything around him. All the environments in the 30 levels are fully interactive and Hulk can use his fists along with special moves such as the Sonic Clap and Gamma Slam to rip the level apart. Many of Hulk's comic-day adversaries will turn up in the game including appearances from Flux, Rampage and Half-Life, and much of the voice-acting has been done by the film actors themselves.

The only thing that worries us is that the game is obviously using a version of the *Dark Angel* (another Radical game) engine, which is average at best. There are many gameplay flaws in *Dark Angel* and it would appear that the two titles have been developed in parallel. We can only hope Hulk's gameplay isn't as derivative and repetitive, but it should be a lot better. We'll know more next month when we'll have had a chance to get hands-on with it.

CUBE



"HULK IS USING A VERSION OF THE DARK ANGEL ENGINE, WHICH IS AVERAGE AT BEST"

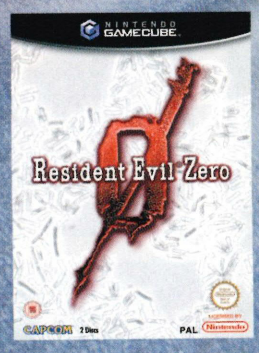


Don't make me angry, you wouldn't like me when I'm angry. Oops, too late

One day he'll put us all to sleep



If you knew that this child would grow up to be a crazed scientist responsible for creating a deadly virus that would one day wipe out the whole of mankind, what would you do?



Exclusively for NINTENDO GAMECUBE

CAPCOM

residentevilzero.co.uk

Go back to where it started

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Maximum Overdrive

BIG MUTHA TRUCKERS

Live your Smokey and the Bandit fantasies

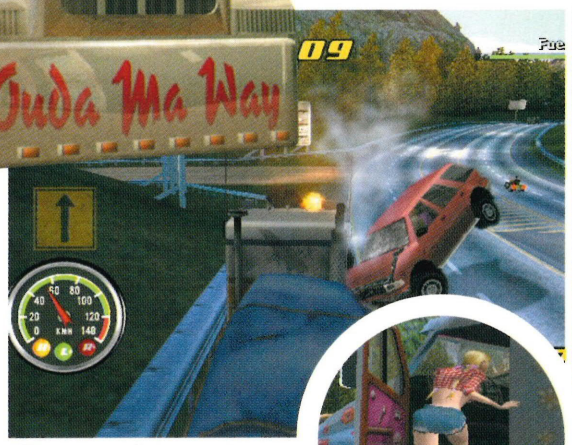
CUBE INFORMATION

BIG MUTHA TRUCKERS	
PUBLISHER:	EMPIRE
DEVELOPER:	EUTECHNYX
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1

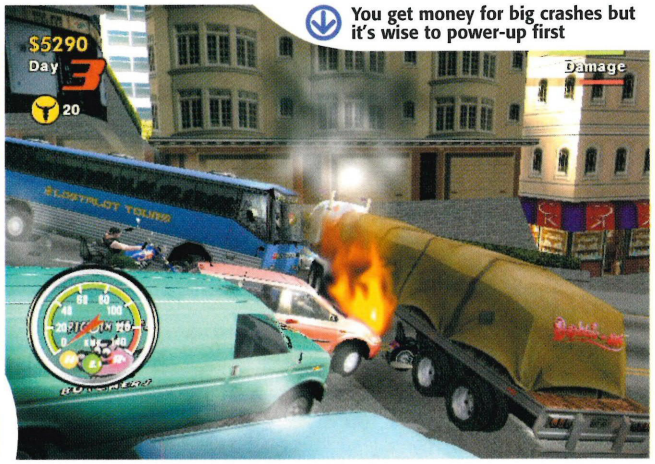
PERCENTAGE COMPLETE

TOTAL GAMES.net MOVIES X PICTURES ✓

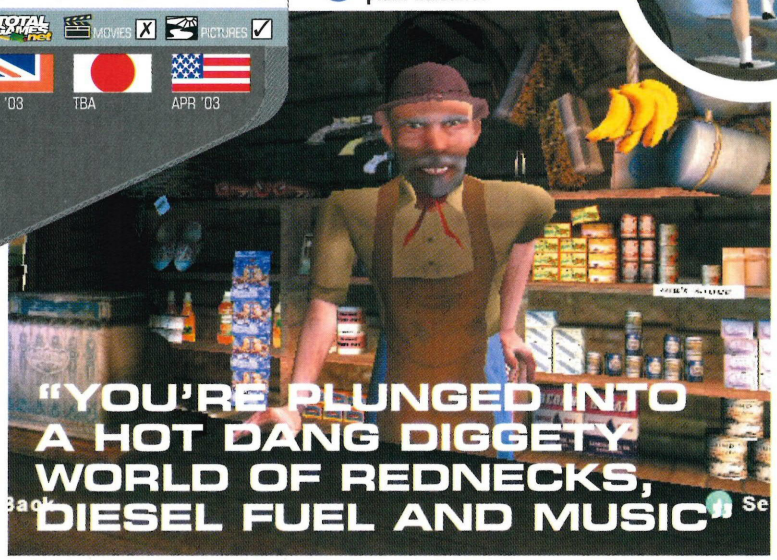
APR '03 | TBA | APR '03

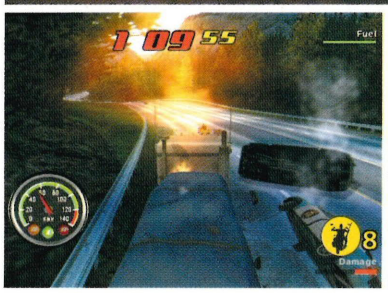


Most road users are just a plain nuisance



You get money for big crashes but it's wise to power-up first







ELITE AND 18WHEELER are two games unlikely to get mentioned in the same breath very often, until you load up *Big Mutha Truckers* for the first time. After allowing yourself time for a wry smile at the title, which even the most cynically miserable git would have to concede is at least mildly amusing, the intro kicks into the strains of *Born to be Wild* and you're plunged headlong into a hot dang diggety world of rednecks, diesel fuel and music of two kinds – Country and Western.

The background is simple. Your mama, owner and proprietor of Big Mutha Truckers Inc, has decided to give the family haulage business away to one of her four inbred offspring, of which you are one (you get to choose which). You have 60 days to make more money than your siblings by trading various cargos around your hick state. Hang around bars and you'll hear rumours suggesting what cargos are fetching a decent price and where, then get your ass over to the store. Goods available for purchase are displayed in a menu together with the current price, which is colour-coded. Green means it's expensive and red means cheap. Load up with your cargo of choice, then put your big rig on the black top and get rolling.

Packed with caricatures of the Deep South, *BMT* is sure to pick up a few cheap laughs. On early evidence however, it seems there might be quite an entertaining game on offer as well. The driving sections are made more exciting since the game gives cash bonuses for causing major accidents and there are also running battles with bikers trying to hijack your precious cargo to contend with. Truck upgrades are available as well as dodgy special missions if you keep your ear to the ground. Since *18Wheeler* was bereft of any sort of playability there's still a gap in the market for a trucking game. With the humour and trading elements *BMT* offers, it could be mighty tempting for anyone to whom movies like *Smokey and the Bandit* and *Convoy* appeal. Yee-haw! CUBE

SEVEN GREAT HITS



ONE MEGA COLLECTION



FEATURES ALL SEVEN SONIC GAMES
EXTRA HIDDEN GAMES AND BONUS FEATURES
AVAILABLE EXCLUSIVELY ON GAMECUBE

SEGA INFOGRAMES NINTENDO GAMECUBE

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DID YOU KNOW... IT'S RUMOURED HITMAN 3 HAS A BUDGET OF OVER $40M

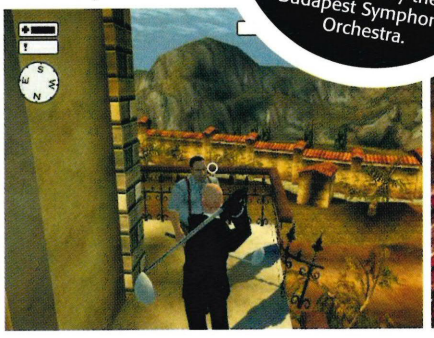
If you get into this situation you may as well give up







Scoping the level from afar is the key to solving *Hitman 2*'s many little puzzles. The most obvious solution isn't always the best





FACT

SOUNDS OF VIOLENCE

Accompanying your every skulking move is a score performed by the Budapest Symphony Orchestra.

CUBE INFORMATION

HITMAN 2: SILENT ASSASSIN	
PUBLISHER:	EIDOS
DEVELOPER:	IO INTERACTIVE
ORIGIN:	DENMARK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

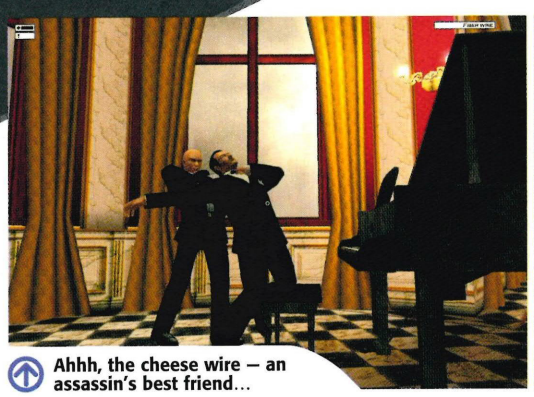
- 20 MISSIONS
- FIRST/THIRD-PERSON PERSPECTIVE
- OVER 30 TYPES OF WEAPON
- EXCELLENT MUSICAL SCORE
- GUNS, GARROTTING AND GADGETS

TOTAL GAMES net MOVIES ✗ 4th PICTURES ✓

MAY '03 TBA MAY '03

HITMAN 2 SILENT ASSASSIN

This guy ain't no goodfella





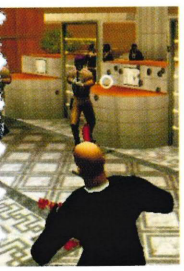
Ahhh, the cheese wire – an assassin's best friend...

"THINGS COULD HAVE BEEN DIFFERENT. YOU COULD HAVE WHACKED THE GUY FACE TO FACE – WITH AN AXE"

This could quite literally be the GameCube's first real killer title...

THE SOUND OF shallow breathing punctuates the bobbing movement of a crosshair. The eyes of a professional killer begin to narrow. Taking one last breath of air, Agent 47 steadies his aim on a Sicilian Don's forehead where his sights come ominously to rest. The trigger of a recently stolen sniper rifle is slowly depressed. 'Buddha' – a bullet strikes the Don straight between the eyes. The victim dies not just instantly but quietly. And so begins the first scenario of *Hitman 2: Silent Assassin*.

Only it needn't have happened liked that. Okay, so playing as a hitman someone's obviously got to snuff it, but things could have been different. You could have whacked the guy

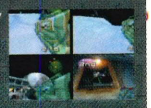


PREVIOUS

FROM THE MAKERS OF...

TIMESPLITTERS 2

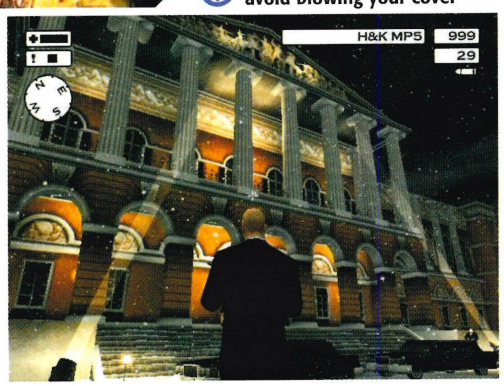
Okay so it's not made by IO Interactive, but it is published by Eidos and anyway, it's still one of the GC's very best games.



TOTALGAMES.NET RATING: 95%



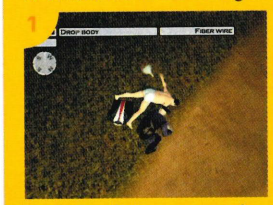
You must get rid of bodies to avoid blowing your cover



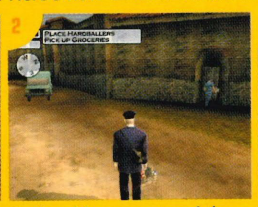
HERE'S AN OFFER YOU CAN'T REFUSE

IT STARTED WITH A HIT...

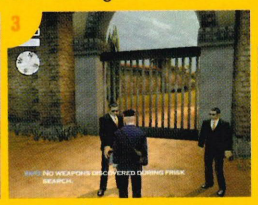
Your first mission is to take down the local Capo at his mansion retreat. You begin armed with garrotting wire, a pair of binoculars and a handgun. Here's how **CUBE** went about securing our first hit...



Begin by playing postman's knock. This postie stopped to water the plants, but we felt he'd be more comfortable garrotted and out of that uniform.



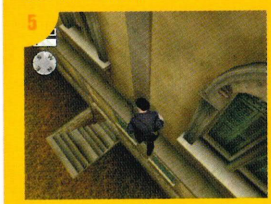
At the side entrance of the mansion we're stashing our weapon in a crate of groceries to be delivered to the kitchen. We'll retrieve them later.



Back to the front gate, unarmed and ready for frisking. Don't sprint towards these guards as they'll get suspicious. Since when would a postman run?



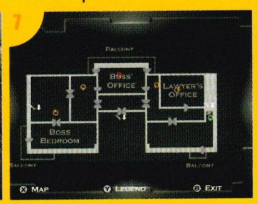
We've strolled nonchalantly around to the back of the mansion and scaled this ladder, granting access to the roof. Sneaky.



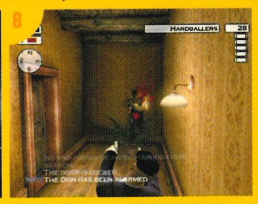
Perched on a ledge, we've made our way around the building's perimeter and are just about to drop down onto these steps to enter the mansion.



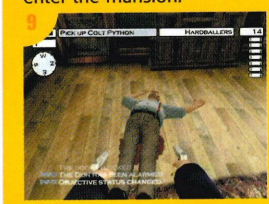
Once inside we're straight off to the kitchen to pick up the guns we stashed in the grocery crate. Avoid the chef – now is not the time to go hiding bodies.



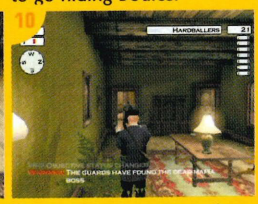
Planning is everything. Before tackling the Don we're checking our route and the locations of his goons. That way there will be no nasty surprises.



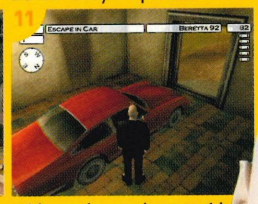
Okay, so we've blown our cover outside the bosses' room by taking down one of his guards. This couldn't be avoided, so now it's time to act quickly.



Bodyguard disposed of, it's time to cap the head honcho. Oh look – that's exactly what we've done. The brown stuff is about to hit the fan. Time to leg it.



Scampering away from the scene of the crime we've run into some of the Don's bodyguards. Luckily this guy holds the keys to a car parked in the garage outside.



Without the car keys we'd have to flee under a hail of gunfire, and would most likely bite the bullet on our way out. Lucky we picked 'em up, eh!

face to face – with an axe. You may have felt like treating him to the sharp end of some cheese wire. Hell, you could have just started a riot and hoped that he got caught in the crossfire. Whatever it takes to get the job done.

Make no mistake – *Hitman 2* is a murder simulator. Playing as contract killer Agent 47, you're introduced to your character in his retirement to Sicily where he tends the gardens of the local padre. However the mafia find out about your credentials (no doubt your cunning name blew your cover), kidnap the priest and blackmail you back into business. So it's true what they say – there really is no rest for the wicked.

From this premise onwards each of the game's locations and mission directives can be tackled either with clinical planning and precision killing, or with a scant disregard for your own life, shooting anything that moves on the way to your target. However, taking the latter option is, as the title 'Silent Assassin' suggests, not really in the spirit of things. If you try to accomplish your hits without being sneaky then you'll almost certainly come to a bloody end as the enemy AI is highly realistic and very punishing. For example knocking off a waiter and assuming his guise might, you'd think, be a pretty smart way of infiltrating a party. But in *Hitman 2* if you don't hide the body then the guards will be looking for you. From the code we've played, similar degrees of attention to detail are evident throughout the game, which along with *Splinter Cell*, is making the GameCube the assassins' console of choice.

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ *Hitman 2* is about as far removed from an arcade experience as you'll get these days. Missions need to be planned meticulously, weapons used sparingly and above all you need to avoid being spotted. All of which adds up to a game that's punishing – but in a good way. *Hitman 2* is undoubtedly a game we'll be keeping a very close eye on.

CUBE

IT'S TAKEN A FULL YEAR FOR SOMEONE TO COME UP WITH A RELIABLE SOLUTION TO IMPORT GAMING, BUT NOW THE WAIT IS OVER

FREELOADING FOR FUN

BELIEVE IT OR NOT, IT ACTUALLY WORKS!

CUBE INFORMATION

PUBLISHER:	DATEL
DEVELOPER:	IN-HOUSE
ORIGIN:	UK
GENRE:	PERIPHERAL

STATS

- PLAY IMPORT GAMES ON A PAL CONSOLE
- PLAY NTSC GAMES IN RGB SCART

If you don't know what it is then listen up; the FreeLoader is a disc that allows you to play import games on your PAL 'Cube or vice-versa. If you've ever wanted to sample some of the more obscure titles, or can't wait for those Nintendo first-party offerings, then this is the way to do it. Legally the FreeLoader is treading rather dodgy ground, so please understand that we are merely covering this utility, rather than advocating it, nudge, nudge, wink, wink...



***Kinniku Man* is now right at your fingertips**

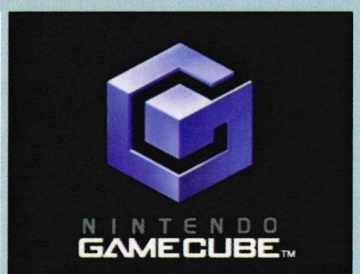
USING THE FREELOADER is very simple. All you have to do is insert the FreeLoader disc, wait to be prompted and then put in your game disc. There are three slight variations on this method that are explained in the instruction manual, designed to ensure that every game works with the Freeloader. We performed an extensive test ourselves and had few problems with any of the methods. We used Component cables, RGB SCART and S-Video, but not RF (does anybody even use these anymore?).

We also noticed that if you run NTSC software on a PAL machine, you'll get a colour picture on an old 50Hz only TV despite the fact that using an NTSC machine will output the picture in black and white on the same TV, so nobody will have to worry about their television sets. So there you have it – the FreeLoader does exactly what is says on the tin.

FOUR STEPS TO UTTER

STEP 1: GAMECUBE

We hate to sound like a nursery school teacher, but in order to use the GameCube FreeLoader you'll need to have yourself a GameCube. It won't work with another machine, see?



STEP 2: POWER UP

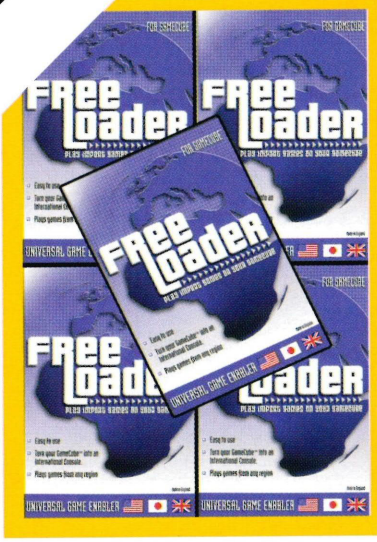
Place the FreeLoader disc in your GameCube and hit the power button. Whatever you do, don't switch it on and press Reset as it tells you to do in the instruction manual. Don't ask why.

AFTER MONTHS OF WAITING, THE FREELOADER HAS FINALLY ARRIVED



WIN!

FULLY LOADED 'N' FREE!



WIN ONE OF FIVE FABULOUS FREELOADERS!

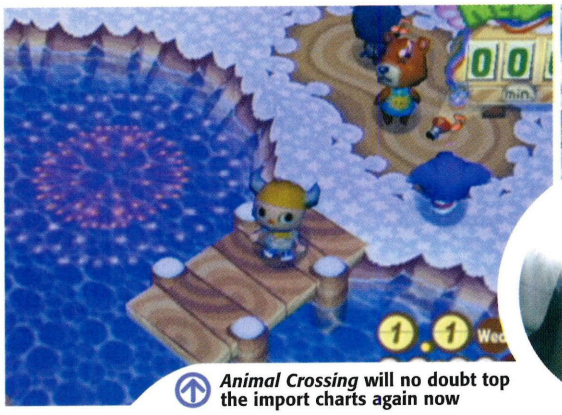
How better to start off your import gaming than to be given one of these vital components for free? Yeah, okay – a GameCube and five top import games would be better but that just isn't gong to happen. If you want a TV however, all you need to do is pop over to page 112... Anyway, getting back to the prizes in question, all you have to do to be in with a chance, is answer the question below.

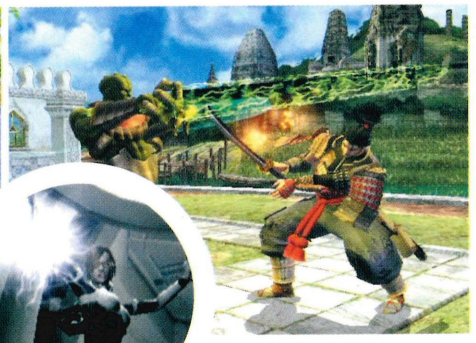
Send your answer, along with your name, address and post code to 'So What If I'm A FreeLoader?' at the usual CUBE address. Now here's that question:

Q. WHICH IMPORT GAME FROM THE THREE LISTED BELOW IS DUE TO HIT JAPANESE SHELVES FIRST?

A. PRODUCT NUMBER 03
B. SOUL CALIBUR II
C. MEGAMAN NETWORK TRANSMISSION

Rules: The editor's decision is final. No correspondance will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. The closing date for entries is 10 April 2003. Proof of entry is not proof of receipt.





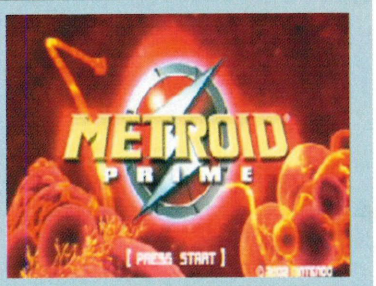
Animal Crossing **will no doubt top the import charts again now**

HAPPINESS



STEP 3: PROMPT!

After 10-15 seconds the FreeLoader screen will appear. When the 'insert game disc' prompt appears, open the GC's lid and insert the game that you want to play. Close the lid.



STEP 4: OH JOY!

After a further 10-15 seconds your game will magically load. The success rate is around 80% If it doesn't work, just try the whole process again or try an alternative method.

CUBE SAYS...

FIRST IMPRESSION

■ There's no doubt that a lot of people have been waiting for this device. Online shopping and the gradual globalisation of other markets have made importing software entirely feasible to every punter, a far cry from the days of the Super Famicom and N64. We'll play devil's advocate and say that hopefully the success of the FreeLoader will make NCL take a second look at Europe as a market. After all, if domestic software sales go down then NoE is going to lose money. Because of this, the FreeLoader might in fact prove to be beneficial to Nintendo as a whole in the long run. The question is whether it appreciates it or not. CUBE

FREQUENTLY ASKED QUESTIONS

Q. Do I need a 60Hz-compatible TV to run US/JPN games?
A. No, not if you plan to run them on a PAL GameCube. But as ever, an NTSC machine won't output in colour on an older TV.

Q. Can I run PAL games on an import GameCube?
A. You certainly can. PAL games will work absolutely fine on any NTSC machine.

Q. Will I have problems with Memory Cards and can I use my friend's data?
A. You will not be able to use data saved on an import machine when running an import game on a PAL machine. If you play a game and make a save, you will have to load that game using the same method when you play it the next time, otherwise your machine will not recognise previously saved data. We haven't experimented enough with the Memory Cards to give you more specific details on this yet.

Q. Do I need a special AV cable in order to play import games?
A. No. Any cable will output the proper signal, but we recommend getting hold of a SCART cable anyway. The picture quality is far above composite standards.

Q. Will it damage my GameCube, or void the warranty?
A. The FreeLoader is entirely software based, so it will cause no damage to your GameCube at all. However, if you ever do have problems with your GameCube it would be wise not to mention FreeLoader usage – there were cases with the Dreamcast import discs where the GD-ROM lasers would break down from reading import games faster than they were designed for.

Q. Are there any games that definitely won't work?
A. Yes, but only a few. Most PAL games are either PAL optimised (optimised for our TVs) or they include the 60Hz option. There are a few games that don't have either (tut, tut, naughty, naughty), and it appears that these games do not work with Freeloader. Konami's *Winter Sports* is one of these.

For future updates, it would be best to consult Web-sites such as www.chrismarshall.net/freeloader and www.choddo.com/freeloader – they both provide lists of compatible games and troubleshooting solutions.

Taking extreme racing to a whole new level

XGRA



CUBE INFORMATIC

XGRA	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM STUDIOS CHELTENHAM
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.NET MOVIES ✗ PICTURES ☑

SET '03 TBA SEPT '03

PREVIOUS

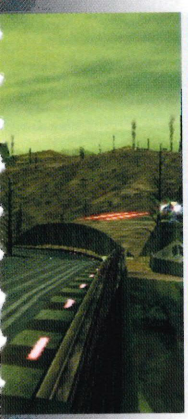
FROM THE MAKERS OF...

DAKAR 2

A near-perfect rally game, which proves that Acclaim Cheltenham is capable of so much more than Dreamcast rehashes.

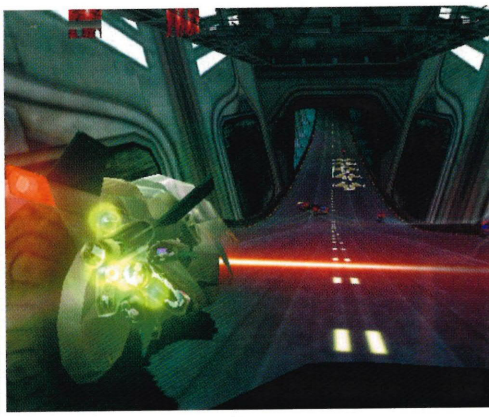
TOTALGAMES.NET RATING: 90%

"XG COULD QUITE EASILY BECOME THE NEXT WIPEOUT, AND FROM WHAT WE'VE SEEN IT CERTAINLY HAS THE POTENTIAL"











POINT AND CLICK

LICENCE TO KILL EVERYTHING

■ One new feature is the ability to destroy scenery. Passing ships or scaffolding can open up new areas if destroyed, whereas other objects such as signboards are just there for a bit of target practice.

INDUSTRIAL MAGIC

MASSIVE NEW AREAS

■ The new levels have been designed on a massive scale. In about 20 seconds you'll enter this huge factory – the centre of this building is very impressive with machinery whirring and smoke gushing all around you.

NICE CURVES

REMODELLED AND READY TO GO

■ The bikes have been completely remodelled in order to further illustrate the weapons and show off the sponsors. As the weapons change you can see the different compartments opening up in preparation.

IT'S BEEN OVER a year since **CUBE** first saw Acclaim's sequel to 2002's *XGIII*. Back then it was merely a bunch of rough demos, track fly-bys and initial ideas, and despite looking promising it didn't look too far removed from the traditional *Extreme G* formula. How things have changed.

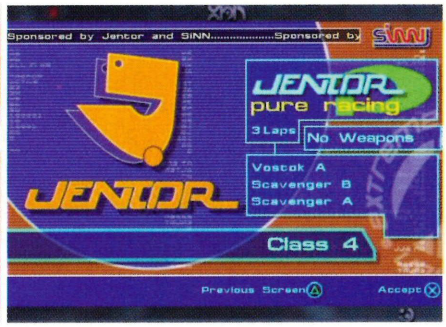
The series started out on the N64 as a blatant alternative to *WipEout*. The high-speed thrills, weapons and futuristic settings provided the style that was so sorely missing from the N64's line-up. Over the years we've had *Extreme G II* (pretty much unplayable due to the frame rate) and just last year there was *XGIII*, but with the latest title in the series Acclaim is pushing for a whole new feel. It makes sense – with *WipEout Fusion* turning out to be lacklustre the chances of that particular franchise returning are looking pretty low. *XG* could quite easily become the next *WipEout*, and from what we've seen it certainly has the potential.

So what competition does *XGRA* have? To be honest there's nothing on the Xbox and PS2, although there's a tiny little Nintendo franchise, which is due to hit the shelves within months of *XGRA*. *F-Zero GC* is looking phenomenal. How can *XG* possibly compete with something like that? After playing *XGRA* for a while you'll quickly realise that the two games are very different. While *F-Zero* goes for the jugular with its arcade gameplay, that's about all you get. To put it into perspective, *F-Zero* is to futuristic racers what *Ridge Racer* is to sports car racing, whereas *XGRA* is going for the *F1* approach. *XGRA* stands for Xtreme G Racing Association – Acclaim is trying to create a new class of racing in the style of *F1*, *NASCAR* or *TOCA*.

The story goes that at some time in the near future F1 will be shut down after a terrible incident involving the death of 300 spectators. Many years later the same racing body uses the anti-gravity technology from the last F1 effort to create an all-new style of racing – Xtreme G. The sport attracts millions of viewers and the sponsorship fees involved are enormous. Welcome to the new and improved Xtreme G world...

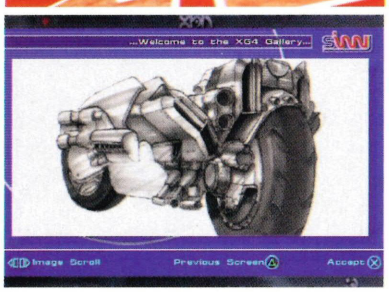










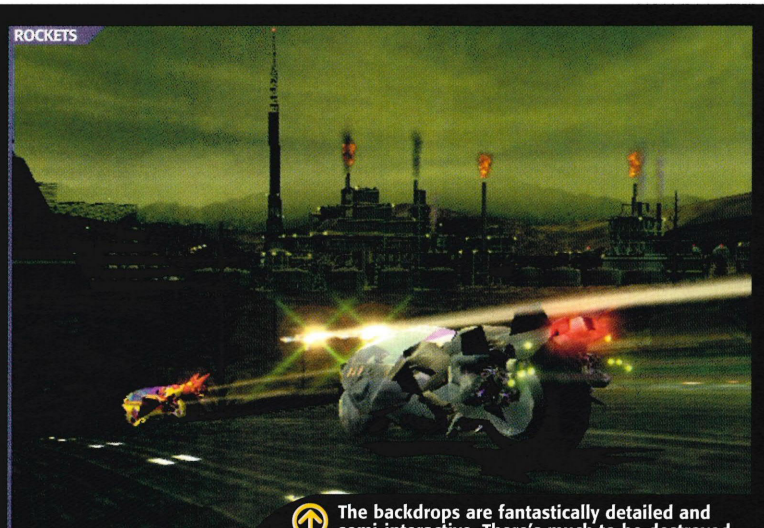


IN KEEPING WITH *F1* comparisons, *XGRA* is going to be a massive affair. There will be 15 championships in total, resulting in well over 40 different races. The entire game is based around sponsorship, and even before you begin you'll have to prove yourself to potential sponsors. Your first bike will be as dull as dishwater – no logos, no decent weapons and no upgrades. The only thing that's going to see you through is your racing style. Winning the first championship will gain you some interest but you'll soon learn that in order to keep your sponsors you'll have to do much more than simply win.

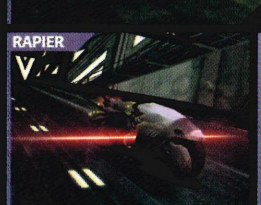
The world of the *XGRA* is extremely political, and rival corporations will do anything to belittle their competitors. Because of this every race will have at least one secondary objective, the first being to win the race. These 'Contracts' can take many forms. They may involve taking out a certain number of other racers or, more often, taking out one specific character. In this instance the bike in question will have a red target ring around it. When you begin to pound them they contact you via a small screen-in-screen. As their energy is drained away they will become more and more angry, start to beg and, just before they pop their clogs, vow to get back at you in another race... and you'd better believe it because they'll have their own contracts to fulfil in the future.

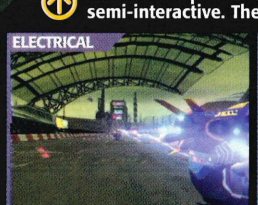
Two players can team up and take on the championship in co-operative mode, thus reducing some of the risks, but eventually your contracts will set you at each other's throats. Completing the race objectives will earn you praise from your sponsors in the form of weapons upgrades. You can check out how your bike is shaping up in the garage, which gradually becomes more and more full of rubbish as time goes on.

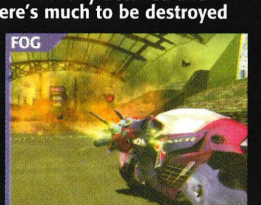
The weapons system has been completely redesigned and at first it seems a little strange, but you'll get used to it and eventually grow to love it. Every vehicle has secondary weapons, and these are common to all the racers. At the top of the screen is a bar showing you which secondary weapon is selected. Dotted along the track are secondary weapon upgrades – small green icons that cause your secondary weapon cursor to move along by one bar. There are 12 weapons in the cycle



The backdrops are fantastically detailed and semi-interactive. There's much to be destroyed







READY... AIM... FIRE!

TAKE OUT THE SCENIC ROUTE

As explained elsewhere in these pages, the weapons system has been completely redesigned and is now perfectly suited to high-speed racing. While we can't show you all the weapons, we've managed to get hold of a decent selection explained below:

PRIMARY WEAPONS

Main weapon that can only be obtained from your sponsor.

ROCKETS

Mark I: Patriot Dual Scorpions – unguided rockets that cause a decent amount of damage.
Mark II: Patriot Swarm Stingers – a salvo of unguided rockets that swarm the target.
Mark III: Patriot Fire and Forget Arch Angels – guided salvo of six electrical-seeking rockets.

MORTARS

Mark I: Phase One XII Shell Strike – forward-firing salvo of two mortar shells that have an area affect damage.
Mark II: Phase One Trinity Strike – forward-firing salvo of three mortar shells that have an area affect damage.
Mark III: Phase One Quad Strike – forward-firing salvo of four mortar shells that have an area affect damage as well as the ability to blast vehicles off their trajectory.

PARTICLE CANNONS

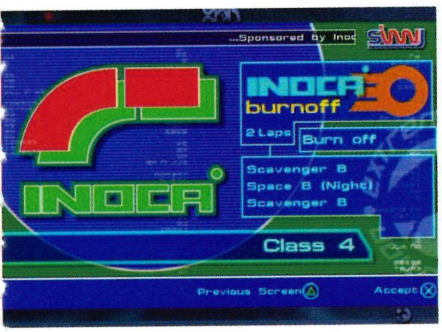
Mark I: Scarecrow Military Division Front Line Ripper – forward-firing particle cannons that cause minor damage but have an enhanced fire rate.
Mark II: Scarecrow Military Division Front Line Sabers – forward-firing particle cannons with an accelerated rail-gun system and an increased fire rate.
Mark II: Scarecrow Military Division Front Line Avengers – forward-firing particle cannons with an accelerated rail-gun system plus increased rate of fire and damage.

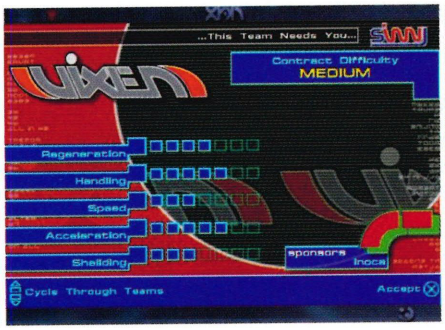
ION ELECTRICAL

Mark I: Patriot Arc 1 – forward-firing electrical ion charge that shuts down all electrical systems on vehicles and also damages the targeted bike.
Mark II: Patriot Arc 2 – forward firing electrical ion charge that shuts down all electrical systems on vehicles and also damages the targeted bike, as well as arcing off this vehicle and into any others in range.

"TARGETED ADVERSARIES WILL GET ANGRY, START TO BEG AND, JUST BEFORE THEY POP THEIR CLOGS, VOW TO GET BACK AT YOU"











and as long as you keep collecting the green icons you can keep cycling through them. When you get to the one you want it's possible to freeze the selection. That way you don't have to worry about accidentally collecting any icons and inadvertently switching weapons. With the selection frozen you can fire off the weapon at any time.

The primary weapons are a slightly different story. These have to be earned from your sponsors, and every sponsor will have its own particular exclusively developed system. What weapons you prefer may well determine which sponsor you choose to go with. Each weapon has three different levels of devastation and, once again, you can only upgrade once you've completed a set number of contracts.



The secondary weapon selection bar is at the top of the screen



Some of the tubes go under water

Probably not a good camera angle

Thankfully the Nukes are designed so that they don't harm your bike

Mark III: Patriot Arc 3: forward-firing electrical ion charge that shuts down all electrical systems on vehicles and also damages the targeted bike as well as arcing off this vehicle and into others in a larger range.

VULCAN CANNONS

Mark I: Patriot Shredder – forward-firing magnetically-spun chain-guns that fire super-heated, uranium-tipped bullets.
Mark II: Patriot Decimators – forward-firing magnetically-spun chain-guns that fire super-heated, boron-tipped bullets that have a higher damage and rate of fire.
Mark III: Patriot Disintegrators – forward-firing magnetically-spun chain-guns that fire super-heated, archon-tipped bullets that pierce and then shatter on impact causing large internal explosions.

SECONDARY WEAPONS

Picked up on the track via green upgrade icons.
Patriot Vampire – forward-firing leech beam that sucks weapon and shield energy off the targeted bike.
Scarecrow Urban Perimeter Mines – fires a salvo of mines from the rear of the bike.
Templar Racing Systems Ion Battery Accelerator – increases the top speed of the bike for a limited duration.
Union Armourdon Frontline Shielding – ultra hard shielding rendering the vehicle invincible for a short amount of time.
Scarecrow Rapier – Horizontal Ion beams that extrude from the bike, ripping through anything they come into contact with.
Templar Racing Systems Rail Accelerator – this upgrade doubles the fire rate of all weapons.
Scarecrow Shield Battery Overclock – this upgrade fully recharges shields upon execution.
Scarecrow Weapon Battery Overclock – this upgrade fully recharges weapon energy upon execution.
Patriot Hunter – this upgrade launches a Hunter Droid from the rear of the bike that then revolves around the vehicle, hunting and firing at any targets.
Patriot Military Systems Quad Force – increases the damage done by any offensive weapon by four times its usual output.
SiNN Deathstrike – funded, sponsored and built by SiNN. This orbiting weapons platform fires a super-heated Ion Beam from space at a rider's command, immediately obliterating its target.
The Patriot Overlord – a mini nuclear device fired from the front of the vehicle causing a huge nuclear explosion, damaging anything that passes through it.



CHRIS WHITESIDE

POSITION: PRODUCER
COMPANY: ACCLAIM STUDIOS CHELTENHAM

CUBE: How did you get into the videogames industry?
CW: My first job in the industry was as a QA (quality assurance) technician working for Codemasters.

CUBE: What are your top three games of all time?
CW: *Elite*, *Super Mario 64* and *Zelda: Ocarina of Time*.

CUBE: What games have you worked on in the past?
CW: As a designer I have worked on *World Touring Cars*, *TOCA Race Driver*, *XGIII* and *XGRA*.

CUBE: So what's the deal with *XGRA*? What do you want to achieve with this game?
CW: Put simply, *XGRA* is going to blow the racing genre wide open. We have taken *XGIII* and evolved it to a completely new level whilst adding tons of new features. *XGRA* is a hyper realistic vision of future motor sports. We spent hours researching current high profile motor sports to isolate the areas that really make these sports exciting. With this in mind we have created a 'real' team system where teams seek out good riders offering them deals and contracts. If you perform well you'll be poached by a better team.

Teams have their own pit crew, journalists, sponsors, weapons and engine manufacturers. The championship structure is also modelled on real life – offering the player over 40 unique races across 16 championships, all of which have been lavishly created to look as realistic as possible. Sponsors own events and commentators offer their opinions on each. We have also created a fictional media network called SiNN (Sports Interactive News Network) who cover all the events with their super sexy journalist. Adding this new level of characterization is an exciting step for us and something we really wanted to do after *XGIII*. As such we have eight player characters ranging from a Japanese military sniper bot to old favourites like Jakar (the girl off the cover of *XGIII*). While these characters are much more visible this time around, we've brought them to life through a number of gameplay techniques such as memory where characters remember rivals' previous actions and react accordingly.

We've also introduced an on-screen comms device enabling characters to speak to the other players in the game. Each character has over 150 sets of speech that are called upon depending on the game state.

One of the criticisms of *XGIII*'s weapons system was the difficulty players had selecting weapons at such high speeds. As a result we've completely redesigned the system to allow for awesome combat at the same great speeds loved by *XG* fans. This time, all weapon selection is determined through control of the vehicle, cutting out the previously convoluted button presses. So, you get better weapons through driving skillfully. On top of this the game now has a total of 26 completely new weapons and upgrades, all gained through team gifts or on the tracks (although you're unlikely to have all 26 at once!).

Our focus has still been to create super realistic environments that really immerse the player in the whole game theme, but this time some of the 16 diverse environments are set in space. Ultimately, *XGRA* isn't just a futuristic racing game, but a game that contains features and systems that haven't been seen in racing games yet, whatever the racing style. Our goal is to create the best racing game in the world bar none.

CUBE: Now that *WipEout* has faded away do you see *XG* taking its place as *the* anti-grav racer?
CW: The team are all fans of *WipEout* and the original is still up there in my top ten games of all time. We want to make *XG* popular through style and content though. We took a look at *XGIII* and worked out what was right and what was wrong. As a result we have made a huge effort not only to fix everything for *XGRA* but to also ramp it up to an unparalleled level. *XGRA* is a very stylish game, from awesome visuals to revolutionary systems design we aim to make the player feel comfortable with the game from the outset whilst also gunning for those pristine game moments where the player just pauses the game, sits back and gasps! As we are trying to create a real, believable world of the future we have styled major parts of the game around real world elements, such as the SiNN presentation, the front end based on a TV broadcast, and the characters and vehicles being sponsored by companies.

The question on everyone's lips however must be the music, and I can happily say with full confidence that our soundtrack will blow people away! The team is still listening to it and commenting on it. Sadly, we can't release the names of the artists at this stage, but it is absolutely awesome.

CUBE: Comparisons to *F-Zero* are inevitable, and both games hit the European market in the same period. Do you think there's enough room for both, and what do you think of *F-Zero* so far?
CW: We love the fact that we are up against SEGA and Nintendo! We have been looking at their screenshots closely and we really like what we see. The difference however, is that *F-Zero* is purely an arcade game. *XGRA* offers tremendous speeds, lush visuals, state of the art audio and effects, but on top of this (and something that *F-Zero* doesn't sport) is huge depth, an awesome soundtrack, 'real' teams, contracts, sub-missions, detailed environments, detailed progressive structure, and a wide variety of sub-modes. So, to answer your question, yes I am in no doubt there is room in the market for both games, but at the end of the day our goal is to beat all the competition and this is something the team thoroughly intends to do.

CUBE: What's your favourite aspect of *XGRA*? And can you tell us a bit about it?
CW: There are just so many things I love in the game, and working with such a talented team means everyday I see new stuff that brings a smile to my face!

I suppose as a die-hard racing fan my favourite aspect of the game at the moment is the speed mixed with the combat – nothing makes my heart stop more in the game than seeing 16 bikes around me kicking off with all their weapons whilst jostling for the optimum racing line. In *XGRA* the weapons and ammo banks regenerate over time and at the high level of the game they do this really quickly. It's just fantastic to see the screen light up with all the VFX as the bikes take each other on.

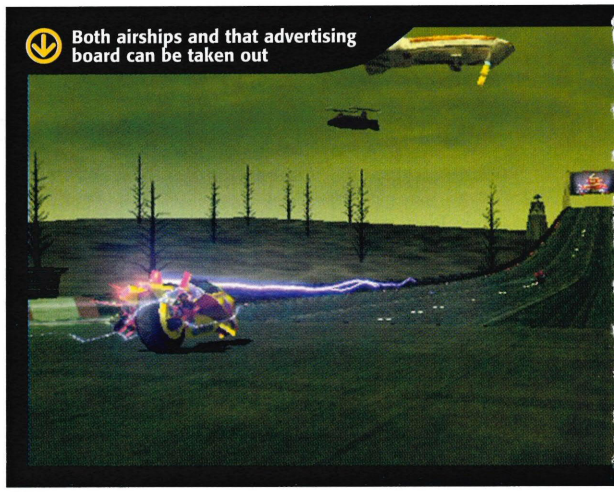
I would like to add another favourite aspect of the game... can I? (damned games designers – **CUBE**) Well, I'm going to anyway! The teams in *XGRA* sometimes contract the player to take out a rival. When the player finds the scoundrel and fires, a 3D image pops up displaying the soon to be dead victim! Initially the sucker usually acts like an arrogant fool, believing the player is no match for his skills. But when you knock the fool down to low shields he begs for his life. Listening to him whimper away while your trigger finger hovers dangerously over the killing shot is just so cool!

CUBE: What are the main changes from the last game and why have you made them?
CW: Upon the release of *XGIII* we spent considerable time analyzing our market through comments made on forums and through the press. A number of points have been taken on board to ensure that this game would meet and excel upon the features or changes that the customer thought would improve the game.

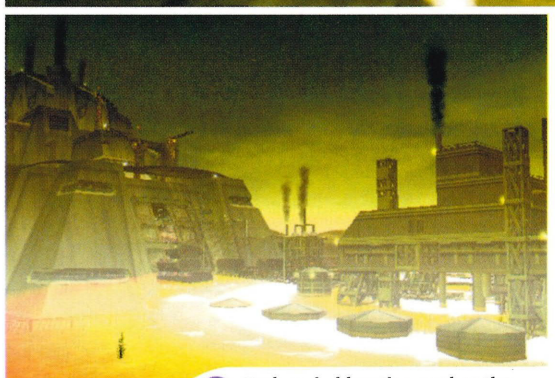
The recurring comment was that the game was frustrating at high speed. This was primarily due to the weapon system in *XGIII*. It was designed to allow the player to carry a large number of weapons, however the implementation of this system was confusing and frustrating. We have addressed this in *XGRA* by creating a system that allows the player to select his/her weapons by vehicle control in-game rather than convoluted button presses. This allows us to maintain the same speeds that the players loved in *XGIII*, but with a weapons system that's easier to manage.

We have approached the game from a far more realistic angle than that of the prequel. This spills into quite a few areas of the game ranging from larger, more technically impressive tracks to teams that offer contracts. These contracts translate to sub-missions during race gameplay, so the better the player does the better the team that will try to headhunt him. We have included eight characters each with their own modifiable statistics and more importantly their own personalities. *XGIII* was sighted as being too short and not having enough content. Because *XGRA* tells the story of the demise of modern day motor sport and rise of the more gladiatorial sport of *XGRA* we have tried to maintain a realistic evolution to keep the player really involved.

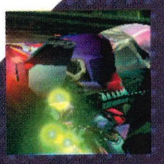
Finally, we have included more vehicles on track, destructible scenery and animated objects that all tie into the gameplay as well as 12 vehicles to choose from and a completely new game mode. We are just looking forward to getting this title out there and seeing the reaction from the fans and industry community alike!


Both airships and that advertising board can be taken out


This shot shows off the sweet detail on the weapons array


Each varied location pushes the racers to their limits

"YOU CAN BE SHOT FROM THE BOTTOM OF THE OCEAN TO THE TOP OF A MOUNTAIN PEAK IN THE SPACE OF TEN SECONDS"



CUT IT OUT

WHAT A BUNCH OF DROP-OUTS

Many sections of *XGRA*'s tracks are interactive. Fuel pipes can be targeted and fired upon with the resulting explosion damaging any racers underneath it. Seemingly untouchable airships can be brought crashing down onto the track, creating shortcuts and damaging enemies. There are many little touches like this, and while most of the shortcuts lead you to power-up filled sideroads, some will send you on a wild goose-chase.

Gun turrets will shoot at anything that passes, and while taking them out means an easier ride for your opponents, it also means you won't have to worry about them on later laps. It's your choice.



Take them out or tear past them – it's up to you. They'll keep shooting anyway







The extent of the Nuke's destruction means that you'll be temporarily blinded as you tear through the aftermath. It's worth it though...



The Vostock track takes place in and around a massive glacier formation. Screaming up a mountain-side gives you a great sense of scale

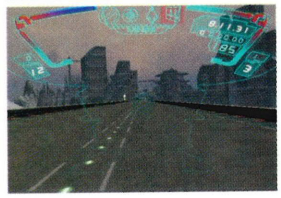


HELMET HAIR

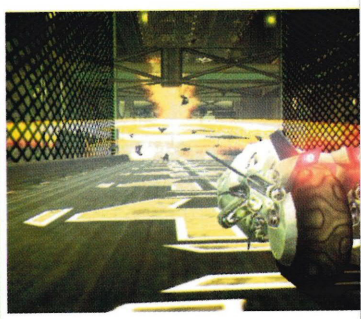
A LITTLE NOD IN SAMUS' DIRECTION

The first-person viewpoint has been redesigned to include a HUD. In this mode the display is suitably curved and the team has added a distortion effect to give you that extra sense of speed. There's even talk of putting a *Metroid Prime*-esque facial reflection in there. The first-person mode is definitely the way to play this game, the only drawback being that you don't get to see the weapons coming online. One special feature you do get is seeing your entire system shut down when you get hit by the Ion Electrical weapon. Nice.









THE WEAPONS AREN'T only there for nailing the opposition. Throughout every track are advertising boards, giant sponsor logos, news network airships and gun turrets. Your targeting cursor will automatically pick these out as they come into range and you can choose whether to take them out or not. You have to be quick though as the cursor will only target them briefly before snapping back to the centre of the screen. While blowing up advertising boards is just for show, destroying the other items can have an effect on the game. Shortcuts are the main result but there are plenty of other secrets to discover as well.

As far as tracks go there are currently five enormous, brand-new circuits. As you progress through the championships the tracks will become available on different difficulty levels and you'll open up entirely new sections of the track. The tracks themselves are very impressive, featuring a ludicrous amount of scenic detail. One track weaves its way through a huge industrial complex. One section takes place outside the factory, an area dogged by acid rain and smog. Another section takes you through the heart of the factory itself. There's also an oil rig stage, a deep-sea shipwrecked tanker, a meteor shower-ridden volcano, a space station, a glacier and an Aerodrome. Each one gives you an impressive sense of scale by doing things such as shooting you from the bottom of the ocean to the top of a mountain peak in the space of ten seconds. You may think that seven tracks seems a tad limited, but with all the different versions that become available, you'll be kept extremely busy.

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ We're very excited about this one. Imagine the style of *WipEout*, the speed of *F-Zero*, the exhilaration of *XGIII*, a depth that exceeds *F1* and the presentation of an OTT, futuristic *Gladiators*... all in one game. The early build that we played was extremely promising and Acclaim has promised us that it will all run at 60fps. The only thing *F-Zero* and this have in common is that they're anti-gravity racers. Roll on September... CUBE

GAMECUBE SOLVED!





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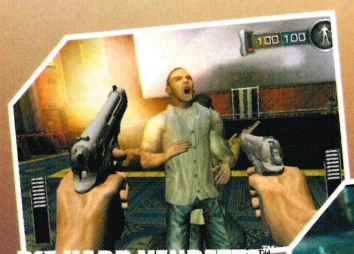
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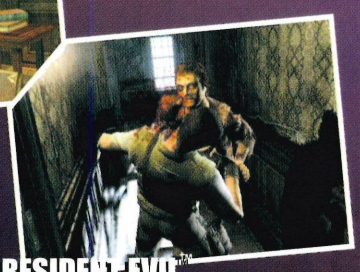
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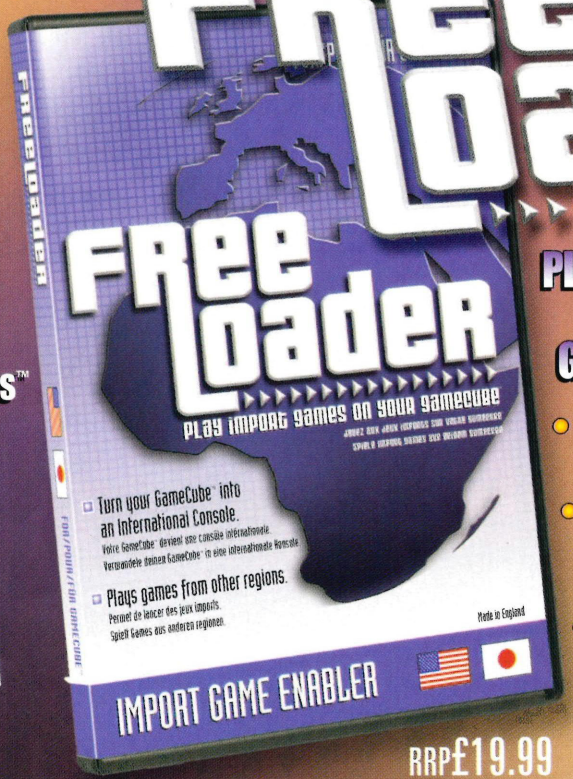


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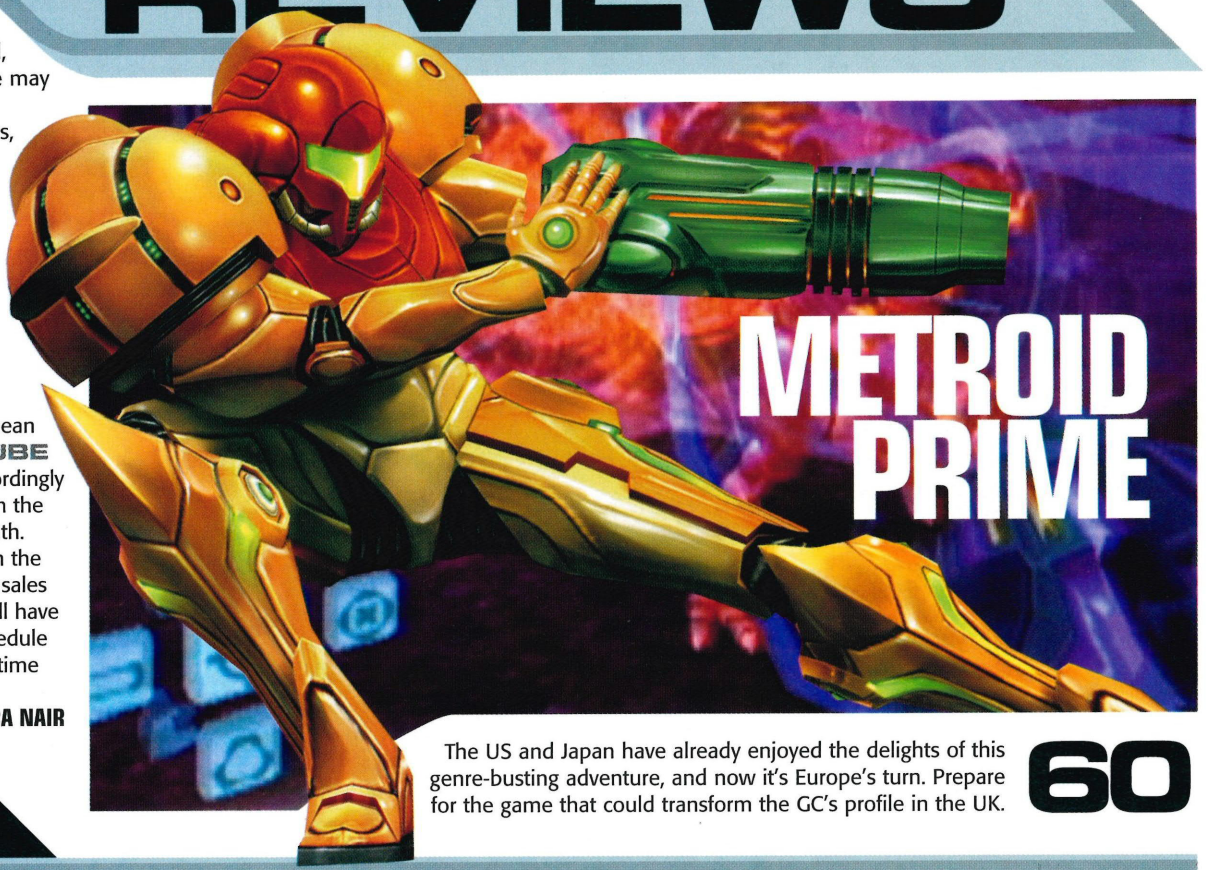
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CUBE REVIEWS

IT'S BEEN A long, long winter period, but with the advent of FreeLoader we may never be in this situation again. If FreeLoader had been out before Xmas, nobody in their right mind would have been able to resist importing *Animal Crossing*, *Metroid Prime* and *RE Zero*. Import prices aren't an issue – US *Metroid* can cost £45 or less from online stores.

TV compatibility is no longer a problem either – most people have the relevant sets now. As long as Nintendo doesn't come up with extra protection for future games, the European market could change significantly. **CUBE** will be altering its review strategy accordingly and you'll already notice an increase in the proportion of import reviews this month. With such a simple, effective device on the market import sales will soar and PAL sales will notably fall, meaning Nintendo will have to do something about its release schedule and reproduction facilities fast. About time too...

CHANDRA NAIR



The US and Japan have already enjoyed the delights of this genre-busting adventure, and now it's Europe's turn. Prepare for the game that could transform the GC's profile in the UK.

60

CUBISTS

AS WE FINALLY GET SHOT OF JACK FROST, THE CUBE TEAM CONTEMPLATE THEIR FAVOURITE SPRING MOMENTS...

MILES GUTTERY



EDITOR, CUBE

FAVE ASPECT OF SPRING: It's not so damned cold!
THIS MONTH: With the temperature slowly but surely rising Miles no longer has to worry about the heat-reflecting properties of his golden locks. On the other hand, the extra sunlight is bleaching his hair. Guttery the White, here we come!

CHANDRA NAIR



DEPUTY EDITOR, CUBE

FAVE ASPECT OF SPRING: All the little flowers
THIS MONTH: You know spring is nearly here when you walk through the woods and see bluebells and crocuses poking through the cold ground. Chandra is probably the only bloke who skips through the woods like a fairy though...

GARY ADAMS



STAFF WRITER, CUBE

FAVE ASPECT OF SPRING: Meat can still be left out
THIS MONTH: When asked what his favourite spring moment was, Gary innocently said: "It's great because you can leave your meat out without it going off..." Take that little piece of advice how you will, but we're a little worried.

BYRON WILKINSON



STAFF WRITER, CUBE

FAVE ASPECT OF SPRING: Flowery handkerchiefs
THIS MONTH: Spring is no reason for the Wilko Dilemma to come to a head. Indeed, with the temperature rising Byron can get away with a folded, flower-emblazed handkerchief poking out from his top pocket. Classy stuff indeed.

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

FAVE ASPECT OF SPRING: He can walk to work
THIS MONTH: During the winter months the coastal winds prevent Martin from walking to work by blowing him off the cliff and onto Bournemouth beach... which is quite painful. Now he can skip to work in his blouse and tiara.

SIMON PHILLIPS



GROUP EDITOR, CUBE

FAVE ASPECT OF SPRING: Nintendo blockbusters
THIS MONTH: Nintendo traditionally releases a massive title in Europe in the run-up to Easter, and this year it's *Metroid*. The US version saw him doing no work for a week, so the PAL release might just signal the last we see of him in public.

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

FAVE ASPECT OF SPRING: Nothing. She wants Xmas back
THIS MONTH: Steph is kind of like the anti-Scrooge really. She loves Xmas and can't bear to leave it behind. Every time she hears a bird in the trees or sees a daffodil she grabs a spade and flattens them, the big meany.

NICK TRENT



ART EDITOR, CUBE

FAVE ASPECT OF SPRING: Birds getting jiggy with it
THIS MONTH: According to Trenty there ain't nothing more comforting than the love and devotion found between two Blue Tits at nesting time. What? Thought we were talking about ladies? Tut, honestly... you're all so predictable.

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



IKARUGA
68 It may be virtually identical to its Dreamcast counterpart, but as last issue's *Skies of Arcadia* proved, a classic is always a classic. Better still, Infogrames is releasing it over here in May!

RALLY CHAMPIONSHIP
72 The GameCube's first four-player rally title finally arrives. We weren't expecting anything amazing, and we didn't get it, but that doesn't mean it's all bad.

DR MUTO
74 You have to be offering something special to make it as a platform adventure in this day and age – sadly *Dr Muto* fails to offer anything much at all.

DAKAR 2
76 There we were, moaning our arses off about the lack of rally games on the 'Cube, and then this turns up. As far as arcade-style rally games go, we have a winner!

NBA 2K3
80 Read this review and remind yourself why it doesn't matter that SEGA is cutting back on its GameCube sports titles. There's just something not quite right about it...

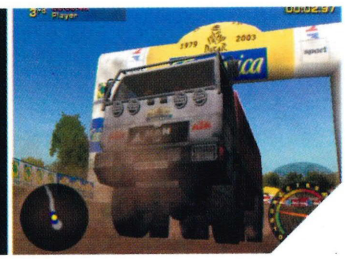
SUMMONER: A GODDESS REBORN
81 What should have been a fantastic, arcade-style alternative to the action RPG turns out to be a decidedly average PS2 update. We're getting used to it.

DEFENDER
82 Many people will have fond memories of the original, which will only serve to make this little offering seem even more of a letdown. Clumsy, repetitive and shallow. Oh dear...

NINTENDO PUZZLE COLLECTION
84 Proof that not everything Nintendo touches turns to gold. If all three games were good we'd be happy, but when you'll only really want to play one out of the three, £60 is a lot of money.

MR DRILLER DRILL LAND
86 If you're not a *Mr Driller* fan then you'll no doubt be wondering what exactly all the fuss is about. Beware though – one play is all you'll need to get completely sucked in by the Namco magic.





WINNING ELEVEN 6

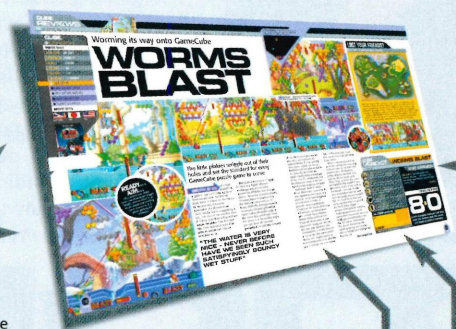
64 *Pro Evolution Soccer 2.5* by any other name. Sony's PS2 exclusivity means we'll never see it outside of Japan, but then there's that little thing called FreeLoader...

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...



2ND OPINIONS
If you're still not 100 per cent 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.

BOXOUTS
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 boxouts are ideal for you.

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 9.0 — **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 7.5 — **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 5.0 — **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 2.5 — **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 0.0 — **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!

Prime Time!

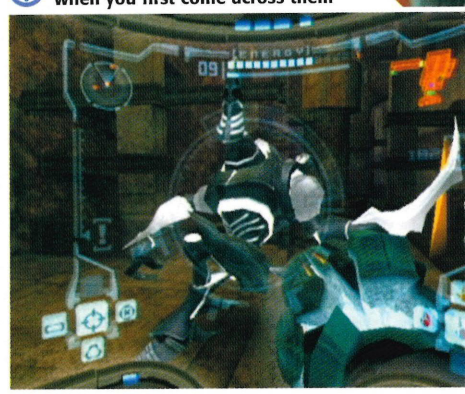
METROID

DANGER, DANGER

HIGH VOLTAGE!
Get close to magnetic-based life forms and they temporarily interfere with the electronic display of your visor. Many other developers will no doubt copy this in the future



Enemies like this one are tough when you first come across them



CUBE INFORMATION

METROID PRIME	
PUBLISHER:	NINTENDO
DEVELOPER:	RETRO STUDIOS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	2 BLOCKS

STATS

- SHOOTING AND PUZZLING BLISS
- EYE-SEARING VISUALS
- EAR-STROKING SOUNDS
- GBA LINK-UP

TOTAL GAMES NET MOVIES ☑ PICTURES ☑

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CUBE STAR GAME

"METROID PRIME IS A TEASE"

Do believe the hype...

METROID *Prime* is the most atmospheric and engrossing game ever to grace a Nintendo console. It is arguably the GameCube's best title to date and easily enough of a reason to make any avid gamer feel they simply must own a GameCube, yet *Metroid Prime* doesn't play like any other videogame. Of course it takes elements from many different genres, but you won't ever before have played a game quite like it.

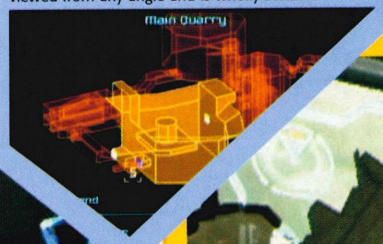
Beginning shortly after the events of the SNES version and despite its move into 3D and a first-person viewpoint, the structure of *Prime* is remarkably similar to how it always was. As with previous incarnations, the gameplay mechanic hinges on action, puzzle solving and the enticement of finding upgrades that further your ability to explore. Just as before, *Metroid Prime* is a towering



Deep within the Space Pirates' labs lie the Metroids – aggressive little gits

A blast from the Wave Beam will shut them down for good

ORDINANCE SURVEY: Even *MP*'s maps are a wonder of design and functionality. Each distinct zone can be viewed from any angle and is wholly scalable.



All the bosses are Phazon-injected monstrosities



BITE ME!

YOU'RE NOT THE BOSS OF ME NOW...

For a game that excels in every single style of gameplay it tackles, it should come as no surprise to find that boss encounters in *Metroid Prime* are absolutely stunning.

Tackling these screen-filling tyrants (as with many of the creatures in *Prime*) first requires that you use your scanner to check out their morphology and weaknesses. Pretty much all the boss encounters take place in vast arenas requiring not just that you dart around avoiding attacks, but that you use your different visors, weapons and abilities to work out their soft spots. As with so much of *MP* these boss encounters can be disturbingly tense affairs, making even seasoned gamers like the CUBE team duck and sway along with Samus and then shout with relief and joy at having finally won what can be a half an hour battle. Oh yeah, and we'd love to tell you about the final boss – *Metroid Prime* – but that would be spoiling one of the best final enemy encounters ever.



The Super Bomb will take this guy out in one hit... but you don't have that yet



Bosses such as the Omega Pirate are extremely tough



Some boss encounters can last for up to half an hour

example of why, compared to other media, videogames are unsurpassable as interactive and captivating pieces of entertainment.

Absolutely nothing in *Prime* is ever a gimmick or a passive experience. After the startling graphical wonder of the opening cut-scene, *MP* begins with an introduction to one of its new additions to your armoury; your scanning visor. From the claustrophobic viewpoint of Samus' helmet you're taught via a HUD that many of the intricate features of *Prime*'s game world can be analysed and interacted with. By using the D-pad to select your scanner, an oblong and magnified area of vision highlights various aspects of locations. By pressing and holding the L trigger you can interrogate, activate or learn from these otherwise uninteresting features. Initially your scanner simply relays information or flips switches, so it may seem vaguely redundant. But ultimately, as with all your abilities, it's integral to the gameplay, revealing everything from structural information, weaknesses in enemy morphology and the surprisingly well crafted sci-fi narrative that continually informs you of events.

However the scanner is merely one piece in the jigsaw that makes Samus such an adept and versatile character to control, although initially the handling takes some getting used to. You see, while *Prime* may look like an FPS, it doesn't control like one. The two most striking differences to other games of this genre are that the right analogue stick doesn't allow you to strafe, and that looking above or below your natural plane of vision requires holding the R button, making you stand still. At first the system seems clunky and stunted, but with a lock-on (press L) that anchors your aim to selected enemies, combat reveals a range of moves ensuring that *Prime* plays very differently to all other

PRIME

EXTRA, EXTRA

GC TO GBA FUSION

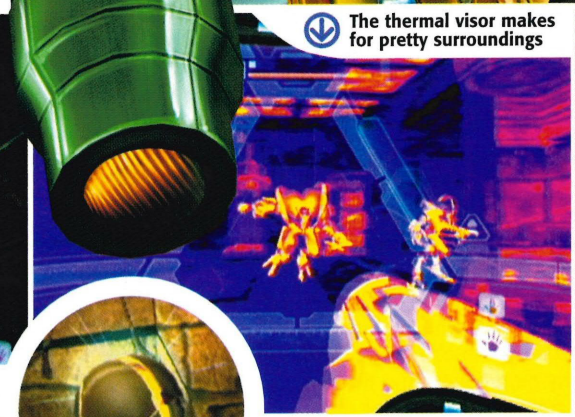
Not content with being a marvellous game in its own right, *Metroid Prime* also features the best use yet of the GBA to GC link-up. By finishing *Metroid Prime* on your 'Cube and then linking up to your GBA you'll receive the Fusion suit to play around in. Better than this cosmetic touch though is finishing *Fusion* on your handheld as it unlocks the original NES game in *Prime*!



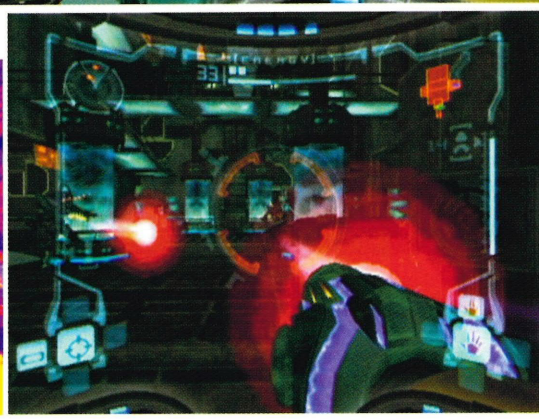


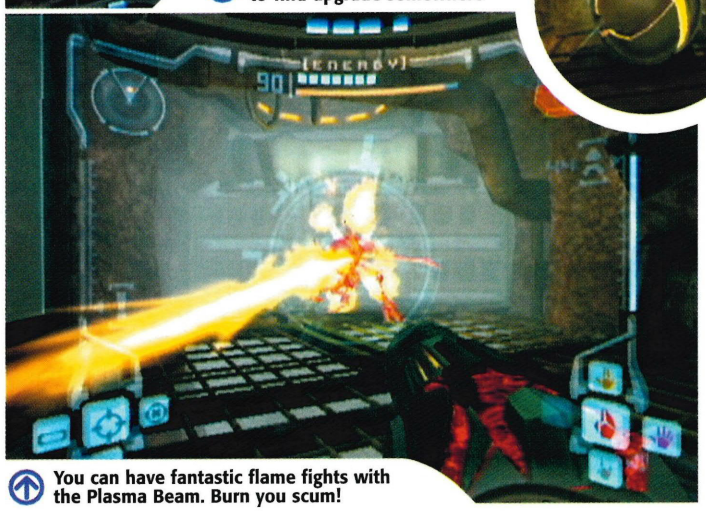


Every beam-type has a hard-to-find upgrade somewhere



The thermal visor makes for pretty surroundings





You can have fantastic flame fights with the Plasma Beam. Burn you scum!

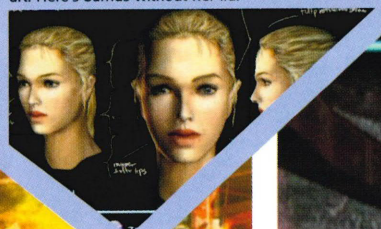
"THE MORE YOU SINK INTO IT, THE MORE IT REVEALS AND THE BETTER METROID GETS"

FPS games. While locked onto an enemy Samus can circle them, dart left or right by double tapping B, or if you've acquired the Boost Boots, double jump around them. In fact if you're smart about it you can even strafe mid jump (hold a direction and L) and then rotate your torso to aim where you like.

Anyone who tells you that *Prime* is let down by its control system is mistaken. It may initially feel peculiar and multiple enemy and boss encounters can take some practice, but given the vast range of upgrades to your cannon, visor, and agility, to have implemented any other style of control just wouldn't have made the gameplay so accessible or fluid. Moreover, this control style dictates the exploratory style and pace of interaction in what are some of the most graphically and aurally impressive game locations ever coded. Because of the breathtaking locations such as the vistas of the snow-laden Phendrana Drifts to the perilous, searing heat portrayed in the Magmoor Caverns, exploration in *Prime* is so compelling because of the rewards. *Prime* is a tease. It's crafted so cunningly that you believe (quite rightly) that leading from every unattainable ledge or blocked passageway is an even more spectacular, sumptuous and aurally interesting locale.

The score itself is a fantastic example of the game's achievements. Composed – rather fittingly for a game that stays true to its origins – by Kenji Yamamoto (who scored the previous games), the *Prime* soundtrack is sensational. Accompanying every distinct and fantastically well–rendered environment are soundscapes that, as with all the various aspects of *Prime*, enhance and inform your experience of playing. The sounds of *Prime* directly relate to the gameplay and range from breezy atmospheric lilts to industrial and ominous squalls of noise. In fact many

ART ATTACK: Scanning a certain number of the objects in *Metroid Prime* reveals a gallery of concept art. Here's Samus without her lid.











FORESIGHT

VISIONARY

Visor enhancements change the way you see the world of *Metroid Prime* – literally. Acquiring the X-Ray visor for instance reveals hidden platforms, opening up previously inaccessible areas.



At first even the most simple jumping affairs seem quite hard – you'll soon find it becomes second nature though

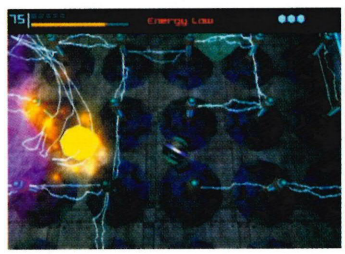
Just imagine if the lock-on system hadn't been included...

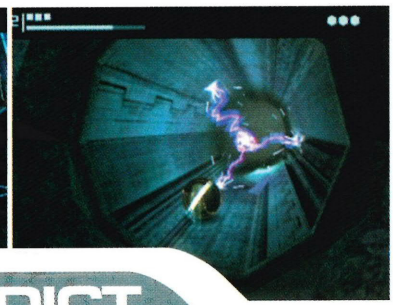


BALL CONTROL

ROLL OVER AND SIGH...

Transforming from a svelte and mechanised armoured combat suit into a similarly robust sphere is one of our favourites of Samus' abilities. By pressing the X button to slink into the morph ball, your viewpoint changes to the third person, and a new set of possibilities for exploration open up. Although initially the morph ball may just seem to grant access to small areas there's a whole lot more to it than that...





older tunes are reworked and the same – albeit enhanced – signature melodies still accompany upgrades and those all-important power-ups. Oh yes, the power-ups...

We told you that part of the compulsion of playing *Prime* is a kind of exploratory sightseeing trip, the biggest draw to investigate is enhancing your abilities and discovering where they can take you. Without wanting to give too much away we can tell you that every single upgrade affects your movement abilities, how you tackle enemies, even how you perceive environments. And this is *Metroid Prime*'s biggest enticement – the way that the more you sink into it, the more it reveals and the better it gets. Searching out upgrades and adding to your armoured suit always ups the ante and hence always remains compelling. Upgrades such as different beams for your cannon or a grappling hook reveal not just new locales, but the next level of ferocious and brilliantly animated creatures, a new freedom to tackle the game worlds and the next degree of complete and utter immersion.

Having played videogames for nearly two decades now, its rare for us to be astonished by any game, yet so much of *Metroid Prime* has amazed us. From the beauty of little touches like Samus' eyes reflected and blinking against her illuminated visor to the weight and inertia of the morph ball – absolutely everything in *Prime* is crafted with such coherency and detail that technically and aesthetically alone, *Prime* is a masterpiece. More importantly though, the playing this magnificently balanced game well outstrips these touches of brilliance, offering an ingenious, captivating and deeply satisfying experience which frankly is as good as videogaming gets.

BYRON

CUBE VERDICT

METROID PRIME

QUITE SIMPLY, YOU MUST BUY METROID PRIME

VISUALS
Great character design and worlds with an array of alien-looking colours.

AUDIO
The sounds do exactly what they should, and all in Dolby Pro Logic II.

GAMEPLAY
Tense, difficult, and satisfying. You'll think about it when you're not playing.

LIFESPAN
Should take around 20 hours to complete and there are extras.

ORIGINALITY
There's nothing out there that compares to the experience.

ALTERNATIVE

Nothing really comes close to what *Prime* offers but *SFA* is the best adventure we can think of.



STARFOX ADVENTURES
Reviewed: Issue 12 CUBE Rating: 9.4

2ND OPINION

PRIME CUT! "Even though I've completed it I still love watching everyone else play it. I'll simply have to go through it again."
CHANDRA

FINAL SCORE

9.6

IN TERMS OF ATMOSPHERE, DESIGN, AND SHEER IMMERSION, PRIME IS WITHOUT EQUAL.

WINNING ELEVEN 6

Pro Evolution Soccer hits the 'Cube!

CUBE STAR GAME

CUBE
INFORMATION

WINNING ELEVEN 6	
PUBLISHER:	KONAMI
DEVELOPER:	KONAMI TOKYO
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	98 BLOCKS

STATS

- PRO EVO ON GC!
- 56 NATIONAL TEAMS
- TWO CRAZY COMMENTATORS
- 40 CLUB SIDES

TOTAL GAMES NET MOVIES X PICTURES ✓

N/A | OUT NOW | N/A



NO MEMORY

JUST REMEMBER

WE6 requires at least 98 blocks on your Memory Card. Only got 59? Well, you'll have to snap up a Memory Card 251, which will give you space for *WE* and much more.



Thanks to FreeLoader PAL gamers can join in with the fun

PRO EVO?: *WE6* was released on the PS2 in Japan and ported to the UK as *Pro Evo 2*, but this game is *WE6: Final Evolution*. Think of it as *Pro Evo 2.5*.



Well, if it were Becks, it'd be a certainty, right?







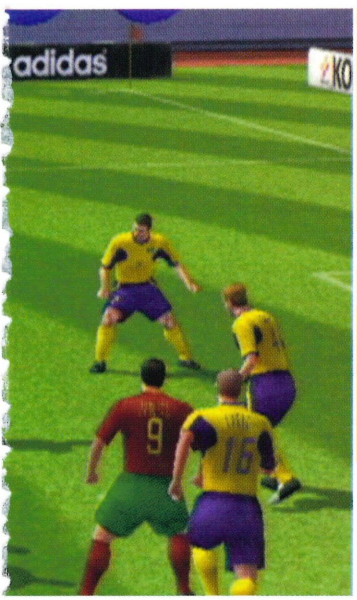
Believe your eyes. Konami Tokyo's champion series has finally landed on a Nintendo console!

SIMULATIONS of the beautiful game constitute one of the few genres in which the GameCube has thus far failed to deliver. We can state emphatically that this is no longer the case. As GameCube owners, we now have a world-beater of a football game. Konami Tokyo shoots… "Goooooooaaaaaaaal!"

Right from the very first kick-off you can just sense that this is a bit special. The ball feels perfectly weighted and it moves just as a real Fevernova does on real grass. How the bladder moves, of course, is the single most important factor in determining whether or not a football game succeeds. No joke. And in *Winning Eleven 6: Final Evolution*, it moves precisely as would a real size five.

But the ball is only one third of the equation; the players and the pitch must also be spot-on. The *Winning Eleven* series has always boasted silky animation, but in this version the player animation is exceptional. You'll see them stumble, you'll see them fall; they even show disappointment when things don't go their way. Intricate footwork is clearly visible and eminently lifelike. Overhead kicks, diving headers and all the other flicks and tricks (and there are lots of skills that can be pulled off) are animated in such a way that by glazing your eyes it's possible to dupe yourself into believing that you're watching a match broadcast on TV, and the basics are just as polished. Players run and kick just like their real-life counterparts.

The animation, however impressive for the most part, does just occasionally disappoint – the odd missing frame holds *Winning Eleven 6* back from perfection in this regard. Still, the tremendous variety compensates for these infrequent







Check out the stadium. You'll recognise all of them instantly, such is the detail

"AS GAMECUBE OWNERS, WE NOW HAVE A WORLD-BEATER OF A FOOTBALL GAME"

MODUS OPERANDI

YOU UP FOR THE CUP?

If you're like us, believing that multiplayer is where it's at and that single-player sports games should be reserved exclusively for anoraks, then you'll no doubt spend most of your time playing friendlies and tournaments with your like-minded chums. However, Konami has kindly prepared a range of modes geared specifically for solo play.

For club sides there's the Master League in which you strive to take the club side of your choice all the way from Division Three relegation battlers to Division One champions. There are Cups to enter, too. For national teams the African Nations' championship is replicated, along with the European Championships and an Americas Cup of sorts, as well as the World Cup and an International League. In the International League you can select your opponents and rig everything just as you like. Success in all these modes is rewarded with new teams and such-like. But crank up the CPU level and you'll find that winning is easier said than done…



The best players make good use of the on-screen radar



Some beautiful set-pieces can come from corners





VARIETY IS THE SPICE...

...AND FINAL EVOLUTION, LIKE REAL FOOTBALL, HAS IT IN ABUNDANCE

If you want to play as Canada, you can. If you want to see Jose Luis Chilavert step up from his goal to take a free-kick for Paraguay, you can. Goodness, if you long to match up Santos and River Plate to play out a likely Copa Libertadores Final, then go right ahead. Yep, *Winning Eleven 6* has a comprehensive selection of club teams and national sides, each featuring real-life players. In total there are 56 national teams to choose from, though nine secret teams are also in there. On the club front, there are 40 sides from around the world. Premiership ambassadors are Manchester United, Arsenal, Chelsea, Liverpool, Leeds, West Ham(?), Newcastle and Aston Villa(??). Quite how the Hammers and Villa got in there is anyone's guess. The selection of stadiums is equally impressive. You can play in the San Siro, at Highbury or Old Trafford, at the Nou Camp or even at the Yokohama stadium in which Brazil triumphed over the Germans last July. All this choice combines to give a detailed reflection of the world game. And every last detail is there from the fireworks in the Italian stadia to the bald patch on Zidane's noggin, and even through to the terraced houses that are visible from inside Highbury. Nice job, Konami!

There's a great sense of momentum in the game



YOU WHAT?

TURNING JAPANESE
One warning for those who consider importing this beauty – it's almost entirely in Japanese. Menus, team sheets, options... just about everything.



Poor Scholesy... he's all depressed now...

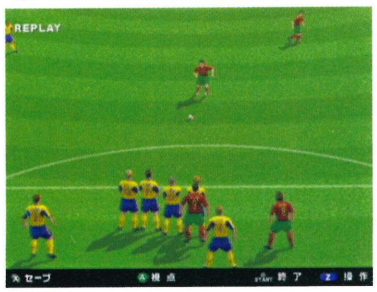








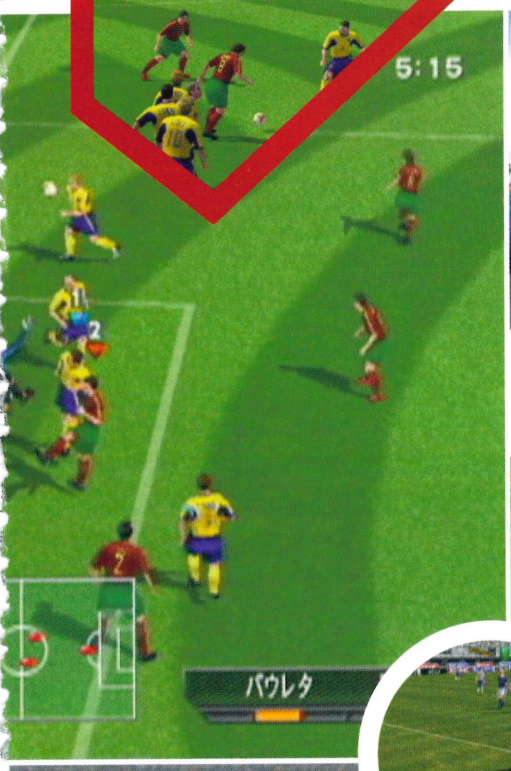
Nice ponytail you've got going on there. Footballer's haircuts, eh!



misdemeanours. *Winning Eleven*'s gameplay system has been honed over the years. The current format is unsurprisingly the one that best fits the game. Considering that this is the first *Winning Eleven* game on a home Nintendo console however (a J-League version of *Winning Eleven* was released for the Game Boy Advance last October), and that the GameCube pad is of a peculiar design, it's surprising just how successfully the controls have been translated from the PS2's Dual Shock. As it happens, the GameCube controller's analogue stick offers perfect control – in some ways surpassing the level of control that is afforded by the Dual Shock's stick. The C-stick is also utilised, quickly kicking the ball in the direction inputted. This is great when you're in the middle of a scrap for the ball and suddenly find it at your feet. Holding the R trigger causes the player under your control to burst into a sprint, while the L trigger maintains closer control by sacrificing some speed of movement.

Other controls are more obvious in effecting passes and shots of different types and also slide tackles and blocks. You can do everything/anything possible within the laws of physics. And cleverly, *Winning Eleven* encourages the combination of different commands in order to pull off more moves and kicks than it initially appears are available. Rest assured, in practice it all happens naturally... wonderfully so. What's more, all the action can be viewed from pretty much whichever angle you find to be most conducive to good football. You can even play vertically, à la *Kick Off*, if you so desire. For our money, the standard 'TV' camera is just about perfect (we go for the most zoomed out camera possible to get the biggest visible area of pitch).

Superficially, *Final Evolution* doesn't disappoint. Presentation is admittedly little more than functional, though menus are clear and pre-match cut-scenes are well shot. Visually *Final Evolution* is not a stunner like *Virtua Striker 3*, but it does look more impressive than *FIFA* and *ISS*. It has a certain dry quality, however – evidenced in its pitches and stadiums, particularly – that distinguishes it from the crowd. *Final Evolution* doesn't just play like real football – it resembles it too, and amazingly, it sounds like it. Crowds chant and cheer, boo and hiss, in good spirit or bad, and it's always obvious exactly

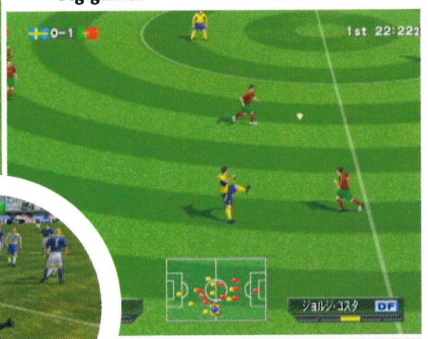


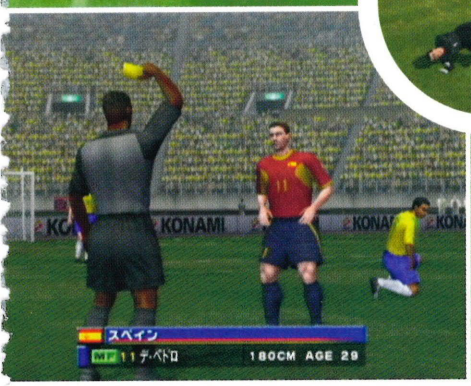
PLAY IT AGAIN: Not only can replays be viewed from every angle and at any speed, but they can also be archived for future viewing.



The players sing the national anthem and pose for photos, just like in real life big games

Aside from the occasional glitch, the animation in the game is top notch and highly believable







The keeper reacts too late – surely it's in!?

what they're shouting about. Man, even Jon Kabira and Tetsuo Nakanishi are up for it (see 'Not John Motson!'). Plus of course, all the current statistics and squads are in place. However, one of the best things about *Final Evolution* from the perspective of united statisticians and gaijin, is that so much of it can be edited. Players, teams, kits, and names… you can edit the lot if you're that way inclined. So is there anything wrong with this game!? Erm… no.

There you have it. You could of course add extra features/modes/teams/stadiums to what's already here on this little disc, but as for the game at the core of it all, well, it would be very hard to improve it. In multiplayer, the strength of *Final Evolution*'s gameplay really comes to the fore. With four pads, you can play two versus two, one versus three, or four against the computer! All of you will be fully in control, yet matches are nearly always eventful and never less than thoroughly entertaining, not because of dodgy CPU interaction, but thanks to the fact that anything can happen. Every match is a fresh canvas on which you can stamp your own style of play. *Winning Eleven* is about being creative, and as anyone who's ever played with Lego can attest, our creative instincts when satisfied leave us feeling most rewarded.

As an import, *Winning Eleven 6: Final Evolution* is well worth investing in. Okay, you'll have to navigate menus full of Japanese script, but without a PAL release in sight there's no reason to let that put you off. If there's one reason to get a FreeLoader (unless you already have an imported 'Cube of course) then *Final Evolution* is it. What a game!

JONTI

"IF THERE'S ONE REASON TO GET A FREELOADER, WINNING ELEVEN IS IT!"

NOT JOHN MOTSON!

WE PREFER OUR MATCH COMMENTARY JAPANESE STYLEE, THANKS VERY MUCH!

Winning Eleven 6 is a Japanese series, made by the Japanese for the Japanese. It's no surprise then that *Final Evolution* features a duo on the mics that go by the names of Kabira and Nakanishi. Jon Kabira is Japan's equivalent of John Motson, while Tetsuo Nakanishi is their Trevor Brooking. But although the two duos speak different languages, it's easy to ascertain which team does the best job of conveying the thrills of a great game to the viewers' ears – Kabira and Nakanishi are the tops! They add so much to proceedings. From Nakanishi's hysterical protestations over free-kicks not given, to Kabira's 20-second-long lung-bursting cries of "Goooooooaaaaaaaaal!" Frankly, you'll understand only half of what they're saying – because 'free-kick', 'shoot', 'throw-in' and the like are pretty universal – yet you'll enjoy their comments far more than Motson's depressingly flat tones. Kabira and Nakanashi really know how to get into the mood. Good on 'em. (Check out Nakanishi-san's Web site at **www.tetsuo-n.com.**)





Do you really need to wear lipstick for football commentating? Don't think so actually

CUBE VERDICT

WINNING ELEVEN 6

BEAUTIFUL, JUST LIKE THE BEAUTIFUL GAME

VISUALS Impressively crisp and richly textured with lifelike player animation.

AUDIO Kabira is maybe the most passionate commentator you'll ever hear.

GAMEPLAY This is football. It's an absolute joy to play.

LIFESPAN Tons to do in single-player, but it's in multiplayer where *WE* really excels.

ORIGINALITY Some great little touches in-game, but it is still a football game.

ALTERNATIVE

The best arcade football game out there if you prefer all-out action to considered play.



VIRTUA STRIKER 3

Reviewed: Issue 8 **CUBE Rating:** 8.4

2ND OPINION

GOOAAALL! "PS2 owners, quit with the jibes already. *Pro Evo 2.5* is on the GameCube and it plays like a dream. With this and *VS3* for my arcade kicks, I'm in heaven"

CHANDRA

FINAL SCORE

9.2

ALL THINGS CONSIDERED, THIS REALLY IS THE BEST FOOTBALL GAME EVER.

Baby it don't matter if you're red or blue!

OLD-SKOOL

32-BIT WONDER

The 'Layer Section Attack' is very reminiscent of the Saturn game *Layer Section* (funny that), as you can see from the screenshot of this ancient game.



The best plan is to keep your eye on your ship rather than the rest of the screen

CUBE INFORMATION

IKARUGA	
PUBLISHER:	ATARI
DEVELOPER:	TREASURE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	4 BLOCKS

STATS

- 5 LEVELS
- MASSIVE BOSSES
- 3 DIFFICULTY LEVELS
- SPECIAL NET-RANKING FEATURE

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CUBE STAR GAME



The frantic action is so addictive as you know you can always do better

IKA

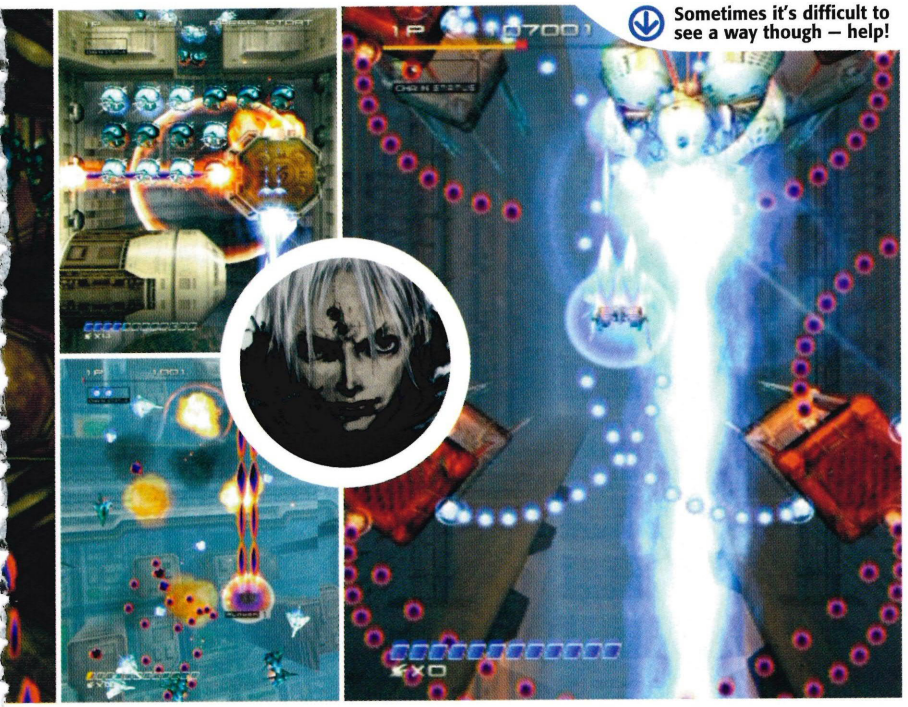
Arcade action on the GameCube!

IF YOU'VE ever had any interest in shooters, you'll know about the internet hype that surrounds a game called *Radiant Silver Gun*. A popular Saturn game created by the Japanese company Treasure that achieved cult status for its unusual take on the genre and its stunning graphics. If you're looking to buy a copy, be prepared to part with about £150. Having played it ourselves, we think it's a tad overrated. However, its unofficial sequel is an absolute stunner, and what's more, it's successfully made the move from the Dreamcast to GameCube.

It may look like a simple shooter on the surface, but what makes *Ikaruga* such a joy to play lies in the unique colour-change mechanic first experimented with by Treasure in the game *Silhouette Mirage* on the Saturn. Simply put, there are two types of bullets being fired at you; red and blue. At the press of the A button your ship can change its own colour, allowing you to 'eat' bullets of the same colour, as it were. Although initially this may make it

MULTI-TASKING: Only four people worked on this game. They all had multiple jobs, for instance, the background designer also composed the music!

TREASURE VIDEO GAMES



Sometimes it's difficult to see a way though – help!

RUGA

slightly easier than most shooters, it's evident even as early as the middle of the first level that this causes the bullet patterns to be more puzzle-like in fashion, rather than the usual 'duck and weave' execution of most shooters which require very little thought outside of good reactions. This isn't where it ends though. For one thing, the colour of your ship dictates the colour of the bullets you fire – and if you fire a blue bullet at a red ship, or vice-versa, you're going to cause more damage than if you fire blue at blue. This will call for a lot of last-millisecond switching in certain stages. The other thing to take into account is that the more of a certain colour bullet you 'eat', the more powerful your special attack will be once released with the right shoulder button. This is referred to as the 'Layer Section Attack' in some circles – a homage to the seminal Saturn shooter of ye olde days.

The other element that makes this stand out is the exclusion of power-ups. No longer will you use a continue and return with below-par weaponry. This takes a huge amount of frustration away from the shooter formula, and makes two-player games far friendlier. No doubt



Your pulse will be racing, even after just five minutes

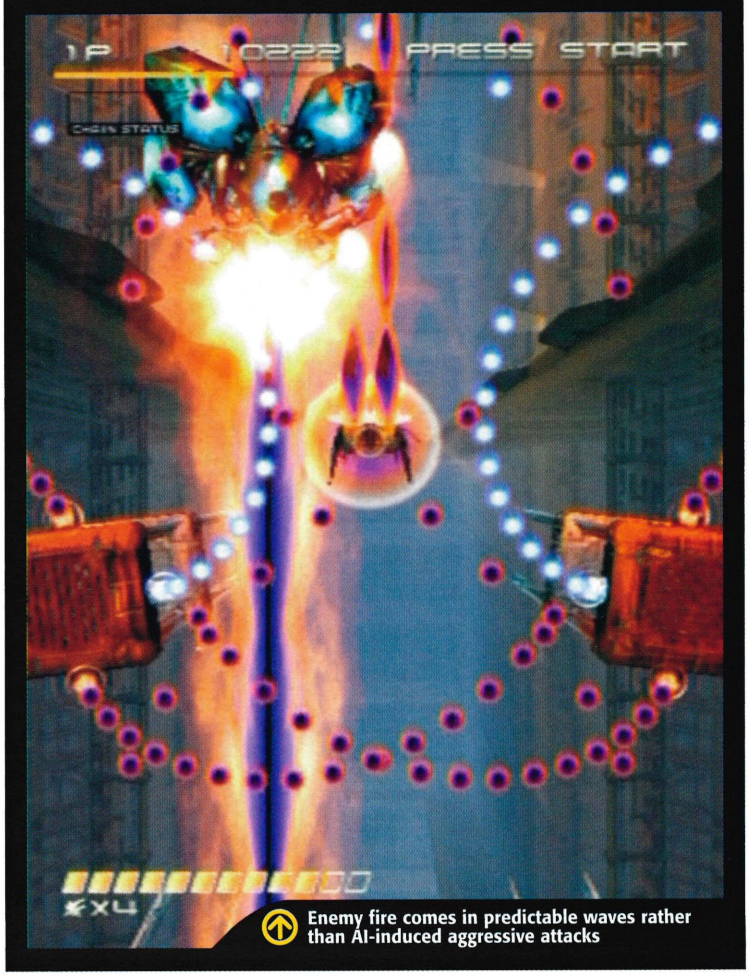
'IT'S VERY HEARTENING TO SEE THAT NONE OF THE ARCADE FEELING HAS BEEN TAINTED IN THE HOME CONVERSION'



BREAKING THE MOULD

DIFFERENT STROKES FOR DIFFERENT GAMES

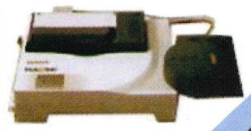
Ikaruga breaks many traditions of the genre. One of the main points that you start to recognise after a while is that very few of the enemies actually fire at you and instead you regularly lose ships by failing to avoid background elements or massive lasers firing from walls and suchlike. It's also much more down to trial and error and remembering what's coming up than most other shooters. Curiously though, once you've got a level nailed down in your head, the lack of reliance on your reactions makes it a relatively easy game to go through.



Enemy fire comes in predictable waves rather than AI-induced aggressive attacks



DISC OF DELIGHT: *Ikaruga* was originally an arcade game, running on the Naomi GD-ROM arcade board. One of these would now set you back a few grand!



Bullets, lasers *and* electrical pulses – you're having a laugh!

"EVERYTHING IS POLISHED TO UTTER PERFECTION"

TWO BY TWO

IT'S PARTY TIME

The Two-player mode hasn't just been thrown in. Having the ability to change colour and eat bullets offers a multitude of tactical opportunities, from protecting other players to working as a team on certain bosses that would usually take you twice as long to finish off. The only problem is that you can actually bump each other about with your ships, which is odd to say the least.



Annoyingly you can knock each other about in 2P mode



Most bosses shoot out both colours at the same time, making for some extremely tight battles

there will still be people out there who are unconvinced. Surely a simple game where you scroll upwards shooting the bad guys is going to get boring at some point? Well, yes and no. It depends on how you play the game. For those who just want to get to the end of the fifth level, this will get old fast no matter how nice some of the set pieces are. If, however, you prefer to go for a hi-score then a whole new game will be opened up for you.

You see, in order to rack up the big numbers, you have to perform combos. This is done by shooting three enemies of the same colour in a row. You can shoot three red, three blue, or three blue, then three blue again – the order in which you shoot them doesn't matter after each group of three. It sounds simple, but try doing it with enemies flipping up, towards and across at you while flicking through your colours and avoiding bullets at the same time. This is where the game goes from being quite challenging to absolutely insane. Then try it in hard mode. Easy mode allows you to kill enemies without a second thought. In normal, killing an enemy with their colour will cause them to release 'suicide bullets' of that colour, but in Hard mode they will release 'suicide bullets' of random colours. Madness.

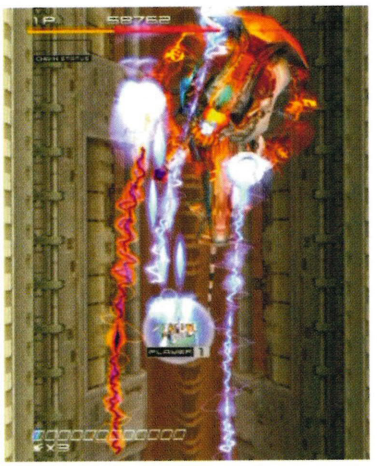
There are many memorable moments over the five levels of *Ikaruga* and this is what makes it so special. On one stage you'll be chased by a massive ship as rods close in around you which you have to weave through, and in another you'll be too busy concentrating on moving crates flying your way to worry about bullets heading in your direction. Even if you're just playing to get to the final boss you'll appreciate the design, but



Argghh, run away! If only it were that easy



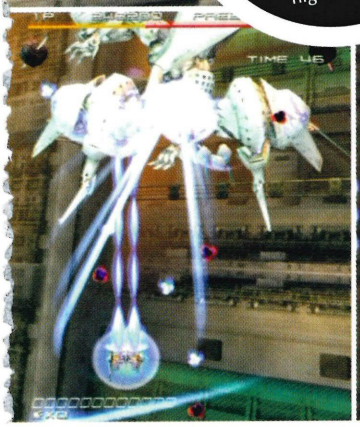


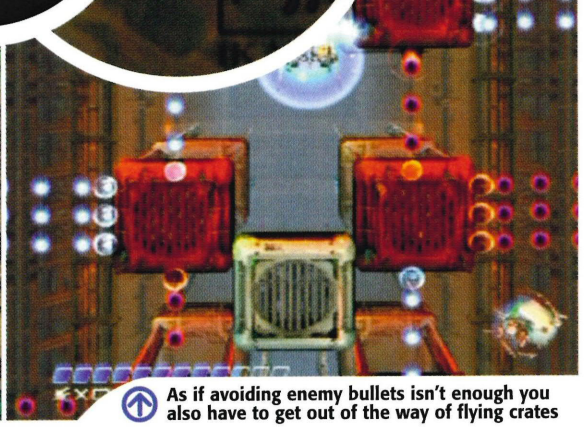


PERFECTION

SHOW ME HOW

It's worth unlocking everything in the Conquest mode. The computer will play through the levels perfectly, showing you how to get the highest scores.





As if avoiding enemy bullets isn't enough you also have to get out of the way of flying crates

only by playing with scoring in mind will you appreciate just how clever the levels are. The pacing, the enemy patterns, the set pieces, the bosses... everything is polished to utter perfection. It comes across as a very thoughtful game. It's also extremely heartening to see that none of the arcade feeling has been tainted in the home conversion. It has the proper introductions and tutorials complete with animated stick and, even better, when you've run through your credits the continue screen will still count down to zero. You have to be careful not to find yourself trying to stick a pound coin into your table. It really is quite wonderful, and will make anybody who was raised in filthy buildings filled with spotty teenagers pumping 20-pence pieces into machines smile. This attention to detail is prevalent throughout the entire game.

For everyone who already owns it on the Dreamcast, it's worth noting that there are a couple of extra features – although nothing worthy of buying it all over again. Conquest mode allows you to play through previously completed levels in slow motion or watch the computer finish the levels absolutely perfectly, while Challenge gives you three lives and dumps you straight into the game in normal difficulty mode. After you die you're given a code which you can enter online at Atari's website to see how you rank in the world.

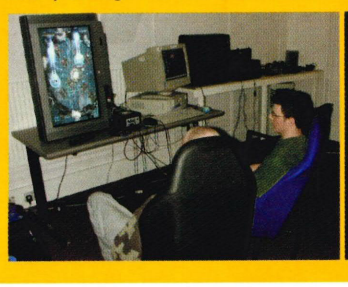
The bottom line is that this is one of those rare games that's beyond criticism. It plays beautifully and gives you the opportunity to become one with it – provided you're willing to put the hours in. Try playing it at 3am and you'll see what we mean. The best shooter in years, and a worthy purchase for anybody who owns a GameCube.

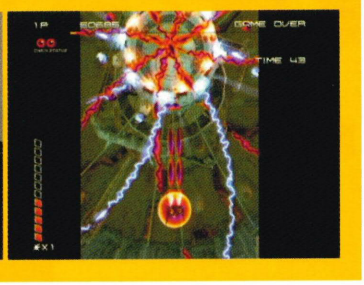
GARY

SONY FLIPITRON

WHAT TVS WERE MADE FOR

Take one friend, two modified bucket seats and one large TV flipped onto its side. This is the proper way to play *Ikaruga* – using the whole screen to play in. If you don't, you'll get horrible black borders on either side of the play area, which look awful. Although dangerous-looking, all you have to do once you've flipped your set is leave it for ten minutes before turning it on again, otherwise everything will be displayed in a sickening shade of pale pink. **CUBE** takes no responsibility for any damage that occurs as a result of the aforementioned actions though!





CUBE VERDICT

IKARUGA

STUNNING TO LOOK AT, ADDICTIVE TO PLAY

VISUALS
Super smooth and detailed, but the backgrounds lack flair.

AUDIO
Grand background music and organic sound effects.

GAMEPLAY
Elegant design and clever mechanics. It's gameplay over everything else.

LIFESPAN
Not big, but certainly clever. Playing for high scores leaves you enthralled.

ORIGINALITY
A simple twist on the shooting genre, but it works like a charm.

ALTERNATIVE

There's not much shooting involved but if you're looking for addictive arcade gameplay, this is it.



SUPER MONKEY BALL 2

Reviewed: Issue 16 **CUBE Rating:** 9.1

2ND OPINION

IKA-WHO-GA?! "I missed out on this when it hit the Dreamcast, but now I'm absolutely hooked. Classic addictive arcade action, all on your GameCube"

CHANDRA

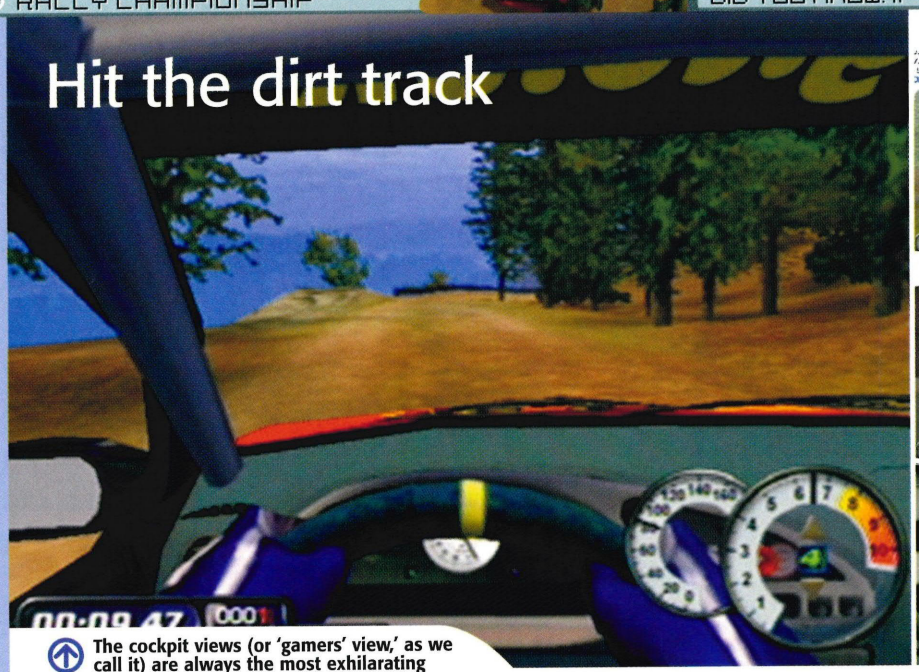
FINAL SCORE

9.0

AN UTTERLY ESSENTIAL SHOOT-'EM-UP FOR GAMERS EVERYWHERE.



Hit the dirt track





The cockpit views (or 'gamers' view,' as we call it) are always the most exhilarating

RALLY CHAMP

CUBE
INFORMATION

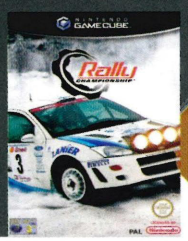
RALLY CHAMPIONSHIP	
PUBLISHER:	SCI
DEVELOPER:	WARTHOG
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1-4
MEMORY:	2 BLOCKS

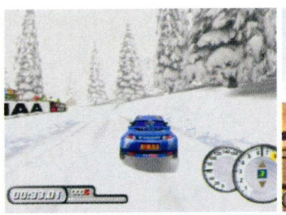
STATS

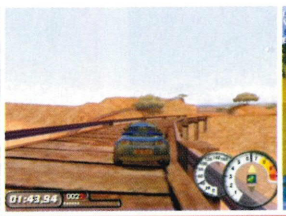
- OFFICIAL CAR LICENSES
- SUBSTANTIAL CAREER MODE
- FOUR-PLAYER SPLIT-SCREEN
- REALISTIC DAMAGE

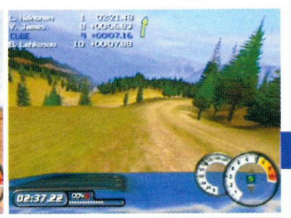
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The sunsets look nice but when you look closer you notice they're really grainy

Long easy left, hairpin right, maybe!

IT'S AMAZING how a system can be devoid of a certain genre without any publishers seeming to notice. Take, for example, rally games. The GameCube has one and it's rubbish – gamers would lap up even a half decent attempt. How difficult would it be for the big publishers to give us a port of *Shox*, *V-Rally* or *Colin McRae*? Not very difficult, so why are we in a position, nearly a full year after launch, where we have none worth playing?

SCi to the rescue then. After the appalling attempt that was Ubi Soft's *Pro Rally 2002*, things can only get better, but that doesn't mean we're going to lower our standards. *Rally Championship* is an update of last year's PS2 title. Rather than a direct port, developer Warthog has spent some time improving the textures, addressing the handling and raising the frame rate. These improvements are nice enough; the game runs at a constant 60fps and does look nicer than the PS2 version, but considering the original looked no better than a DC title, this isn't saying much.

As with many racing games *RC* starts off very slowly. Career mode allows you to take part in local rallies, earn money and buy a car before taking part in the



MULTIPLAYER FUN: Playing against three other mates is the only way to enjoy this game. Why didn't the developers build on this element a little more?

Night-time races in Lapland – not much fun when you smash your lights in...

IONSHIP

Championship. The first set of cars available to you are the slowest known to man. Some of the courses may take up to six minutes to get through, and being solo affairs they can get extremely tedious. Once you have enough money for the faster cars the game starts to get more interesting, and once you get to know the courses you can get some real speed going. No matter how fast you drive though, it's never enough to make the game very exciting. This is mainly down to the fact that *Rally Championship* doesn't really know what it wants to be. The simplistic, arcade-style handling just doesn't sit well with the realistic damage and structure of the game. Want to be an arcade rally game? Fine. Get rid of the damage and stick some other cars in there. Want to be a sim? Keep the game as it is but for crying out loud, make the car handle like a car.

If *RC* sits on the fence in terms of handling, it lies with its face in the mud in terms of audio. Never have we heard such a lame attempt at recreating sound effects. The crowds, sheep, wind and water all sound like they've come from a 50p effects sampler CD. The co-driver sounds like he's half asleep and quite often the cheering crowds are louder than he is so you can't hear him anyway. The music is diabolically bad – you'd expect better from a ten-year old. Terrible, terrible, mind-numbing 'tunes' that are outclassed even by local radio adverts.

Anyway, must try to forget that bit. There are three main reasons for you to buy this game:

1) It's not totally rubbish
2) It's £10 less than most other games.
3) It has a fun four-player mode.

It's this last selling point that really adds to the experience. Fresh from the disappointment that is racing against a clock, three other human opponents battling it out, flying left, right and centre provides a marvellous example of how much fun the game could have been. Sometimes the frame rate gets a little choppy but most of the time it's a decent enough 30fps.

Despite having gone off on one a little in this review, the fact remains that R*ally Championship* is the only four-player rally game the GameCube has. It's not actually that bad a game, and it really depends on how desperate you are for a rally game. If you are and you've got £30 spare, you'll enjoy this for a while... buy it, complete it, then exchange it for *Dakar 2*.

CHANDRA

"THE MIND-NUMBING 'TUNES' ARE OUTCLASSED EVEN BY LOCAL RADIO ADVERTS"

EVERYWHERE YOU GO...

YOU ALWAYS TAKE THE WEATHER WITH YOU

To test all your driving skills, *Rally Championship* pits you against variable weather conditions and visibility. The British courses greet you with driving rain and fog whereas the African courses catch you out with midnight races. The real-time damage really comes into play at night – drive like a maniac and you can say goodbye to your headlights... which as you probably imagine isn't very useful in a pitch black desert. The Lapland courses are covered in ice and snow. A difficult enough combination on their own, but night races here are the stuff of nightmares.

Components of your car can be altered to deal with the terrain on offer but you'll have to know the tracks reasonably well for your efforts to be anything other than random guesswork. Oce you do know the tracks, altering the suspension and tyre compound is essential if you're to succeed.



A clear sky and tarmac under your wheels is the way to go

With one light gone you'll have to be extra careful on the corners

CUBE VERDICT

RALLY CHAMPIONSHIP

ABOVE AVERAGE RACER WITH NOTABLE FLAWS

VISUALS
Upgraded from the PS2 version but still very basic and Dreamcast-esque

AUDIO
An insult to music-lovers and composers. It'll give you a headache.

GAMEPLAY
Good fun at times, tedious at others. Four-player saves the day though.

LIFESPAN
Lengthy enough Career mode, but it's unlikely you'll play through it.

ORIGINALITY
Erm... it's a rally game that doesn't really know what it wants to be.

ALTERNATIVE

What a rally game should be. Turned up late in the day this month to show RC up for what it is.



DAKAR 2

Reviewed: Issue 17 CUBE Rating: 9.0

2ND OPINION

SLIP 'N' SLIDE! "This would have been the best rally game on the GameCube had *Dakar 2* not turned up this month. Now that would have been bad."

GARY

FINAL SCORE

6.8

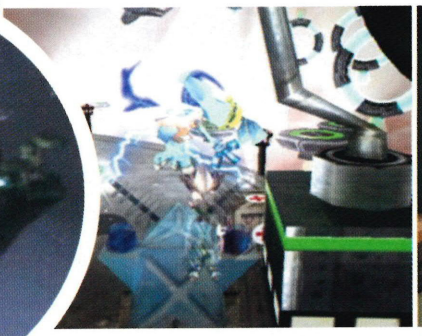
WITH DAKAR 2 ON THE SHELVES IT'S HARD TO RECOMMEND THIS TO ANYONE.



THE LAB

CARRY ON DOCTOR

The hub of the game is Muto's lab. Strangely it remains intact and anchored to the half acre or so of his planet he didn't accidentally vaporise.





The stun ray is essential for incapacitating armoured baddies



CUBE INFORMATION

DR MUTO

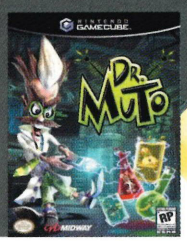
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	5 BLOCKS

STATS

- 22 LEVELS
- 6 CREATURE TRANSFORMATIONS
- CLASSIC PLATFORM INGREDIENTS
- BE A MAD SCIENTIST

TOTAL GAMES .net MOVIES ☒ PICTURES ☑

MAR '03 | TBA | MAR '03



"POOR OLD DR MUTO FAILS TO ENGAGE YOU IN ANY WAY"

We don't need no doctor

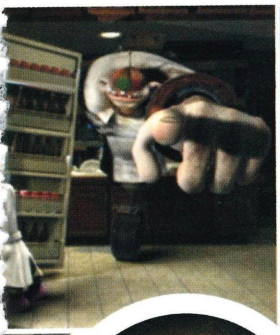
DR MUTO

He's the one who makes ya feel alright

TAKE A COMICAL cartoon character, baste in a variety of environments including burning lava and slippy-slidy ice levels, add a generous sprinkling of runny/leapy/zappy action and allow to simmer in a development house for 18 months. The result – the perfect platform game. Ahem... not. How long ago did *Mario 64* come out? That's right. 1996. That's seven years ago. Or, to give it some more perspective, more than the duration of the Second World War. Have we learned nothing in that time? Actually we have. It seems however, that a lot of publishers haven't, hence we continue to be presented with games like *Dr Muto*.

There's nothing especially wrong with it per se. It makes all the right platform noises. A mad professor is a nice starting point, there's a variety of baddies to blat, each of which requiring a slightly different technique to dispose of them, and so on and so forth. The problem is that hours into the game you're still waiting for it to surprise you even though, deep down, you've long since given up the hope. The odd thing about *Muto* is that it never actually becomes fun. Even the most mundane platformers usually offer a mildly diverting alternative to staring at the wall, but poor old *Dr Muto* fails to engage you in any way. Playing it is so by-the numbers that you slip into a kind of semi-comatose auto-pilot. The graphics don't help. A dreary colour scheme pervades the levels with nothing in the way of effects to perks things up. Explosions are dull, spot effects are run of the mill and many objects only appear when you're close to them. This variation on the draw distance effect can be deeply irritating as, from time to time, you'll find a piece of high ground that enables you to scan most of the surrounding area. Unfortunately, it's rendered largely pointless if important items don't show up because they're too far away.

The reason the doctor is on this quest in the first place is because he accidentally blew up his planet in a failed experiment (as you do) and now needs to travel round collecting pieces of

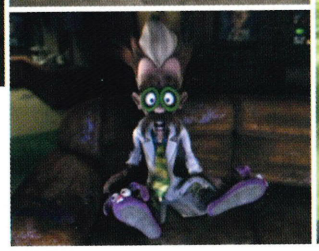


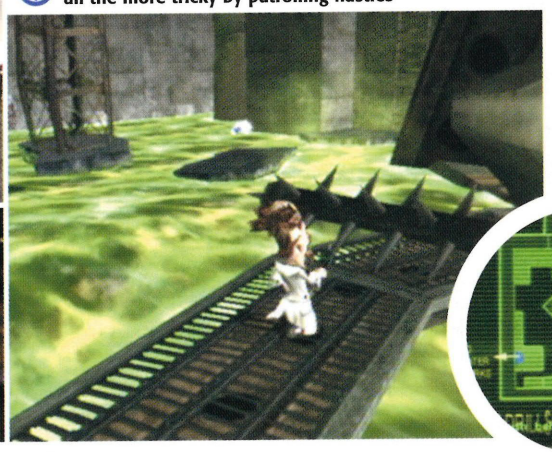


EASY COME, EASY GOMER: Gomers are harmless creatures that can be used to activate switches and open indestructible crates to reveal all sorts of goodies.









Negotiating deadly lava and chemical flows is rendered all the more tricky by patrolling nasties



ANIMALIZE THAT

ENJOY A FEW CREATURE COMFORTS

Being a mad scientist, Muto has dedicated his life to constructing bizarre gadgets, one of which enables him to transform into various creatures. These become available as the adventure goes on and each has specific abilities that will help the Doc overcome certain otherwise impassable obstacles. For instance the mouse, at first the only transformation available, can fit through small gaps, while later on he'll be able to assume the roles of an ape and a fish among others.



terra and various radioactive isotopes in order to put things right. Or something. At the risk of stating the bleedin' obvious, the story matters little. Support is provided by your trusty computer, AL, a spoof of HAL from *2001* (do you see what they've done there?) that speaks in the same psychopathic monotone as its movie inspiration but comes with a highly overloaded sarcasm chip. AL offers help and advice from time to time and gives some context to the action.

In the grandest platform collect-'em-up tradition, assorted beasties are prowling around, their sole purpose in life being to biff, chomp and frazzle the doc, relieving him of the hearts that constitute his health bar. This can be topped up by smashing medical crates and collecting the goodies they contain. The baddies themselves offer some variety. Dr Muto has two attacks at his disposal – a stun ray and a blaster. Some creatures can be blasted straight away, but others need to be stunned first. The stun ray can also be used a bit like a tractor beam, trapping nasties who can then be fired into a wall to destroy them. It doesn't take long to figure out what's required and where, but it helps keep you on your toes.

Occasionally the camera flips to a 2D viewpoint for certain platform jumping sequences as seen in the likes of *Crash Bandicoot*, *Jak and Daxter* and *Rayman 3*, so no points for originality there, and these sections really don't add anything to the overall experience. They just seem to be there for the sake of it.

For all its generic predictability, it's the movement of the main character that lies at the heart of the game's problems. From a stationary position there's always a very slight pause after you move the stick before he responds, and when he is actually moving there's a slight level of inertia so you never feel you have full control. In itself it doesn't seem such a major flaw, but it's this that makes the overall experience ultimately unsatisfying. If there were anything else in there to make the game stand out you might make allowances, but as it stands *Dr Muto* fails to live up to any justifiable expectations.

MILES

CUBE VERDICT

DR MUTO

AS THEY SAY ON POINTS OF VIEW, WHY OH WHY?

VISUALS
Bland cartoon levels with washed out colours look totally uninspiring

AUDIO
Instantly forgettable. Some comic touches but little to get excited about.

GAMEPLAY
Many small niggles produce an experience that fails to grab you.

LIFESPAN
Dr Muto quickly becomes a chore rather than a challenge.

ORIGINALITY
Not a jot of originality. Everything has been done before, usually better.

ALTERNATIVE



Of all games, this needs no further explanation. Doesn't have the same magic as *Mario 64*, but still.

SUPER MARIO SUNSHINE

Reviewed: Issue 11 **CUBE Rating:** 9.4

2ND OPINION

DISAPPOINTING!
"Charmless characters and an extremely annoying camera conspire to make an awful game. Seems like it should have been better."

CHRIS

FINAL SCORE

5·0

THE BAD THING ABOUT MUTO IS IT'S ALMOST IMPOSSIBLE TO THINK OF ANYTHING GOOD ABOUT IT.

DAKAR 2

Daytrip to Paris

CUBE INFORMATION

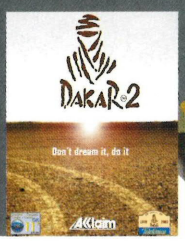
DAKAR 2	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM STUDIOS CHELTENHAM
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	10 BLOCKS

CUBE STATS

- THREE TYPES OF VEHICLE
- FORCE-FEEDBACK COMPATIBLE
- COOL GBA LINK-UP EXTRAS
- IMPRESSIVE CAR PHYSICS

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

14 MAR '03 | TBA | APR '03



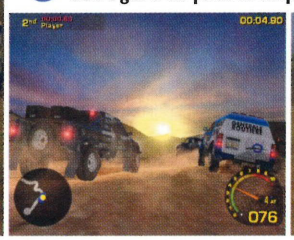
BOTTOM OF THE PILE
A timer appears in the corner to let you know how close you are to the required time. If the timer is red you're in big trouble.

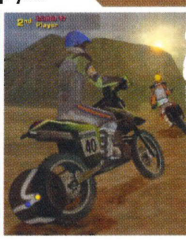
BETTER HURRY!

CUBE STAR GAME



The bikes are nippy but you don't get a co-pilot to help you



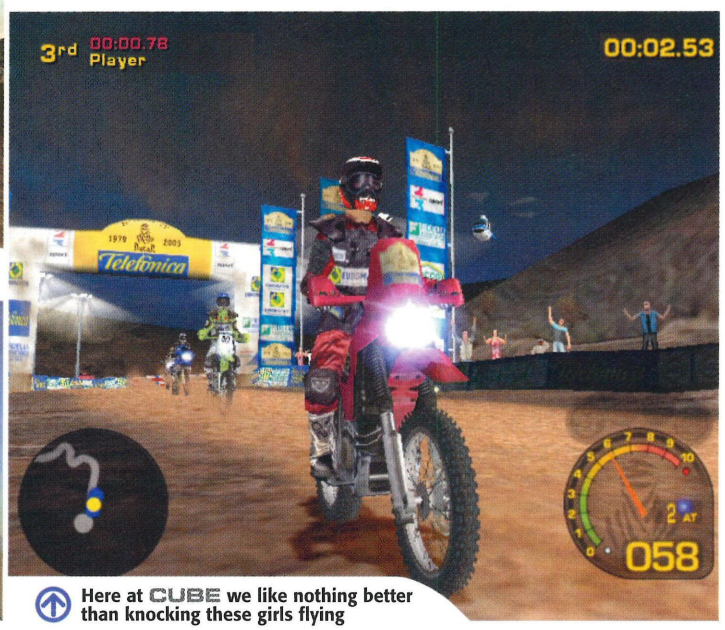




All the vehicles are fully licensed and can be damaged in real-time



GameCube in 'decent racer' shocker!



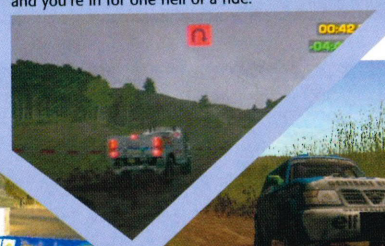
Here at CUBE we like nothing better than knocking these girls flying

...AND SO IT seems our prayers have been answered. If you head on over to page 72 you'll notice our anger over the lack of a decent rally game on the GameCube, but that review was written three days before we knew anything about *Dakar 2*. The most CUBE had seen of Acclaim's sequel to *Paris-Dakar Rally* was an early engine demo over a year ago and some blatantly pre-rendered shots a few months back. Who would have thought that the 'Cube's first decent rally title could appear as early as March?

For anyone not familiar with the name, the *Paris-Dakar Rally* is a massive event divided up into dozens of stages. Starting in Europe and ending in Africa, hundreds of participants battle it out across all manner of terrain ranging from standard tarmac to thick mud to vast desert expanses. The game recreates the experience exceptionally well with every imaginable weather and track condition catered for.



MUD FLAP CITY: Some of the European tracks are an absolute mud-bath. Combine this with driving rain and you're in for one hell of a ride.







Tailgating on a dusty track isn't advised...

You can feel the handling immediately tighten up as you go from the sand dunes to tarmac

The final race takes place on Dakar Beach and is probably the most straightforward track of the twelve on offer

TWO, FOUR OR SIX?

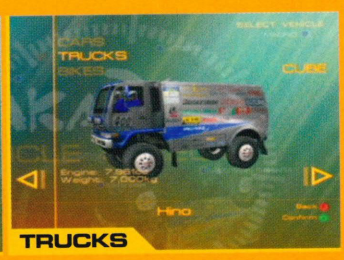
WHICH VEHICLE IS BEST?

There are three different types of vehicle to choose from – cars, trucks and scramblers. Your choice will be based mostly on handling preferences, but there are other factors to consider...



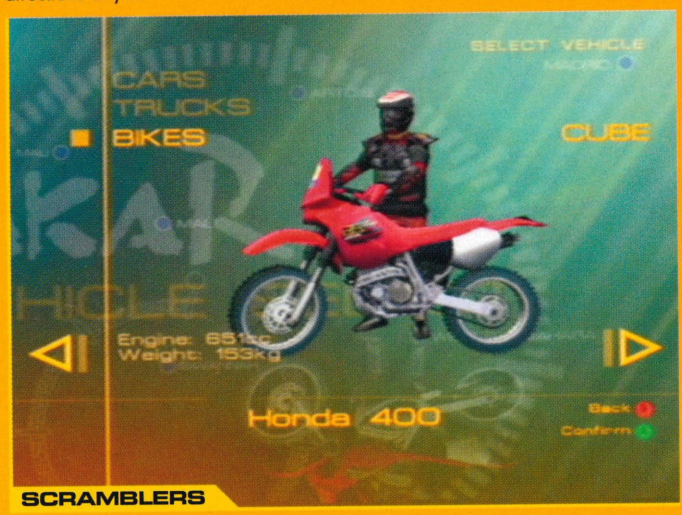
CARS

The cars are basically 4x4s – Pejeros, Land Rovers and the like. Naturally all are fully licensed. The cars have the best of both worlds, sharing the off-road strengths of the scramblers with the brute strength of the trucks, but not excelling in either area. The cars also have a co-driver shouting out directions at you.



TRUCKS

The trucks are all about momentum and pure horse-power. Nothing slows them down and they're just as happy going through thick mud or streams as they are driving on tarmac. Their weakness lies in the fact that they can't handle the bumpy short cuts as well as the competition. Trucks also come with a co-driver.



SCRAMBLERS

The bikes are extremely nippy and great for short cuts and big jumps. Drive into a rock or get nudged by a car and you'll go flying though. The main drawback with scramblers however, is that there's no co-driver for obvious reasons.

There are three main classes of vehicle to choose from – cars, trucks and scramblers – with half a dozen or so different vehicles within each category. When playing through the entire event you'll go up against all three, and despite handling completely differently to one another the team has managed to balance the gameplay so that no one type is obviously preferable. For example, the Scramblers are more suited to taking hilly short cuts, but one knock and they'll go flying. The trucks won't be budged by anyone but you'll have trouble making them go anywhere other than the trodden path.

In a similar style to *SEGA Rally* you can overtake in the region of six vehicles in any given race, and despite the well-known 'good spirit' of the event it's way too tempting to slam opponents off the track. While there's no penalty for being violent, the game punishes you for driving wrecklessly with real-time damage. Acclaim has spent a fair chunk of time on this and the results speak for themselves. Progressive knocks, dodgy landings and outrageous rolls all help to crumple your chassis. Damage to certain areas won't cause too much of a problem but losing the protection from your lights and engine is a different matter. Just above your Rev meter are damage indicators that change colour depending on their status. By the time they turn red, the state of your car will be all-too apparent and as your engine starts to go you'll hear it struggling. At this point you can simply press and hold Z to repair your car. An engine service takes one to two seconds whereas a total overhaul may take up to five seconds. It's kind of like a pit-stop but without the pits.

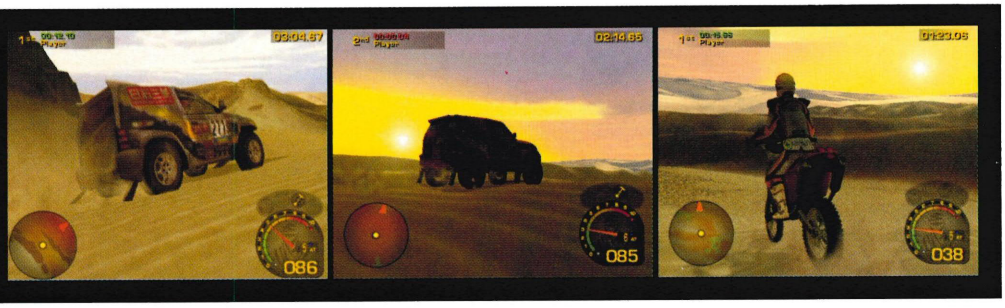
At the end of any given race your vehicle will reflect your driving skills and it's perhaps this inevitable destruction derby-esque end result that made Acclaim decide against going over the top with the vehicle models. While doing the job well enough (mudflaps being the standout feature), the models aren't exactly oozing polys and

"RACE ACROSS TERRAIN RANGING FROM STANDARD TARMAC TO THICK MUD TO VAST DESERT EXPANSES"

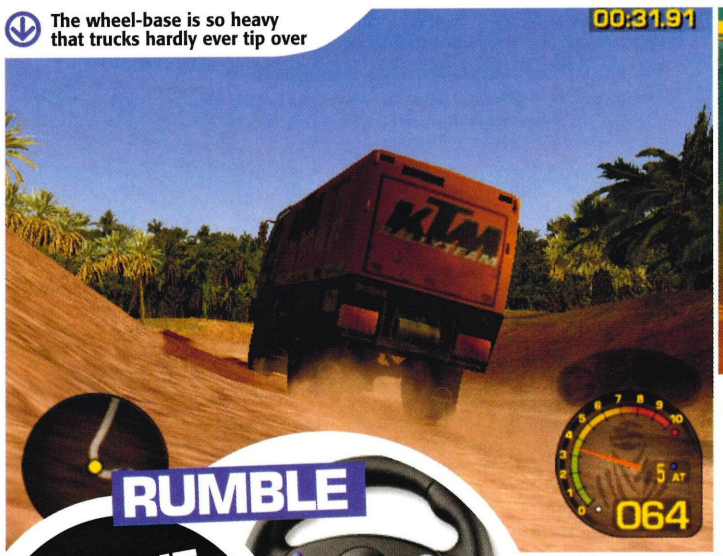
I'M LOST!

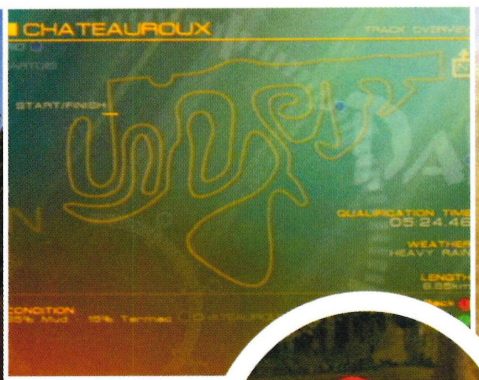
WHERE THE HELL AM I?

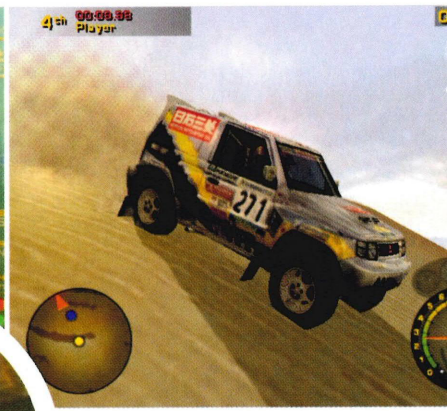
Part of the event will see you crossing vast expanses, relying on your GPS to guide you through. A red arrow indicates which general direction you should be going to reach the checkpoint. The radar also shows any rock formations, and generally these are exposed just before a big drop. Ideally you should avoid these areas. All the drivers tend to go their own separate ways and the only times you'll see them is when everyone converges at the checkpoints.



The wheel-base is so heavy that trucks hardly ever tip over







It might look like a nightmare but it's one of the most enjoyable tracks in the game. Mud, glorious mud!



RUMBLE

USE THE FORCE!

Logitech is due to bring out the GameCube's first force feedback wheel next month and this is the way to really get the most from *Dakar 2*.

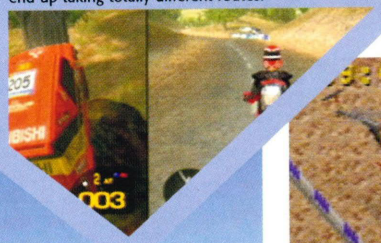


"YOU'LL STILL BE FINDING NEW AREAS AND NEW SHORT CUTS WEEKS LATER"

Gran Turismo 3 won't have to worry any time soon. In all honesty though *Dakar 2* doesn't demand polygon intensive models. What it needs is a car model that handles perfectly, and with its suspension model Acclaim has achieved just that. Only in the replays can you see how good the suspension is, but you can feel it in the game by the simple fact that you will know instinctively how your car is going to react to every bump and landing. Knowing the abilities and limits of your vehicle is very important when it comes to short cuts, and in this area *Dakar 2* excels. The courses tend to be set in natural surroundings and so the things standing in the way of you cutting a corner are natural barriers. A river valley is obviously best crossed using the bridge provided, but a U-bend that meanders around sparse woodland is quite another



IT TAKES TWO: The multiplayer is great fun, especially with a scrambler against a truck. The two end up taking totally different routes.



The trucks have a crew of three – one to drive, one to shout out directions, and one to, erm, provide entertainment



matter. Knowing your vehicle will help you decide whether you can get through the rough and back on up the other side before the competition.

The short cuts, the handling, the weather effects and the varied terrain all come together to form a near perfectly balanced racer. More importantly though, it's a hell of a lot of fun. From the moment you pick up the pad you're straight into it. It's one of those games that comes to you instantly, yet you'll still be finding new areas and new short cuts weeks later. Then of course you have to remember that the rally will be very different depending on which type of vehicle you go with. On top of this you have the Arcade and Time Trial modes and the multiplayer. Oops, almost forgot the GBA link-up, but we've gone into depth on that elsewhere in the review. The only real gripes are technical ones.

The geometry and texturing are good but not out of this world. The frame rate, while trying its best to stay at 50fps, does suffer sometimes. On the whole though it behaves itself and the drops don't really affect the gameplay.

As it stands *Dakar 2* comes as a pleasant surprise after the poor original and will be a cause of celebration for rally fans. Pretty much everything you could ever want from a rally game is in there, with the exception of a two-player co-operative event. Now that really would put the icing on the cake. So finally, 18 months after the GameCube first hit Japan we get a great rally title. Those of you holding out for Mr McRae, listen up – with such low sales figures there's a good chance it will never happen, and we'll take this quality slice of gaming any day of the week.

CHANDRA





There are some great specular lighting effects in *Dakar 2*



Check it out – you get a wicked little GBA *Dakar 2* game for free! Now that's what we want to see

It couldn't be simpler. Select the option and 30 seconds later you're in the game. Marvellous

FREE GAME!

EVEN MORE LINK-UP SUPPORT

As time goes on more and more developers are utilisng the GBA link-up capabilities of the GameCube. Just recently both *Metroid Prime* and *Rayman 3* have used the facility, and now we can add *Dakar 2* to the list. By connecting a GBA without any game inserted you can choose to play a simple GBA version of *Dakar*. With five vehicles to choose from and several challenges to complete it'll provide a distraction from the intensity of the main game. We're amazed Acclaim bothered to do this – it's a whole game in itself, and hopefully other developers will take note.



CUBE VERDICT

DAKAR 2

A GOOD RALLY GAME? BELIEVE IT!

VISUALS
Great weather effects, exciting scenery but the vehicles could be better.

AUDIO
Nice music, great engine noises, and commentary from 'that Eurosport guy'.

GAMEPLAY
Pick-up-and-play gameplay with plenty of options to keep you interested.

LIFESPAN
Won't last as long as a game like *GT* but it'll keep you happy for a while.

ORIGINALITY
The event makes it more original than most racers. Still a rally game.

ALTERNATIVE

A so-so rally title with moments of enjoyment. It's all a little bit bland though.



RALLY CHAMPIONSHIP
Reviewed: Issue 17 CUBE Rating: 6.8

2ND OPINION

EAT MY DUST! "I've never watched the Paris-Dakar rally on TV, but this game makes me want to. Great arcade rallying, and strangely atmospheric."

GARY

FINAL SCORE

9.0

FINALLY, THE GAMECUBE HAS A GREAT RALLY GAME. TOOK ITS BLEEDIN' TIME!



CUBE INFORMATION

NBA 2K3	
PUBLISHER:	INFOGRAMES
DEVELOPER:	SEGA
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	251 BLOCKS

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

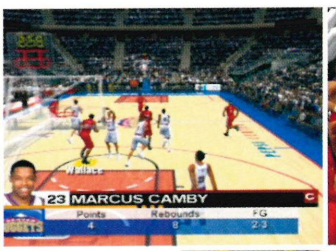
OUT NOW | TBA | OUT NOW



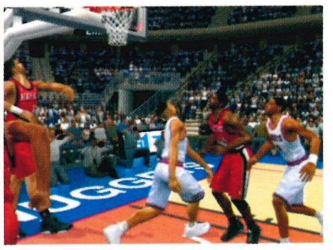
Net, ball

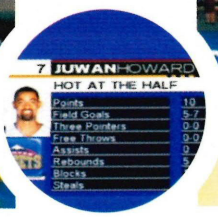


Slam dunk the funk, gotta get up, I've got dat feeling...



Looks pretty much the same as every other basketball title, right?







What is it with games and day-glo green this month

NBA 2K3

Reality bites...

NBA 2K3 IS undoubtedly the GameCube's most realistic basketball game. The 2003 update contains not only the addition of C–Stick passing, but also includes improvements to the passing mechanics themselves and tweaks the previously irritating percentage of shots that actually scored. Additionally SEGA – the US publishers of this all American title – has acquired an ESPN license featuring all the players of the NBA and some competent sportscaster commentary.

NBA 2K3 is steeped in an almost dour regard for the rules and practices of the sport of basketball. There are no somersaulting dunks, no outrageous steals and there's definitely no smashing of the glass backboard. Instead, this game plays very much like the real thing – perhaps too much so.

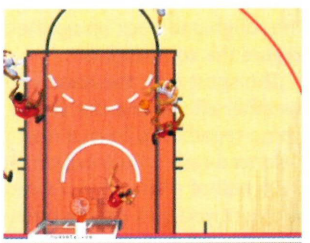
NBA 2K3 is a genuine basketball simulator. The main Franchise mode sees you play not just an entire season, but also the off-season. You'll train your team, trade your players and also scout for new talent. To hard-core B-ball fans this could well be riveting, but what if you just want a quick game?

Well, yes, there are modes that you let rush out on court, but bear in mind you'll be playing a very straight-laced game of basketball. *NBA 2K3* rewards only patience and perseverance. Aggressive defence is penalised, an officious shot timer and referee are ever present, and three-point shots and dunks just won't go in unless you've set them up nicely.

In fact only about half your shots end up scoring (like in real life), emphasising the need to play cagily and using the entire court to stretch and open up the opposition. While this is obviously very competent as a recreation of the ebb and flow of the real game, it's a style of play that ultimately lacks fun. Defence is an exercise in shadowing the opposition and attacking too often lacks pace and real satisfaction.

Whereas sports games normally overcome such drawbacks via multiplayer modes, because of its deep simulation style, this doesn't apply here. If you're after a well-polished and accurate basketball simulator for solo play only, then *NBA 2K3* is a good choice, but most people will be better off going for *NBA Street*.

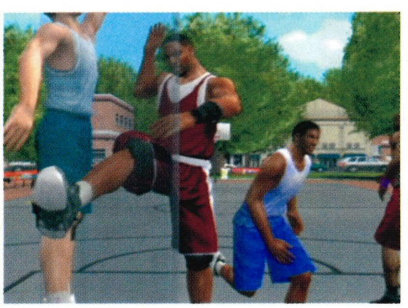
BYRON







Americans are silly for basketball, but are you?



CUBE VERDICT

NBA 2K3

IF YOU WANT TO PLAY BY THE BOOK

VISUALS Good animation, presentation and character models. Nice throughout.

AUDIO The commentary falters a lot less than many other sports games.

GAMEPLAY Serious and accurate, but is that what you want?

LIFESPAN Multiple game modes, expansive options and season-long campaigns.

ORIGINALITY Merely builds on and improves the previously decent *NBA 2K2*.

FINAL SCORE

6·0

PROOF THAT SOMETIMES SPORTS GAMES NEED A LOT LESS REALISM.

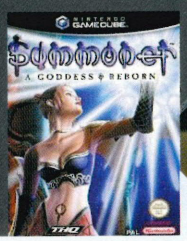
CUBE

INFORMATION

SUMMONER: A GODDESS REBORN	
PUBLISHER:	THQ
DEVELOPER:	VOLITION
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	5 BLOCKS

TOTAL GAMES .net MOVIES ☒ PICTURES ☑

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Hack, slash and burn!

SUMMONER A GODDESS REBORN

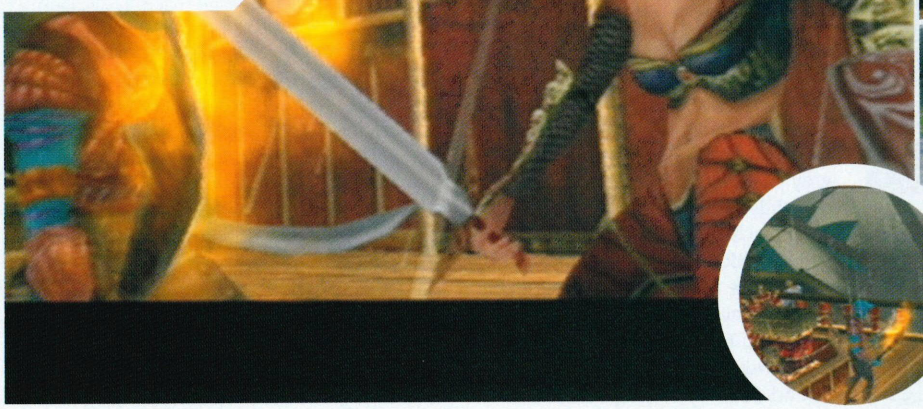




You might want to wear more than just a bra, missy



The game starts out aboard a cargo ship and throws you straight into the action







"THINK OF IT AS PSO I+II, THOUGH NOT AS GOOD AND NOT ONLINE"

An action RPG without the chit-chat?

GAMES SUCH as *Final Fantasy* have a massive following, but there are many more people who would jump on the bandwagon if only it weren't for the reams of text and complex stats screens. That's where *Summoner* comes in – a straightforward action RPG where you hack and slash your way through enemies that you can actually see. Sure there are cut-scenes, and there's a story line, but they're only there in order to zip areas together.

The basic story sees you assuming the role of the Queen of Halassar on a quest to become a goddess. You can hack, slash, cast magic and summon giant monsters throughout your journey and along the way you'll also pick up allies who'll join your quest.

From this brief description everything seems hunky-dorey, but sadly in practice the game leaves a lot to be desired. It's been improved in the transition from the PS2, but it's still on the lower end of the GameCube graphics ladder. Low polygon count, blurry textures, blah, blah, blah. The animation too is quite basic – almost clunky, and the camera angles are extremely annoying.

Despite all this it's still fun for a while given the nature of the game. Think of it as *PSO I+II*... though not as good and minus the online features. Make of that what you will.

CHANDRA

CUBE VERDICT

SUMMONER

AN ACTION RPG THAT FAILS TO IMPRESS

VISUALS Improved from the PS2 but still very basic in appearance

AUDIO Pretty average really. Nothing special to mention

GAMEPLAY Hack, slash, cast a spell, move on. That's it really.

LIFESPAN A decent-sized adventure, if you like this sort of thing.

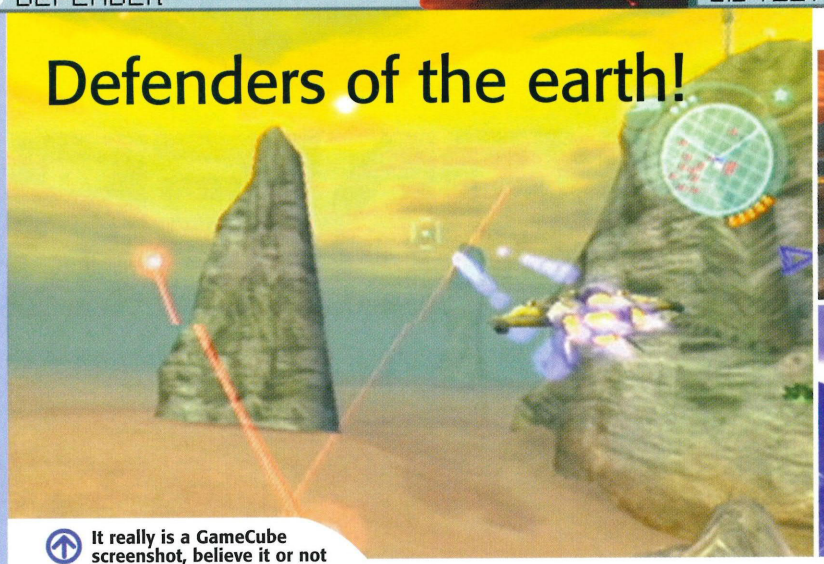
ORIGINALITY Very similar to many other games of this type.

FINAL SCORE

6.0

YOU'LL HAVE TO BE A BIG FAN OF ACTION RPGS TO GET ON WITH THIS.

Defenders of the earth!





It really is a GameCube screenshot, believe it or not

DEFENDER

A 3D update of a 23-year-old arcade game? Uh, great...

IMAGINE sitting in a square grey room. The walls are grey, the floor is grey and the ceiling is grey. There is a table in the middle of the room. It is grey. On top of this table is a grey piece of a paper, and written on it in a slightly darker shade of grey, a plan of the Manchester bus routes. Emitting from some hidden speaker is the sound of a saxophone that's capable of producing only one note. You are wearing a grey shell suit. The only way of escaping is to memorise what's on the piece of paper. Sound dull? Try playing *Defender*...

At first things don't seem too shabby. As you probably know, it's based on the ancient arcade game im which you flew around at great speed rescuing people and blowing thing up. The good news is that this has been retained. Your ships (of which you can unlock six) are fast and manoeuvrable and you can buy weapon upgrades for each of them. The levels are quite large and there are plenty of them. There's even the faint whiff of an RTS element in there, but the sad truth is that everything is just so, well... dull.

You start off doing training missions where, predictably enough, you fly through hoops. Once these levels are mastered you enter the real missions where a narrative accompanies your journey through the solar system and your efforts to destroy the Manti, an

CUBE INFORMATION

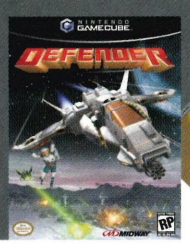
DEFENDER	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	4 BLOCKS

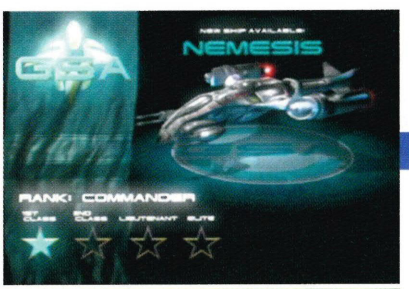
STATS

- REMAKE OF THE OLD CLASSIC
- EARN UP TO SIX SHIPS
- BUY WEAPON UPGRADES
- RTS ELEMENTS TO CONSIDER.

TOTAL GAMES NET MOVIES ✗ PICTURES ☑

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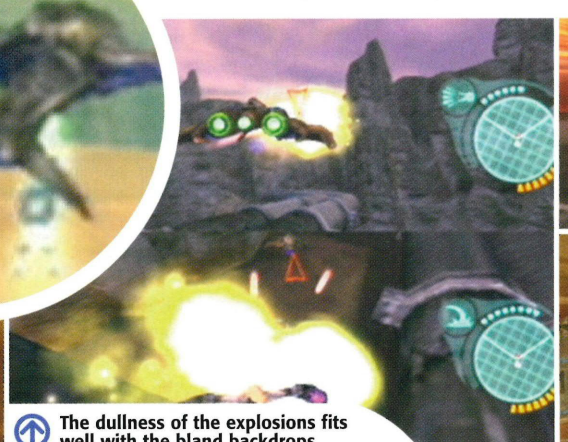




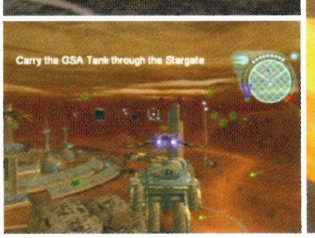


RESCUE ME

THREE'S COMPANY!
You can rescue up to three people at the same time, and they will cling on to your wings. How the middle one survives is a mystery, though.







The dullness of the explosions fits well with the bland backdrops



LOCKED AND LOADED: Your craft can carry up to four weapons. These can be upgraded to offer you a choice of eight. Switch between them using the B button.

The red mist will descend if you spend 40 quid on this!

"TARGETING A SPECIFIC ENEMY IS A PAIN AS IT'S SO EASY TO OVER-COMPENSATE'

alien race bent on the decimation of the human population. In order to do this you can blast away at the flying menaces, or move humans about (fly over them and they'll cling onto your wings, which is a nice touch) and take them to certain areas. In return they'll create ground units such as missile launchers and tanks which you can then move around at your leisure. The problem with this is that the controls are over-demanding. The boost/brake actions being mapped to the same shoulder button is an interesting idea and works extremely well (hold up to the click to accelerate, push all the way in to stop) but targeting a specific enemy is a pain as its so easy to over-compensate and end up shooting wildly in the wrong direction.

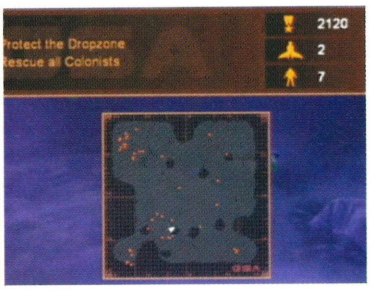
The idea of using rescued people to help you is a good one and the translation from 2D to 3D works well for the most part, although it has to be said that it does look like an old PC game in places. What isn't good though is the terrible music. Droning techno with no flair or substance and sound effects that grate. Not only will this have you holding your face back from jerking violently into the TV screen, but the over-fiddly controls will have you on your knees howling at the proof that there is no gaming god after all. A little dramatic maybe, but as the old *Fisherman's Friend* adverts used to say, 'suck it and see!'

A lot of this was true for the original too. As much as it is worshipped by the Internet brigade, compared to the likes of *Space Invaders* and more importantly, *Pac-Man* (which came out in the same year as *Defender*) it's just not as fun. It was too fast and too uncontrollable to be truly enjoyable. There – its been said. It had to come out at some point!

Decade-old games aside though, this offering suffers from a lack of any true excitement and you really won't care whether you win or lose. The narrative is boring, it looks like an old PC game, the FMV is juddery, the story a no-brainer and the controls fiddly. In fact, there is a deeply average feel to everything – from the menu screens onwards. Totally lacking in excitement and soul.

GARY





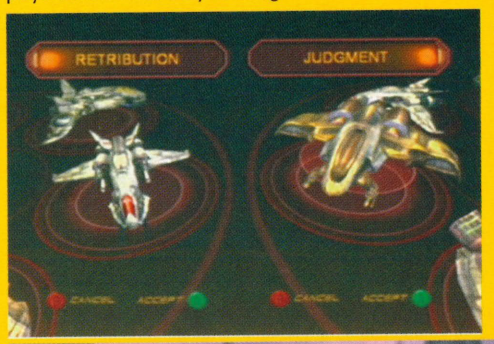
Two-player mode let's you work co-operatively or fight it out in a dogfight

You'd be hard-pushed to find a more simplistic game design in this day and age

IT'S THE DOGS

MULTIPLAYER FUN

For those wishing for some co-operative play, look no further. Two players can hook up and go through the game split-screen style, or if you're feeling a tad more aggressive, you can always have a dogfight. Unfortunately the dogfight mode offers very little of interest. Still, co-operative play can be fun if both players know what they're doing.



Choose your ship carefully. Actually you may as well choose at random as you won't really care what happens

Generally two-player modes are the icing on the cake, but if you put lipstick on a pig it's still a pig, as Rodney Marsh said



CUBE VERDICT

DEFENDER

IT AIN'T GOT NO SOUL

VISUALS
Scrappy backgrounds but the ship models aren't too bad.

AUDIO
The music is awful techno, and the sound effects unconvincing.

GAMEPLAY
Not at all exciting. The only time your heartbeat will rise is through anger.

LIFESPAN
It's quite large and there are six ships in total.

ORIGINALITY
Could be a clone of a million other games, but it has some novel ideas.

ALTERNATIVE

The same style of gameplay but with a more familiar license and more varied challenges.



STAR WARS: THE CLONE WARS
Reviewed: Issue 13 CUBE Rating: 6.7

2ND OPINION

DEFUNCTER! "Dredging up a crusty old name to sell a few games on the back of the retro tip is insipid enough, but putting out something this chronic is unforgivable!"

MILES

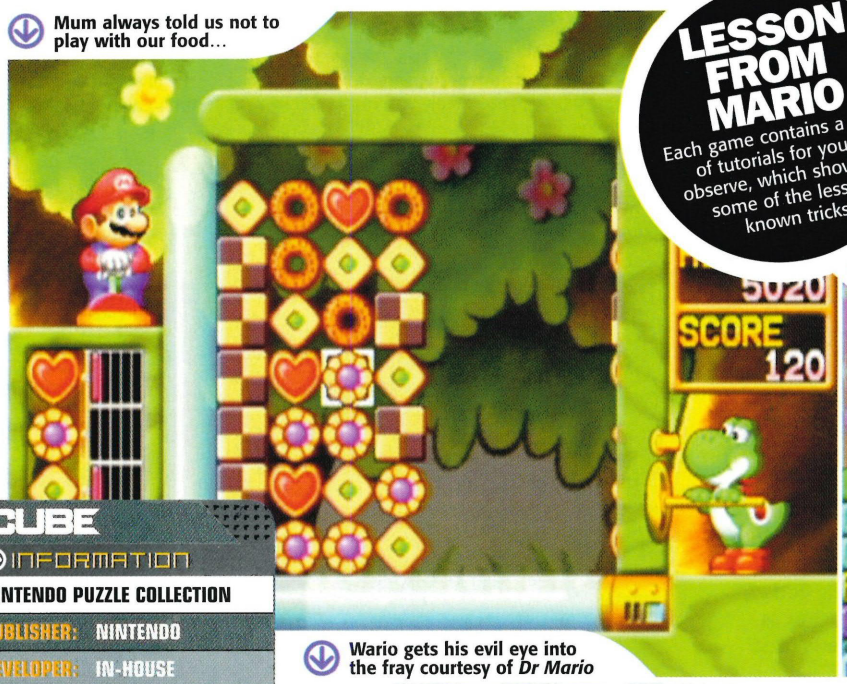
FINAL SCORE

4.0

AS DULL, UNEVENTFUL AND DIFFICULT TO CONTROL AS ONE OF MILES' 'SPECIAL' PARTIES. BOO.

We'd rather do a crossword

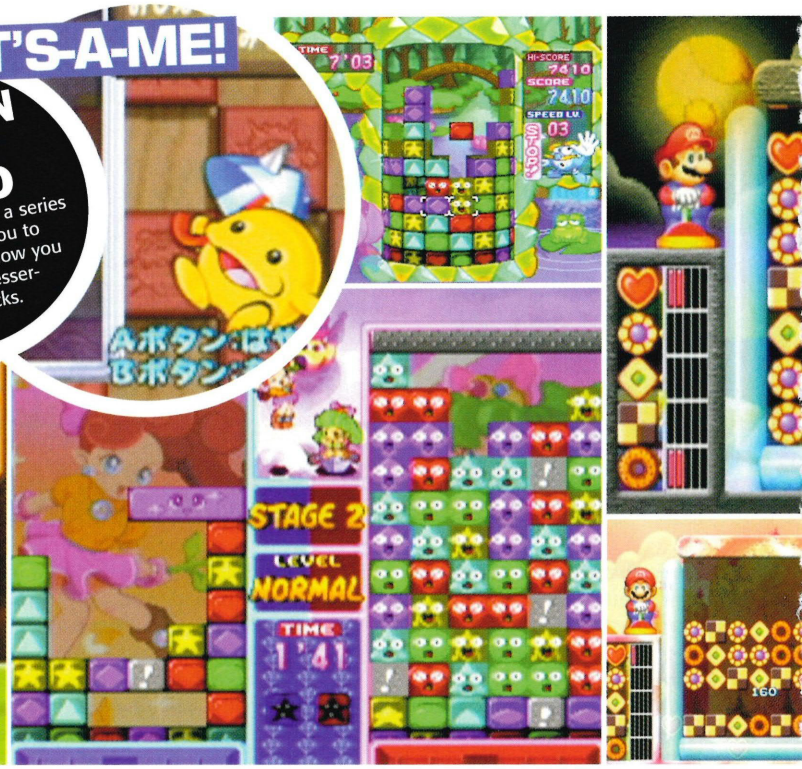
Mum always told us not to play with our food...



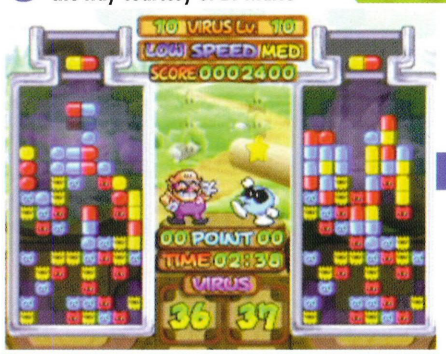
LESSON FROM MARIO

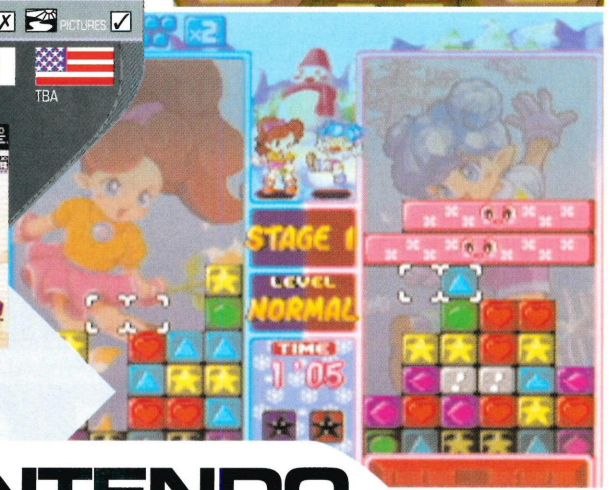
Each game contains a series of tutorials for you to observe, which show you some of the lesser-known tricks.

IT'S-A-ME!



Wario gets his evil eye into the fray courtesy of *Dr Mario*





CUBE INFORMATION

NINTENDO PUZZLE COLLECTION	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	6 BLOCKS

STATS

- THREE PUZZLE GAMES ON ONE DISC
- GBA DOWNLOAD FEATURE
- UPDATED GRAPHICS AND MUSIC
- FOUR-PLAYER ACTION

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

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Nintendo packages some old Game Boy games and sells them for 50 quid

WHEN IT comes down to it, *Nintendo Puzzle Collection* is little more than three souped-up decade-old puzzle games, wiped clean and smelling fresh. We've seen them all before, there's no denying that, and therefore its hard to shake the feeling that this is little more than a cheap cash-in. Still, we're here to judge the game on its own merits, so that's what we'll do.

The first thing you'll notice if you get the Japanese version is the size of the box. Along with the game, you also get a rather lovely GBA/GC link cable, which can be used to download the games onto your GBA so that you can play on the move. We're not sure if this will be the case with the PAL release, but not doing so wouldn't make much sense now would it? Keep your fingers crossed.

The three games you get on the disc are *Yoshi's Cookie*, *Dr Mario* and *Panel De Pon*. *Yoshi's Cookie* is the average game out of the three. Compare it, if you will, to the slightly chubby, but awfully good fun brunette you knew at school (if you are a girl, then replace the world 'brunette' with uh, 'brunt' or something...). It's a crackingly good game, but you wouldn't want to settle down with it and produce a sprog or two. It's got too many flaws and can be a little exasperating. The aim is to rid the entire screen of cookies that fall in from the top and left of the play area. This is done by swapping them around and dragging them up, down or across so that they match up. The clever bit though, is that there is no set number of matches to aim at. If the screen has eight rows of cookies, you'll need to get eight in a row, and if its got two rows then two cookies are all you need to match up. Initially it's very simple, but you'll soon be howling with rage as the rows start to stack up. Fast fingers are a must.

Dr Mario is the slightly odd one. She dresses entirely in black and enjoys collecting dead insects and sucking raw eggs. A little off-putting and difficult to tackle at first, but once

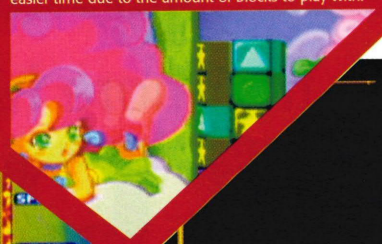
NINTENDO PUZZLE COLL



No, don't flush the cookies, keep them!

Pink, fluffy clouds and golden-locked faries... hmm

NEXT-GEN PANELLING: *PDP* can be played in a 3D mode as well as 2D. While it looks harder, you have an easier time due to the amount of blocks to play with.





The graphics of puzzle games haven't advanced that much

PUZZLE FUN

HISTORY REPEATS ITSELF

Puzzle games have been around since the birth of videogames. From simple maze games they later made way for more lateral thinking types, such as the famous *Q*bert*, where you controlled a little chap who had to change every block of a pyramid into a certain colour. Puzzle games didn't really capture the public's imagination until 1989 though when Nintendo included the *Tetris* cartridge with its new system – the Game Boy. Since then we've seen the likes of *Wetrix*, *Bust-a-move*, *Columns*, *Mario's Picross*, *Lemmings*, *Klax*... and they've all been excellent. What does the future have in store for us? Well hopefully new, original concepts, which seem to be few and far between at the moment. We were hoping that the GBA/GC link cable would capture developers' imaginations, but no such luck so far.

you've been sucked in you'll have a hard time getting out. In other words, it's an acquired taste.

Basically you have a screen full of coloured viruses. In order to get rid of them you have to drop pills down and match up the colours. Four of the same colour will get rid of everything in that row, and if this group contains a virus then they will be cancelled out too. To make life even more difficult, you have a countdown timer. The level ends when all of the viruses have been destroyed. The annoying thing is that having to line up four pills/viruses of the same colour feels like the most unnatural thing in the world. Every other puzzle game requires you to think in threes. The flow of the game is very inconsistent and it can get far too fiddly. If you fancy a challenge though, this is the most demanding of all the games on offer.

Panel de Pon is the highlight of the disc. It wears light blue dresses in the summer, thick cuddly fleeces in the winter and enjoys ice cream and swapping CDs with you. If you didn't know, it's essentially the same game as *Pokémon Puzzle Challenge* and *Tetris Attack*, giving you a bunch of multi coloured blocks that slowly crawl up the screen. You can switch these around with each other, aiming to get three blocks of the same type in a row in order for them to disappear. It really is one of the most addictive games you could hope to play. In fact, you're lucky this review managed to get done in time at all because of it! The deadline was looming and still we were playing. *Panel De Pon* should come with a health warning from the Surgeon General. Or something.

The major feature that Nintendo is making a fuss about is that you can download the games onto your GBA so that you can play on the move. While cool, once you turn your GBA off the game disappears forever, although there is a sleep mode for battery saving.

If you've never played any of these games before then getting this disc would be a good idea, if only for *Panel De Pon*. But if you have a Game Boy lying around, chances are you've played a variation of one of these games at some point in your life. Whether *Puzzle Collection* is worth a purchase or not is dependent on your own expectation rather than the quality of the games.

GARY

"PANEL DE PON SHOULD COME WITH A HEALTH WARNING FROM THE SURGEON GENERAL"

CUBE VERDICT

PUZZLE COLLECTION

ADDICTIVE PUZZLES AND A COOL GBA FEATURE

VISUALS
Nothing eye-popping but does the job. Don't expect anything flashy.

AUDIO
Lovely tunes and retro sound effects will please the nostalgia monkeys.

GAMEPLAY
DM is slightly iffy, *YC* is good fun but *PDP* is pure playability in disc form.

LIFESPAN
Panel De Pon will adorn your gravestone if you're not careful.

ORIGINALITY
A puzzle game package is as original as a Nova with a spoiler on it.

2ND OPINION

PUZZLED! "At the risk of sitting on the fence, it's kind of hard to be too critical of the puzzle genre because it's always so addictive, but are these really GameCube games?"

MILES

FINAL SCORE

7.0

A RISKY GAME TO SCORE. PDP IS DIGITAL CRACK — THE OTHERS ARE ABOVE AVERAGE AT BEST.

ALTERNATIVE

Absolutely lovely puzzler that's as charming as it is addictive. For *Driller* fans, this is essential.



MR DRILLER DRILL LAND

Reviewed: Issue 17 **CUBE Rating:** 8.8

ECTION

A puzzle game for the more hands-on type of person

MR DRILLER DRILL LAND

You know, this really has driller instinct!

CUBE
INFORMATION

MR DRILLER DRILL LAND	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£60
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	12 BLOCKS

STATS

- FOUR DIFFICULTY LEVELS
- ALL-NEW DRILLER MODES
- FOUR-PLAYER CAPABILITIES
- TONS OF ITEMS TO COLLECT

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

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Just don't say anything, okay? Some things are best left well alone...

WE'VE ALL seen puzzle games before, and yes, they always feature cutesy characters and multi-coloured blocks. But you see, unlike the millions of *Tetris* clones out there, *Mr Driller* is a little bit special. In this iteration of the game (the fifth) you take control of the entire Driller family, and visit the Driller Land theme park! There you can go shopping for items such as cards and balloons (there are a certain amount of these to collect), unlock the music of older *Driller* games, and many other things besides. Of course, the main attraction is the amount of *Driller* games to play, each one introducing a new twist to the familiar formula – some slight, others putting an entirely new spin onto the game.

There are five new game modes to play. These are World Drill Tour, Star Driller, Drindy Adventure, The Hole of Druaga and Horror Night House. World Drill Tour is typical fare – just you, an air meter and the blocks. Star Driller is set in space and the main difference in this mode is that you can collect power-ups such as a protective bubble that allows you to take a hit without sustaining any damage, and drill into special blocks that when hit unleash random effects. For instance, you can release a black hole that will send you back to the start of the level. The blocks are also quite a bit smaller than usual, making the game more difficult.

Drindy Adventure is once again not too much of a departure from the usual game. You still drill downwards, but this time you have to keep your eye on several things. Firstly you don't have to worry about your air supply anymore (thankfully!) but there are other hazards. Rolling boulders, spikes and fire-breathing blocks being the most prominent. These all protect the elusive gold statues, collection of which unlocks secrets. Horror Night House is very reminiscent of *Dig-Dug*. You have a life meter and the aim of the game is to destroy the ghosts roaming the level. You do this by releasing holy water (which you collect) and then drilling the injured ghosts. Once you've done this enough times (counted in the form of gemstones collected) you progress onto the next level.

The Hole of Druaga is the most abstract of the *Driller* games. Taking on the style of an RPG, you have to look for a key and kill a dragon, all the while worrying about hit points, potions and suchlike. It may look simple, but the mechanics of *Mr Driller*



I CHOOSE U!

CHARACTER CHOICE
World Drill Tour mode is the only chance you get to choose a character. They all play in much the same way, but there's a special Rabbit character to unlock.



"YOU'RE GOING TO END UP DESTROYING YOUR JOYPAD EXTREMELY QUICKLY!"

Wow, they really are enjoying themselves...



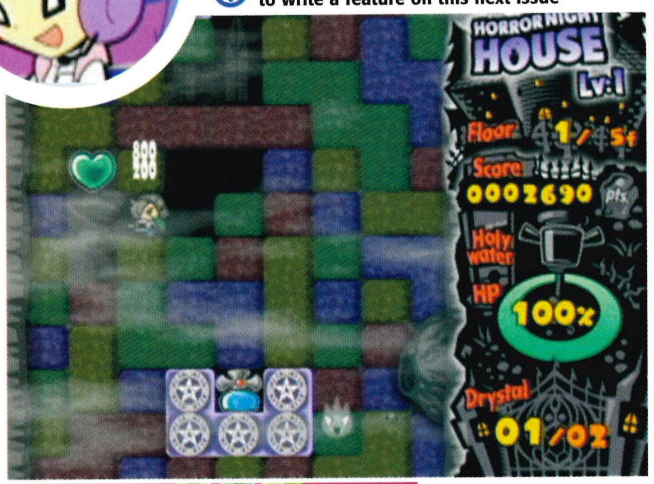


mean you're constantly trying out new playing styles. Do you make methodical and thoughtful progress, or drill those blocks out of the way as rapidly as possible? What's better is that this is only really relevant in the few modes that don't stray too far from the original game. For instance, Drindy Adventure will force you to think about where your drill is going a lot more as you don't want to fall into the path of a rolling boulder. Becoming a master demands the ability to adapt.

We've played *Mr Driller* four other times on other consoles, so does this newest adventure, with all its extra modes and bells and whistles qualify as an essential purchase for experienced drillers? If you enjoyed the past games then yes. There's loads to do and it's packed with variety. The only glaring problem is that you're going to end up destroying your joypad extremely quickly! Anybody with an interest in puzzle/action games should give it a go. It starts off with an accessible challenge but becomes extremely difficult later on. However, it could charm the grin off of a hungry lion and has a four-player mode. What more needs to be said?

GARY

Day-glo green, yet again. We may have to write a feature on this next issue





Distortion effects such as fog and mist have been added to the GameCube version of the game

FAMILY FUN: Walk the Driller family around the Drill Land theme park using an overhead view. That fountain in the middle later turns into an entrance to a boss.



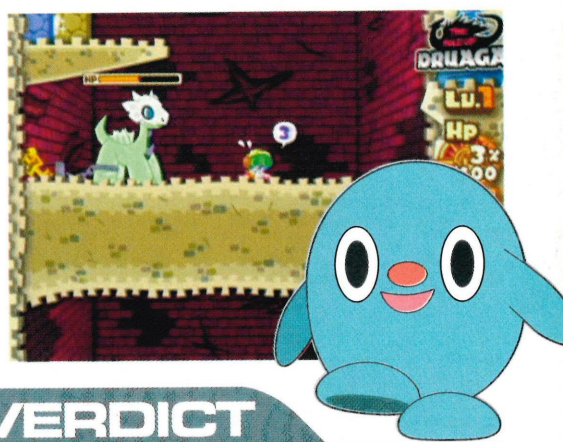


THE HOLE OF DRUAGA

MR DRILLER RPG

This is as far from *Mr Driller* as the game gets. In this mode, you have to drill around looking for the room that houses the key, which is guarded by a dragon boss. To defeat him you simply drill away at his body. Once this is done, you have to find a door that can be unlocked, leading to another boss who has to be taken out using falling blocks. Only then can you save the princess. You can also collect 'Dristones' which once activated produce different effects such as changing the colour of blocks or giving you health. You also use them to restart the level so that you can travel upwards.

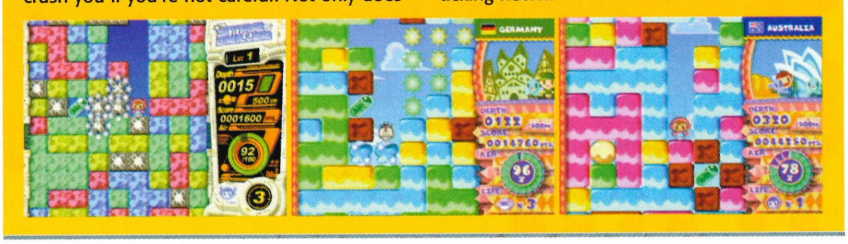
What makes this difficult is that you're assigned hit points; they are taken away when you drill, get crushed and when an enemy hits you. This is the toughest mode by far, and also the cleverest.



EASY WHEN YOU KNOW HOW

COMING UP FOR AIR

Mr Driller is a simple game. The aim is to get to the bottom of a shaft, which is full of coloured blocks. You can pop them with your drill in order to get rid of them. However, you have to remember what's above you, as there are no magical *Mario*-style floating platforms here. Blocks will fall down and crush you if you're not careful! Not only does this happen, but your air supply is constantly running out so you'll need to pick up air capsules on the way down. The good thing though is that if a group of coloured blocks comes into contact with another group of the same colour, drilling one section will get rid of the lot. Ah, we can hear your brains ticking now...



CUBE VERDICT

MR DRILLER DRILL LAND

COLOURFUL AND FUN, PERFECT FOR GAMECUBE

VISUALS
Bright, stylish and cute. Mr Driller's romper suit can only be held in awe.

AUDIO
The remixes of old tunes are great, but they get old quickly.

GAMEPLAY
Addictive as pizza and Pringles, as fun as throwing water at beautiful girls.

LIFESPAN
The challenge becomes awesome later on, and the four-player rocks.

ORIGINALITY
It's a puzzle game and its not based on *Tetris* or *Puyo Puyo*!

ALTERNATIVE

Clever but flawed. Worth checking out if you fancy a challenge, but there's better out there.



ZOOCUBE

Reviewed: Issue 9 **CUBE Rating:** 7.0

2ND OPINION

DRRRRRT! "Granted it's a fun and addictive game but I wouldn't have scored it so highly myself, and I certainly wouldn't pay £60 for it"

CHANDRA

FINAL SCORE

8.8

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4. Open your WAP connection by choosing "Options" and "Go to"
--- After connecting to the service ---
5. Save the saver by: "Options", "View picture", "Options" and "Save picture"
6. You can activate the saver from your "Profiles" Personalise selection.

polyphonic ring tone sms# 87050 WAP users

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The service is charged at £1.50 per item and is available to O2, Vodafone, Orange and T-Mobile subscription in England, Scotland or Wales. The service is open to users 16 and above. Please ensure that owner of subscription accepts order.
Send us feedback: info@fun4me.com or Mobile Avenue, PO Box 3667, London NW1 0AP

More funky mobile stuff at: **www.fun4me.com**

top-40 official fun4me chart



hottest stand out from the rest!

#	TONE / ARTIST	CODE
1	LOSE YOURSELF - Eminem	182268
2	DANGER! HIGH VOLTAGE - Electric Six	182286
3	SUPERMARIO - Nintendo	180507
4	JENNY FROM THE BLOCK - Jennifer Lopez	182269
5	JACKASS - theme	181308
6	SCIENTIST - Coldplay	182259
7	I'M WITH YOU - Avril Lavigne	182283
8	No One Knows - Queens of the Stoneage	182284
9	WHAT'S YOUR FLAVA - Craig David	182270
10	All the Things She Said - T.A.T.U	182287
11	HALO - XBox	182107
12	THE LOGICAL SONG (RAMP) -Scooter	182119
13	DIE ANOTHER DAY - Madonna	182238
14	STAR WARS - theme	180249
15	FEEL - Robbie Williams	182253
16	THE KETCHUP SONG - Las Ketchup	182124
17	JET SET RADIO - Xbox	182103
18	TERMINATOR - theme	180522
19	METAL GEAR - Nintendo	182056
20	SMELLS LIKE TEEN SPIRIT - Nirvana	180988
21	LORD OF THE RINGS - theme	182120
22	ROCKY (Gonna Fly Now) - theme	180311
23	20th CENTURY FOX - Fanfare!	182113
24	KNIGHT RIDER - theme	180171
25	ONE - Metallica	180906
26	HERE TO STAY - Korn	181319
27	BY THE WAY - Red Hot Chili Peppers	182109
28	MORTAL KOMBAT - pc	182117
29	RAP SUPERSTAR - Cypress Hill	180092
30	COMMAND & CONQUER - pc	181143
31	POINTS OF AUTHORITY - Linkin Park	181136
32	CASTLES IN THE SKY - Ian van Dahl	180339
33	BAD BOYS - Inner Circle	180399
34	OBJECTION - Shakira	182192
35	FOOLS GOLD - Stone Roses	182254
36	INSOMNIA - Faithless	180324
37	DADDY DJ - Daddy DJ	180773
38	WISH I DIDN'T MISS YOU - Angie Stone	182288
39	PINK PANTHER THEME	180166
	DIGITAL LOVE - Daft Punk	180679

games top 10 lock 'n' load!

1	SUPERMARIO SUNSHINE - Gamecube	182211
2	HITMAN 2 - Theme 1	182170
3	BUBBLE BOBBLE - C64	180371
4	ROGUE SPEAR - pc	181146
5	DOOM - pc	180872
6	TEKKEN 2 - Playstation	180889
7	SOUL CALIBUR - Dreamcast	181118
8	MORTAL KOMBAT - SNES	182117
9	BOULDERDASH - Commodore 64	180366
10	WAR CRAFT - PC	180871

heavy/metal

1	CRAWLING - Linkin Park	180689
2	PARANOID - Black Sabbath	180693
3	NOTHING ELSE MATTERS - Metallica	182229
4	NUMBER OF THE BEAST - Iron Maiden	180716
5	THUNDERSTRUCK - AC/DC	180095
6	IN TOO DEEP - Sum 41	181150
7	DREAMER - Ozzy Osbourne	182115
8	HELLS BELLS - AC/DC	182129
9	EPIC - Faith no More	181132
10	IN THE END - Linkin Park	181111

dance/hip hop party zone!

1	03 BONNIE & CLYDE - Jay-Z	182267
2	DILEMMA - Nelly	182239
3	CALIFORNIA LOVE - Tupac	180188
4	THE MESSAGE - Grandmaster Flash	180289
5	FLAT BEAT - Mr. Oizo	180340
6	RESURECTION - PPK	181178
7	INNER CITY LIFE - Goldie	181279
8	BETTER OFF ALONE - Alice Deejay	181024
9	CLEANIN OUT MY CLOSET - Eminem	182125
10	WITHOUT ME - Eminem	182103

pop/rock rock me baby!

1	WAITING ROOM - Fugazi	182289
2	SELF ESTEEM - Offspring	182290
3	EVERY BREATH YOU TAKE - Police	180764
4	YOU SHOOK ME ALL NIGHT LONG - AC/DC	182280
5	I WANNA BE SEDATED - Ramones	182247
6	HATE TO SAY I TOLD YOU SO - The Hives	181280
7	THE ZEPHYR SONG	182127
8	ANIMAL - Def Leppard	181251
9	SUSPICIOUS MINDS - Elvis	181062
10	BAD BOYS - Inner Circle	180399

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tv/film themes groovy man!

1	CROCKETT'S THEME (Miami Vice)	182152
2	SILENT SIGH - Badly Drawn Boy	182281
3	EXORCIST	180217
4	HALLOWEEN	180138
5	JAMES BOND	180194
6	BEVERLY HILLS COP	180016
7	PSYCHO	181052
8	BOB THE BUILDER	180120
9	MISSION IMPOSSIBLE	180684
10	FRIENDS	180038

polyphonic top 10 more polys at: fun4me.com

1	CLEANIN OUT MY CLOSET - Eminem	580022
2	LOSE YOURSELF - Eminem	580280
3	DILEMMA - Nelly	580237
4	ALWAYS...BRIGHT SIDE OF LIFE	580001
5	STAR WARS - theme	580008
6	GANGSTA'S PARADISE - Coolio	580005
7	SUPERMARIO SUNSHINE - Nintendo	580148
8	HALLOWEEN THEME	580160
9	9PM - ATB	580113
10	METAL GEAR SOLID 2 - PS2	580284

picture messages top 10

The picture message service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6210, 6310, 6410, 8210, 8310, 8850, 8890 or 8910.

1 censored! 480734	2 censored! 480703	3 censored! 480808	4 The End 481052	5 LOVE YOU! 480856
6 LOVE YOU... 480673	7 480651	8 480845	9 Miss U 481054	10 Sorry... 480820

Can also be used as background motives on series: 3310 ,3330, 3410, 3510, 5210 and 5510.

picture messages

		Loading... 480783	481070	481105	Thank you 480763	I ♥ YOU 480838	censored! 480743
I WANT YOU! 480754	480712	Drunk 480714	481061	481069	HUG ME! 480746	480671	480672

animated fun: screen savers smart looks!

380010	380011
380014	380099
380074	380085

The service requires a compatible Nokia handset of series: 3330, 3410, 5210 or 5510.

logos top 20

The service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6110, 6150, 6210, 6310, 6410, 7110, 7650, 8110i, 8210, 8310, 8810, 8850, 8910, 9000i, 9110, 9210.

1 censored! 280163	2 280362	3 280269	4 GB 280557	5 280412
6 280220	7 censored! 280657	8 280655	9 DEVIL 280339	10 J.Jameson... 280698
11 280717	12 GAME OVER 280538	13 SPANK ME 280627	14 Bitch 280654	15 PSYCHO 280656
16 280675	17 MACHO 280730	18 Dracula 280671	19 280734	20 280003

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NETWORK CUBE

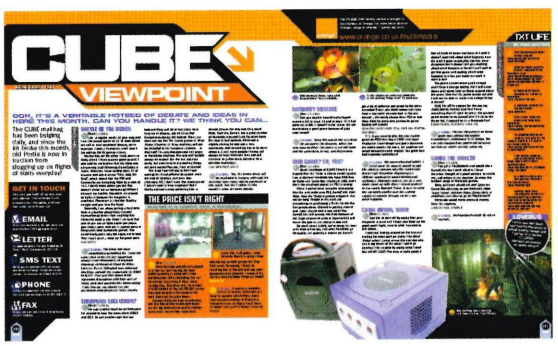
ISSUE SEVENTEEN

You wanna step into our world?
Come on, then – we dare you...

YOUR LETTERS

VIEWPOINT

90 If you write them, they will come... to us at the usual address. Obvious when you think about it.



FORUM FRENZY

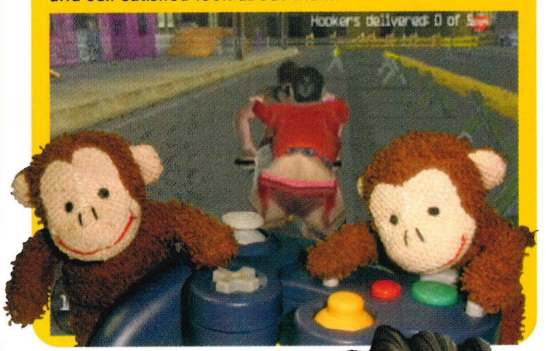
92 The place where heated debate, rumour-mongering, considered opinion and bickering collide.

READER REVIEWS

93 We review you, the readers. For example, Paul from Trowbridge got 4.2 for his lack of longevity. Not really.

CHEATING MONKEYS

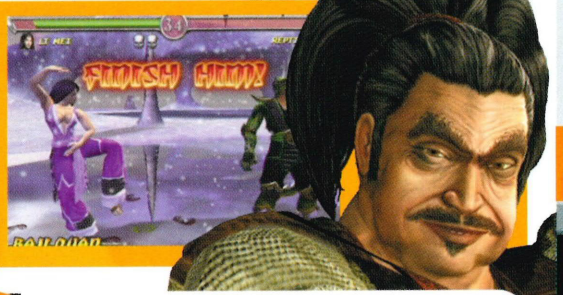
96 The mating season is over and our hairy-handed game-tamers have settled back into their normal routine, albeit with a slightly glassy-eyed and self-satisfied look about them.

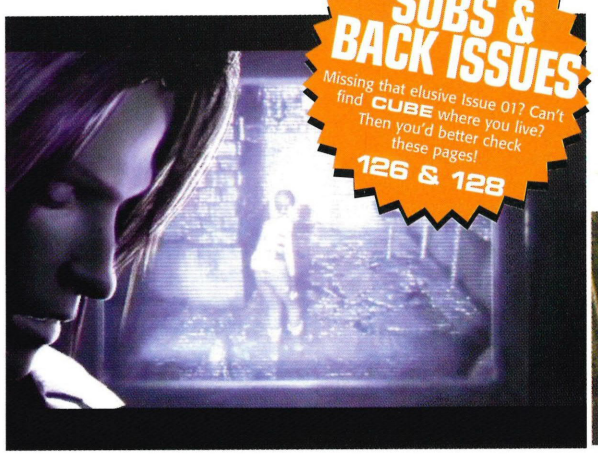


SOLUTIONS

MORTAL KOMBAT DEADLY ALLIANCE

98 Lost in the Krypt? Here's where to find the good stuff so you don't end up wasting your hard-earned koinage on crappy concept art and empty koffins.





SUBS & BACK ISSUES

Missing that elusive Issue 01? Can't find CUBE where you live? Then you'd better check these pages!

126 & 128

RES EVIL ZERO

100 A complete walk-through guide to Capcom's epic prequel. If you're stuck on a particular puzzle or just want to get to the end as quickly as possible, consider yourself sorted.



BEAT THE TEAM

Compare your gaming skills to those of the CUBE team

94

REGULARS

BEAT THE TEAM

94 We are the team, and we reckon we're all that. This month's challenges come courtesy of *Winning Eleven 6* and *Mr Driller* for you importers, while *Metroid Prime* and *Pikmin* make up the PAL contingent.

ADVANCE

108 Gary's been in puzzle heaven this month. Not only did he review *Mr Driller* elsewhere in the mag, but also spent four days playing *Super Puzzle Fighter II Turbo* on our brand new GBA SP. The scamp.

FEATURE

110 *Rayman 3* incorporates the most extensive GC/GBA link-up functionality of any game yet, so with the SP set to stir up interest in the handheld, CUBE takes a look at what that little link-up lead can do for you.

COMPETITION

112 Following the release of helicopoter blaster *Fireblade*, the happy chaps and chapesses at Midway are giving away a 28-inch wide-screen TV plus five copies of the game.

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CUBE VIEWPOINT

OOH, IT'S A VERITABLE HOTBED OF DEBATE AND IDEAS IN HERE THIS MONTH. CAN YOU HANDLE IT? WE THINK YOU CAN...

The CUBE mailbag has been bulging daily, and since the lift broke this month, the poor old Postie is now in traction from slogging up six flights of stairs everyday!

RANT ON!

GET IN TOUCH

You can get hold of us any way you please. Concentrate hard, project your thoughts, and we can even pick those up!

EMAIL

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FAX

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BATTLE OF THE BOXES

Dear **CUBE**

I am a regular reader of your mag and I am the proud owner of all 15 isses which are still in mint condition! Anyway, on to business. I own a Gamecube and I love it (as well as the 20 games I have).

My brother, on the other hand, owns an Xbox, which I think is quite good as well. I was told by my brother that the Xbox was conquering (and flattening GameCube) in Japan. However, I was reading issue 14 of **CUBE** and came across "They Said, We Said", which stated that the PS2 and Gamecube are outselling Xbox by a ratio of 14:1. I don't know about you but this doesn't strike me as 'conquering'! When I showed my brother this article he refused to belive it because the magazine is unofficial. Please set my brother Bradley straight and give him the facts!

Secondly, I am always getting a hard time from my brother about *Halo: Combat Evolved* being better than anything that Nintendo could make. Since I am sure that one of you has an Xbox could you please give *Halo* a score and rate it against some of Nintendo's best Gamecube games. This could finally put a very old argument to bed. Your mag's great – keep up the good work.

ALEX MILLER

CUBE: ***The Xbox has been consistently outselling the 'Cube for some time in the UK but Japan has always been Nintendo's stronghold. However, in the week*** **Dead Or Alive: Extreme Beach Volleyball** ***was released the Xbox outsold the GameCube by 8,862 to 8,177. If we put this down to the Japanese fascination with that sort of thing, and also consider the forthcoming 'Cube line-up, we should see the pendulum swinging back fairly shortly.*** **Halo** ***does rock though.***

EUROPEAN EXCLUSION?

Dear **CUBE**,

I'm just another loyal fan of Nintendo! I'm excited to hear the news about GBA2 and GC2. Its just another sign that our beloved Ninty will be in first place for a long time! Anyway, we all know that Europe was always left behind. There are even rumors that the bonus games of *Wind Waker* (*Ocarina Of Time* and *Ura*) will not be included in the European versions... is that true? I'm very disappointed and angry at the whole situation. Not only will Europe always be treated like the last place on earth, but even here in my country things are even worse! You see, I live in Greece!

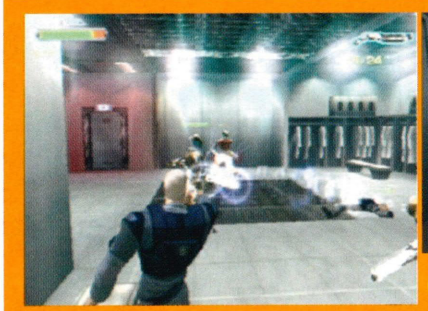
The least I can tell you is that I was waiting for *TimeSplitters2* to appear since the end of October, and even now (February 10) I don't have this masterpiece! I haven't seen it here anywhere! But I finally ordered a copy yesterday from a service (it was the only one they could find). Trust me, Greece has a great number of Nintendo fans and I talk for all of them. But due to bad controls, Nintendo is slightly starting to lose some fans worldwide. And something has to be done about it. I, and many people I know, will always be loyal Nintendo fans and will continue to gather every Saturday for a timeless multiplayer...

ILIAS MOUSTAKAS,GREECE

CUBE: ***Yes, the bonus discs will be available in Europe, although it's not clear how many will be produced at this point. See the Cubites in this month's news for more details.***

THE PRICE ISN'T RIGHT

MAYBE IT'S CHEAP FOR A REASON...





Good film, cack game – now ***Minority Report*** **is going cheap**

Dear **CUBE**

Want to know why *Minority Report* is in the top ten? Simple. My local GAME is selling it, along with other similarly poor titles (including, but not limited to, *SpyHunter*, *X-Men*, *Spyro*, *Scooby Doo*, *Wreckless* etc), for a mere £19.99 instead of the full £39.99. I guess they sold so well at that price in the sale, they kept the price down.

Anyway, that's not even mentioning the fact that all the decent games are on the top shelf, where young children can't reach, hence they make their parents buy rubbish games that they CAN reach. Personally, I think it's shocking that in this day and age, poor games are even possible. I mean, if it's not fun, why do these things get made?

ANDROID18A

CUBE: ***It seems a sensible course of action, although you have to wonder where they make their margins selling at that price. Ultimately we can hope it will lead to fewer crap games being released. If only...***

The **CUBE** SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...

orange™ www.orange.co.uk/multimedia



Will *Metroid Prime* help shift GameCubes? Very probably...



Is the imminent arrival of *Zelda* the most exciting thing ever? Er, perhaps.

MINORITY MISTAKE

Dear **CUBE**

Can you explain how *Minority Report* scored a 5.0 in issue 15 and in issue 16 it had gone up to 8.6. It doesn't make sense. Are we overlooking a good game because of your crap review?

CUBE: ***Sorry, this was in fact a cock-up on our part in the Directory, which has now been rectified. The review score still holds and the game does in fact suck big lemons.***

FAIR GAME? ER, YES?

Dear **CUBE**

As an employee of GAME I think it is a tragedy that the 'Cube is discriminated against. I am a die-hard Nintendo fan, have NES thru to 'Cube and Game Boy Chunky to GBA. And I think the emphasis placed on PS2 is wrong.

When I started work everyone was saying that the rank order was PS2, GameCube then Xbox. Now the 'Cube is getting relegated. But not for long. People in my store are considering re-purchasing a 'Cube for the *Res Evil* games alone. *Metroid* is gaining interest and *Zelda* should shift a few units! The GameCube will survive, not least because of the huge amount of units in Japan which will mean the games are always in demand.

So don't attack GAME, we're doing the best with what we've got, and since Nintendo go for quality not quantity it means we haven't got a lot of software compared to the other consoles! If ever you need reassurance you have a top-notch console look at the pre-owned – it's nearly always three PS2 or two Xbox titles for every one gamecube game. Quality will prevail.

DIZTORTION (DON'T THINK IT'S A GOOD IDEA PRINTING REAL NAME)

PS If you want to play the new *Contra* game for PS2 then buy a SNES and *Super Probotector*. Level design and game dynamics are nearly exactly the same, bar graphics and actual comprehensible english. You gotta love bad Japanese translations!

CUBE: ***We never attacked GAME. I think most GC owners would accept the obvious reasons why the GameCube doesn't get the prime display space. Without wanting to sound terribly self-righteous, Nintendo owners are as a rule more clued up with fewer 'casual gamers' in our ranks.*** **Metroid Prime** ***is sure to raise the console's profile over the coming couple of months though, so let's see what happens.***

CALM DOWN, MAN!

Dear **CUBE**

Just like to start off by saying that your magazine is great and I hope you keep up the good work! Right, now to what I wanted to talk about...

I was just looking around on the Internet looking for more stuff on *Zelda: The Wind Waker* when I came across this site that tells you a big chunk of the story! I won't go spoiling it for anyone by saying what I read but OH MY GOD! The story is really good, it has all kinds of twists and turns in it and it doesn't even talk about what happens near the end! It goes to just after the first three dungeons but it doesn't tell you anything about what happens in them! I can't wait to get this game and reading about what happens in it has just made me want it even more!

The game cannot come quick enough and I have a strange feeling that I will come down with some kind of illness around about the same time that the game comes out and I will not be able to make it to college! What a shame!

Well, I'm off to prepare for the coming *Zelda*-fest by making sure that I have everything that I'll need for when the greatest game comes to my GameCube! It's times like these that it pays off to be a Nintendo fan!

SIMON PARKER, NEWCASTLE-UPON-TYNE

CUBE: ***The fact the game is so damn good even without the English translation is a testament to its design. We can only imagine how good it will be when we find out what's actually going on!***

SHARE THE WEALTH

Dear **CUBE**

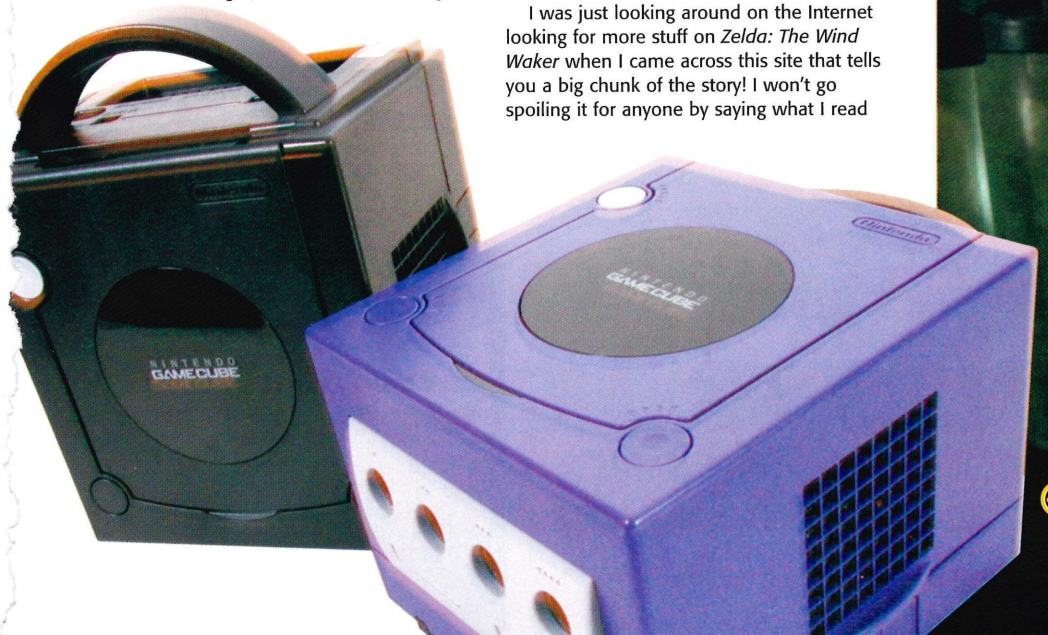
I've got a PlayStation2 and would like a GameCube but I can't afford it. I have therefore thought of a good solution to enable me, and others in my situation, to enjoy the brilliant range of Nintendo games.

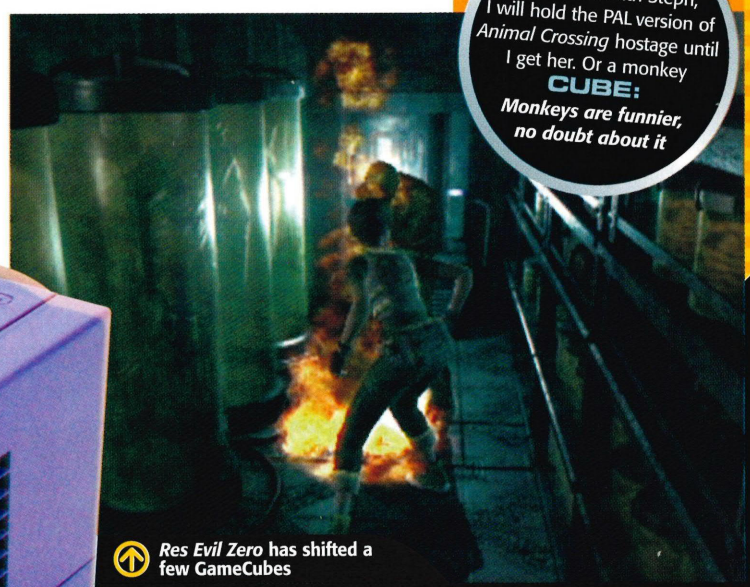
Sony put *Crash Bandicoot* and *Spyro* on Game Boy Advance, so can Nintendo allow *Super Smash Brothers Melee*, *Mario Party 4* and *Mario Sunshine* to go on PlayStation2?

Nintendo would make plenty of money from the royalites.

ANDREW TRIGG, HORSHAM

CUBE: ***And monkey's might fly out of my butt!***





Res Evil Zero has shifted a few GameCubes

LET'S TALK ABOUT TXT

We want your text!

CAN YOU SEND ME A BANANA FREE OF CHARGE?
CUBE: We can, and in a perfect world we would

WHERE IS YOSHI IN GALATO BEACH? I NEED HIM TO GET THE LAST 2 COINS
CUBE: He's on the small peninsula left of where you start but won't appear until you finish episode 4 of Pinna Park

IS THERE GOING TO BE A DRAGON BALL Z GAME FOR GAMECUBE?
CUBE: Yep, end of the year

OI GET SUM1 2 MAKE BODY HARVEST 2 NOW!
CUBE: We're on it

POOR YOSHI I KNEW WE SHOULD NOT HAVE GONE SWIMMING
CUBE: I know, I had the same thing with my mother

MY HAMSTER NIBBLED MY CONTROLLER'S WIRE OFF THE CONTROL. SHOULD I KILL HIM OR BUY A NEW CONTROL.
CUBE: By two, one for you and one for your hamster

I GOT ANIMAL CROSSING AND A FREELOADER AND IT BEATS MARIO AND ZELDA BY QUANTUM LEAPS
CUBE: That little disc is a wonderful thing – we love it

IS VIEWTIFUL JOE A CUBE EXCLUSIVE AS I'VE HEARD IT'S COMING TO PS2
CUBE: You heard right

ME ME! I WANT FREE CHICKEN, BUT I'M TOO LAZY TO PUT SOMETHING IN THE POST AND I GOT FIRED THE OTHER DAY FOR HAVING A MOHICAN
CUBE: We'd have fired you long before that, bee-atch

LOVEBUG

I am in love with Steph, I will hold the PAL version of *Animal Crossing* hostage until I get her. Or a monkey

CUBE: ***Monkeys are funnier, no doubt about it***

CUBE

ISSUE SEVENTEEN

FORUM FRENZY

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

As promised last month, the forums are now being hosted by a new, more reliable service provider which should ensure things run even smoother from here on. Happy posting...

TOPIC: IKARUGA

Author: Rob25
What do you reckon my olds would say if I tipped over their £1700 32" Sony on its side to play it properly? Shame they didn't include a horizontal widescreen mode (to take advantage of the 16:9 screen ratio).

Author: Number45
Probably – damn, now we've got to buy a new TV!! Try it whilst laying down on the sofa. I did and it's surprisingly comfortable, if a little nauseating after a while!!

CUBE: Give it a go. You know you want to... (although we would like to stress we accept no responsibility)

TOPIC: WILL SHIGERU MIYAMOTO BE NINTENDO'S DOWNFALL?

Author: loyalcasfan
The thing is that all his games look kiddy. I know they are all amazing but the casual gamer will look upon them and think too kiddy, then walk another few metres to the ps2 section and see games like gta vice city.

Author: Numpty
Bit of both would be nice. keep up the classic style but get involved in more (overtly) mature content also.

Author: thehappyclown
I do agree with loyalcasfan to some degree on this. Nintendo need games that will appeal to more casual gamers, and they also need to keep producing the classic games (mario, zelda, metroid etc) that their loyal fanbase crave.

CUBE: While some people may be eager to see Nintendo shift towards producing more 'mature' content, we feel that they should let third parties handle this, and instead concentrate on what they do best.

TOPIC: IT'S THE GAMEPLAY THAT MATTERS! IS IT REALLY?

Author: Me2
I know that the gameplay is the most important aspect in a game, but there's more 2 a game than the gameplay. With games like *Resi*, without the graphics we wouldn't get as big a scare. Without the complete silence and then Thumping music as soon as a dog bursts through a window , it wouldn't be the same experiance. Wat r ur views?

Author: YEARGHH
You're right, a game isn't just about gameplay. Graphics, sound, storyline and controls/handling are all just as important. Oh, not to mention little red hatted Italian plumbers with water pumps running around in the sunshine.

Author: Anniste
Graphics are not as important as gameplay, nowhere near it. We're just lucky that we have a host of games on our cube that have both luscious graphics and great gameplay. Once it wasnt like that and great graphics could mean that often gameplay got sacrificed or vice versa. But there was this game on PC and Playstation called *Grand Theft Auto* (I'm sure you've heard of it) and that game could have been drawn on paper with pencils but it was still fantastic.

Author: Saul, the fluid.
Graphics are important to this as is sound etc. But Gameplay is ultimately what draws you into a game world. I don't like the *RE* games because, whilst graphically and atmospherically they are great, the clunky control system never allowed me to believe I was part of the game – I never feel like I'm this soldier from some specialist unit, because I'm constantly unable to run in a straight line without hitting the furniture or walls. Which is a shame, because the controls aside *RE* is a wonderful game.

CUBE: We agree that the visuals and music of a game play a big part in creating a sense of immersion. However, our most played game this month is probably *Panel De Pon*. What does that tell you?

HONOURABLE MENTIONS

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

Thanks to: harry for being a free alternative to alcohol; Mario, Cain and Android18a for injecting some artistic talent into the forum; and Ogc3 for making us feel old. Boo-sucks to $hitigotaheadrush's constant pimping of his female friends. Go outside, net-heads – spring has arrived!

TOTAL GAMES .net

WHERE IT'S AT!

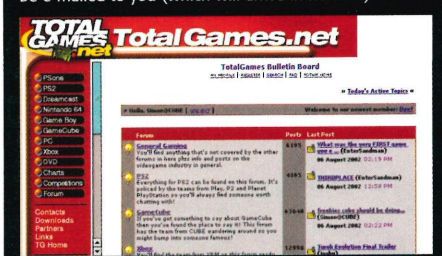
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Joining In the fun couldn't be simpler...

STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are Internet capable, whether they'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 café. If you're very lucky, you might be one of those people who have a computer at home.

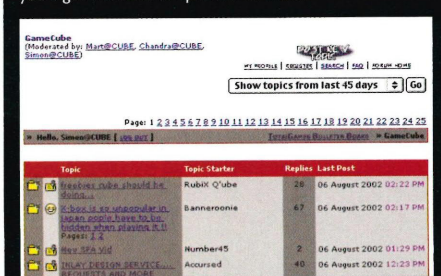
STEP TWO:

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!

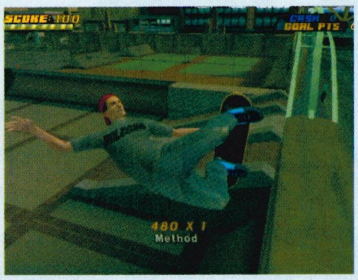


READER REVIEWS

If you want an idea of what it's like to work for **CUBE** you could (a) spend a day in the chimp enclosure at Dudley Zoo or (b) write a review and send it in. If we print it, you'll win a Joytech memory card n' all!

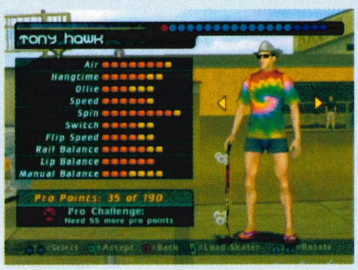
WIN JOYTECH MEMORY CARD

THE NINETY PERCENTERS...



TONY HAWK'S 4

PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ISSUE REVIEWED:	13
CUBE RATING:	9.2

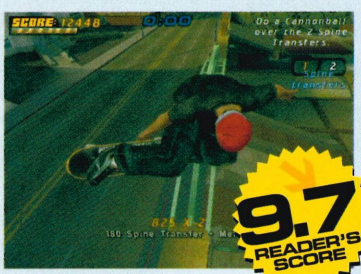


TONY HAWK'S 4 is an awesome game! Not just in terms of its graphics and gameplay, but the multiplayer will have your mates glued to your sofa for days. There are so many things to do, collect and unlock, you won't be able to stop playing until your thumbs drop off.

Each level is huge, so you never get bored of the same place, and the control and gameplay is suited for all types of gamers.

Tony Hawk's 4 is much smoother and more challenging than the previous three which were very repetitive, and although it is similar to *THPS3*, the small differences in *Tony Hawk's 4* are easily spotted and make the game so much better. So, quite simply, you have to buy this game – you'd be mad not to!

MIRAN CHAUHAN





TIMESPLITTERS 2

PUBLISHER:	EIDOS
DEVELOPER:	FREE RADICAL
ISSUE REVIEWED:	11
CUBE RATING:	9.6



DON'T BELIEVE THE hype. Resembling countless games of the recent past, *Splitters'* graphics suffer from the infamous 'PS2 skews'. They're okay but far from brilliant. Additionally, Story mode might well be better than the original, but that doesn't really say a lot does it?

However, by far the worst points of *Splitters 2* are the appalling cartoon-esque 'comic book' caricatures, and the total disregard for even a teeny bit of reality. How do you explain a point blank 12-gauge shotgun blast resulting in not one drop of blood? Fine, we don't need another *OTT Turok* but come on.

And the multiplayer? Just four times the above. Buy *Die Hard: Vendetta* instead. It might not be perfect, but it's better than this.

C. TALISKER, WEST YORKSHIRE





ETERNAL DARKNESS SANITY'S REQUIEM

PUBLISHER:	NINTENDO
DEVELOPER:	SILICON KNIGHTS
ISSUE REVIEWED:	12
CUBE RATING:	9.3



THIS WAS THE game that made me modify my Japanese GameCube because the PAL release was three months away. I couldn't wait to get my hands on this intriguing adventure with a twist that'll drive you mad – for all the wrong reasons!

First of all it looked and sounded great with a story that leads you through the centuries, travelling through time with a diverse selection of characters but then... the voices started. Moaning and groaning as I lost sanity, they didn't stop until I filled up my Sanity Meter. Which, in my opinion, gets a bit irritating.

That repetitive wandering over the same ground with the same creatures in a different time zone led me to question my own sanity as to why I bought this game in the first place.

PAUL ROGERS, BRISTOL



CUBE

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BEAT THE TEAM

ISSUE SEVENTEEN

AT THEIR OWN GAME

WIN!

A smorgasbord of JOYTECH pads and peripherals

YOUR ENTRIES FOR Beat The Team just keep getting more impressive. Some of you try and beat every challenge whilst others try and hammer one particular score. But either way there can be only one winner.

Special mentions this month begin with a Beat The Team regular Dave Every who, true to his name, enters every month and always posts great scores – but sorry Dave, this time it ain't you that won the JOYTECH loot. Neither is it Tim Winwood who also ran a close second to our winner. Maybe next time eh?

Returning to the month in hand, with the launch of the Freeloader we're expecting to receive many more entries to our already popular import challenges. With this in mind we've put together two import challenges this issue featuring the wonderfully addictive *Mr Driller* and the GC's answer to footie fans' prayers – *Winning Eleven 6*. For PAL gamers we've got a retro challenge on *Pikmin* and, since this is the *Metroid* issue, we've got a very tough Samus-related challenge for you to tackle. Now put down the magazine, turn on your GameCube and let's see if you can Beat The Team...

THE WINNER!

CUBE WINNER

Despite close competition our winner is ... **MATHEW COOPER FROM SOMERSET!** Good on you fella! Here's that special score that won him the loot:

CHALLENGE ONE:	BIRDMAN OF ALCATRAZ
SCORE:	7 668 748

CHALLENGE ONE

METROID PRIME

THE PRIME DIRECTIVE

Now this is a nasty challenge. Complete *Metroid Prime* in the quickest time possible, only you'll need to get 100% completion to even think about entering! And we mean the whole thing – every level, every area, no skipping and no cheating. Yep, there's no messing around here, so if you ain't got the full per cent then don't even bother. Toughest challenge yet? Byron seems to think so, but we shall see.

BYRON'S TIME

17 HOURS 15 MINUTES



RETRO CHALLENGE

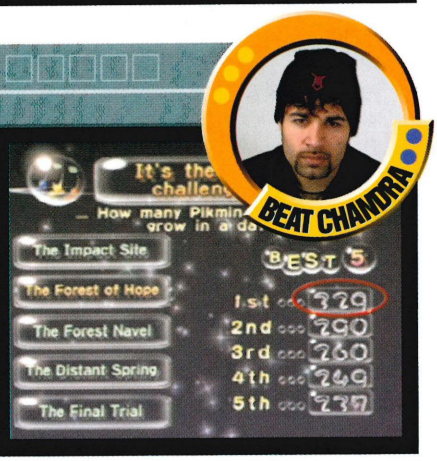
PIKMIN

GROWING PAINS

Some of us (well, Byron) reckon that *Pikmin* is the most overlooked of all GC games, especially now you can get it for just £20. Anyway, to challenge the boy Nair, select the Single Day Challenge mode, the Forest Of Hope location and simply try and grow more Pikmin than our very own seed-gestating creature-fancier. Seeing as how he managed 329, you're going to have to get growing pretty sharpish...

CHANDRA'S SCORE

329





IMPORT CHALLENGE ONE

WINNING ELEVEN 6

BACK OF THE NET

You may not know this, but Sony have signed an exclusive agreement with Konami to prevent *Pro Evolution* from being released in Europe. But never mind, 'cause with a Freeloader and *Winning Eleven 6* you've effectively got *Pro Evo 2* on your 'Cube! In celebration of this one in the eye for Sony, Miles' challenge is a free kick shoot from level 3 of the Training mode.



MILES' BEST

1283 POINTS

IMPORT CHALLENGE TWO

MR DRILLER

DIG DUG

As a delirious fan of the Dreamcast version, Gary was more than happy to reacquaint himself with his block-shaped addiction, better known as a round of *Mr Driller*. Take on the Gary by choosing the World Drill Tour and completing the first 500 metres with as good a score as you can manage. You beat his score, you break his heart – the choice is yours. But we're sure he'll forgive you. He's nice like that.

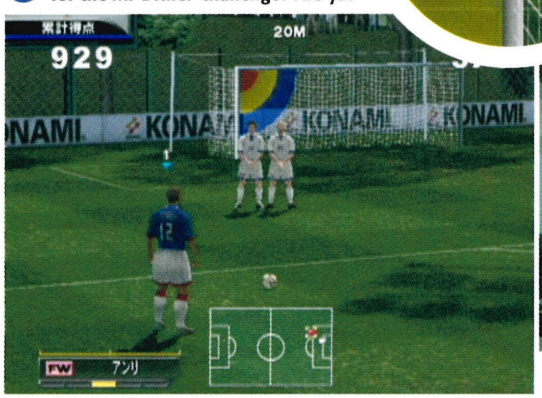


GARY'S SCORE

290450 POINTS



Can you dig it? Are you good enough for the *Mr Driller* challenge? Are ya?





Complete *Metroid* as fast as possible and whup Byron's gaming ass...

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 on 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 email are NOT acceptable, as they can be doctored in any bog-standard paint program. People who 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:

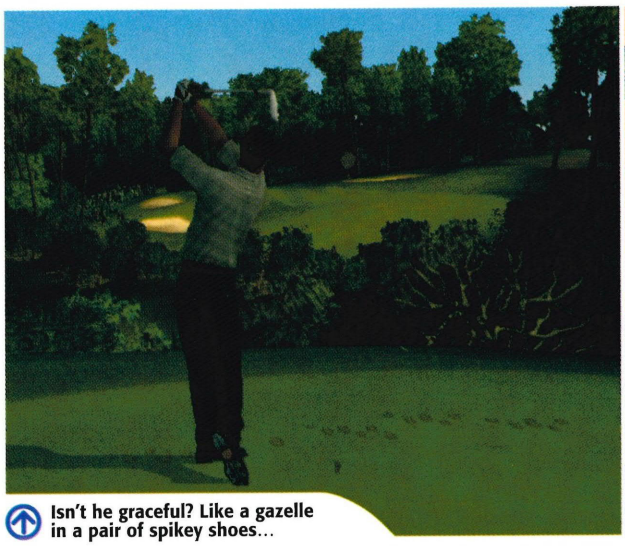
I'VE BEATEN THE TEAM!
CUBE MAGAZINE
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET
BH1 2JS

THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS **7 APRIL '03** SO YOU'D BETTER SHAKE A LEG...

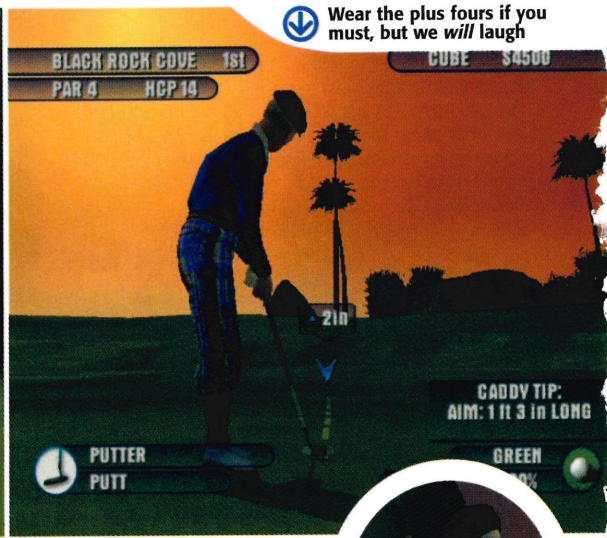
CUBE
ISSUE SEVENTEEN

CHEATING MONKEYS

This month the Cheating Monkeys get to grips with golf, pedal some filth (arf) and make dying hard seem easy



Isn't he graceful? Like a gazelle in a pair of spikey shoes...

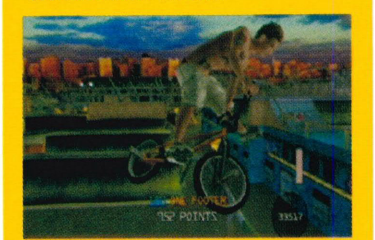


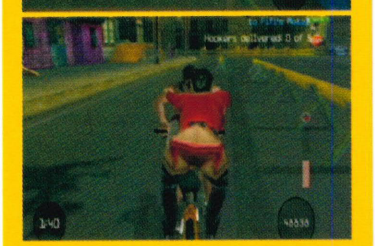
Wear the plus fours if you must, but we *will* laugh

BMX XXX

The solitary redeeming feature of this game comes from this one code:

ALL FMV SEQUENCES
CHAMPAGNE ROOM



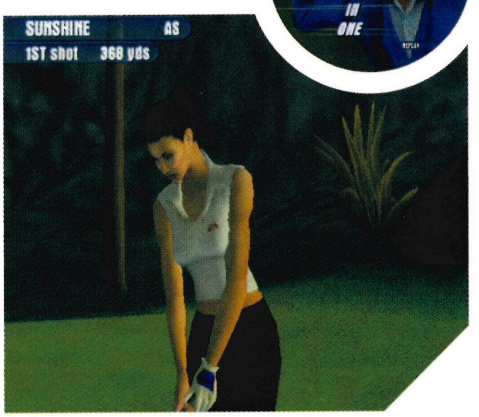


TIGER WOODS PGA TOUR 2003

Until *Mario Golf* comes along this will do very nicely indeed. Here's a range of cheats, unlocking all the golfers and all the courses...

To unlock the following go to the cheat code screen and enter the codes as listed:

UNLOCK	ENTER
Justin Leonard	JUSTINTIME
Brad Faxon	XON
Dominic Donatello	GODFATHER
Stuart Appleby	ORANGES
Mark O'Meara	TB
Josey Scott	SUPERSTAR
Hamish	MCRUFF
Mark Calcavecchia	CALCULATE
Cedric Andrews	IAM#1
Melvin Tanagawa	YOYOYO
Notah Begay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Val Summers	VALENTINE
Stewart Cink	SINK
Kelly Newman	COWGIRL
Takeharu Moto	2TON
Ty Tryon	TYNO
Vijay Singh	VJSING
Super Tiger	SUNDAY
All courses	14 Courses





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Look at you waving your gun around. Bruce Willis, are you? Oh, you are...



DIE HARD: VENDETTA

In *Die Hard: Vendetta* John McClane didn't so much have a bad day, more a frustrating experience of FPS puzzling. Anyway here are the cheats:

INFINITE HERO TIME

At the main menu, press B, X, Y, Z, L, R.

INVINCIBILITY

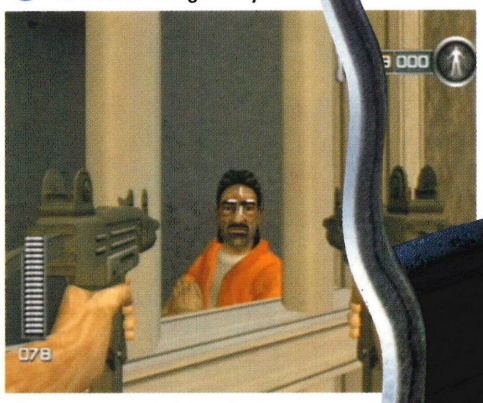
At the main menu, press L, R, L, R, L, R, L, R, L.

UNLOCK ALL LEVELS

To skip the bull and go into any stage, press X, Y, Z, Z, X, Y, Z, Z on the main menu.



What a lovely evening – ideal for a bit of two-gun mayhem



He's got a mullet – that's asking for it, really

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 email to cube@paragon.co.uk



Too busy for every character? Tough...



RACK 'EM UP

Dear Cheating Monkeys,

I just can't unlock the Expert mode for *Monkey Bowling 2* in *Super Monkey Ball 2*. Whatever I do, no matter how many times I play, I just can't get 120 points on Advanced. All I need to have a perfect game save is this! Have you got any tips? Thanks a lot!

B. Seker, Turkey

The monkeys say...

"Monkey Bowling is all about your own skill and timing, so pretty much the only advice we can give you is to use the best character for the job, ie Gongon. Although by using the largest of the monkeys you won't be able to get the required curve on some of the more tricky lanes, he's still the most likely to knock down the pins."

PARTY POOPER

Dear Cheating Monkeys,

I have just purchased *Mario Party 4*. But I really don't have time to play with every single character. Are there any unlockables to make this easier for me?

Lee S, via TGN

The monkeys say...

"Umm... No."

RED, RED WHINE...

Dear Cheating Monkeys

I'm having some trouble with *Blood Omen II*. Basically, I keep getting stuck or killed – maybe I'm just crap. Could you give me any cheats to help slake my thirst for claret?

The Grim Weeper, via Hell

The Monkeys say...

"Easy. To begin the game with both the Soul Reaver and Iron Armour go to the main menu and enter the following: Z, R, L, B, X, Y. You will hear a voice if you entered the code correctly."

A BRIEF HISTORY OF TIME WASTING

Dear Cheating Monkeys,

Regarding the question of time, is it true that if time travel was possible then we'd already know about it because it would have already happened?

S. Hawking, Cambridge

The Monkeys say...

"No."



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**

MORTAL KOMBAT: DA

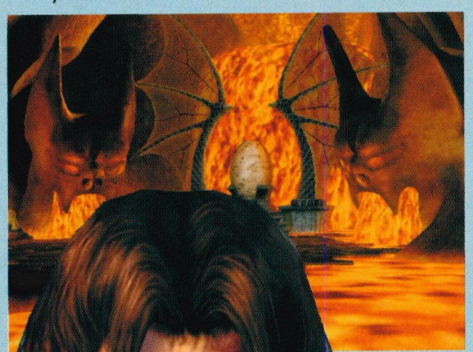
SECRETS FROM THE KRYPT

ISSUE SEVENTEEN

It's the best game in the *Mortal Kombat* series, and now you can discover even more of *Deadly Alliance*'s secrets with our comprehensive guide to the sinister Krypt...

THE KRYPT

There are a total of 676 Koffins to open and inside each you can find Koins, Kostumes, Videos and Artwork plus a number of Secret Characters and Arenas. Lots of it's pretty dull, but using our guide will help you find all the really cool stuff.





Now you can play as all the secret characters. Nice

SECRET CHARACTERS

Once unlocked, these characters will become playable in all the game modes

Koffin	Character	Kost
CN	Cyrax	3,003 Platinum Koins
IV	Frost	208 Ruby Koins
KI	Kitana	2,931 Sapphire Koins
LL	Reptile	3,822 Gold Koins
MW	Hsu Hao	3,317 Jade Koins
SA	Jax Briggs	3,780 Ruby Koins
TI	Nitara	4,200 Gold Koins
UR	Drahmin	6,500 Sapphire Koins
XG	Raiden	3,116 Jade Koins



You'll need to earn plenty of Koins to unlock every character

Once you've earned enough to unlock them, the characters stay playable



HINTS

Koffin	Hint	Kost
AF	RO:Rip Off!!!	313 Platinum Koins
AN	PD: Pay Day!!!	52 Gold Koins
BR	FK: Fly Killer	451 Onyx Koins
CG	JT: Johnny's Tapes	75 Sapphire Koins
DQ	SF: Smelly Feet	656 Platinum Koins
DY	SS: Sword Sale	94 Gold Koins
EX	ST: Sarna Test	243 Onyx Koins
FW	UH: Unleash Hell	666 Ruby Koins
IH	IV: Icy Vixen	567 Jade Koins
IL	DK: Dressed To Kill	207 Gold Koins
IO	PH: Phat!	244 Onyx Koins
IW	CN: Cyber Ninja	198 Platinum Koins
KP	MW: Mongol Warrior	276 Ruby Koins
LZ	FL: First Look	511 Onyx Koins
NR	BT: Blood Thirsty?	425 Sapphire Koins
OZ	IS: Ice Sword	243 Platinum Koins
PI	HP: Haunted Place	638 Jade Koins
QG	LL: Lurking Lizard	251 Ruby Koins
RA	XG: Ex-God	268 Gold Koins
TK	RD: Red Dragon	94 Sapphire Koins
UE	WT: Winged Transport	210 Gold Koins
XK	DS: Death Ship	37 Jade Koins
XM	SA: Steel Arms	254 Sapphire Koins
ZO	LO: Log On	466 Jade Koins
ZX	BD: Black Dragon	178 Ruby Koins

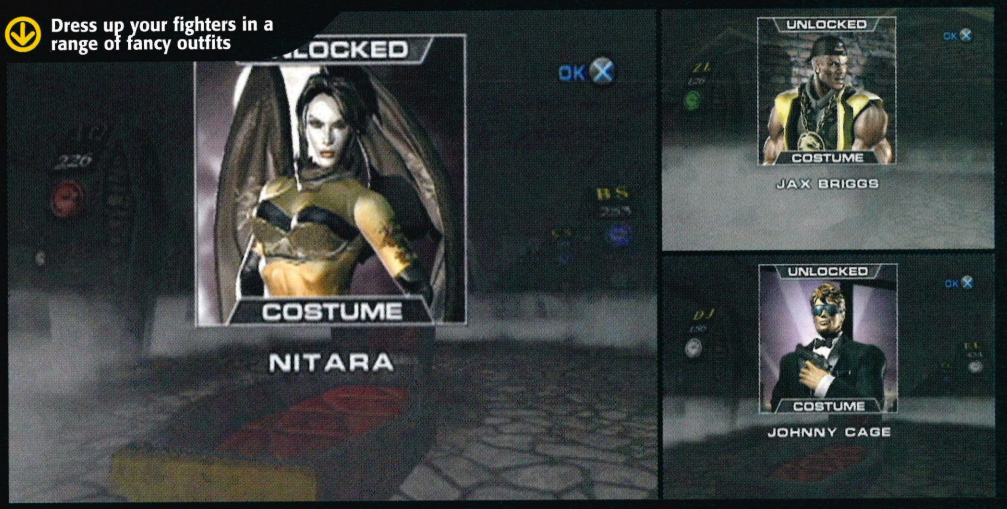
EMPTY

Some Koffins are completely empty. These are the ones to avoid!

Koffin	Kost
DV	257 Ruby Koins
DZ	258 Onyx Koins
FU	20 Onyx Koins
JZ	25 Jade Koins
KW	257 Sapphire Koins
LX	147 Platinum Koins
MJ	268 Onyx Koins
ND	212 Sapphire Koins
OK	326 Jade Koins
OS	166 Onyx Koins
PV	206 Sapphire Koins
QE	346 Gold Koins
QJ	49 Ruby Koins
RX	105 Sapphire Koins
SP	63 Gold Koins
UU	1214 Jade Koins
WM	36 Ruby Koins
XN	27 Gold Koins
YY	85 Ruby Koins
ZA	63 Onyx Koins
ZN	145 Sapphire Koins

THE KEY TO KRACKING MORTAL KOMBAT

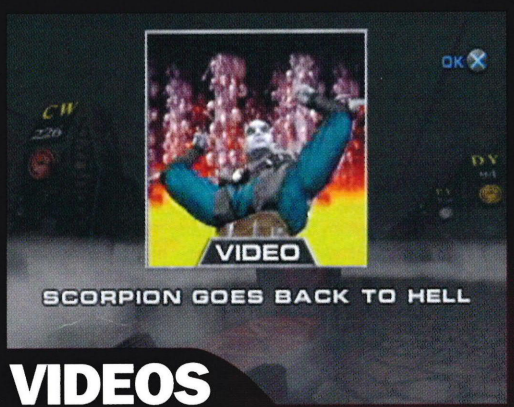
Dress up your fighters in a range of fancy outfits



KOSTUMES

Once unlocked, these extra Kostumes can be used by pressing the AR button to select the character

Koffin	Character	Kost
AA	Quan Chi	1,556 Gold Koins
AR	Nitara	2,206 Jade Koins
BD	Kano	1,520 Sapphire Koins
BQ	Kitana	1,327 Gold Koins
DK	Johnny Cage	1,460 Ruby Koins
JR	Raiden	1,685 Ruby Koins
KX	Li Mei	1,406 Sapphire Koins
ML	Shang Tsung	1,170 Gold Koins
PH	Bo' Rai Cho	1,200 Onyx Koins
QX	Hsu Hao	1,518 Jade Koins
RD	Mavado	1,455 Jade Koins
SH	Sonya Blade	1,834 Ruby Koins
SW	Drahmin	1,152 Jade Koins
UB	Frost	1,261 Gold Koins
UH	Scorpion	1,660 Jade Koins
XO	Reptile	1,736 Sapphire Koins
YA	SubZero	1,999 Sapphire Koins
YJ	Kung Lao	1,208 Ruby Koins
YM	Kenshi	1,435 Platimum Koins
ZM	Jax Briggs	1,410 Ruby Koins
ZW	Cyrax	1,485 Sapphire Koins



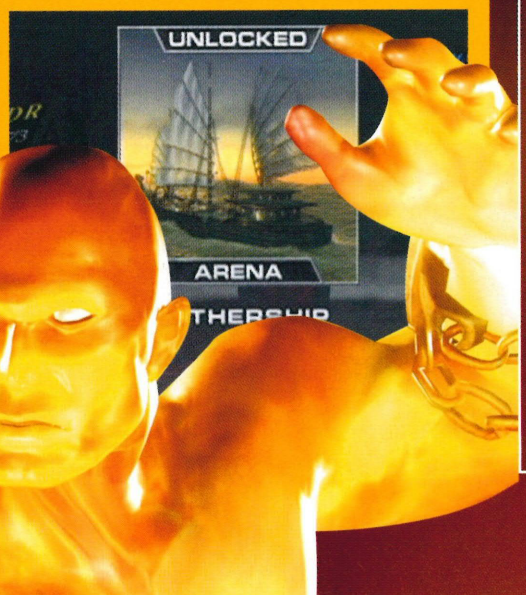
VIDEOS

Koffin	Video	Kost
AV	Senate Of The Elder Gods Test	497 Ruby Koins
CX	Scorpion Goes Back to Hell	203 Gold Koins
DL	Scorpion Cloth Test	230 Platinum Koins
DW	Cave Arena Concept	157 Ruby Koins
FL	Early MK:DA Promo	264 Sapphire Koins
HT	Ice Palace Test	462 Jade Koins
IY	MK Gold Endings	281 Onyx Koins
KC	Dragonfly Test	292 Gold Koins
LK	Wu Shi Academy Test	268 Onyx Koins
OY	Blade Arena Test	218 Sapphire Koins
QD	MK4 Arena Concept	268 Sapphire Koins
RF	Swamp Bird Test	135 Jade Koins
ST	Sarna Ruins Test	153 Jade Koins
UI	Cooking With Scorpion	270 Platinum Koins
XW	Baraka's Demise	96 Ruby Koins
ZG	Facial Animation Test	201 Onyx Koins

SECRET ARENAS

Once unlocked, these arenas will become available to choose in two-player Vs matches

Koffin	Arena	Kost
DS	Nethership	1,472 Ruby Koins
HP	House Of Pekara	2,093 Onyx Koins
II	Lava Shrine	1,843 Gold Koins
KR	Palace Grounds	4,222 Sapphire Koins
PW	Sarna Ruins	2,006 Sapphire Koins
WT	Dragonfly	1,400 Jade Koins
ZD	Moloch's Lair	98 Ruby Koins



KOINS

Koffin	Koins	Kost
AJ	38 Gold Koins	26 Jade Koins
AO	57 Sapphire Koins	105 Onyx Koins
AW	88 Ruby Koins	76 Gold Koins
BF	120 Jade Koins	263 Platinum Koins
CH	92 Sapphire Koins	48 Jade Koins
CL	492 Onyx Koins	332 Gold Koins
CS	143 Ruby Koins	89 Sapphire Koins
CV	71 Jade Koins	121 Sapphire Koins
DA	18 Sapphire Koins	72 Ruby Koins
DJ	98 Ruby Koins	186 Platinum Koins
DN	18 Jade Koins	234 Sapphire Koins
DO	221 Onyx Koins	39 Gold Koins
DX	579 Ruby Koins	292 Jade Koins
ED	949 Platinum Koins	633 Platinum Koins
FN	1,800 Jade Koins	93 Jade Koins
FV	243 Platinum Koins	83 Platinum Koins
HX	38 Jade Koins	238 Onyx Koins
IN	57 Gold Koins	37 Sapphire Koins
IR	91 Sapphire Koins	55 Jade Koins
JE	59 Ruby Koins	82 Platinum Koins
JJ	772 Sapphire Koins	402 Gold Koins
JL	92 Gold Koins	168 Onyx Koins
KN	15 Gold Koins	7 Sapphire Koins
KS	216 Jade Koins	503 Platinum Koins
KU	322 Platinum Koins	219 Jade Koins
MF	102 Onyx Koins	58 Jade Koins
MQ	412 Jade Koins	278 Gold Koins
NG	252 Platinum Koins	63 Sapphire Koins
NK	116 Onyx Koins	77 Jade Koins
OM	177 Jade Koins	88 Ruby Koins
OP	125 Gold Koins	24 Jade Koins
OT	222 Onyx Koins	47 Onyx Koins
OX	352 Gold Koins	352 Ruby Koins
PB	6 Platinum Koins	12 Gold Koins
PD	1,056 Platinum Koins	451 Ruby Koins
PK	475 Platinum Koins	157 Platinum Koins
PO	108 Gold Koins	71 Ruby Koins
PR	25 Sapphire Koins	11 Platinum Koins
PU	267 Onyx Koins	175 Ruby Koins
QH	638 Onyx Koins	342 Jade Koins
QN	147 Gold Koins	96 Gold Koins
RI	28 Jade Koins	61 Onyx Koins
RL	159 Onyx Koins	5 Ruby Koins
RN	208 Gold Koins	203 Platinum Koins
RO	1 Shiny Ruby Koin!	27 Gold Koins
RT	258 Platinum Koins	374 Gold Koins
RZ	473 Gold Koins	317 Sapphire Koins
SG	97 Platinum Koins	94 Ruby Koins
SV	36 Sapphire Koins	145 Ruby Koins
TD	172 Platinum Koins	118 Ruby Koins
TU	98 Onyx Koins	197 Gold Koins
TW	180 Gold Koins	129 Ruby Koins
UC	320 Onyx Koins	3 Sapphire Koins
UG	67 Platinum Koins	245 Onyx Koins
UK	45 Platinum Koins	35 Onyx Koins
UM	50 Gold Koins	33 Platinum Koins
US	32 Sapphire Koins	72 Platinum Koins
UV	520 Sapphire Koins	256 Jade Koins
UZ	107 Ruby Koins	78 Onyx Koins
WH	18 Ruby Koins	24 Platinum Koins
WJ	248 Sapphire Koins	165 Gold Koins
WL	44 Jade Koins	22 Gold Koins
WQ	78 Onyx Koins	151 Sapphire Koins
WS	165 Platinum Koins	44 Onyx Koins
WV	97 Jade Koins	424 Jade Koins
XE	294 Onyx Koins	147 Onyx Koins
XL	3 Ruby Koins	843 Onyx Koins
YF	64 Platinum Koins	16 Platinum Koins
YH	82 Sapphire Koins	78 Jade Koins
YN	26 Gold Koins	61 Ruby Koins
YT	227 Sapphire Koins	384 Sapphire Koins
YX	242 Ruby Koins	83 Gold Koins
ZK	164 sapphire Koins	216 Ruby Koins
ZR	600 Gold Koins	244 Sapphire Koins
ZV	116 Ruby Koins	182 Onyx Koins
ZZ	355 Ruby Koins	254 Gold Koins

RESIDENT EVIL 0

Having trouble getting around the Spencer mansion? Don't worry. We're here to help...

THE TRAIN

The story of the T-virus outbreak begins here, before the events in Racoon City's mansion. Will Rebecca survive and can the escaped convict be trusted..?

THE NIGHTMARE BEGINS

Head through the door to the west. On the other side, kill the Zombie behind you and run past it, into the next door. Take the Train Key from the corpse at the end of the corridor and watch the cut-scene where Rebecca meets Billy. When it's over, you'll be attacked by a pair of Dogs. Kill them and take the Handgun Ammo from Edward's body. Examine the writing on the Key you picked up, identifying it as the Dining Car Key.

Head back through the corridor to Room 202 (the door nearest the one you entered by) for a Passenger's Diary, some Handgun Ammo and an Ink Ribbon. Go back to the corridor and into Room 201, next door, to find another Ink Ribbon, a Green Herb, the Investigation Orders and a Typewriter. Save your game, then leave the room and enter the door to the east, back the way you came. Run past or kill the trio of Zombies, before heading up the stairs to find a second Green Herb. Go back down now and into the cabin to the east.

Watch the cut-scene and run through the door to the east, before you're attacked by Zombies. Take the Notice To Supervisors in the corner, then head up the stairs and a little further into the room to see a cut-scene. Leg it back to the stairs (don't try and fight) and Billy will save the day. You'll receive Player's Manual 2 when the cut-scene ends – read it, then swap most of your ammo over to Billy. Use the ladder at the end of the room to get up to the roof, making sure Billy stays behind. Head along the top of the Train and examine the sparking wires to reconnect the power.

WARNING

Make sure you've moved most of Rebecca's ammo to Billy, before using her to connect the wires.

A SHORT, SHARP SHOCK

Rebecca will be trapped now, but don't worry too much about it. Take the Green Herb and Handgun Ammo on the counter, followed by the Train Key on the shelf by the door. Examine its tag to find that it's the Conductor's Key, then put it in the Service Lift and send it on its way. Switch characters to Billy and head downstairs, into the door with the green light above it. Take the Conductor's Key from the Service Lift around the corner, then move back towards the front of the Train, avoiding as many Zombies as possible. Enter the Conductor's Room at the end of the winding cabin, then take the Train Map, Red Herb and Green Herb inside. Get the Briefcase from the cupboard in the corner and search the floor for a Note From Conductor. Flick the switch by the door to make a ladder appear, then climb it.

Watch the cut-scene as you move around the bar, then head into the next room. Grab the Ice Pick on the trolley and go into Room 101, along the corridor. Take the Handgun Ammo, Ink Ribbon, Shotgun Ammo, First-Aid Spray and Hunting Gun in here, exchanging your items so you're carrying as much ammo and health as you can. That's because, when you head back into the room with the bar, you'll have to fight the Scorpion.

AFTERMATH

Take the Briefcase and Ice Pick if you left them behind and dump the Hunting Gun – it's served its purpose. Grab the Panel Opener at the far end of the Scorpion's room, then head all the way back to the first floor kitchen, past (or even through) any Zombies you didn't kill before. Send the Ice Pick up via the Service Lift, then switch characters and pick it up with Rebecca. Use the Pick on the door, then head through it and downstairs to join up with Billy. Switch back to him now and get Rebecca to follow you, before switching her to 'Attack' mode and making sure your ammo is split between you.

Use your Panel Opener on the floor panel in the corner, then go through the crawlspace and blast the Dogs that attack. Take the Gas Tank, First Aid Spray and Shotgun Ammo next to you, then the Gold Ring inside the Dogs' cage. Go back to the kitchen now and blast the Zombie that jumps out of the fridge. Combine your Gas Tank with the Empty Bottles inside to create some Molotov Cocktails.

Go through the door at the back of the train now, to find a Hookshot locked to the wall. Stand one of your characters in front of it, then split up the group and move the other to the lever in the far corner of the platform. Pull it, then switch characters to get the Hookshot and the Hookshot Operator's Manual.

GRAPPLING WITH THE PROBLEM

Run back towards the front of the train now, stopping in the carriage with the stairs leading to the second floor. Kill the Zombies that re-appear inside, then give the Briefcase and Gold Ring to Billy, before combining the two. Give Billy the Hookshot as well, then use it on the open window, next to the stairs. Head along the roof and drop into the hole you come to, killing the Zombie inside. Take the Knife on the floor and the Jewelry Box from the cupboard behind the Zombie. Open it to find the Silver Ring, then combine it with your Briefcase. Open the case to get the Blue Keycard and leave the room through the door.

WARNING

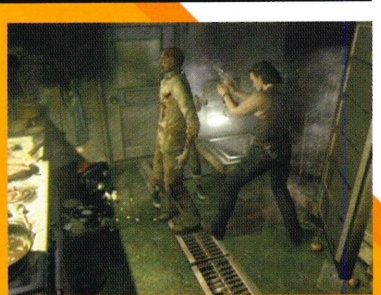
Make sure your characters have touched all the items you want to take with you when you leave the train. Anything you can't carry can be found after it stops, but only if it appears as an icon on your map.

Watch the cut-scene, then leg it through the Leech-infested corridor and down the stairs. Collect Rebecca at the bottom and switch most of your ammo over to Billy. Take control of Billy and lead Rebecca to the very front of the train, using the Keycard on the Card Reader to get past the locked door. Watch a series of cut-scenes as you make your way to the cab and read the Brake Operation Manual when you reach it. Choose Rebecca to stay behind and take the Magnetic Card in front of you when the game restarts. Grab both sets of Handgun Ammo (one's hidden under a cabinet behind Rebecca), then start making your way to the rear of the train – be quick, as you only have three and a half minutes to stop it!

Run past the Zombies in the first area, then shoot the Zombie in the winding corridor until it falls to the ground. In the

INFORMATION

RESIDENT EVIL ZERO	
PUBLISHER:	CAPCOM
DEVELOPER:	CAPCOM
GENRE:	SURVIVAL HORROR
PRICE:	£44.99
PLAYERS:	1



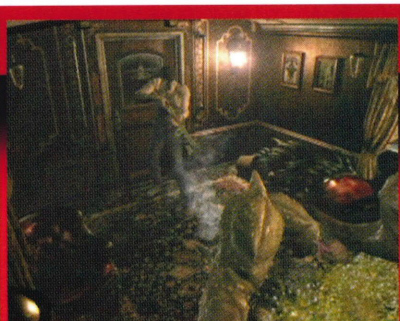
Keep picking up ammo so you can blast those pesky zombies

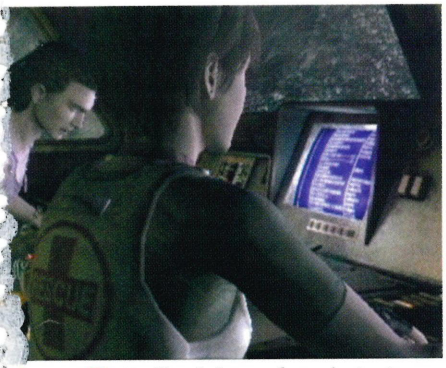
BOSS: SCORPION

The Scorpion may look nasty but you can beat it without getting hit if you know what you're doing. Turn around and run to the back of the carriage as the fight begins, then equip your Hunting Gun and turn back to face the Boss. Point the Gun downwards and wait for it to appear – shoot it in the face when it moves its claws from in front of it.

Reload via the status screen or the Scorpion may catch you unawares. Stay where you are and keep firing single shots into the Boss's face until it dies. You may run out of ammo part way through, but don't worry – you can finish it off with the Handgun.







You'll only have a few minutes to stop the train, so think fast

next cabin, you'll have no choice but to blast your way through – this takes plenty of ammo, but there's no way around it. Shoot a former member of S.T.A.R.S. in the next area and keep moving until you reach the back of the train. Once you're outside, use the Magnetic Card on the panel to the left of the door and solve the Brake Puzzle within the time limit. If you make it in time, you'll have finished this part of the game. There's much more to come though and it only gets harder...

MIRROR IMAGE

You may notice that our puzzle boxouts look a bit odd – that's because we've reversed the text. This is done so as not to ruin the puzzles for people who want to solve them on their own. To unscramble the text, simply hold a mirror up to the magazine.

PUZZLE

BRAKE PUZZLE

When both characters are in position and the Magnetic Card's been used, you'll have to enter a series of numbers on the keypad to use the brakes. The idea is to input ten single-digit numbers that add up to the total shown on the display. The codes change each time, but are all chosen from the following list:

TOTAL	METHOD
36:	Press 9, then hit 3 nine times.
42:	Press 6, then hit 4 nine times.
53:	Press 8, then hit 5 nine times.
67:	Press 4, then hit 7 nine times.
81:	Press 9, then hit 8 nine times.

When the code at the back of the train has been entered, the same must be done for the front. The only difference is that your current total isn't displayed, but this shouldn't make it too much harder.



TRAINING FACILITY

Dazed but otherwise okay, Rebecca and Billy find that they're not the only ones who survived the crash...

OUT OF THE FRYING PAN...

Kill the group of Zombies when the cut-scene ends, after backing off to the left-hand side of the room. That done, grab as many items from the floor as you can – everything left behind on the Train can be found here, as long as your characters touched it at some point. Have Rebecca mix the herbs together and open the door to the south. Head through the sewer, then climb the ladder at the end. After the cut-scene, take the Ink Ribbons and Handgun Ammo next to the Typewriter, then mix the Red and Green Herbs on the floor before saving your game.

WARNING

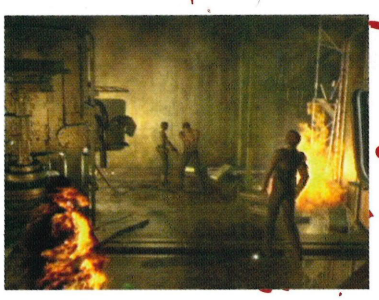
Make sure you have four free items slots when going through the door to the east – just take a Pistol and Ammo with you.

Take just one of your characters up the stairs and into the door to the west. Take the Notice To All Staff sitting on the table, read it and move next to the dresser with the Crank Handle inside. As soon as you take it, a horde of Ravens will swarm into the room. Leg it back to the door and run though before you get hit. Stay on your own (preferably using Billy) and head back downstairs, into the door to the east. Run to the southwest corner of the room and lure the Zombies towards you, before taking the some Handgun Ammo to the east. Head around the table now, using it to block the Zombies and go into the northwest door.

THIS IS MY BOOMSTICK!

Go through the eastern door and kill the pair of Zombies inside the room. You'll find a Black Statue here, as well as a Gas Tank and the Shotgun. Head back to the central room now, to meet up with your partner. Take them with you and place the Black Statue on the scales at the top of the stairs. That done, open the nearby door.

Take the Regulations For Trainees from one of the desks, then the Ink Ribbons and Shotgun Ammo on the east side of the room. Go through the southwest door, blasting a pair of Zombies just around the corner. Go into the first door you come to and take the Training Facility Map from the table. Pick up the Ink Ribbons and Microfilm A here as well, before attaching the Crank Handle to the crank in the southeast corner of the room. Give the Shotgun to Rebecca now and have her stand on the nearby lift. Use the completed crank with Billy to send her to the floor above.



WARNING

Rebecca will be attacked as soon as she reaches the third floor – make sure she has the Shotgun ready and loaded. Be sure to take a Pistol with you as well.

CREEPY AND CRAWLY

Move forward a step, then unload a pair of shells into the Insectoid's face. That done, run to Rebecca's left to find and kill another. Take the Handgun Ammo next to it and enter the only available door. Shoot the Ravens with your Handgun, then quickly grab the Red and Green Herbs before more birds turn up. Open the door in the northeast corner, and once inside, head straight down the stairs. Unlock the door at end of the corridor now, before going through.

Switch control to Billy and take him back to meet Rebecca – there may be a Zombie or two along the way, but nothing you can't handle. Give the Shotgun to Billy and save your game, before going back up the stairs and into the door to the east. Go in through the door in the corridor for a tough but necessary fight – a couple of Insectoids lurk inside. Hit them with the Shotgun, while standing by the door. When they're dead, loot the room to find some Shotgun Ammo, the Grenade Launcher and a White Statue. Heal Rebecca to 100% and make sure Billy's carrying both the Shotgun and the Grenade Launcher before going upstairs.

Have Billy use the chain-winding machine on the near wall, then send Rebecca into the pit on the opposite side of the room. Taking Facility Key under the cage causes the Centipede to attack.

FLAME ON

Examine the Key you found to identify it as the Fire Key. That done, head back to the central room and place the White Statue on the scales, at the top of the stairs. Make sure you have the Gas Tank with you and go down to the first floor, through the door to the east. You won't be able to escape the Zombies, so kill any blocking your way to the eastern door, which unlocks with the Fire Key. Take the Lighter Fluid inside and use it on Billy's Lighter. That done, combine the Empty Bottles with your Gas Tank to create some Molotov Cocktails.

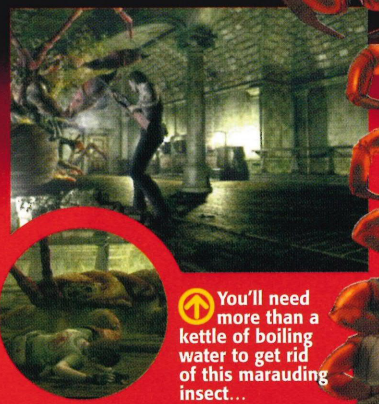
Dodge the remaining Zombies by running the long way around the table, back to the central room. Head into the door behind the scales at the top of the stairs, then through the door at the end of the corridor to the west. Have one of your team climb over the table and take the Shotgun Ammo, Handgun Ammo and Assistant Director's Diary, before flicking the glowing switch in the corner. Switch characters and push the table towards your team-mate. Change characters again and push the table to the left until it's under the moose head – climb onto it to get the Iron Needle.

Go back to the corridor now and into the next door along. Light the candle next to the locked door, then go through and blast a pair of Zombies into oblivion. Take the Grenades on the shelf and have Billy climb onto the concrete platform at the bottom of the screen. Push the bookcase that's sticking out, over to the left, taking the Book Of Good hidden behind it. Examine the Book to get the Angel Wings, before heading back to the central room. Take the White Statue from the scales and combine it with the Angel Wings to form the Statue Of Good. Put it back on the scales before saving your game.

BOSS: CENTIPEDE

Rebecca is being hurt by the Centipede during the fight – if you take too long over it, she could die before you rescue her. It's important not to get too close to the Boss here, or you'll be hurt by its flailing mandibles. You'll take even more damage if it manages to charge you, but it shouldn't be too hard to avoid as it follows a set route.

Don't waste ammo trying to shoot the Centipede's back – it's heavily armoured and you won't cause any damage. Instead, wait for it to rear up and hit its underbelly with a couple of well-placed grenades. When you run out, switch to the Shotgun and continue the fight as before. It shouldn't be long before the Boss collapses and Rebecca is saved.



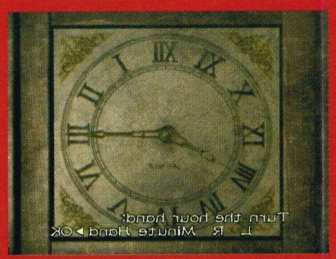
You'll need more than a kettle of boiling water to get rid of this marauding insect...

TIME TO EXPLORE

Make sure you have the Iron Needle with you, then head back up to the third floor via the eastern corridor. Run past the birds and over to the room with the hand-cranked lift. Solve the Clock Puzzle to unlock a pair of doors, then go all the way back to the central room. Enter the southern door on the east wall of the second floor and take the Verse Of Poetry, Microfilm B and Shotgun Shells inside. Check the map for their locations first, as the room is home to a number of Zombies. It's best to go around the south side of the table, as it's not quite as well defended. Try and lure any remaining zombies into one of the corners, before running past them and out of the door.

CLOCK PUZZLE

Use the Iron Needle on the clock and check your 'Notice To All Staff' file for the time you need to set it to. It should be 8:15, but read the file anyway, just in case. Move the hands on the clock to the correct time and the puzzle is complete – easy!



WARNING

Bring both Microfilms along for this section – you don't want to make two trips here unless you really have to.

RETURN OF THE LEECH

Head into the first floor's western door, then into the first door you see. Quickly take the Empty Bottles and Gas Tank (turning them into Molotov Cocktails), as well as a Green Herb, before running back out of the door. You'll need to be fast, as a Leech Zombie starts building itself up by the door, shortly after you enter. If you're too slow, it could be difficult to get past.



Carry on down the corridor now and into the room at the end. There are a couple of regular Zombies in here, so kill them from a distance with your Handgun. Replenish your Handgun Ammo, then slot the Microfilms into the projector in the middle of the room. Take the MO Disk and Microfilm Image, before heading back to the Training Facility's central room, past a second Leech Zombie along the way. Go up to the northern room on the second floor now and insert the MO Disk into the podium. Solve the Desk Puzzle, then save your game with the Typewriter in the corner.

DESK PUZZLE

When you use the MO Disk on the podium, you'll be given one of three passcodes – 2D, 47 or 0A. These correspond to the desks in the room, as seen on your Microfilm Image. Split Billy and Rebecca up and stand them by the corresponding desk panels. Use A to activate them both – three sets of doors will open if you choose correctly.



CHECKMATE

Go through the door that opened to the northwest and kill the pair of Zombies in the corridor, using your Handgun. Enter the door at the end of the corridor and take down another pair of Zombies inside. In here you'll find two Blue Herbs, a First-Aid Spray, the First Investigation Unit Notes and a Green Chemical, which Rebecca should add to her Mixing Set. Head back down the corridor now and go in through the double doors, half way along. Take the Handgun Ammo inside, as well as some Napalm Grenades and Ink Ribbons. Once you have everything, it's time to solve the Chess Puzzle.

CHESS PUZZLE

The idea behind this is simple enough, but in practice it's trickier than it looks. Examine the chess game being played on the desk – this is what you have to replicate on the board in the middle of the room. However, if you touch any piece other than the White King you'll set off a poison gas trap. For this reason, it's better that your partner waits outside the room, so only one of you is affected should things go wrong. Move the White King as shown on the diagram and the chessboard on the desk will move to one side.



Take Marcus' Diary 1 and the Book Of Evil from the desk, then open the Book to find the Black Wing. Head back to the central room now, taking the Black Statue from the scales at the top of the stairs. Combine the Wing with the Statue to get the Statue Of Evil, then place it back on the scales. A door will open behind the portrait downstairs, leading into a new area – save your game before venturing inside.



FACILITY BASEMENT

A new section begins with a new type of enemy – you'd better have some Blue Herbs to hand...

EIGHT-LEGGED FREAKS

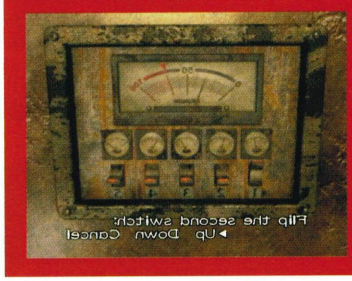
It's best to enter this section one at a time, rather than as a team. Dodge the spiders and open the door at the end of the corridor, ignoring the one half way down. When both Billy and Rebecca are safe, take the Blue and Green Herbs, Ink Ribbons, Correctional Institute Inmates List and the Training Facility Basement Map.

WARNING

Give Rebecca the Shotgun and Grenade Launcher if you're carrying them – Billy won't need them but they'll be useful later on. Also, don't leave anything here, as the room won't be safe for long.

POWER PUZZLE

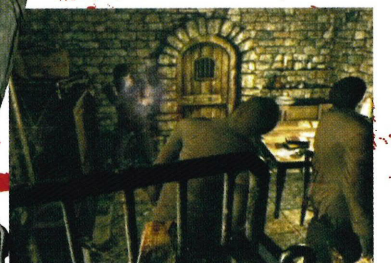
The 'About The Power Regulator' document gives you a clue – the number of volts needs to be set to 70 for power to be restored. Flipping each of the switches up or down adds or subtracts different amounts of power from the system. To save time, the switch combination you're looking for is Up, Up, Down, Up, Up.



Head into the next room and give Rebecca a boost into the vent in the northeast corner. Take the About The Power Regulator document on the far side, then solve the Power Puzzle by using the panel in another corner of the room. Once power's been restored, a number of cut-scenes will play – Rebecca's in trouble again!

ANOTHER RESCUE

Enter the previous room, but run straight through it to the opposite door, dodging the Monkey that's appeared inside. Run past the Spiders in the corridor again and into the first door you see. Kill the Zombies inside (one of which is lying on the floor), then take the Gas Tank, Handgun Ammo and Shotgun Shells. Head back upstairs now, running the gauntlet with the Spiders, before dumping any items you don't need. Go through the dining room on the east side of the first floor, then into the door to the north, weaving your way through the pack of Zombies. Around to the northwest you'll find two Green Herbs, as well as a Blue and a Red Herb. Leave them for the moment (Billy can't combine them) and go down the stairs to the north.



There's all sorts of unpleasantness lurking in the basement

You'll come out onto level B2, not far from Rebecca. Hit Z as soon as you regain control and memorise the route you need to take in order to get to her. Dodge the Monkeys on your way there and watch a series of cut-scenes, including a couple about Billy's past. When they end, grab the Ink Ribbons and save your game, before equipping someone with the Shotgun. Go through the door and hang back in your alcove, blasting the Monkeys with the Shotgun as they appear. They shouldn't be able to get around the corner without getting hit, so you should come out of the battle unscathed.

TOGETHER AGAIN

Take the Handgun Bullets on the floor, then solve the Animal Puzzle in the main section of the room. A corridor will now open up, so follow it to the end and kill the pair of Zombies in the area you come to. Grab the Management Trainee's Diary from the table and leave the way you came. Go in through the other door in the corridor and take the Empty Bottles and Unity Tablet you find inside. If you have your Gas Tank handy, combine it with the Bottles for some Molotov Cocktails.

ANIMAL PUZZLE

Each of the animal statues in the middle of the room has an inscription – the idea is to use Billy to light the statues in turn, from weakest to strongest. Be sure to read the inscriptions first, as they give clues as to the correct order. Of course, you could just light them as follows, to save working it out yourself:

Deer, Wolf, Horse, Tiger, Snake, Eagle.



IN DEEP

Go through the door to the northwest to find another Spider-infested corridor. Go through one at a time, as you did before, and open the first door you see. When both characters are safely inside, equip one of them with the Shotgun and head forward to confront the pair of Insectoids. They won't move until you push past them or start to attack, so position yourself as far away as you can, while still being able to see them, before opening fire. Three or four shots should see them off – take the Locker Key from behind them once they're dead.

Run through the corridor to the next area, then head up the stairs to find some Handgun, Shotgun and Magnum Ammo. Use the Key you picked up to open the locker and take the Duralumin Case inside. Examine it and you'll see the number '385' is engraved into one of the corners. Take a closer look at the combination lock and enter '385' to receive the Handgun Parts. Combine these with either Handgun to create the Custom Handgun, which is better at decapitating Zombies.

WARNING

Give Billy the Grenade Launcher or, failing that, the Shotgun. One or two healing items would also be handy, but make sure he has two inventory slots free.

THE MAZE

Send Billy downstairs and into the northwest room. That done, switch back to Rebecca and press the left button on the control panel. Get Billy to take the Acid Grenades when the gates drop and load them into your Grenade Launcher. Move to the west side of the room now and have Rebecca hit the left button again. Make sure Billy's at full health, then press the button around the corner and get ready to fight!

A pair of Hunters will be released from their cages – stay put and blast them with the Grenade Launcher as they charge towards you. Try to be as accurate as you can, as Acid Grenades are hard to come by. Stand your ground and don't be afraid to close in when both of them are writhing on the floor – if you give them space to attack, you'll regret it. A couple of shots each should be enough to kill them. When they're dead, take the Facility Key from the pen in front of you. Examine it to discover it's the Water Key, then grab Rebecca and head all the way back up to the Training Facility. Make sure not to leave anything behind, as you won't be coming here again.

TRAINING FACILITY EAST WING

Having found the Water Key, our heroes head back to the Training Facility – there's a part of it they still need to explore.

WARNING

While you've been gone, Monkeys have moved into the mansion – avoid exploring rooms you've already visited, or you could get a nasty surprise.

BLOODSUCKERS

Take as many of the Herbs here as you can carry, then head to the lobby in the middle of the building. Dodge or kill the Zombies on the way there and take this opportunity to dump everything except the Shotgun, Custom Handgun, their Ammo and the Water Key. Head up to the second floor now and go through the northern door, on the east wall. Open the first door you come to, then go through the blue door at the back of the room. Enter the room immediately to your right and leave one of your characters just inside the door. Turn left just inside and grab the Vise Handle from the counter, before running from the Leech Zombie. Pick up your friend next to the door and escape back to the corridor.

You'll soon discover that 'escape' is a relative term, though – there's a second Leech Zombie around the corner, so enter the room part way along the corridor, before it can attack. This room really is safe, so take a moment out from running for your life and have Billy play the piano. Get Rebecca to go through the gap that opens in the wall for some Magnum Ammo, Empty Bottles and a Battery. The door will close when the Battery's taken, but Billy can soon get it open again by playing the piano.

A NASTY SURPRISE

Dodge the Leech Zombie in the corridor as you head to the right, then open the door in front of you. Enter the room to the north with whoever has the Custom Handgun and kill the Zombies inside. Bring your partner in now and have Billy use the Vise Handle on the middle clamp, in the corner of the room. Take the Obedience Tablet, then grab the Shotgun Ammo from one of the shelves. Back in the corridor, go into the western door and take the Red and Green Herbs, First-Aid Spray, Handgun Ammo and Empty Bottles inside.

WARNING

The corridor may have been empty when you left it, but a Leech Zombie has moved in since then. Run past it, trying to keep damage to a minimum rather than avoid it altogether.

Head back to the central room, dodging the Leech Zombies on the way. Heal yourself up, then leave the building via the front door, taking the Battery with you. Place it in the hole in the wall (to the right of the doors), then examine it to activate the lift. Climb over the crate with Billy and push it up against the pillar, near the doors. Climb onto the crate to get the Discipline Tablet, before going back inside and saving your game.

WARNING

Fill your entire inventory with supplies, as well as all three Tablets – you'll be needing them shortly.



Don't forget to carry the right weapons for the job. You don't want to get caught out



Mind how you go, we've what goes on up at the old Spencer place

MOVING ON

Head into the eastern corridor on the second floor now and climb the stairs. A group of Insectoids will try and attack, so run through the door to the north before they can get to you. Take the Handgun Ammo by the door, then climb down the ladder to the central platform. Put the Tablets into their slots at the base of the telescope and watch the resulting cut-scenes, changing discs when the game tells you to.

Your next task is to move all the items you've left in the Training Facility into this room. Dump everything except the Shotgun, then go back the way you came. You'll come out on a small path behind the Facility and home to a pair of Monkeys. Blast them with the Shotgun, pick up the Green Herbs and unlock the door to get back inside the main building. Take as many items as you can and leave them in the observatory – if you have too many, you may need to make several trips and drop some of your equipment on the bridge, in the next area.



THE LABORATORY

Billy and Rebecca might be working together, but they won't see much of each other here.

WARNING

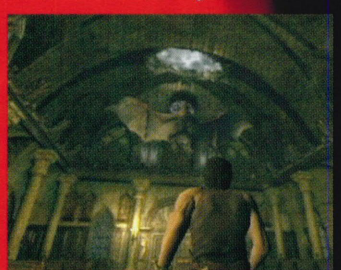
Equip Billy with the Grenade Launcher loaded with Napalm Grenades, as well as the Shotgun, its Ammo and a decent healing item.

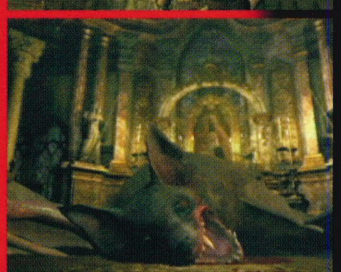
A RELIGIOUS EXPERIENCE

Send Rebecca into the building to the east and stand on the tile in the top-left of your screen. Switch characters and enter the Church, leaving Rebecca on the tile. Send Billy into the room to the east and take the Shotgun Ammo and Napalm Grenades, before saving your game with the Ink Ribbons. When you go back to the Church itself, you'll have to face the Gaitn Bat. When it's dead, leave the Church and have Billy pick up the Hookshot, before going back inside.

BOSS: GIANT BAT

This thing is nasty – equip the Grenade Launcher and run through the Church, to the double doors. Stand with your back to them, aim upwards and only fire when the Giant Bat swoops towards you. It attacks with its bite and also picks up Billy, dropping him next to the altar. When you've hit the Boss a couple of times, smaller Bats appear and start dive-bombing you. Don't try to kill them directly, as there are too many and they'll just keep on coming. Instead, switch to the Shotgun and continue to attack the Boss. Some of the smaller Bats should be caught in the blast, making your life a little easier. You can now attack from further away, as you're less likely to miss with the Shotgun. If you run low on Health or Ammo, leave the Church, stock up and go back in to continue the fight.





Flying mice they may be, but this one isn't so cute

Use the Hookshot just inside the door, to get up to the roof. Climb down the ladder at the end, then flick the switch on the wall and take the Red Herb, before going through the gate. Have Rebecca join you, then get ready to enter the Lab itself.

WARNING

Make sure you're carrying the following: The Hookshot, Shotgun, Custom Handgun (as well as Ammo for each), Magnum Ammo and the Molotov Cocktails.

INTO THE LAB

Use the lift to the west of the Church then go in through the door at the end of the corridor. Take Marcus' Diary 2, then use the nearby Ink Ribbons to save your game. Make sure Rebecca has the Custom Handgun, its Ammo, the Shotgun and Hookshot before moving her to the southeast corner of the room and Billy back into the corridor. Use the Hookshot with Rebecca to get into the hole in the ceiling, then dump it in favour of the Gas Tank. Head around the central shelves and take the Empty Bottles before the Leech Zombie finishes transforming. Create some Molotov Cocktails and lob them at the Zombie. Now take the Leech Capsule from the machine behind it.

Grab the Laboratory Manager's Diary now, as well as the Lab Map on the wall by the door. Head into the room to the west and blast the Zombie to the right before it can get up. Take the Leech Growth Records from the table, then grab the Red Chemical from the cylinder in the corner and mix it with the Green Chemical to form the Stripping Agent. Combine this with the Leech Capsule to get the Bl. Leech Charm.

A MINIATURE LIFT

Take the Shotgun Ammo on the nearby shelf, then get Rebecca to open the door to the west. Waste the trio of Zombies around the corner and send the Custom Handgun down in the lift next to the door. Have Billy re-enter the room with the Typewriter and grab the Custom Handgun from the lift before the Zombie attacks. Kill it, then send up the Shotgun Ammo, before receiving the Handgun Ammo and Bl. Leech Charm in return. Move Billy back to the corridor now, making sure he has the Molotov Cocktails before switching back to Rebecca. Have her take the Investigator's Report and First-Aid Spray, before moving back to the first floor corridor, pressing the button at the end.

Switch back to Billy and equip the Molotovs if you haven't done so already. Use them to kill the Leech Zombie then go through the corridor behind it, ignoring the Red and Green Herbs. Use the Bl. Leech Charm on the door to the west and go inside. Take the Handgun Bullets, Input Reg. Coil and Old Photograph in here, then watch the cut-scene. Go through the door to the south and kill the Zombies, before searching the back of the room for the Gr. Leech Charm. Head back to the room with the Typewriter now and send the Charm up in the lift.

HUNTED

Collect the Gr. Leech Charm with Rebecca, then use it on the door to the south. Blast the Zombie crawling along the ground in front of you, then shoot the one to the right, poking out of one of the containers. Take the two sets of Handgun Ammo and the Sterilizing Agent at the end of the room, before leaving and sending the Ammo up in the lift. Take Rebecca back to the room with the gas chamber and use the Sterilizing Agent on the console beside the window. Kill the Zombie inside then quickly move in and turn around because another will attack from behind.

WARNING

Give Rebecca a healing item for this section or make sure she's at full health before you start.

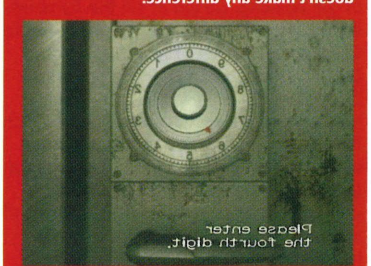
Take the Breeding Rm. Key from the chamber and use it to open the door at the east end of the corridor. Equip the Shotgun, then start moving through the room. A pair of Hunters attack as you round the corner, so make sure you're prepared. When they're dead, take the B.O.W. Report from the floor and the Dial from one of the cages. Send the Dial down in the lift, before switching back to Billy.

A SHORT REUNION

Take the Dial from the lift, then head into the corridor and slot it into the unopened door. Solve the Dial Puzzle, then enter the room and watch the cut-scene. Pull the lever on the south wall, then take the Output Reg. Coil next to the cable car. Switch over to Rebecca and take the Hookshot from wherever you left it, using the map to help you find it. Now go into the room to the north of the corridor and climb down the ladder to meet Billy.

DIAL PUZZLE

The clue to solving this can be found in the Leech Growth Records document. The idea is to count the leeches mentioned in the text and turn the dial to the appropriate numbers. If you don't want to work it out for yourself, the code is '4863'. Also, don't worry about which way to turn the dial, as it doesn't make any difference.



Yet another brainteaser for you – are you up to it?

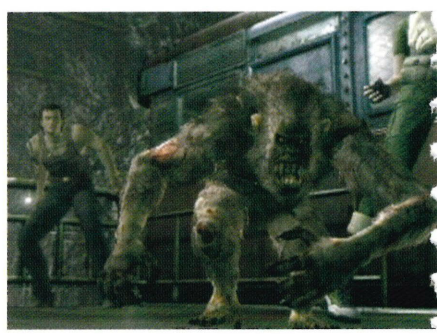
Get Rebecca to use the Hookshot on the hole in the ceiling, in the northeast corner, then dump it – you won't be needing it any more, ever. Take the Shotgun Shells on the ground, then unlock the door and bring Billy up from downstairs. Make some Molotov Cocktails from the Empty Bottles and Gas Tank up here, then place the Output and Input Reg. Coils in their slots, in the office. That done, it's time to move back through the lab and up to the Church, after dropping everything apart from your Custom Handgun and Ammo. Bring as many items with you as you can and leave them on floor B2, near the cable car. Be careful when outside the Church though, as a number of Zombies will have appeared.

WARNING

Make sure Rebecca's carrying the Molotov Cocktails, Custom Handgun, its Ammo and the Magnum Ammo. Load Billy up with the Grenade Launcher and any remaining Grenades as well as the Shotgun and its Ammo.

TAKEN FOR A RIDE

Save your game, then try to enter the cable car. When the cut-scenes end, equip Rebecca with the Molotovs and burn the Leech Zombie to death. That done, climb the ladder and grab the Output Reg. Coil from the floor of the office, in the middle of a group of Leeches. Place it back in its slot, then run before you get attacked. Dump as much as you can in the cable car, taking as many items with you as you can. Prise the Magnum from the corpse's grip, before using the control panel next to it to move to the next area.



We don't know what they've been doing in the lab but it doesn't look good



After years stuck in *Super Monkey Ball*, some monkeys lose the plot...

THE FACTORY

Rebecca's made it out of the lab, but have we seen the last of Billy?

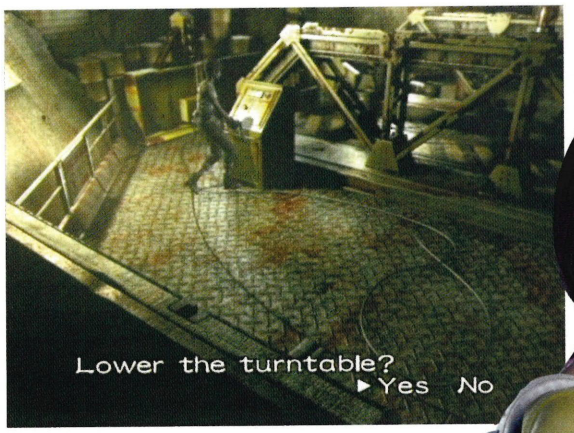
A FAMILIAR FACE

Take the Green Herbs outside the cable car, then climb the stairs and open the door to the south. Move onto the small lift to the left, press A to go down and grab the Factory Key at the end of this section. Examine it to identify it as the Up Key, then take a look at the monitor, on the wall. A pair of Hunters have appeared back the way you came, but you should make run for it, rather than stand and fight. Take the lift back up, then go through the door to the south. Take the Handgun Ammo, Shotgun Ammo, Grenades and Factory Map in here (or just touch them, to mark them for later), before using the nearby Ink Ribbons to save your game.

Use the Up Key on the panel between the Map and Handgun Ammo, then take the First-Aid Spray from the cabinet, next to the door. It's well hidden, and only a small section of the cabinet will respond when you press A – if you're in slightly the wrong place, it'll claim that it's empty. Leave the room and head onto the turntable that's appeared, making sure you have an item slot free before you do so. Use the panel in the northeast corner of the turntable to get it to move.



You'll need to use the elevator to get around the various levels



WARNING

Don't leave anything behind on the turntable or in the area with the Elevator Key – it'll be lost forever!

When the turntable stops, head to the west to see a cut-scene. Take the Elevator Key, then head east and use the Key on the panel next to the elevator. Watch the cut-scene, then equip your Magnum and get ready to fight the Tyrant.

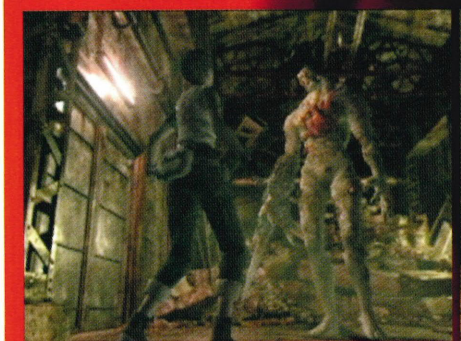
ELEVATOR ACTION

Use the elevator and select 'Lv1' from the panel inside. This takes you all the way back to where the train crashed, at the start of the Training Facility. Use this opportunity to grab any items left here earlier on, then use the elevator again and select 'Lv2'. This takes you to floor B1 of the Factory – kill the Hunter with a well-placed Magnum round, before taking the Magnum Ammo, Handgun Ammo and the Red and Green Herbs. Take as many items from this floor as you can and ferry them across to the elevator, dumping them inside. When you're ready, hit 'Lv4' on the panel to enter the Treatment Plant.



BOSS: TYRANT

This Boss looks extremely nasty, but isn't so hard if you know what you're doing. Move away from it, then wait for it to crouch – this means it's about to attack. As soon as the Tyrant moves into this position, dodge to the right, making sure you have space to do so. It's important to move to the right (or an anti-clockwise direction around the arena), as the Boss' claw shouldn't be able to reach you. The Tyrant will pause after its attack, giving you time to shoot it from behind. Do so, then get ready to dodge again. Continue this process until it's defeated.







That Tyrant's a nasty piece of work and no mistake

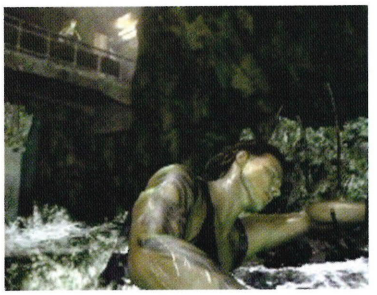
TREATMENT PLANT

This is it – the final area. Which means there'll be something big and nasty around here somewhere...

POWER UP

Watch the cut-scene when leaving the elevator, then cross the bridge and take the Gas Tank, Handgun Ammo and Ink Ribbons, before saving your game. Solve the Power Grid Puzzle using the nearby panel and use the lift in the southeast corner of the room. Use the Custom Handgun to blast the Zombies in this area, then combine the Empty Bottles here with the Gas Tank, to replenish your Molotov Cocktails. Combine the Red and Green Herbs, then go through the door next to them.

You'll come across a Leech Zombie in the corridor, so arm your Molotovs and lob some in its general direction. When it's dead, go through the door at the end of the corridor and shoot the Zombie inside. Take the Empty Bottles and make some more Molotov Cocktails, before heading downstairs. Grab and combine the Red and Green Herbs in here, before opening the door to the next area.



Swim, Billy! Swim like a pilchard! No, wait, make that a shark...

ZOMBIE SWARM

Take the Shotgun Ammo if you have space, before heading through the southern door and down the stairs. After meeting up with Billy (hooray!), head back up and split up your team. That done, send Billy into the pit and move Rebecca up the stairs, to the control panel. Solve the Crate Puzzle, then cross the bridge of crates and pick up the Handle.

Head back to the corridor on floor B6 and kill the trio of Zombies that have appeared. Use the Handle on the door half way along, then send someone in armed with the Custom Handgun. Kill the horde of Zombies living inside (six in total, including one on the floor), before bringing in your partner. Take the Handgun Ammo in the southeast corner and climb the ladder to the northwest. Kill the Zombie here, then have Rebecca mix the pair of Green Herbs, put the Red Chemical in her Mixing Set and take the Investigator's Report 2.

WARNING

Make sure to have the Magnum, Shotgun and Custom Handgun handy for this next section. Some healing items would be handy, too.

A LESS FRIENDLY REUNION

Climb back down the ladder and equip the Magnum before opening the door to the east. Blast the Hunters in the corridor, then enter the room at the end. Search it to find Red and Green Herbs, Handgun Bullets, Napalm Grenades, Ink Ribbons, a First-Aid Spray and the 'About Battery Fluid' document. Save your game and go through the door to the south to find that the room's covered in Leeches. Head straight through it, then over the bridge until you come to a room with three Zombies on the far side. Blast them with the Custom Handgun, before taking the Shotgun Ammo and Treatment Plant Manager's Diary.

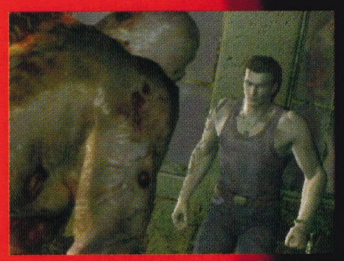
WARNING

Equip Billy with the Shotgun, Magnum, their Ammo and a strong healing item.

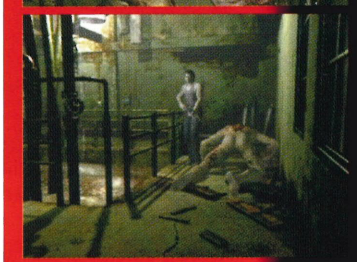
Send Billy down in the lift, then around to the south end of the room he comes to. The Tyrant will re-appear and you'll have to fight it again. When it collapses, press the button at the far end of the room to make a ladder fall from the ceiling. Climb it to find the Motherboard lying on the ground, then go back down and take the lift up to Rebecca. Place the Motherboard in the console in the northwest corner, then send Rebecca across in the gondola.

BOSS: TYRANT 2

If you've been sensible with your Magnum Ammo, this should be easy. Equip it and open fire – each shot has a chance of stunning the Tyrant, giving you time to back off a little. Wait for it to recover, then hit it again. When it's time to reload, make sure to do it on the Status screen so the Boss doesn't have time to attack. You'll probably run out of Ammo part way through the fight, so switch over to the Shotgun. This won't do as much damage, but it's the next best option and you should have a nice, big store of Ammo for it. The only thing to be wary of is getting boxed into the dead end behind you – keep stunning the Tyrant to stop this from happening.



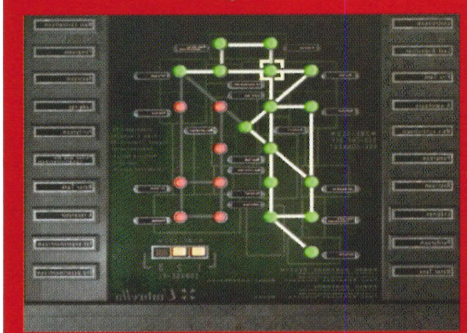


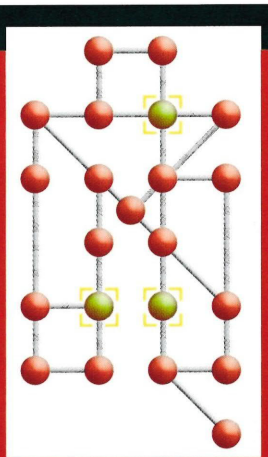


Some fiendish undead monsters just can't take a hint

POWER GRID PUZZLE

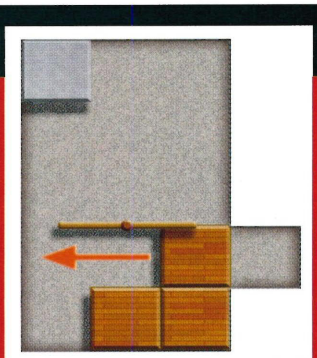
To solve this puzzle, you'll need to select just three points on the grid to receive power. Points up to two spaces away from these will be powered up as well, and every light must be changed to green in order to continue. Select the points shown in the diagram to restore the power and move on with the game.



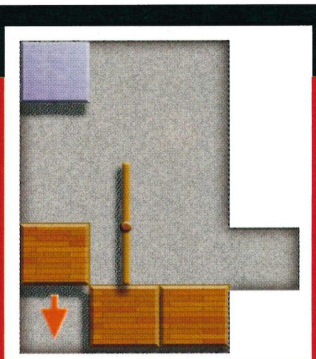


CRATE PUZZLE

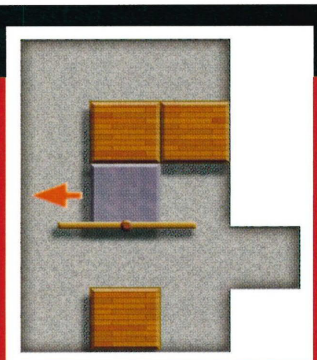
This puzzle can be time consuming and is harder than it looks. You need to move the wooden crates to the south end of the pit, while leaving the metal one in the area to the north.



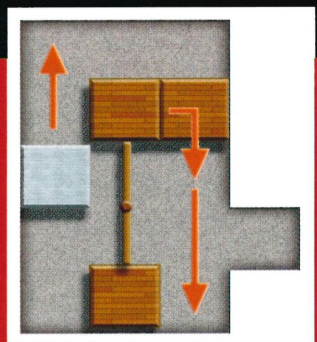
Start by pushing the metal crate to the right, then get out of the way as Rebecca turns the railing to the right.



Push the metal crate into the top right corner and push both wooden crates down to the bottom of the area, along the left wall, before turning the railing to the left.



Push the only movable wooden crate to the right, then stand on it and turn the railing left again.



Move the last wooden crate against the bottom wall and climb out of the pit before Rebecca fills it with water.



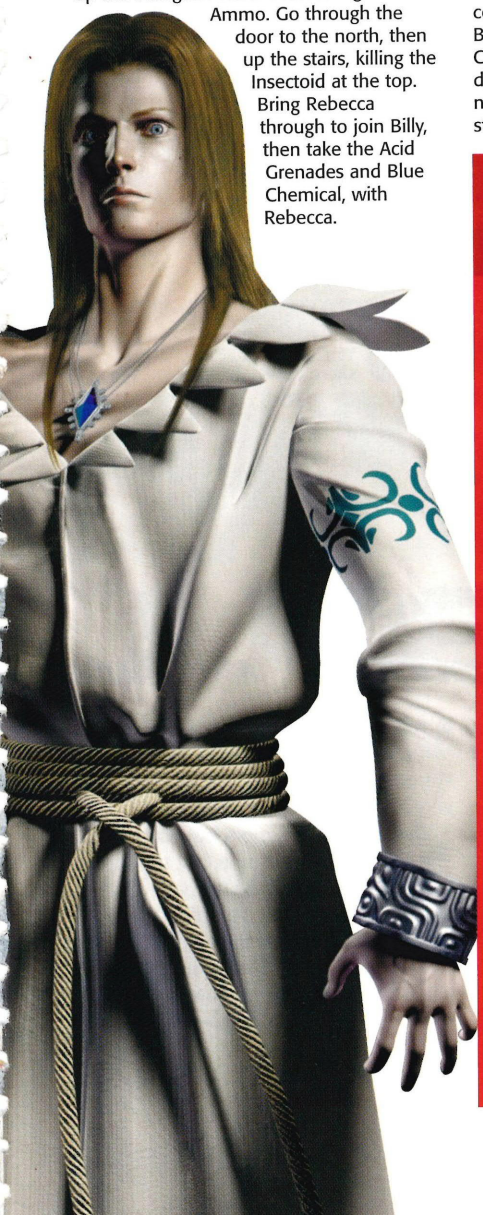
Blast the Insectoid that gets in your way – he's no use to you anyway



A bit of rudimentary chemistry should help you out

DAMN THAT DAM

Grab the Acid Grenades by the broken stairs, then use the lever on the panel in the middle of the room. Watch the cut-scene before switching to Billy and taking the lift down to floor B9. Take note of the Green Herbs, then cross the dam, dodging and running from the Frog on your way. Back inside, kill the Zombies before picking up the Shotgun Ammo and Handgun Ammo. Go through the door to the north, then up the stairs, killing the Insectoid at the top. Bring Rebecca through to join Billy, then take the Acid Grenades and Blue Chemical, with Rebecca.



BACK AND FORTH

Combining the Red and Blue Chemicals results in the Sulfuric Acid appearing in Rebecca's Mixing Set. Have her grab the Industrial Water now, combining it with the Sulfuric Acid to make Battery Fluid. Send both characters downstairs and take the Empty Battery from the shelf. Before you can do anything else, a pair of Insectoids attack. Blast them with the Shotgun, then combine the Battery Fluid with the Empty Battery to make a Hi-Power Battery. Climb the stairs now and go through the door to the north, then another one to the north after that. Head up another flight of stairs to find yourself back in the Crate Puzzle room. In the next room to the north, you'll find the forklift you passed earlier. Use the Hi-Power Battery on it, then have one of your team climb onto the nearby crate. Activate the forklift with your other character and take the Keycard from the ledge. That done, head all the way back to the Typewriter on floor B6 and save your game with the Ink Ribbons there. Depending on which way you go, some Zombies may have re-appeared – take them out with the Custom Handgun.

When you've saved, head down to the locked door on floor B9. Open it by using the Keycard on the reader next to it, then take the Magnum Ammo from the corridor ahead. Equip your most powerful weapons and set both characters to Attack mode – you'll have to face Doctor Marcus on the other side of the door.

BOSS: DOCTOR MARCUS

Run to the southeast corner of the room, where you'll find a box of Magnum Ammo sitting on the floor. If you go for it straight away, both characters should dodge the Doctor's initial attack. Now pummel Marcus with everything you've got! If you can get behind him, all the better – shots from here are more likely to stun him, leaving him unable to attack. A good place to do this is by the doors to the south – it's fairly open here and just to the west of the Ammo you picked up. Try and make sure the Boss's attention is centred on Billy – he has more health than Rebecca. Fire everything you've got at this powerful enemy and it should go down before either character's health gets too low.



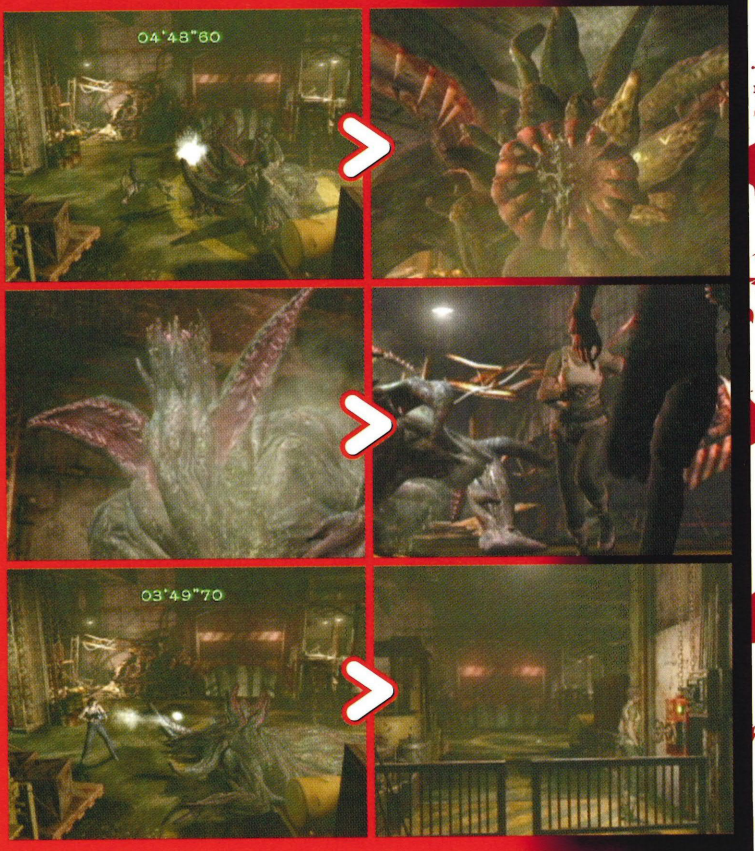


ENDGAME

Dump the Custom Handgun and its Ammo – you won't be needing them any more. That done, take the Shaft Keys from the floor, giving one to each character. Have the person with the gold Key stand in front of the podium to the left of the southern door, while the other moves to the right. Use both Keys, then take the Red and Green Herbs, Grenades, Shotgun Ammo and First-Aid Sprays on the other side of the door. Save your game using the Typewriter and Ink Ribbons, before giving Billy two of your weapons, leaving Rebecca with only one. That done, head onto the lift and use the panel to get it moving. At the top, you'll have to fight the Queen Leech – good luck!

BOSS: QUEEN LEECH

The final Boss is fought in two stages, the first being a straightforward battle. Fire everything you've got at the Queen, starting with your Magnum rounds. Dump it when it's out of ammo, then move onto the Shotgun and Grenade Launcher. Try and do as much damage as you can, as quickly as you can – the fight is timed and you only have five minutes until the building self-destructs. If you can, try and position your characters a good distance from each other, on either side of the Boss. If the Queen recovers long enough to get an attack in, it won't be able to damage both your characters. When you've done enough damage, a cut-scene begins and you'll be given the Gate Operation Manual. Switch all your weapons over to Billy and leave Rebecca to release the locking mechanisms. Have Billy blast the Queen a few times with the Grenade Launcher and try to lure it away from Rebecca to the room's northeast corner. It's important that Rebecca avoids damage, as getting hit interrupts her work, wasting valuable time. Keep a steady pressure on the Boss with Billy, while trying to conserve ammo – this fight could take some time and you'll need to make it last. Also, be sure to keep an eye on your characters' health levels – you might not be able to control Rebecca, but you can still get her to heal her through the Status screen. Protect your friend until she releases the fourth lock and the credits will roll – congratulations on completing Resident Evil Zero!



WELCOME TO ADVANCE...

We've bigged up Advance this month to take a look at how linking your 'Cube and GBA can broaden the experience of many games. We weren't able to prise Gary off *Puzzle Fighter* however, no matter what we tried!



ADVANCE

Only the best GBA games reviewed – hey, it's been a bad month okay...

The latest Shining title







SHINING SOUL

CUBE INFORMATION

PUBLISHER:	SEGA
DEVELOPER:	IN-HOUSE
GENRE:	RPG
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- FOUR PLAYER LINK-UP
- CUSTOMISE YOUR CHARACTER
- TEAM UP TO DEFEAT BOSSES
- PREQUEL TO SHINING FORCE

LONG-TIME SEGA fans will be eager to get hold of the latest *Shining* game, but we may as well say it now – you're in for a bit of disappointment. The game plays a little like *Phantasy Star Online*, but without the online bit, obviously. You and up to three other players can join up to hack and slash your way across several lands, defeating monsters and collecting items along the way. There are a few nice touches, such as the way you can walk through enemies, thus avoiding the typical scenario where you find yourself cornered by a slew of bad guys, and the interface is simple and intuitive to use.

For fans of the past games though, there isn't much on offer here. The bosses have all been seen before, and the simplicity of the game (just one button for attacking with your weapon, although you can use magic and summons later on) leaves a lot to be desired. Hook up a few more GBAs and things do get a lot more interesting as different players can choose from the four character classes to mix and match the way the game plays. For instance, Wizards healing Warriors and so forth. Like we said, it's very *Phantasy Star Online*.

The visuals are simple but colourful and the animation is fine, but the music leaves a lot to be desired. The loops usually last for about 10 seconds and they sound like something you'd expect to hear from the original Game Boy.

Past *Shining*games before and they've mostly been excellent. This, unfortunately, is the black sheep of the family.

CUBE RATING 6.5



You won? Laugh like a goon, then. Go on, mock, the loser





Strangest ever mix of genres? Perhaps. But it's still great

SUPER PUZZLE FIGHTER II TURBO

Into puzzle games and fighters? You'll want this, then

CUBE INFORMATION

PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
GENRE:	PUZZLER
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- FIGHT AS STREET FIGHTER CHARACTERS
- UNLOCK SECRET COSTUMES
- TWO PEOPLE CAN PLAY ON ONE GBA
- GREAT FOR TETRIS FANS!

ORIGINALLY RELEASED ON the PlayStation in 1997, *Puzzle Fighter* quickly gained a cult following. You see, although it looks like any other *Puyo-Puyo* clone, it does have some elements of originality to it.

The aim is to build blocks of coloured gems and then destroy them using an 'attack gem'. These are small round blocks of varying size which, when when they come into contact with a group of blocks of the same colour, cause them to all disappear from your side of the screen.

Having some degree of control over when your blocks disappear makes for some devastating combo opportunities which cause the other player's screen to fill up with junk blocks that take five turns to become useful. This is where the game's playability comes from – the scope to become a master of *Super Puzzle Fighter II Turbo* is huge.

For *Street Fighter* fans the character graphics, sound and overall presentation will be enough. When you string together combos your character will perform little Dragon Punches, laugh, cry and jeer at your opponent. Even the scores are tallied up *Street Fighter II*-style. The inclusion of *Darkstalkers* characters just makes the package even sweeter for Capcom aficionados.

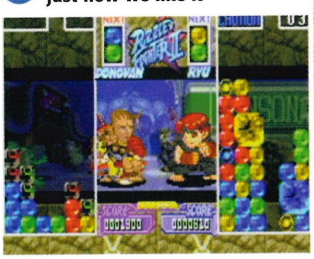
The other great thing about this game is that two players can go head-to-head with just the one GBA. One using R, B and A to play, the other using L and the D-pad.

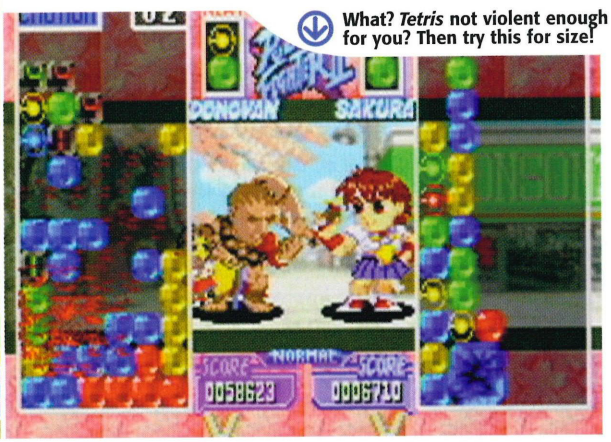
All in all a fantastic package for any gamer and should be snapped up immediately.

CUBE RATING 9.0



Addictive and colourful – just how we like it





What? *Tetris* not violent enough for you? Then try this for size!



COSTUME PARTY

DRESS ME UP

There's a great little mode in *Super Puzzle Fighter II Turbo* that lets you unlock a load of goodies, such as extra costumes for your fighters and music/art galleries. You do this by competing against the computer in a series of games, and the difficulty level is extremely tough to say the least. If you go through enough fights you'll be able to unlock secret characters, such as Dan.

"THE SCOPE FOR BECOMING A MASTER AT SUPER PUZZLE FIGHTER II TURBO IS HUGE"

Put the world to rights with another CUBE explanation

WHEN NINTENDO FIRST started talking about the GameCube, the GBA link-up facility was going to be big, and the potential it holds is enormous. But very few developers have bothered to take advantage of it... until now, that is. With Nintendo setting the example, publishers are slowly adding their ten cents' worth. It makes sense. After all, if you want people to buy a GameCube update you really have to offer something above and beyond an improved frame rate. When games do support the link-up option, they generally provide it in two ways:

- **Link your GameCube to a GBA without the need for the GBA game.** This generally allows you to download mini-games to your GBA. The code for the mini-game is on the GC disc, so no GBA cart is needed.
- **Link your GameCube to a GBA with the relevant GBA game inserted.** With both versions of the game linked up there are more possibilities. The games can exchange data and extra levels can be opened up in the GBA version of the game.

With that in mind, here are some examples of what can be done...



YOU WHAT?!

THIS MONTH... GBA TO GC LINK-UP

Rayman 3 uses the full power of the GC/GBA's link-up capabilities





RAYMAN 3

THE FRENCH CONNECTION

Out of all the games that currently support the link-up feature, Ubi Soft's platform adventure *Rayman 3* is probably the best example of the possibilities of getting linked up. In fact, so impressed have Nintendo been with Ubi Soft's efforts on *Rayman* that they've taken up the cause themselves in an effort to promote the new features – something the GameCube is unique in being able to offer.

Without a GBA version of the game, one player can lay down a track in a *Tetris*-style while the other player races along it on the GameCube version. With two pads and two GBAS you can both lay down tracks and race at the same time. As you can imagine, it gets very competitive.

With both versions of the game linked up you can unlock 11 new levels in the GBA version with a Final Challenge level opening up once you complete the GameCube version. For *Rayman* fans, it's a dream come true and just goes to show what's possible when a little thought is given to the concept.

METROID PRIME

OOH! SUITS YOU, MADAM!

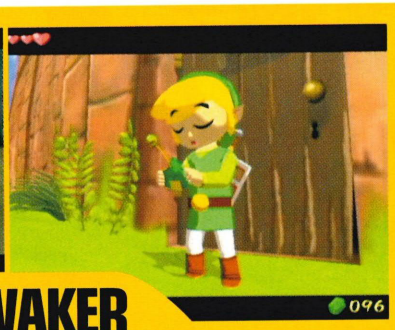
Let's face it – if you have a GBA and a GC you're definitely going to have both *Metroid Fusion* and *Metroid Prime*, and you'll almost certainly want to finish them. With this in mind, Nintendo has only included link-up options that require both games. Finish *Fusion* and you can unlock the Fusion suit for use in *Prime*. Finish *Prime* and you can unlock the original NES version of *Metroid*. Sweet as!











ZELDA: WIND WAKER

THERE'S A TINGLING IN ME BONES

Nintendo has been very sneaky with *Wind Waker*, and if you own the GameCube title you'll almost certainly be tempted to get hold of a GBA, even if you never use it again. You see, dotted throughout Link's world are hundreds of secret areas that can be opened up using bombs. The only way to find these is to find Tingle and use his Tingleceiver. By linking up to the GBA you can see through the eyes of Tingle on the GBA screen. This mode allows you to see the secret hotspots and move Link to the corresponding area on the GameCube version. Ta da! Instant prizes.



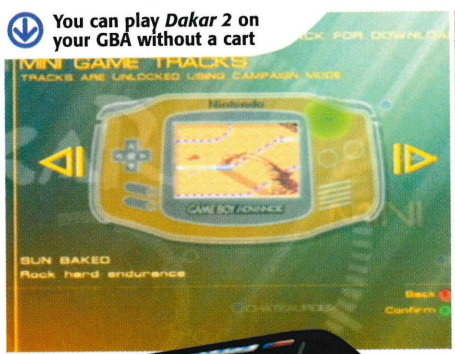
Use your GBA to find the hidden areas in *The Wind Waker*. Bonus!

DAKAR 2

FRENCH RACING ON THE GBA

The link-up facility isn't just limited to unlocking new levels. In some cases you can get access to an entire game. This is exactly what Acclaim Studios Cheltenham has done with its latest title, *Dakar 2* (see review on page 76). By hooking up to a GBA (no GBA game needed) you can open up a whole game of *Dakar 2* on the GBA. What you get for your trouble is a bunch of tracks, cars and challenges that actually play better than many GBA games we've seen recently.

You can play *Dakar 2* on your GBA without a cart







CUBE SAYS...

FIRST IMPRESSION

■ Though not offering quite what Nintendo originally promised, the link-up option is slowly but surely offering decent extras to owners of both consoles.

If you have both you may as well invest in a link cable – they don't cost much compared to what you get out of them. Most third-party versions are even cheaper and do the job just as well as the real thing.

Remember also that there's some great stuff coming... *Mario Kart*, *Pokémon*, *Mario Golf* and *Pikmin 2*, anyone? You'll be missing out if you're not connected.

CUBE COMPETITION

WIN! WIN! WIN!





Where do all these TVs come from?

GET YOUR CHOPPER ON TV!

WIN!

COMPETITION!

YOU'RE PROBABLY GETTING bored of these competitions by now – after all, who in their right mind would want to win a TV? What on earth would you do with a 28-inch Toshiba widescreen telly anyway? Exactly. So we don't expect anyone to enter.

All these competitions have to be in aid of something of course, and this particular one is to remind you that Midway's chopper game *Fireblade* should be on the shelves just about now. The winner of the TV will also receive a copy of the game, as will four runners up.

FIGHT 'EM ON THE BEACHES

For the few people who decide that they could make use of a massive great TV after all, here's how to enter. All we want to know is:

Q. HOW MANY HELICOPTERS CAN YOU CHOOSE FROM IN FIREBLADE?

The answer may well be found in the *Fireblade* review in the last issue. For those of you without that particular gaming bible, the answer is either 2, 27 or 5,000,000. Why oh why do we make these things so easy...

Send your answer, along with your name, address and postcode, to:

PUT MY CHOPPER ON TV!
FIREBLADE COMPO
CUBE, PARAGON PUBLISHING, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET, BH1 2JS



THE DEADLINE FOR THIS COMPO IS 10 APRIL 2003

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. The closing date for entries is 10 April 2003. Proof of sending entries is not proof of receipt.

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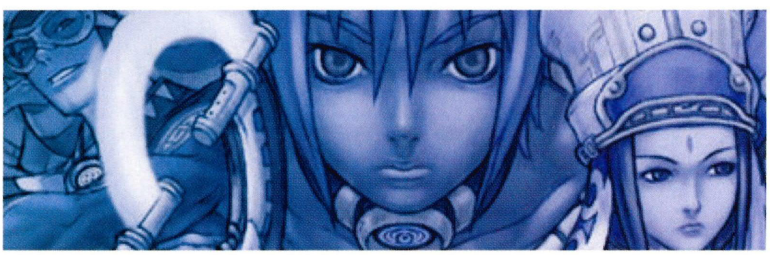
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EVERYONE'S SAYING IT'S THE NEXT BIG THING, BUT WHAT'S THE TRUTH ABOUT ONLINE GAMING?

ONLINE OR BUST







Is online console gaming nothing more than a Phantasy?

DUE TO THE Dreamcast's poor performance outside of Japan, many people missed out on some great games. Although the likes of *Virtua Tennis*, *Virtua Fighter 4* and *Crazy Taxi* all found themselves ported to the PS2, titles such as *Jet Set Radio* and *Phantasy Star* were consigned to the memories of the few who got the chance to the play them. If you read last month's review you'll be aware that *Phantasy Star* is, in itself, not a great game. In fact, it's so shallow that a lot of the time you could be forgiven for thinking you were playing a two-move Eighties arcade beat-'em-up (apart from the fancy graphics, of course, although they're nothing special by today's standards).

Phantasy Star Online made up for its lack of gameplay with a sense of co-operation and community rarely found in online games. In many ways it's simply a glorified chat engine that enables players to assume a role and work together towards a common goal. This was something the Japanese took very much to heart and the game became a roaring success in the East.

This was in contrast to the American version which was dogged a lot of the time by people refusing to enter the spirit of the thing and spoiling it for everyone else. Draw your own conclusions about what this tells us of the contrasting mentalities of East and West, but with the GC version almost ready to go, this will be the first opportunity for the majority of people to experience *Phantasy Star* for themselves.

Nintendo has now confirmed that the 56k Modem and Broadband Adapter will definitely go on sale for 40-45 Euros (£30-35) on 7 March along with *PSO I+II*. As far as online costings go there will be a flat monthly fee of £4.99 with the first 30 days free, starting from the first time you go online with the game and register as a player. Something that isn't confirmed is the availability of

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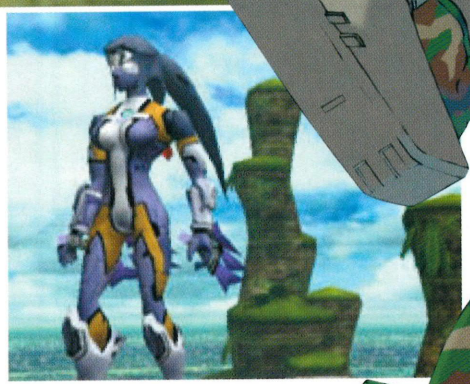


"AN ONLINE VERSION OF MARIO PARTY WOULD BE A DREAM COME TRUE FOR THE CUBE"

ASCII's Keyboard Controller. The chances of it being released in Europe are low and it may be that you'll have to import one from Japan to get the most from the game. Given the importance of the chat and community elements of the game, it's a pretty essential piece of kit.

Although it provides a unique and briefly engaging introduction to the possibilities of online console gaming, it's unlikely that *Phantasy Star* will herald the big breakthrough we all hope for. Those that went online with the Dreamcast version will tell you that the experience was a lot more involving than you might think and many friends were made. However, if you're looking for something to test your gaming might against all-comers like *Quake*, or an engrossing co-operative adventure in the vein of *Baldur's Gate* or *Diablo*, *Phantasy Star* will leave your thirst unquenched. Obviously those are all PC titles, but they are the current benchmarks.

For the 'Cube, an online version of *Mario Kart* would be a dream come true. Or how about a massively multiplayer game set in the *Zelda* universe? Now that would be a thing of beauty!



IS IT A JOYPAD? IS IT A KEYBOARD?

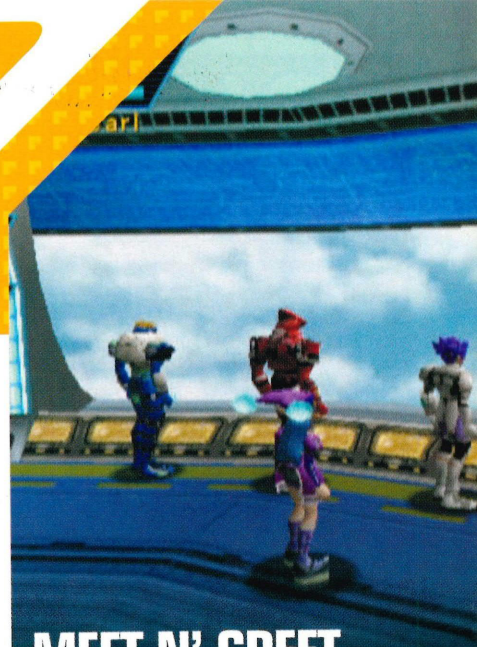
IT'S A SORT OF HAPPY COMPROMISE

Here's the rather curious-looking gadget you'll definitely need to invest in if you plan to get the most out of the *Phantasy Star* experience. The ASCII-produced GameCube keyboard is actually rather a nice piece of kit, although it's impossible to shake the feeling it'll end up gathering dust in the 'novelty items that seemed like a good idea at the time' box on top of your wardrobe within a couple of months.

It's hard to imagine too many games taking advantage of what's basically a compact keyboard unit slotted between the two halves of a joypad. It's not a standard keyboard like the Dreamcast had – more like the one on the ZX Spectrum+, if you remember that. A bit fiddly, but still better than having to select letters via the D-pad.

Anyway, at the time of writing it seems unlikely that this particular peripheral will be launched outside of Japan so you may well have to import one yourself if you want to communicate effectively in the game.





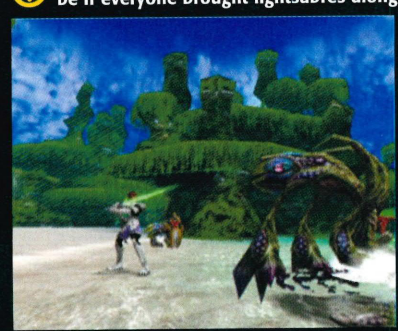
MEET N' GREET

WHAT ARE YOU WEARING?

The lobby areas aboard Pioneer 2 are where most of the socialising and chatting gets done. Here you can mill around with other players and hook up with people to go adventuring with. You can view everyone's attributes, enabling you to buddy up with people of a similar standard before heading into the main game with a team of up to four. Once in the level, characters can trade items with each other by dropping and collecting stuff, and this begins to reveal the importance of co-operation with other players. Here's a little tip for you – set yourself up as a girl character and act in a flirtatious manner and you will find many people willing to give you stuff for free. Sad but true.



Imagine how much cooler parties would be if everyone brought lightsabres along



The management apologise for the shockingly geeky caption above

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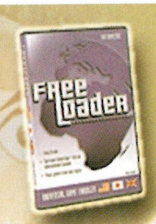
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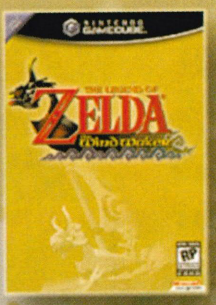


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CUBE DIRECTORY



A complete guide to every game reviewed by **CUBE** since time began. There was a time before we existed, but it was meaningless

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
RESIDENT EVIL ZERO	Capcom	In-house	1	✗	✗	3	16	PAL	9.0
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
MINORITY REPORT	Activision	Treyarch	1-2	✗	✗	4	15	PAL	5.0
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

RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SKIES OF ARCADIA LEGENDS	SEGA	Overworks	1	✗	✗	8	16	PAL	9.0
ANIMAL CROSSING	Nintendo	In-house	1-4	✓	✗	59	12	NTSC	8.5
PHANTASY STAR ONLINE	Infogrames	Sonic Team	1-4	✗	✗	3	16	PAL	7.5
LOST KINGDOMS	Activision	From Software	1	✗	✗	2	8	PAL	7.0

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BEAT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
KINNIKU MAN 2	Bandai	AKI	1-4	✗	✗	2	16	NTSC	8.9
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
LOTR: THE TWO TOWERS	EA	In-house	1	✗	✗	2	16	PAL	7.7
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

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	16	PAL	9.1
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
RAYMAN 3 HOODLUM HAVOC	Ubi Soft	In-house	1	✗	✗	12	16	PAL	8.1
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
PAC-MAN WORLD 2	Namco	In-house	1	✗	✗	8	16	PAL	4.2

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
ATV 2	Acclaim	Climax	1-2	✗	✗	9	16	PAL	8.1
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
MICRO MACHINES	Infogrames	Sheffield House	1-4	✗	✗	3	16	PAL	5.2
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

TOP 3

THE IMPORTANCE OF IMPORTING

Freeloader, the coolest piece of kit since the launch of the GameCube itself means you can now play any import game you want, so we've picked out the top three import titles currently available that will never come out over here. For all you PAL owners who thought you were missing out, think again!

01

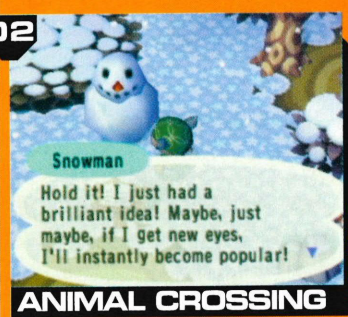


BALLS

WINNING ELEVEN 6

Reviewed: Issue 17
CUBE rating: 9.2
If this month's four page review (see page 64) hasn't convinced you to buy this game then you must have a pathological hatred of football. Light years ahead of anything else on the market, which is why Sony were so desperate to sign it up exlusively.

02



ANIMALS

ANIMAL CROSSING

Reviewed: Issue 12
CUBE rating: 8.5
Mart's adventures in Alftown drummed up a huge amount of support for the *'Please release Animal Crossing in Europe, Mr Nintendo'* campaign, but unfortunately it fell on deaf ears. Well now you can experience the furry everyday life simulator just the same.

03



GRAPPLING

KINNIKU MAN 2

Reviewed: Issue 16
CUBE rating: 8.9
A dash of japanese eccentricity and a dollop of style shows you don't have to have the WWE logo plastered all over the box in order to sell a wrestling game. Bandai's offering has enough eye-watering moves and joypad-busting playability to knock Vince McMahon out of the ring.

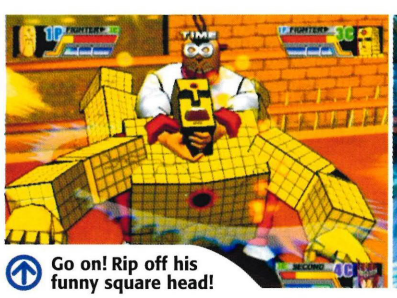
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SHOOT-'EM-UP

	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
FIREBLADE	Midway	Avalanche	1	✗	✗	1	16	PAL	6.5
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
MEN IN BLACK II: ALIEN ESCAPE	Infogrames	Melbourne House	1	✗	✗	3	16	PAL	4.2

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



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TOP 10 GAMECUBE

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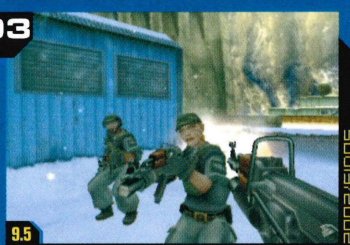
01 THE LEGEND OF ZELDA — 9.7 — 2002/NINTENDO



02 METROID PRIME — 9.6 — 2002/NINTENDO



03 TIMESPLITTERS 2 — 9.5 — 2002/EIDOS



04 STARFOX ADVENTURES — 9.4 — 2002/NINTENDO



05 SUPER MARIO SUNSHINE — 9.4 — 2002/NINTENDO



06 ETERNAL DARKNESS — 9.2 — 2002/NINTENDO

07 RESIDENT EVIL — 9.2 — 2002/CAPCOM

08 TONY HAWK'S PRO SKATER 4 — 9.2 — 2002/ACCLAIM

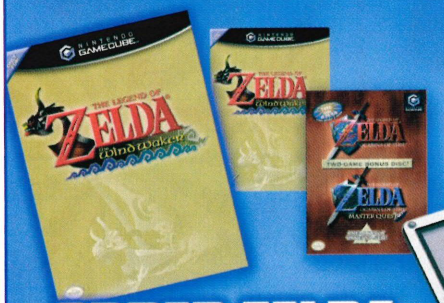
09 SUPER MONKEY BALL — 9.1 — 2002/SEGA

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2375594 eminem - lose yourself
2375595 big brovas - ok
2375596 david sneddon - stop living a lie
2375597 jay z & beyonce - bonnie & clyde
2375598 busted - year 3000
2375599 jurgen vries feat cmc - the opera song
2375600 daniel beddingfield - if you're not the 1
2375601 good charlotte - lifestyles of the rich....
2375602 cam'ron - hey ma
2375603 girls aloud - sound of the underground
2375604 counting crows - big yellow taxi
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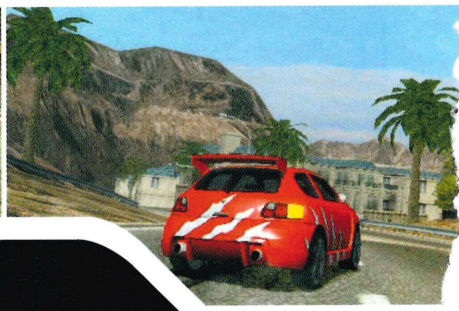


PRODUCT NO. 03

MISS SCHNEIDER GETS HER KNICKERS IN A TWIST

Just before *PN03* hits Japan, **CUBE** gets dancing lessons courtesy of Capcom's new heroine, Vanessa Schneider. We go hands-on with near-complete code of the very first Production Studio 4 title.





BURNOUT 2

SAFETY FIRST? HA! NOW PLAYING ON 'CUBE...

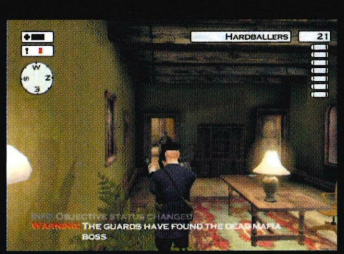
Acclaim's adrenaline-fuelled racer finally hits the GameCube. Expecting a quick PS2 port? Think again – you'll hardly even recognise it. We pay the Criterion boys a visit to find out exactly why this version is so good.



Definitive reviews of ALL the latest GameCube



CONFLICT DESERT STORM
Let's hope this game isn't a little bit too well timed...



HITMAN 2
Being bald helps your aim. Or so we've heard...



VEXX
An aggressive hero with spiky hair? Get back to work Chandra!



MEGAMAN EXE TRANSMISSION
The man of steel gets the pseudo-2D, cel-shaded treatment

ISSUE 18 ON SALE 10 APRIL 2003

FEATURE!





INTERVIEWS

STUDIO EYE

GENEPOOL

Based in possibly the most relaxing surroundings you've ever seen, Manchester's Genepool are responsible for the upcoming *X-Men 2: Wolverine's Revenge*. We chat to them about living and breathing like a mutant.

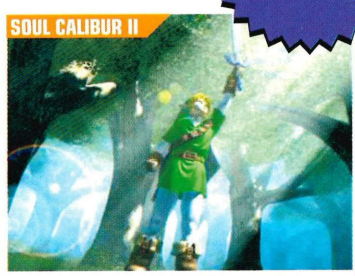


PLUS

TOO LITTLE TOO LATE?

IS THE GAMECUBE GOING THE WAY OF THE N64?

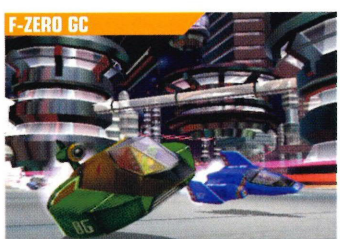
It all started off so well, but has Nintendo slipped back into its arrogant ways? With games getting canned, publishers grumbling and predicted sales figures going down, should Nintendo give up the ghost and concentrate on GameCube 2?



All the latest information and screenshots for all the greatest games!

- F-Zero GC
- Soul Calibur II
- Final Fantasy: CC
- Dead Phoenix
- Killer 7
- 1080° Avalanche
- Pokemon GC
- Virtua Fighter Quest







SOLUTIONS

PROBLEM SOLVED

METROID PRIME

We were going to bring you this a little earlier but have held off so we can give you some gorgeous maps and a full solution. Full-page, full-colour maps and an entire book dedicated to *Metroid Prime*? You know you want it...



titles, including:

PLUS

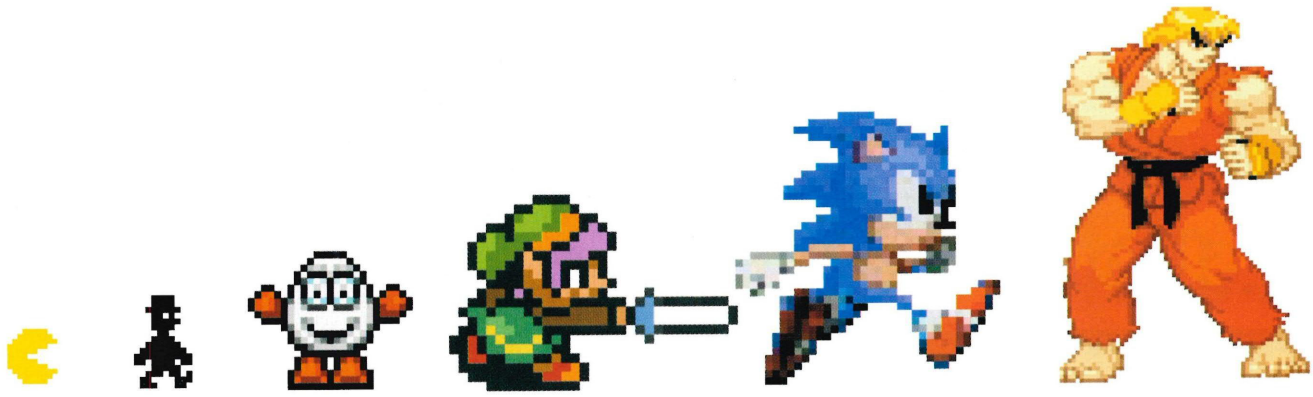


RTX REDROCK
Making friends with Martians isn't as easy as you'd think

- Wario World
- Red Faction 2
- Splinter Cell
- Wolverine's Revenge
- Shadow Of The Sun
- Viewtiful Joe
- Big Mutha Truckers
- Giftpia
- V-Rally 3
- Harvest Moon

Plus all the latest cheats, tips and hints for the best GameCube titles!

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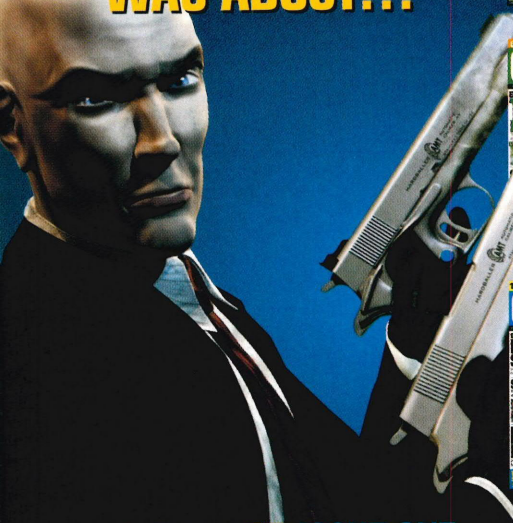


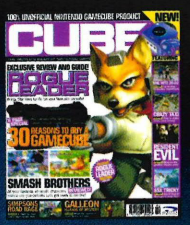
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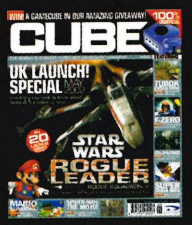
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...





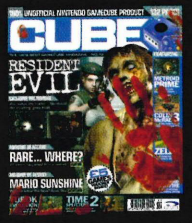
ISSUE TWO

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!



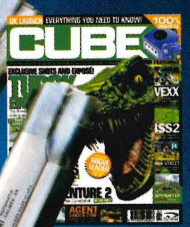
ISSUE SIX

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 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 slipcase!



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 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!



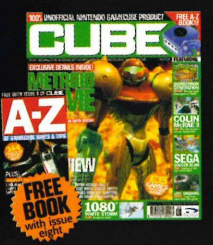
ISSUE ELEVEN

Exclusive *TimeSplitters2* 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!



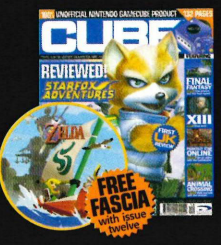
ISSUE FOUR

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*!



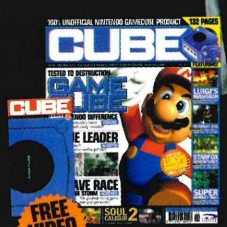
ISSUE EIGHT

All the E3 previews, *Metroid Prime* world exclusive, *SEGA Soccer Slam, Bomberman Generation*, GameCube monitors, and the second part of that *Pikmin* solution.



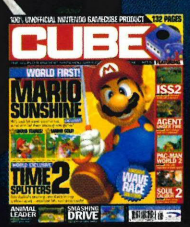
ISSUE TWELVE

The exclusive review of *StarFox Adventures*, a massive In-Depth on *Mortal Kombat* and a 12 page feature on *Zelda*! Also don't forget the *Zelda* fascia AND the *TS2* tips...



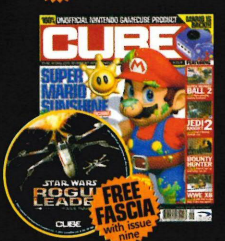
ISSUE ONE

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!



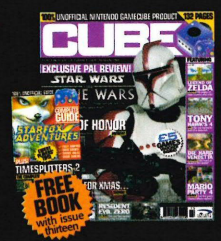
ISSUE FIVE

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, 18 Wheeler* and *Smashing Drive*!



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!



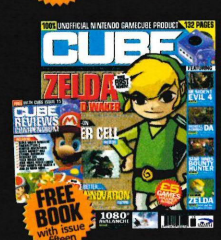
ISSUE THIRTEEN

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!



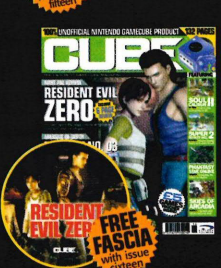
ISSUE FOURTEEN

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.



ISSUE SIXTEEN

Massive PAL review of *Resident Evil Zero* plus a huge In-Depth on *PN03*. Also check out the *Super Monkey Ball 2* Q&A and get your free *RE Zero* fascia

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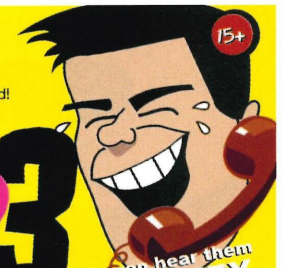
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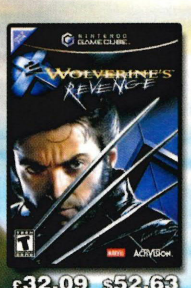
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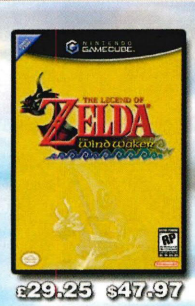
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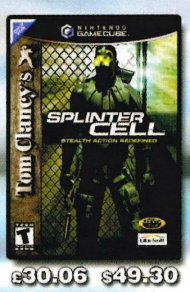
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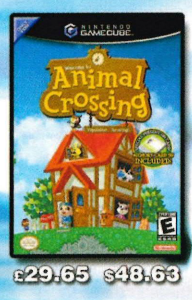
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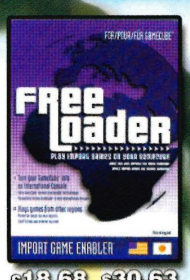
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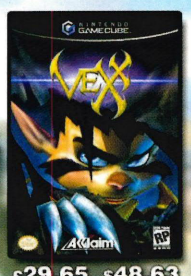
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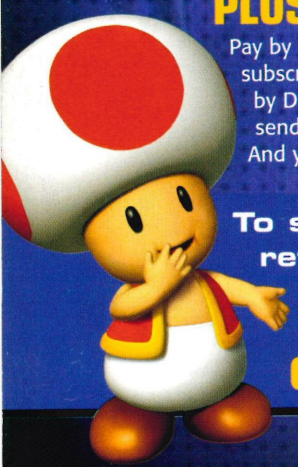
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CUBE NEWS FLASH

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WE NORMALLY USE this section to look back at classic games from the Nintendo console archives. However, this month is a little different. Yes, we still love Nintendo, but for a slightly different reason. Literally hours before we went to press, Nintendo sent us five screenshots of two brand new games. One is a classic Nintendo franchise that we had almost given up on. The other is a relatively new franchise, but it already holds a place in our hearts. Presenting the first ever shots of *Pikmin 2* and *Kirby's Air Ride*...





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Diddy Kong Racing
Donkey Kong 64
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Glover
Goldeneye
Killer Instinct Gold
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Mario Tennis
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Perfect Dark
Star Wars: Racer
Star Wars: Rogue Squad.
The World is not Enough
Tony Hawk's 2
Turok 2
Turok: Shadow Oblivion
Zelda
Zelda: Majora's Mask
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DR'MCAST

Alien Front Online
Alone in the Dark 4
Freestyle Scooter
Headhunter
Hidden & Dangerous
Metropolis Street Racer
Nomad Soul
Phantasy Star Online
Ready 2 Rumble 2
Res. Evil: Code Veronica
Soul Fighter
Plus Many More...

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Aggressive Inline
Army Men Advance
Breath of Fire
Broken Sword
Bubble Bobble Old+New
Castlevania: C of Moon
Castlevania: Harmany D.
Crash Bandicoot XS
Dark Arena
Doom
Dragonball Z: Leg. Goku
Duke Nukem Advance
Eggo Mania
Final Fight One
Fire Pro Wrestling A
F-Zero: Max. Velocity
Golden Sun
Golden Sun 2
Harry Potter
Harry Potter C.of Secrets
He-Man: P. of Greyskull
Hey Arnold: The Movie
High Heat Baseball 2002
Int. Super Soccer
Jimmy Neutron: B Genius
L. of Zelda: Link to Past
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Mario Adv. 3: Yoshi's Is.
Mario Advance
Mario Kart Sup. Circuit
Mat Hoffman's Pro BMX
Medabots AX
Mega Man Battle Net. 2
Metroid Fusion
Monsters Inc
Motocross Maniacs Adv.
Rayman Advance
Robot Wars: Extreme Dst.
Robotech: Macross Saga
S Palmer Snowboarder
Scooby Doo Cyber Chase
Sonic Advance
Sonic Advance 2
Spiderman The Movie
Spiderman: M's Menace
Spyro: Season of Flame
Spyro: Season of Ice
Star Wars: Att. of Clones
Star Wars: New Dr.Army
Street Fighter Alpha 3
Super Mario Advance 2
Super Mario Advance 3
Tekken Advance
The Fellowship Of Ring
The Two Towers
Tomb Raider: Prophecy
Tony Hawk's 2
Tony Hawk's 3
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X-Men: R. of Apocalypse
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Star Wars: Jedi Knight 2
The Thing
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Tony Hawk's 4
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